

GALICIA 1914



INTRODUCTION

Galicia 1914 accounts the first weeks of the Great War between Russia and Austria-Hungary. Three Austrian armies are initially deployed against for armies of the Czar, waiting for another of their armies to return from the Serbian front. Can Austria-Hungary keep the control of its great province of Galicia in front of the Russian steamroller?

Galicia 1914 lasts 25 turns, each of one day between the 23rd August and 16th September 1914. Two enemy empires, Czarist Russia and Austria-Hungary, are facing each other on the borders of Poland and Galicia.

- The **Austro-hungarians** take the initiative by launching the initial onslaught, in order to gain time so that their Second Army can return from the Serbian front.
- The **Russians** have four armies whose objectives are to seize the key passes in the Carpathian mountains, thereby threatening the Hungarian plain beyond.

But shadows of the Battle of Tannenberg and German reinforcements could change the whole plans...

Events cards will allow the games to renew, thanks to the numerous tactical and operational changes that they bring, such as the arrival of new forces from other theaters or powers.

GAME DURATION

Average duration: 4h30

Favored side: none

Most difficult to play: none

Galicia 1914 lasts 25 turns (between the 23rd August and 16th September 1914), each representing a day.

The **Central Powers player** starts the game, followed by the **Russian player**.



FORCES

The **Entente player** controls the **Russian (green)** units.

The **Central Powers player** controls the **Austro-hungarian (grey-blue)** and **German (grey)** units.

MAPBOARD

The map covers the Austro-hungarian Galicia, with the Carpathian mountains in the South, Bukovina in the South-East, Russian Ukraine in the East, Poland in the North and German Silesia in the West.

Romania in the South-East is unpassable.

The **Russians** cannot enter, at start of the game, **German Silesia**.

If they want to enter, they need to draw and play the *Silesian Mines* card, costing a few VP.

But this card may also be cancelled by the *Tannenberg* card (so if desired, the player must rush to play for the invasions before Tannenberg takes place).



VICTORY

IMMEDIATE VICTORY

The **Central Powers player** wins if, at the end of a turn, he controls ALL of the following cities with supplied units: Ivangorod, Lublin, Kowel, Dubno et Proskurov

The **Entente player** wins if, at the end of a turn, he controls ALL of the following cities or regions with supplied units: all of Galicia, Carpathian mountains, Bukovina, while also keeping control of its starting territory.

A player wins the game if he reaches or exceeds 50 VP.

Otherwise the player with most VP at the end of the game wins.

VP BONUS

The **Central Powers** earn 1 VP for each of the following controlled cities: Dubno

The **Central Powers** earn 2 VP for each of the following controlled cities: Proskurov, Rowno, Kowel, Brest-Litovk, Lublin, Lodz

The **Central Powers** earn 4 VP for the following controlled city: Ivangorod.

The **Entente** earns 1 VP for each of the following controlled cities: Gorlice, Ungvar, Kolomea, Tarnopol.

The **Entente** earns 2 VP for each of the following controlled cities: Krakow, Miskolc, Lemberg, Czernowitz.

The **Entente** earns 4 VP for the following controlled city: Przemysl.

Every second turn, the fortresses of Ivangorod and Przemysl and the city of Lemberg bring 1 VP each to the side which controls them.

SPECIAL RULES

ECONOMIC PHASE

Income phases are active every even turn.

SUPPLY SOURCES

- **Central Powers**: Budapest, Bahorodczanty, Czernowitz, et Tarnowitz (Germany).

- **Entente** : Lodz, Ivangorod, Brest-Litovsk, Rossya (Kiev), Proskurov.

Unsupplied units survive 3 turns (*about a week of real time*).



CARDS IN HANDS AT START

The **Central Powers** may hold up to 10 cards and starts the game with 5 of them: *Pontoons, Clear Russian Radio Messages, Reconnaissance, Strategic Redeployment, Strategic Reserves*

The **Entente** may hold up to 10 cards and starts the game with 6 of them: *Bayonett Assault, Hasty Retreat, Cossack Patrol, GHQ Support, Trenches, Russian Devotion.*

RAILROADS

In this scenario, taking into account the time scale (one day is one turn) and distance, and to also account for the transport bottlenecks and saturation, the railroads work not as usual in WAW but as the roads in other scenarios (i.e. each region costs 0.5 MP to enter instead of its real cost, if friendly)

TRENCHES

The “Entrench” button is not active in the scenario. Units cannot entrench, unless via some card play (some of the minor garrisons at start begin the game entrenched but will lose the status if moved or retreated).



CAVALRIES

In this scenario, cavalry has no specific advantage and cavalry superiority is not implemented. Its sole advantage is in its relative speed (one more MP compared to infantry).

LEADERS MORALE AND LOSSES

Generals morale differential rule is not applied in this scenario. Generals also do not suffer from leader loss tests in this scenario.

REINFORCEMENTS

The **Russians** receive some divisions in the first 4 turns, mostly reserve, plus the forces of their IXth Army under mobilization (up to turn 6); plus a few other via card play .

There are no automatic **Central Powers** reinforcements. Only cards allow to make new units enter game. Among those, cards like *IVth Korps Arrival* et *VIIth Korps Arrival* simulate the deployment of the powerful forces of their Second Army  coming in from the serbian front. Similarly, after play of the *Tannenberg* card, other **German** reinforcements may enter play.

THE PRZEMYSL FORTRESS

This major fortress is the strategic key of the campaign, but is strongly defended, starting with outer defenses (represented by a unit that never retreats and must be eliminated to allow entry in the region). It also contains defensive units inside, such as forts and supply reserves (giving each a penalty of 1 to siege rolls), not even counting the potential appointment of **Austrian** general *Kusmanek* (who brings also another penalty).



The besieging **Russian** should make best use of his artillery and cards (in particular the powerful *Depleted Reserves* and *Destroyed Forts* ones) to reduce those defenses and have at least a chance to win the siege.