

BATTLE FOR GALICIA, 1914

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1.0 INTRODUCTION

Battle for Galicia, 1914 is a game about WW1 in Galicia and Russian Poland during the year 1914. One player controls the Austria-Hungarian forces, the other the Imperial Russian forces. Each player attempts to achieve certain objectives to attain victory.

- SCALE: 12 Kilometers per hex, 2 days per turn.

Each copy of **Battle for Galicia, 1914** consists of the following:

- One 11x17 inch map.
- One sheet of 280 counters.
- One Rule Booklet
- One Player Aid Card

Players must supply two six-sided dice, as well as mount the counter sheet.

1.1 Preparation for Play

Once the components have been produced, sort out and set-up the counters. Each unit's set-up hex or game turn (GT) of arrival can be found on the unit's counter.

THE GAME BEGINS with the A-H Player's turn (the Russian Player's turn is skipped on GT1). Then play proceeds following the GT sequence of play (3.0).

1.2 Abbreviations

- A-H: Austro-Hungarian
- AV: Artillery Value
- DRM: Die (Dice) roll modifier
- GT: Game Turn
- ID: Identification
- MA: Movement Allowance
- MP: Movement Points
- RR: Railroad
- VP: Victory Points
- ZOC (EZOC): Zone of Control (Enemy ZOC)
- 1d6 (2d6): one six-sided die (two dice)

Play Note: Abbreviations used on the counters are found at the end of the rules.

1.3 Game Map and Half-Hexes

All half-hexes are in play. Specifically: hexes 14.26, 16.26, 18.26 and all hexes in row 19.xx.

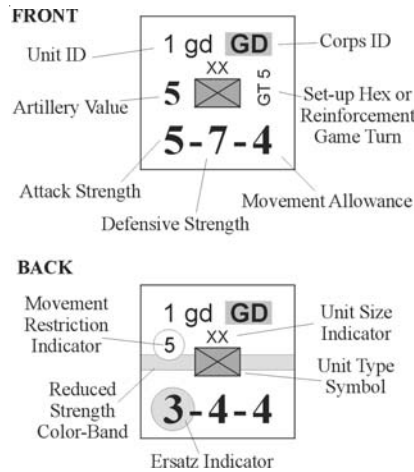
2.0 THE PLAYING PIECES

2.1 How to read the Units

ATTACK AND DEFENSE STRENGTH: A quantification of a unit's combat strength.

MOVEMENT ALLOWANCE (MA): The number of Movement Points a unit can use when moving.

ARTILLERY VALUE (AV): A measure of a unit's artillery strength and effectiveness.



UNIT IDENTIFIER (ID): A unit's ID is its historical designation. The first or only number is the division or independent brigade number. The second number (if any) found inside a colored box is the corps number. Only the corps number (or lack thereof) is relevant in game play – see rules 7.2 and 7.3.

UNIT SIZE INDICATOR: A unit's size is one of the following:
XXX = Corps, XX = Division, X = Brigade.

MOVEMENT RESTRICTION INDICATOR: If a unit bears a Movement Restriction Indicator dot it begins the game immobile. The number contained within the indicator dot is the GT the unit is released from its movement restriction (and may move normally).

ERSATZ INDICATOR: A unit that bears an Ersatz Indicator dot, encircling its attack strength, is an "Ersatz Unit." Special rules pertaining to Ersatz units are: 10.2, 10.3.2 & 15.1 point 3.

Play Note: Some units have an Ersatz Indicator on their front side but not on their back side.

SET UP INFORMATION: This information indicates the hex the unit begins set up in or the GT the unit arrives as reinforcement.

2.2 Unit Type Summary

- Infantry ☒
- Cavalry ☒

Play Note: Units whose unit type symbol has a white field can suffer only two combat

effectiveness reductions before suffering a step loss – see 10.2.

2.3 Color Scheme

A unit's nationality is indicated by its counter's background color:

- Brown: Russian
- Blue: Austro-Hungarian
- Green-Gray: German (considered A-H for game purposes)

Cavalry units are characterized by two-colored counters, the top half being the national color.

2.4 Informational Markers

Markers include:

- Reduced Combat Effectiveness -1/
- Severely Reduced Combat Effectiveness -2
- Low Supply -1/ Out-of-Supply -2, AV=0

3.0 SEQUENCE OF PLAY

Battle for Galicia, 1914 is played in Game Turns (GT). Each GT consists of two "Player Turns" – a Russian Player Turn followed by an Austro-Hungarian Player Turn.

EXCEPTION: GT 1 consists of an A-H Player GT only (skip the Russian Player turn on GT1).

3.1 Game Turn Sequence of Play Outline

A. Advance the Game Turn Marker

The GT marker is advanced on the GT Track and flipped to its Russian Player Turn side.

B. Russian Player Turn

1. Supply Phase
2. Reinforcement Phase
3. Movement Phase
4. Combat Phase
5. Record VPs Step

After the Russian Player Turn is completed flip the GT marker to its Austro-Hungarian Player Turn side.

C. Austro-Hungarian Player Turn

The Austro-Hungarian Player Turn is identical to the Russian Player Turn.

3.2 Narrative Sequence of Play

During the Russian player's turn, the Russian player is referred to as the phasing player and the Austro-Hungarian player is referred to as the non-phasing player. During the Austro-Hungarian player turn reverse the references.

A. THE PLAYER TURN

1. SUPPLY PHASE

The phasing player checks the Supply Status of all his units (11.0). Units found to be Out-Of-Supply or in Low Supply are marked as such. Units that are Out-Of-Supply for two or more consecutive GTs may suffer Attrition (11.5)

2. REINFORCEMENT PHASE

The phasing player places any available reinforcements on the map (14.0).

3. MOVEMENT PHASE

The phasing player may move his units (4.0); he may move all, some, or none of his units as he sees fit. At this time units may be able to recover from reduced Combat Effectiveness (10.3).

4. COMBAT PHASE

The phasing player may attack adjacent enemy units (7.0).

5. RECORD VICTORY POINTS STEP
VPs are recorded for occupying towns (15.1).

Play Note: VPs earned for attacks made are recorded during the Combat Phase.

4.0 MOVEMENT

4.1 Movement Allowance (MA)

Each unit has a Movement Allowance that is the maximum number of MPs it may expend during a movement phase.

- A unit can never enter a hex occupied by an enemy unit.

4.2 How to Move Units

Units move by tracing a path through adjacent hexes, expending Movement Points (MPs) for each hex entered (and possibly a hexside crossed) according to the Terrain Effects Chart. Units can move individually or in stacks maintaining a running total of expended Movement Points.

4.2.1 Bridges: Bridges are considered to be wherever a RR line crosses a river or where a bridge symbol exists.

4.3 Minimum Movement

A unit may always move a minimum of one hex regardless of MP costs or EZOC. A unit exercising Minimum Movement cannot expend MPs during the player turn.

4.4 Combat Effectiveness Recovery

Any eligible unit suffering from reduced Combat Effectiveness (10.0) may expend MPs (while stationary) to recover Combat Effectiveness – see 10.3.

4.5 Special Movement Restriction

No A-H unit may voluntarily move into the following hexes in hex-row X.01: 3.01 thru 11.01, until after GT 5.

Play Note: These hexes are shaded a light red.

4.6 Other Limitations on Movement

- EZOC and Movement – see 6.3.

5.0 STACKING

Stacking is when more than one unit is in a hex.

5.1 Stacking Limits

No more than six STEPS can occupy a hex at the END of any friendly movement phase or retreat after combat. Game markers do not affect stacking.

Moving and retreating units can freely enter and pass through stacks of friendly units.

- Infantry Divisions and Cavalry Corps each start with two steps. Infantry Brigades and Cavalry Divisions are one step units.

STEPS SUMMARY:

Unreduced Infantry Division = 2
Unreduced Cavalry Corps = 2
Infantry Brigade = 1
Cavalry Division = 1
Reduced Infantry Division = 1
Reduced Cavalry Corps = 1

5.2 Overstacking Penalty

At the end of any friendly movement phase or retreat after combat, any hex in violation of stacking limits must eliminate any excess units (the owning player may choose which units to eliminate).

5.3 Order of Stacking

The unit with the largest attack strength (printed on the counter) must always be the top-most unit in a stack and is therefore the unit revealed to the opponent.

The position of a unit within a stack has no effect on play (however see Limited Intelligence 5.4).

5.4 Limited Intelligence

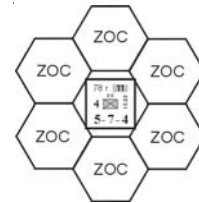
IMPORTANT: A PLAYER CANNOT EXAMINE THE CONTENTS OF AN ENEMY-OCCUPIED HEX EXCEPT BY OBSERVING THE UNIT PLACED ON TOP OF THE STACK.

A player that has initiated an attack against a hex may ask to know the ID and unit type of any other units in the hex. At no time may a player lift up, turn over, or in any way expose the nature of a unit in any enemy hex. In no case may a player examine the strength of an opponent's units (i.e. he may not look at any combat effectiveness or supply state markers).

Play Note: Informational markers are also placed under the effected unit.

6.0 ZONES OF CONTROL (ZOC)

The six hexes that surround a unit constitute that unit's Zone of Control. ZOCs affect supply and movement. All units exert a ZOC.



6.1 Terrain and ZOC

ZOCs extend into and out of any hex and over any hexside with the following exception: ZOCs do not extend across river hexsides.

6.2 ZOC and Supply

The presence of an EZOC in a hex prohibits supply from being traced through that hex. Friendly units negate the presence of an EZOC in the hex they occupy.

6.3 EZOC and Movement

The cost to enter or exit an EZOC is +1 MP. To move directly from one EZOC to another EZOC costs +2 MPs.

Friendly units do not negate the presence of an EZOC in the hex they occupy.

6.4 Other Effects of EZOC

- Flank Attacks – see 7.8.
- EZOC and Retreat after Combat – see 9.2.1.
- Supply – see 11.3.
- Reinforcements – see 14.0.
- Cavalry Reaction Movement – see 12.1.3.

7.0 COMBAT

During a phasing player's combat phase friendly units may attack adjacent enemy units. Attacking is voluntary; no unit is ever forced to attack.

- No unit may attack or be attacked more than once per combat phase.

7.1 Multi-Hex Combat

• The attacker may attack only one hex at a time; he may not target two hexes in a single combat.

• Units in the same hex may attack adjacent defenders in different hexes in separate combats (i.e. all units in a hex that conduct an attack need not attack the same defending hex).

• Attacking units from two or more different hexes may combine their combat strength to attack a single adjacent hex.

• No unit may split its attack strength to attack a second hex in a separate attack.

7.2 Attacker Command Limitations

The number of units that may take part in an attack is limited. The attacker's forces may include either, (1) all the units attached to one corps plus one unit (independent or attached to a different corps), or (2) two independent units.

Play Note: All units bearing the same corps ID number (2.1) are considered to be attached to the same corps.

7.3 Defender Characteristics

- All units selected to defend in a hex defend as a single defending strength.
- All units in an attacked hex must participate in combat unless unable due to Command Limitations.

7.3.1 Command Limitation: The number of units that may take part in the defense of a hex is limited. The defender's forces may include either, (1) all the units attached to one corps plus one unit (independent or attached to a different corps), or (2) two independent units. If units of more than two corps (or independent units) are stacked in one hex, the excess units MUST be withheld.

EXAMPLE: The following three units are stacked together in a hex under attack: 1 gd/GD division, 18/14 division and 82 r division (independent). Due to command limitations one of the three units must be withheld (defender's choice).

7.4 Modified Combat Strength of Zero

- **Attack:** A unit with a modified attack strength of zero or less cannot attack.
- **Defense:** A unit with a modified defense strength of zero or less must be withheld from combat if stacked with another unit. If such units are the only units in a defending hex no units can be withheld and the stack defends with a strength of ONE.

7.5 Cavalry in Combat

Cavalry units may never attack or defend in combination with an infantry unit. If infantry is stacked with cavalry one unit type must be withheld.

7.6 Withheld Units

In some cases units may or must be withheld from a combat.

- Units withheld that are stacked with an attacking unit are never involuntarily affected by combat results. If friendly attacking units are forced to retreat withheld units can choose to retreat with the friendly units or not to retreat.
- Units withheld that are stacked with a defending unit are affected by retreat results (only). Such units are considered to have "been attacked" that combat phase.

EXCEPTION: If all units defending in a hex are eliminated (but did not suffer a retreat result) leaving only withheld units, retreat the withheld units one hex.

7.7 Effects of Terrain on Combat

All units conducting an attack across a river or ridge hexside have their combat strength and their Artillery Value halved (round fractions up).

- See also rule 9.2.2 for the effects of retreating across an un-bridged river hexside.

7.8 Flank Attacks

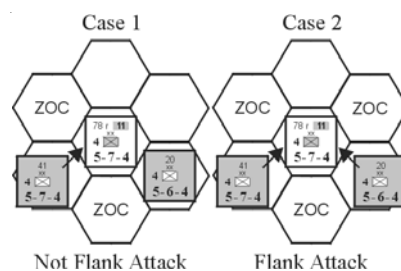
If five of the six hexes adjacent to the defender are either occupied by an enemy unit or in the ZOC of an attacking enemy unit and none of these five hexes are occupied by a friendly unit (or adjacent to Przemysl), the defender is considered "Flanked."

IMPORTANT: The only significant EZOCs are those projected by the units that are actually involved in attacking the unfortunate unit. The ZOCs of units not involved in the specific combat are not considered.

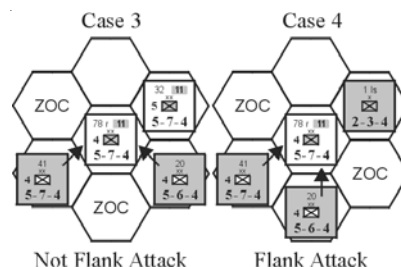
7.8.1 Effects: If the defender is flanked the CRT odds column is shifted two to the right (in the attacker's favor) and the defender receives a Loss Results Table DRM of +2 (9.4.1).

7.8.2 Map Edge and Flank Attacks: A defender in a map-edge hex can not be flanked.

Example 1: In case 1 the 20 division is not participating in the attack therefore its ZOC is not considered. In case 2 it is attacking creating a Flank Attack situation.



Example 2: In case 3 the 32 division negates the ZOC of the attacking 20 division.



Example 3: In case 4, although the 1 ls brigade is not attacking, its presence in the hex creates a Flank Attack situation.

8.0 COMBAT PROCEDURE

In *Battle for Galicia, 1914* each individual combat is resolved in five stages:

1. Determine the Combat Ratio
2. Determine CRT Column Shifts
3. Attack Resolution
4. Determine the Magnitude
5. Loss Resolution

8.1 Stage One – Determine Initial Combat Ratio

First the attacker identifies the defending and attacking hexes. The ID and unit type of all units in the attacking and defending hexes is revealed (but not their Combat Effectiveness or Supply Status). Both players then announce if units are to be withheld (attacker followed by defender). Next the combined attack strength of the participating attacking units is compared to the combined defense strength of the defending units (taking into consideration strength modifications due to Combat Effectiveness and Supply Status) and this comparison is stated as a probability ratio (attacker/defender). Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio, which is rounded off, always in favor of the defender, to the nearest ratio listed on the Combat Results Table.

8.2 Stage Two – Determine CRT Column Shifts

The combat ratio derived in Stage One above can be shifted in two cases: Flank Attacks (7.8) and Przemysl (13.0). Apply applicable shifts to find the final odds ratio. Combats with a final ratio of less than 1:3 are not allowed; combats with final odds greater than 4:1 are resolved at 4:1.

8.3 Stage Three – Attack Resolution

To determine if there is a retreat and if there will be DRMs during loss determination, the players reference the Combat Result Table (9.1). The attacker rolls 2d6 and cross references the result with the final odds ratio column. Players immediately implement the results, performing (if any) retreats (9.2) or advances after combat (9.3).

8.4 Stage Four – Determine Magnitude

To determine losses suffered, Magnitude must first be determined. Magnitude is determined by summing the total number of steps (of both sides) that participated in the combat.

(8.4 continued next page)

- **SMALL:** If the combat includes a total sum of less than seven steps.
- **LARGE:** If the combat includes a total sum of seven or more steps.

8.5 Stage Five – Loss Resolution

Next the players proceed to the Loss Results Table (9.4). The attacker and defender each roll 1d6 individually, applying the appropriate DRMs (9.4.1). Both players cross-reference their individual result on the column corresponding to the attack's Magnitude and apply all Combat Effectiveness Reductions (9.4.2).

9.0 EXPLANATION OF COMBAT RESULTS

9.1 Combat Results Table (CRT)

The CRT is referenced during Stage Three of the Combat Resolution process. Results to the left pertain to the attacker, to the right to the defender.

POSSIBLE RESULTS:

- : No Effect.
- +/- # : Loss Results Table DRM.
- R# : Retreat # of Hexes.

9.2 Retreats

All retreats are expressed in hexes, not movement points.

- Retreating units always retreat as a stack and may not split up EXCEPT in the last hex of retreat to avoid an over-stack situation. If an overstack situation would occur in the last hex of retreat some, or all, of the retreating units may retreat additional hexes but only if avoiding an overstack.

Example: Three A-H divisions, each consisting of 2 steps, receive an R1 CRT result and are forced to retreat into a hex containing a friendly division (2 steps). Since this would create an overstack situation (8 steps) one of the three retreating divisions must retreat an additional hex. Note that only one of the three divisions continues its retreat, not all three.

- Units can retreat into an over-stack situation, thereby causing an additional hex retreat, to comply with the Retreat Guidelines in 9.2.1. (e.g. to avoid entering an EZOC).
- Each CRT mandated hex retreat result modifies the LRT die roll for the retreating stack by +1 (9.4.1).

9.2.1 Retreat Guidelines: The owning player may determine the path of retreat but must abide by the following guidelines:

- (1) Avoid entering an empty hex in an EZOC if possible.

(2) Retreat must always be toward any supply source within 12 hexes. A unit that suffers a one-hex retreat result that does not move further from the chosen supply source is considered to have fulfilled this guideline.

IMPORTANT: If a stack is unable to fulfill either one of the above guidelines it suffers a +2 DRM on the upcoming LRT die roll.

9.2.2 Retreating Across a River: Each unit that retreats across an un-bridged river hexside suffers one Combat Effectiveness reduction.

9.2.3 Unable to Retreat: Units may be unable to satisfy a retreat obligation due to the presence of enemy units. All units in a stack suffer one Combat Effectiveness reduction for each hex failed to retreat and suffer a +2 DRM on the upcoming LRT die roll.

9.3 Advance After Combat

If a defender's hex is vacated the victorious attacking units can advance into the vacated hex subject to stacking limitations. (Withheld units may not advance.) A victorious defender may never advance after combat.

SPECIAL: No A-H unit may advance into the following hexes in hex-row X.01: 3.01 thru 11.01, until after GT 5.

Play Note: These hexes are shaded a light red.

9.4 Loss Results Table (LRT)

The LRT is referenced during Stage Five of the Combat Resolution process.

POSSIBLE RESULTS:

- : No Effect.
- # : # of Combat Effectiveness Reductions.

9.4.1 Loss Results Table DRMs: The following DRMs affect final LRT results:

- (1) CRT result: -2 to +2.
- (2) Opponent's Artillery Value:
 - 0-2: +0;
 - 3-5: +1;
 - 6-9: +2;
 - 10-13: +3;
 - 14 or greater: +4.
- (3) Defender Flanked: +2.
- (4) Each CRT retreat result: +1
- (5) Unable to fulfill retreat priorities or Unable to retreat: +2.
- (6) High Odds: Each odds ratio over 4:1: +1 for defender. (Example: if odds were 6:1 = +2)

9.4.2 Which Units Suffer Reduction of Combat Effectiveness:

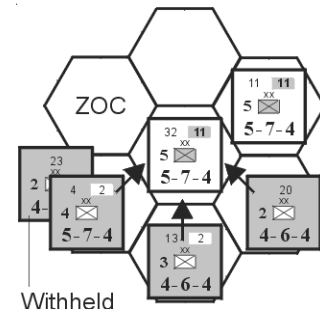
Combat Effectiveness (CE) reduction results are assigned to individual units by the owning player. CE reductions must be equally

distributed. All participating units must take one CE reduction before any one unit takes two (and so on) except if this would eliminate the unit.

Units withheld from combat may not be allocated CE reductions.

To record a combat effectiveness reduction, place a "Reduced CE -1" marker on the unit. To record the second reduction, flip the marker to its "Reduced CE -2" side. When a unit suffers a third CE reduction, remove the Reduced CE marker and flip (or remove) the unit, it suffers a step loss.

EXAMPLE OF COMBAT: The Austro-Hungarian player declares an attack upon the Russian 32nd division. Due to the Attacker Command Limitations (7.2) all four A-H divisions will not be able to participate. The A-H player decides to attack with all divisions attached to the 2nd Corps (the 4th and 13th divisions) and one independent division, in this case the 20th. The 23rd division will be withheld from the combat (7.6).



Stage One: The first step is to determine the combat ratio. The Russian 32nd division's defensive strength is 7. Compared to this is the sum of the A-H divisions' attack strengths, in this case 13 (5+4+4). The ratio is therefore 13:7 and is rounded in favor of the defender to 1.5:1.

Stage Two: Since the attack is not a Flank Attack, nor is the defender adjacent to Przemysl, there are no odds ratio shifts.

Stage Three: The A-H player now rolls 2d6 with a result of 9. He cross references the 9 result on the 1.5:1 column determining the CRT result to be +2/-1 (attacker +2 LRT modifier/ defender -1 LRT modifier). The result does not contain a retreat obligation so the players immediately proceed to the Loss Results Table.

Stage Four: Here the first step is to determine the Magnitude of the battle. Since four divisions, each consisting of two steps, participated in the battle (a total of eight steps) the battle is of "Large" Magnitude.

Stage Five: Next any LRT DRMs are determined. The A-H player's die roll will be modified for two factors: the CRT result (+2), and the Russian artillery present. The 32nd division has an Artillery Value (AV) of 5 which corresponds with a DRM of +1. This results in a total A-H DRM of +3.

The Russian modifiers will be: -1 for the CRT result and +2 for A-H artillery (4+3+2 = 9 AV). So the Russian modifier is +1. Each player now rolls 1d6, with the A-H player rolling a 5 (a modified result of 8) and the Russian a 3 (a modifiers result of 4). The players now find their result within the Large Magnitude column and read to the left to determine the result. In this case the Russian suffers 1 Combat Effectiveness (CE) reduction while the A-H player suffers 3 CE reductions. According to rule 9.4.2 the A-H player must distribute these 3 reductions equally among his attacking units, so each of his divisions suffers 1 CE reduction. This completes the combat sequence.

10.0 COMBAT EFFECTIVENESS AND STEP LOSSES

Design Note: In Battle for Galicia, 1914 Combat Effectiveness measures tangibles such as casualties and stragglers and intangibles such as organization, training, leadership, morale and stamina.

Units have their combat effectiveness reduced due to combat – see 9.4.

Combat Effectiveness reductions do not affect artillery values.

The number of steps a unit has is found in rule 5.1.

10.1 Effects of Reduced Combat Effectiveness

A unit bearing a Reduced Combat Effectiveness -1 or -2 marker has its attack and defense strength reduced by 1 or 2 respectively.

10.2 Indicating Step Losses

Step losses are suffered when a unit undergoes a THIRD Combat Effectiveness reduction. Flipping a unit over (while removing the CE reduction marker) indicates the unit has suffered a step loss. Units with two steps are removed from play after the second step loss. Units with only one step are removed when they lose one step.

EXCEPTION: Ersatz Units (2.1) with an attack strength of two suffer a step loss (i.e. are eliminated) after undergoing a second Combat Effectiveness reduction.

Play Note: These units have a white unit type symbol.

10.3 Combat Effectiveness (CE) and Step Recovery

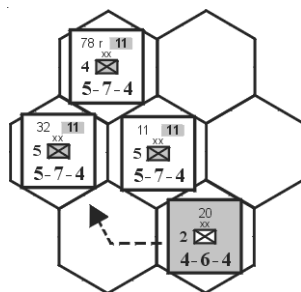
Infantry type units can recover from reduced combat effectiveness and lost steps through a process termed “Combat Effectiveness Recovery.”

A unit that conducts Combat Effectiveness Recovery can remove a “Reduced CE -1” marker or flip a “Reduced CE -2” marker or flip a step reduced unit to its front side

while placing a “Reduced CE -2” marker upon the unit.

Design Note: Effectiveness recovery represents rest, recuperation and incorporating replacements.

10.3.1 Requirements: To conduct Combat Effectiveness Recovery an infantry unit must be in-supply and must expend 4 MPs (while stationary). In addition, the unit must be either (1) three hexes away from the nearest enemy unit (i.e. two intervening hexes) OR (2) two hexes away from the nearest enemy unit with all intervening hexes occupied by a friendly unit (i.e. one friendly occupied intervening hex).



Example: Both the 78 r and 32 divisions wish to recover combat effectiveness levels. In this case the 78 r division is eligible to do so while the 32 division is not for not all intervening hexes are friendly occupied.

10.3.2 Ersatz Units: Units bearing an Ersatz Indicator dot (2.1) cannot recover Combat Effectiveness reductions.

• Units with an Ersatz indicator on their front side but not on their back side can only recover Combat Effectiveness while on their back side. Once on their front side they may no longer recover combat effectiveness levels.

Play Note: Most A-H Landsturm (ls) units, all A-H Marsch (m) units and the German ersatz unit are considered “Ersatz Units.”

10.3.3 Cavalry Units: Cavalry units cannot recover Combat Effectiveness reductions.

10.3.4 Eliminated Units: Units that are completely eliminated cannot be returned to play.

11.0 SUPPLY

A unit is always in one of three possible supply states: In Supply, Low Supply or Out-of-Supply.

The supply state of a player’s units is determined during the friendly supply phase, and always lasts until that player’s next supply phase. If a unit is in a Low or Out-of-Supply state place a supply marker under the unit to denote this.

11.1 Supply Effects

A unit’s current supply status affects only its combat strength. In supply units are full strength; Low Supply units suffer a -1 strength reduction; Out-of-Supply units suffer a -2 strength reduction AND their Artillery Value (AV) is considered to be zero for combat.

11.2 Supply Sources

There are two types of supply sources: (1) A friendly map edge hex with a supply symbol printed in it, and (2) a hex containing a RR line connected to a friendly map edge supply source hex by a contiguous path of connected RR line hexes. The RR line is blocked by enemy units or their ZOC.

• Friendly map edges:

Russian – Top, Right-hand side and Left-hand side above hex 15.26.

A-H – Bottom and Left-hand side below hex 6.25.

11.3 Tracing a Supply Path

A supply path is traced through contiguous hexes from the unit to the supply source. A valid supply path may not pass through:

- (1) A hex occupied by an enemy unit,
- (2) More than one hex in a non-negated EZOC. Friendly units negate the presence of an EZOC in the hex they occupy for purposes of tracing a supply line. (i.e. supply can be traced through one hex in a non-negated EZOC.)

11.4 Supply Path Range

For a unit to be “In Supply” it must be able to trace a valid supply path no longer than 8 hexes in length. If the path is between 9 and 12 hexes in length the unit is in Low Supply. If the path is longer than 12 hexes, or the unit is unable to trace any valid path, the unit is Out-of-Supply.

11.5 Attrition

If a unit that was determined to be Out-of-Supply during the last friendly supply phase is found once again to be Out-of-Supply it suffers Attrition. (i.e. A unit Out-of-Supply on consecutive GTs suffers attrition.)

11.5.1 Effects of Attrition: A unit that suffers attrition has its combat effectiveness reduced by 2. (This reduction is applied as if the unit had suffered losses in combat.)

12.0 SPECIAL CAVALRY RULES

The unique qualities of cavalry are represented by the following rules.

12.1 Cavalry Reaction Movement

During an enemy movement phase (and enemy reinforcement phase) friendly

Cavalry type units may exercise the option of “Cavalry Reaction Movement.”

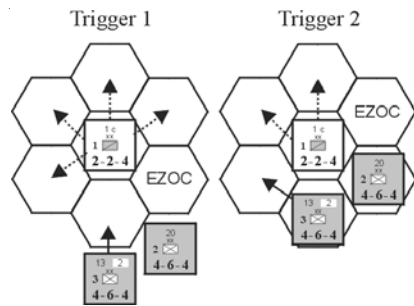
Play Note: Cavalry units with a movement restriction indicator (2.1) can “react” prior to being released.

12.1.1 Reaction Movement Triggers:

Reaction movement may be “Triggered” in two ways:

Trigger 1 – an enemy unit moves adjacent to a cavalry unit that is not already adjacent to any enemy unit, or ...

Trigger 2 – an enemy unit moves from one hex adjacent to a cavalry unit into another hex that is adjacent to that cavalry unit or any other friendly unit.



12.1.2 Procedure: While moving his units the active player must announce when one of his units moves adjacent to an enemy’s cavalry unit; the non-active player must immediately announce his intention to “React.”

If the reaction is due to Trigger 1 then the friendly cavalry unit may immediately move one hex.

If the reaction is due to Trigger 2 then the cavalry unit may immediately move one hex but not into the hex the enemy unit has just vacated.

12.1.3 Restrictions: Units may not move by Cavalry Reaction into an EZOC other than the ZOC of the unit which triggered the move. Friendly units in a hex negate the presence of an EZOC for purposes of this rule.

Example: An A-H cavalry unit is in hex 13.15 adjacent to a Russian unit in hex 14.15. If the Russian unit moves into hex 14.14 it is an EZOC to EZOC move. Therefore the A-H cavalry unit can “react.” The A-H cavalry unit may react into every hex adjacent to hex 13.15 except hex 14.14 (the current location of the Russian unit) and hex 14.15 (the former location of the Russian unit).

Play Note: Cavalry Reaction Movement is the only time non-active units may voluntarily move during the opponent’s movement phase.

12.2 Other Cavalry Rules

- Cavalry cannot combine with infantry in combat – see 7.5.
- Cavalry cannot recover reduced Combat Effectiveness – see 10.3.

13.0 FORTRESS PRZEMYSL

The Austro-Hungarian Fortress Przemysl (hex 3.15) has several special characteristics:

- A Russian unit can never enter hex 3.15.
- A-H units stacked in the Przemysl hex cannot be attacked but can launch attacks.
- A-H units defending in or attacking into a hex adjacent to Przemysl gain two CRT column shifts in their favor.

14.0 REINFORCEMENTS

Reinforcements are found on the back page of the rules booklet ordered by GT of arrival. Upon arrival, place the unit ON THE MAP in the hex specified or choose one of the hexes specified (all multiple hex arrival listings are inclusive).

If a unit’s scheduled entry hex(es) is enemy occupied, the reinforcing unit may enter at the nearest unblocked friendly map edge hex (expending MPs to enter the map).

- Friendly map edges: Russian – Top and Right-hand side (the North-Eastern edges); A-H – Bottom and Left-hand side below hex 6.25 (South-Western edges).

Play Note: The placement of reinforcements may trigger enemy Cavalry Reaction Movement (12.1).

14.1 Russians Entering on a RR Line Hex

Some Russian units are listed as entering on “any contiguous RR line hex between X & Y.” All RR line hexes connected by a contiguous RR line between the two hexes listed are eligible with the following restrictions:

- (1) The RR line hex must be a valid supply source (11.2), and
- (2) it may not be in an EZOC unless no other qualifying hex exists.

15.0 VICTORY CONDITIONS

Victory Points (VP) are used to determine which player is victorious. At the end of the game (following GT 12) the player with the most VPs is victorious.

During play each player will add VPs as they are earned according to the VP schedule found in 15.1. The current quantity of VP accumulated by a specific player is recorded on the VP track.

15.1 Victory Point Schedule

Players can earn VP according to the following schedule:

- (1) **Attacks:** During GTs 1 through 9, each attack conducted by friendly INFANTRY units earns 1 VP (i.e. one VP per CRT result involving attacking infantry).

Design Note: Both belligerents were striving to take and then maintain the initiative.

(2) **Towns:** VPs are earned for the capture and occupation of certain towns (those encircled with red). The GT a town is captured for the first time a player earns the “Capture” points. Each GT thereafter that a town is occupied a player earns “Occupation” points. These VPs are recorded at the end of a player’s turn.

Austro-Hungarian = Capture (Occupation)
Lublin (16.22) = 10 (2)
Krasnostaw (16.18) = 3 (1)
Chelm (18.17) = 6 (2)
Hrubieszow (16.13) = 3 (1)

Russian

Lemberg (7.09) = 10 (1)
Groddek (6.10) = 3 (1)
Sambor (2.11) = 6 (2)
Jaworow (6.12) = 3 (2)

(3) **Eliminated Units:** Each eliminated enemy unit earns 1 VP.

EXCEPTION: Eliminated “Ersatz Units” (2.1) are worth no VP.

Play Note: The VP schedule can be found on the Player Aid Card.

BIBLIOGRAPHY

- Stone, Norman **The Eastern Front 1914-1917** (1975).

In particular, chapter 4 covers the action in Galicia during August and early September.

For those looking for a brief but very useful overview and analysis of the war in the East, Stone’s book is IMHO the best account published in the English language.

- Golovine, N. N. “**The Great Battle of Galicia (1914)**” *The Slavonic Review*, vol. 5, 1926-27, pp. 25-47.

An enjoyable read although giving Conrad more credit for genius than he deserves.

This article can be found on the Oregon Consim Games website under the “Articles” header.

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RUSSIAN REINFORCEMENTS

Game Turn 2

9+10 c – 10.01
12 c+3 cn – 9.01

Game Turn 3

13 – 8.01 or 7.01
34 – 8.01 or 7.01
65 r – 7.01, 6.01
12 – 7.01, 6.01
19 – 7.01, 6.01
14 – 5.01
15 – 5.01

Game Turn 4

23 – any contiguous RR line hex
between 16.26 & 19.23
37 – any contiguous RR line hex
between 16.26 & 19.23
80 r – any contiguous RR line hex
between 16.26 & 19.23
4+5 d cs– any contiguous RR line hex
between 19.17 & 19.16
48 – 3.01 or 4.01
3 rf – 3.01 or 4.01

Game Turn 5

1 gd – any contiguous RR line hex
between 16.26 & 19.23
82 r – any contiguous RR line hex
between 16.26 & 19.23
49 – 3.01 or 4.01

Game Turn 6

gd rf – any contiguous RR line hex
between 16.26 & 19.23
83 r – any contiguous RR line hex
between 16.26 & 19.23
21 – any contiguous RR line hex
between 19.23 & 19.16 plus hex 19.17
4 rf – 3.01

Game Turn 7

2 gd – any contiguous RR line hex
between 16.26 & 19.23

Game Turn 8

52 – any contiguous RR line hex
between 19.23 & 19.16 plus hex 19.17
Pavlov – 1.01 or 2.01

AUSTRO-HUNGARIAN REINFORCEMENTS

Game Turn 2

1 ls – 8.24
36 ls – 8.22
26 – 5.16
comb – 4.15
19 – 5.15
10 c – 7.15
97 ls – 3.15
23 – 5.12
20 – 3.03
12m+ – 1.01

Game Turn 3

6m+ – 4.14
23m – 2.11
108 ls – 6.10
17 – 3.06 or 1.07
43 – 1.01
103 ls – 1.01

Game Turn 4

95 ls – 11.25 or 12.25.
100 ls – 11.25 or 12.25.
4m – 2.11
14m – 6.10
34 – 3.06 or 1.07

Game Turn 5

106 ls – 11.25, 12.25 or 13.26.
3m – 6.10 or 5.12

Game Turn 6

40 ls – must enter at 1.01 or arrives GT
7 (A-H player's choice)

Game Turn 7

3 lw – 11.25, 12.25 or 13.26.
4 lw – 11.25, 12.25 or 13.26.
ersatz – 11.25, 12.25 or 13.26.
31 – 2.11 or 1.14
40 ls – 1.03, 1.05 or 1.07 (if didn't
enter on GT 6)

Game Turn 8

20m – 3.15
32 – 2.11 or 1.14

Game Turn 9

102 ls – 2.11 or 1.14
7m – 2.11 or 1.14

BATTLE FOR GALICIA, 1914

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Gamers interested in a more
detailed historical model of the
Eastern Front in WW1 may find
GMT's game titled
"1914, Twilight in the East"
to be of particular interest.
More information can be found
on the Oregon ConSim Games
website.

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Counter Abbreviations

Both Belligerents:

c: Cavalry
comb: Combined
Russian:
CN, cn: Caucasian
cs: Cossack
d: Don
GD, gd: Guard
GN, gn: Grenadier
r: Reserve
rf: Rifle

Austro-Hungarian:

ls: Landsturm
lw: Landwehr (German)
m: Marsch
sch: Kaiserschutzen