

SERBIA 1914



INTRODUCTION

Serbia 1914 simulates the great offensives of the Austro-hungarian empire against Serbia and Montenegro during the first month of the Great War, in the Balkans. The three Austrian armies must crush the Serbian forces and capture Belgrade. The Serbians are powerful, but their resources are scarce, whether to resist...or counter-attack!

Serbia 1914 lasts 18 turns representing each one week between August 1st and December 15, 1914. The two players, the Triplice (Austria-Hungary) and the Entente (Serbia and Montenegro) are facing each other in the heart of the Balkans. None of the two side has completed its mobilization when war starts.

-The **Serbians** use their central position and their recent experience in combat gained in the conflicts of 1912 and 1913. They can also count on their minor ally Montenegro.

-**Austria-Hungary** has three separate armies to crush Serbia, but its leadership is poor.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields, such as the departure of the Austrian Second Army to Galicia or the siege of Cattaro....

DURATION

Average playing time: 2h30

Favored side: None

Most difficult side to play: None

The game lasts 18 turns (between August 1st and December 15, 1914), each representing each one week.

The **Triplice (Austria-Hungary)** plays first, followed by the **Entente (Serbia & Montenegro)**.



FORCES

The **Entente player** controls the units of **Serbian (brown)** and of **Montenegro (dark brown)**.

The **Triplice player** controls the units of **Austria-Hungary (grey blue)**.

MAPBOARD

The map represents a portion of the Balkans, with Northern Serbia, the Banat and Austrian-Hungarian Bosnia, as well as Montenegro in the southwest.



VICTORY

IMMEDIATE VICTORY

The **Triplice player** wins at the end of a turn if he controls Belgrade, Nish and Cetinje with supplied units. He can also win by playing the card 'Declaration of War' and capturing Belgrade, unless the opponent's card 'Evacuation of the Government' has been played meanwhile.

The **Entente player** wins if, at the end of a turn, he controls Pale, Novi Sad and Temesvar with supplied units.

A player can win also if he accumulates 30 VP or more at the end of a turn.

Otherwise, the player with most VPs at the end of the scenario wins the game.

BONUS VP

The **Triplice player** earns 1 VP for each of the following controlled cities: Valjevo, Pristina, Užice

The **Triplice player** earns 2 VP for each of the following controlled cities: Belgrade, Cetinje

The **Triplice player** earns 4 VP for controlling: Nish.

The **Entente player** earns 1 VP for each of the following controlled cities: Temesvar, Osijek, Pale,

The **Entente player** earns 2 VP for each of the following controlled cities: Novi Sad, Cattaro.

SPECIAL RULES

ECONOMIC PHASE

The income phases are active every odd turn.

SUPPLY SOURCES

- **Triplice**: Osijek, Vukovar, Temesvar, Cattaro, Pale.
- **Entente**: Belgrade, Nish, Cetinje, Leskovac.



CARDS HELD AT START OF GAME

The **Triplice** player starts the game with the following 2 cards:

- *Declaration of War*
- *VII Korps Departs*

The **Entente** player starts the game with the following 1 cards:

- *Evacuation of the Government.*



TRENCHES

The “Entrench” button is not active at the start of the scenario. Units may later entrench when the card “*Trenches*” has been played.

CAVALRIES

In this scenario, the cavalry units have no specific bonus and the cavalry superiority rule is not active.

LEADERS LOSSES

The generals do not have to take the leader loss at the end of the battles in this scenario.