



KLASIKOVA GAMMA PREZENTUJE

HEROES OF LIMANOWA

HEROES OF THE GREAT WAR, 1914-1918



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Epilogue

On 27 June 1914, Archduke Franz Ferdinand, heir presumptive to the Austro-Hungarian throne, was shot dead in Sarajevo, Bosnia. In response to his assassination, the Austro-Hungarian Monarchy declared war on Serbia, marking the beginning of the Great War. However, mutual declarations of war resulted in Emperor Franz Joseph's troops also having to deploy against Russia, resulting in a war on two fronts.

The "Russian Steamroller", as it was referred to in the contemporary press, swiftly advanced in Galicia (today the southern part of Poland), reaching the foregrounds of Kraków by November. However, the progressing 3rd Tsarist Army broke away from the 8th Army tasked with covering its southern wing, resulting in 100 km wide "Grand Gap" opening up between the armies, patrolled only by a couple of cavalry corps from both sides. Under the plans of the Monarchy's military leadership, the 4th Austro-Hungarian Army would have stormed into the gap following an unobserved reorganisation and encircle the 3rd Russian Army, thus forcing it to surrender.

In the meanwhile, the tsarist military command also recognised the opportunity and ordered the 8th Russian Army to advance rapidly. As early as November, the Army Corps VII. had invaded Hungary and occupied the town of Bártfa with the aim of causing confusion among the Austro-Hungarian general staff. Subsequently, units of Army Corps VIII. and XXIV. also appeared around Neu Sandez and headed towards Limanowa with the intention of encircling the attacking Austro-Hungarian forces.

In this trying situation, the Monarchy was only able to rally units of the 10th Cavalry Division to defend Limanowa, while it only managed to reinforce the tumbledown formations of the 3rd Austro-Hungarian Army, in defence in the Bártfa area, with hastily established Hungarian infantry regiments in order to drive out the intruders...

Players control one of the two Austro-Hungarian or Russian army groups on the gameboard, which symbolises the battlefield on which the operations took place. During the games, the two Austro-Hungarian army groups (the Hadfy Group and the Szurmay Group) fight against the two Russian army corps (Army Corps VII. and VIII.). The game's objective is to use two allied army groups to defeat the two hostile army groups by meeting one of the victory criteria.

Game components



4x gameboard



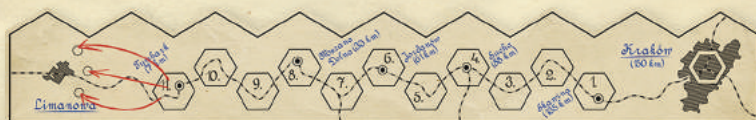
3x reinforcement cornerpieces



1x weather cornerpiece



23x target-marking slips



1x "Kraków Reinforcement" miniboard



20x action-marking flags



45x loss indicators



4x dices



71x units minifigs



80x army corps plastic stands

Game components



60x strategic battlecards



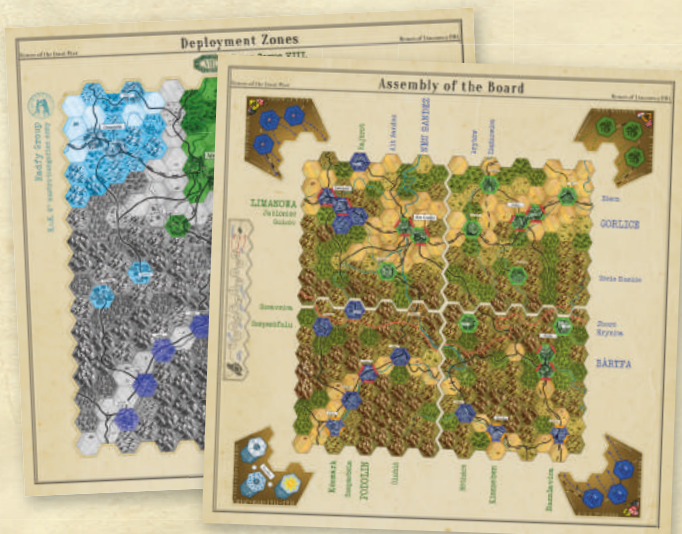
16x artillery battlecards



24x tactical battlecards



41x registry sheets



1x "The Gameboard" annex



28x artillery tokens



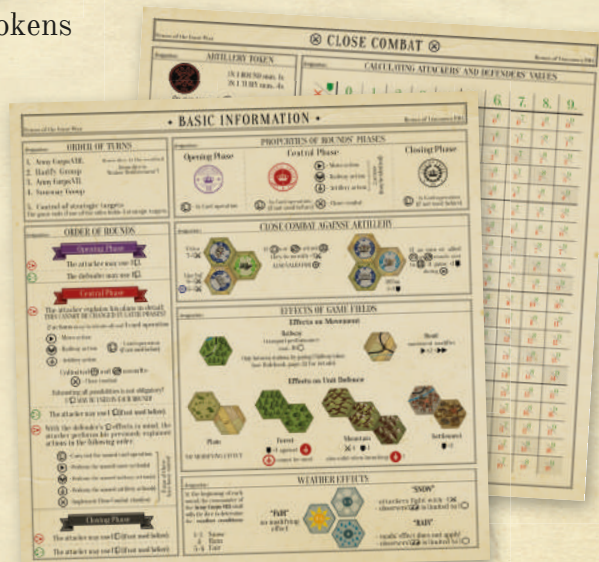
8x railway tokens



4x "Legend" /
"Railway Network" annex



4x "Battleplan" annex



2x "Basic Information" annex

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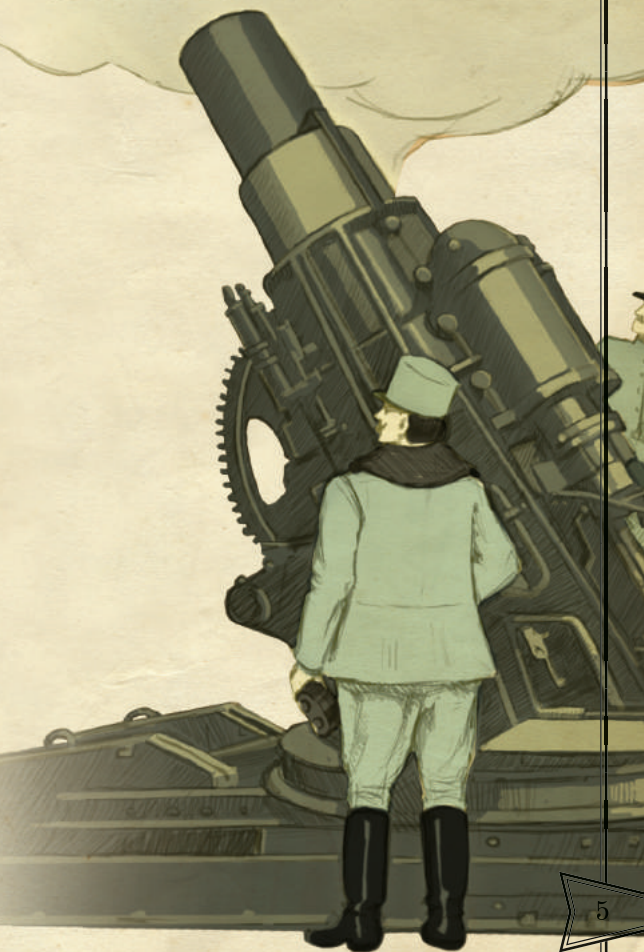
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Prior to setting up the game for the first time, we recommend players read through the Rulebook because certain components of the game can be described in detail only while explaining rules. However, those who can't wait to get going may piece the board together in this initial phase.



I. Setting up the game

The brownish background colour marks extra information related to the game.

The greenish background colour marks historical information.



The game sees four army groups (the Austro-Hungarian Hadfy and Szurmaj Groups on one side, and the Russian Army Corps VIII. and VII. on the other) put their skills to test. Of these, two each assist each other during gameplay (logically, the 2 Russian armies fight against the 2 Austro-Hungarian formations). The four army groups are laid out in detail under Heading 3.2, while the sequence of gameplay is explained in Chapter IV.

Piecing together the four-part game board with the help of markings on their rear side, players shall put the cornerpieces in place and finally insert the “Kraków Reinforcement” and „Units’ combat values” board elements in position.



Prior to beginning the game, players shall agree on who is to command which army group and avail themselves to the “Battleplan” annex pertaining to their army, as well as the “Legend” of symbols. With the help of these, players shall take the units belonging to their chosen army corps, as well as army corps’ markings. All players shall then insert their units into their own army corps markings. (Subsequently, units are to be placed onto the board together with their army corps markings.)

As the game follows a strict order beginning right from units’ placement on the board and later during gameplay, we suggest players to be sitted on the chair nearest to their army, in the order of armies’ movement within each round, which is the following:

1. Russian Army Corps VIII.
2. Hadfy Group
3. Russian Army Corps VII.
4. Szurmaj Group

As can be seen above, it is convenient for the two sides’ players to be sitted alternately around the table.

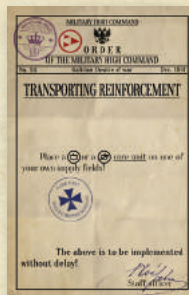
Once roles have been decided, players shall refer to the “Battleplan” annex to hand out the registry sheets of units listed on them and dispense 4 railway tokens each among opposing parties. The latter are to be used jointly by players on the same sides.



Railway token



Artillery battlecard



Strategic battlecard

Artillery cards are handwritten, while strategic cards are inscribed in print.

The Imperial and Royal Free Kassa-Orderberg Railway (abbreviated KsOd) was a privately-owned railway company operating in the Austro-Hungarian Monarchy. The company owes its name to its chief line, connecting Silesian industrial heartlands and mining regions with the city of Kassa, while another of its major routes linked Kassa with Eperjes.

Following this, take the packs of artillery and strategic battlecards (76 cards in total) and shuffle them into a single deck. After shuffling, Russian army groups are to receive 3 battlecards each, while Austro-Hungarian army groups receive 2 battlecards each. Players shall not have sight of the cards held by each other.

Make sure to place replacement units and loss indicators listed on the “Battleplan” segédlap in waiting next to the board – these will be required in battles. Similarly, the 20 action-marking flags may also be placed next to the board in this initial phase of the game.

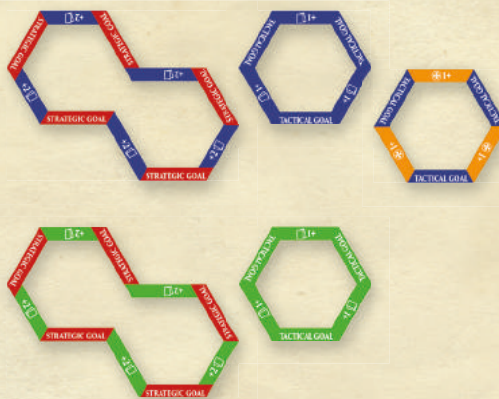
The remaining battlecards shall be placed face-down next to the board this will be the “draw deck”

Cards’ use is laid out in detail under Heading 3.4, while the use of action-marking flags is explained under Heading 4.3.

II. Game objectives and criteria of victory

Prior to explaining criteria of victory, let us take note of the final major component of the board, target-marking slips. These serve to call players’ attention to bonus-reaping targets obtainable during the game.

Before beginning the game, blue target markings shall be placed on targets held by Austro-Hungarian units Russian army corps are tasked with occupying these.



Green target markings shall be placed on targets initially held by the Russians occupying these is the task of Austro-Hungarian units.

When a certain target is occupied by hostile units for the first time during the game, the given marking shall be removed from the game, while the occupying army corps shall receive the reward – an extra battlecard or, in the case of a blue-orange marking, an extra unit – for taking the target.

IMPORTANT: During the game, reward after any given target may only be received in a single instance once the target marking has been removed from the target, neither side shall claim any reward for it!



2.1 Strategic targets

If any side accomplishes any of its respective strategic targets in this phase, it automatically wins the game.



The red dotted line shows the border between the Kingdom and Hungary and Kingdom of Galicia and Lodomeria. (both formed part of the Austro-Hungarian Empire).

Today, it separates Slovakia from Poland.



Settlements are featured as they were named in 1914:

1914	2017
Neu Sandez	Nowy Sacz
Bártfa	Bardejov
Podolin	Podolíneč

Both sides have strategic targets, the occupation of which results in gaining rewards and possibly even winning the game. These are marked with blue-red target-marking slips in the case of the Russian side and green-red target-marking slips in the case of the Austro-Hungarian side.

The game includes 5 strategic targets, which are the following:
Gorlice, Neu Sandez, Podolin, Bártfa, és Limanowa

In exchange for occupying the strategic targets, players may draw a certain number of battlecards.

Occupying strategic targets and keeping them under control is one of the possible criteria of victory. These shall be reviewed both at the end of each turn and after the round of the Szurmay Group has come to an end.



Austro-Hungarian strategic targets:

The player to first occupy the settlements of

Neu Sandez

Bártfa

Gorlice

shall draw 2 Battlecards each

Tsarist Russia's strategic targets:

The player to first occupy the settlements of

Limanowa

shall draw 2 battlecards

Podolin

shall draw 1 Battlecards

2.2 Tactical targets

Both sides have tactical targets, the occupation of which results in gaining Battlecards. These are marked with blue target-marking slips (Russian side) and green target-marking slips (Austro-Hungarian side).

Austro-Hungarian tactical targets:

The player to first occupy the settlements of

Alt Sandez

Biecz

Ciezkowice

Grybów

Krynica

Uscie Ruskie

Zboró

shall draw 1 Battlecards each

Tsarist Russia's tactical targets:

The player to first occupy the settlements of

Jabloniec Ridge

Golców Hill

Héthárs

Óubló

Rajbrot

Szepesbéla

Szepesófalú

Szczawnica

shall draw 1 Battlecards each



2.3 Special tactical targets

The Russian side also has Special tactical targets, the occupation of which results in it gaining CORE UNITS. These are indicated by blue-yellow target-marking slips and are to be found in the lower portion of the board.

The Russian army corps first to occupy any one of the settlements of

Raszlavica, Kiszeben, Késmárk

may place 1 CORE UNIT each on replacement fields.

In addition to strategic targets, the belligerents also compete to take control over the more minor "tactical targets".



In all instances, rewards are to be reaped by the army (player) whose unit accomplishes the given target.

The first documented reference to the settlement of Usti dates back to 1413. During its long history, the village had several different names, often referring to the ethnicity of its inhabitants.



Having borne the name Uscie Woloskie, Uscie Karpackie and finally Uscie Ruskie, it has officially been called Uscie Gorlickie since 1949.



2.4. Criteria of victory

Basic game for 4 players (2 Russian, 2 Austro-Hungarians)

The game includes several types of expansions, which can be used to enhance the variety of game scenarios. Expansions and modifications available in the advanced game are featured in Chapter VI, while differences in 2-player and 3-player game mode are described in Chapter VII.

Note: While most settlements are comprised of a single fields, some of special significance are spread out on two fields. Such settlements fall under the control of any of the two sides if at least one of their units is positioned on one of the settlement's fields, while the settlement's other field is not occupied by an enemy unit. A settlement falls under the control of neither side if it has no unit positioned on it or both sides have at least one unit located on the settlement's complementary field.

Naturally, these targets count as 2 target fields in the case of the 2. victory criterion! Because their capture greatly facilitates victory, they deserve special attention!

All players have control over one army corps each, meaning that players controlling units fighting on the same side (Russian or Austro-Hungarian) shall act as allies. Roles may be determined by agreement or throw of dice.

The game is won not by a player but by an allied army force.

As allies may inflict much greater losses upon the enemy if they join forces, it pays off for those fighting on the same side to cooperate at all times during the game in order to achieve victory.

The game offers 3 paths to victory:

1. OCCUPYING STRATEGIC TARGETS

Any side wins the game, if it holds at least 4 of the 5 strategic targets marked on the battleground under its control at the end of a given turn.

The following settlements count as strategic targets

1.



On the hand of the Austro-Hungarian side.

LIMANOWA, PODOLIN



On the hand of the imperial Russian side.

BÁRTFA, GORLICE, NEU SANDEZ

At the beginning of the game, the Austro-Hungarian side should be especially cautious because the loss of any strategic town results in losing the game!

2.

2. DESTROYING THE SUPPLY LINES

Any side occupying a total of 8 target fields among strategic and tactical goals wins the game.

3.

3. WIPING OUT AN ENTIRE ARMY GROUP

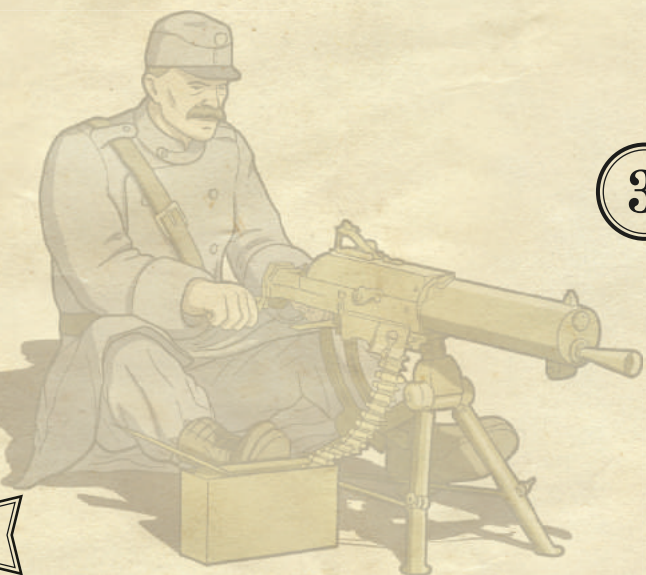


The Austro-Hungarian side wins, if all units of either the **Army Corps VII.** or the **Army Corps VIII.** are wiped out.



The imperial Russian side wins, if all units of either the **Szurmay Group** or the **Hadfy Group** are wiped out.

IMPORTANT: Units positioned on replacement fields are not on the battleground, meaning that they do not form part of gameplay. Such units cannot be attacked and may not directly launch attacks while on replacement fields. Defeat cannot be avoided by a player only having units positioned on replacement fields.



III. Beginning the game

3.1. Structure of the gameboard

The gameboard is divided into various types of hexagonal fields on which units are positioned.

The Road



The Railway



Moving between fields connected by road without interruption, including the fields of departure and arrival, any unit may double of its steps.

Railway lines facilitate 1 units' movement in exchange for 1 Railway Token, they may move up to 10 fields from their field of departure.

IMPORTANT: Positive modifying effects on combat value owing to a type of terrain can be validated only by units in defence, with the sole exception of artillery units.

Flatland



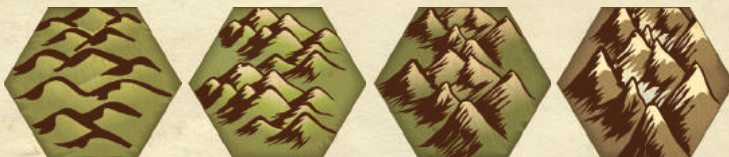
This type of field offers no benefits, therefore has no impact on units' attack and defence values.

Forest



Forests may provide protection against various Artillery Attacks. Therefore, units in defence in forests shall gain +3 Defence Points in the case of an Artillery Attack. Artillery Support against them may be launched only in the presence of an "Artillery observer". (See 4.4.3.)

Mountain



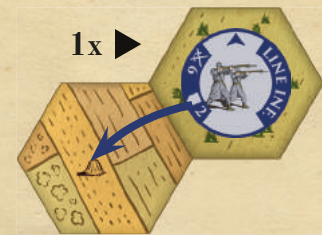
All units in defence on high grounds shall fight with +1 Attack Points & +1 Defence Points. If artillery positioned on Mountains shall launch Artillery Attacks with +1 Attack Points.

Settlement



Built-up areas facilitate effective defence for units located on them. Therefore, all units shall possess +2 DP if staying in a settlement.

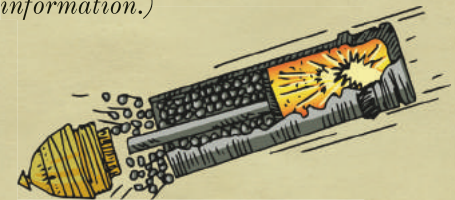
Units can be moved to a neighbouring field in exchange for 1 Movement Point



While the infantry and the artillery generally have 1 Movement Point, the cavalry has 2 Movement Points due to its „Horseback riding” ability.

For further information on the matter, see Heading 4.4.1.

Trees largely provided cover from the lead or iron balls ejected from the period's most universally used type of artillery ammunition, the shrapnel shell. (See the historic background booklet for further information.)



Units in defence on high grounds are in an advantage due to their glimpse of the battlefield from above if under attack, just like artillery units.

Soldiers in defence against the attacking enemy may find excellent cover among buildings in built-up areas, such as villages and towns. Therefore occupying settlements with only 1 unit, could cost a higher price from the attacker.

3.2. Placing units on the board

For the sake of simplicity, units of Army Corps XII. and XXIV. that took part in the battle have been merged with units of Army Corps VII. and VIII., which were present on the battlefield in far greater numbers.



While the Great War's belligerents were still to entirely leave behind 19th-century tactics and organisational forms, they technically possessed most murderous weapons of battles to come.

The Monarchy's military organisation comprised 3 major armed forces:

Its backbone was formed by the Imperial and Royal (in German, kaiserliche und königliche, abbreviated k. u. k.), or Common Army.

This was supplemented by the second-line forces of the Austrian and Hungarian Home Guard (German: Landwehr Hungarian: Honvédség).

The army's ethnic composition well reflected the Monarchy's proportions some quarter of soldiers were Germans and a further third Hungarians, followed by shares of Czechs, Serbs and Croats, Poles, Ruthenes, etc.

The list can also be found on the "Battleplan" annex.

The gameboard features the map of battles at Limanowa and in the Carpathians – the scenes of the game itself and the clashes within it –, including scale-proportional renditions of the real-life military operations. In the initial phase of the game, one division each of the 8th Russian Army is in attack against Austro-Hungarian forces in defence at Limanowa and in the Carpathians.

Units participating in the Basic Game



Hadfy Group, fighting at Limanowa:

Core units:

- 1 pc. K.u.K. 1875M cannon
- 1 pc. K.u.K. line infantry
- 1 pc. K.u.K. artillery observer
- 1 pc. K.u.K. uhlan

Elite units:

- 1 pc. K.u.K. 1905M cannon
- 1 pc. K.u.K. Polish Legion
- 1 pc. K.u.K. machine-gunner
- 4 pc. K.u.K. hussar



Szurmay Group, fighting at Bártfa:

Core units:

- 2 pc. K.u.K. 1875M löveg
- 4 pc. K.u.K. line infantry
- 1 pc. K.u.K. artillery observer
- 2 pc. K.u.K. uhlan

Elite units:

- 1 pc. K.u.K. 1905M cannon
- 2 pc. K.u.K. machine-gunner
- 1 pc. K.u.K. hussar

Austro-Hungarian common reserve:

- 1 pc. K.u.K. 1875M cannon
- 1 pc. K.u.K. line infantry
- 1 pc. K.u.K. uhlan



Army Corps VIII., fighting at Limanowa:

Core units:

- 2 pc. Russian M1902 cannon
- 4 pc. Russian line infantry
- 1 pc. Russian artillery observer
- 2 pc. Russian line cavalry

Elite units:

- 1 pc. Russian M1877 siege cannon
- 2 pc. Russian guard infantry
- 1 pc. Russian machine-gunner



Army Corps VII., fighting at Bártfa:

Core units:

- 3 pc. Russian M1902 cannon
- 3 pc. Russian line infantry
- 1 pc. Russian artillery observer
- 2 pc. Russian line cavalry

Elite units:

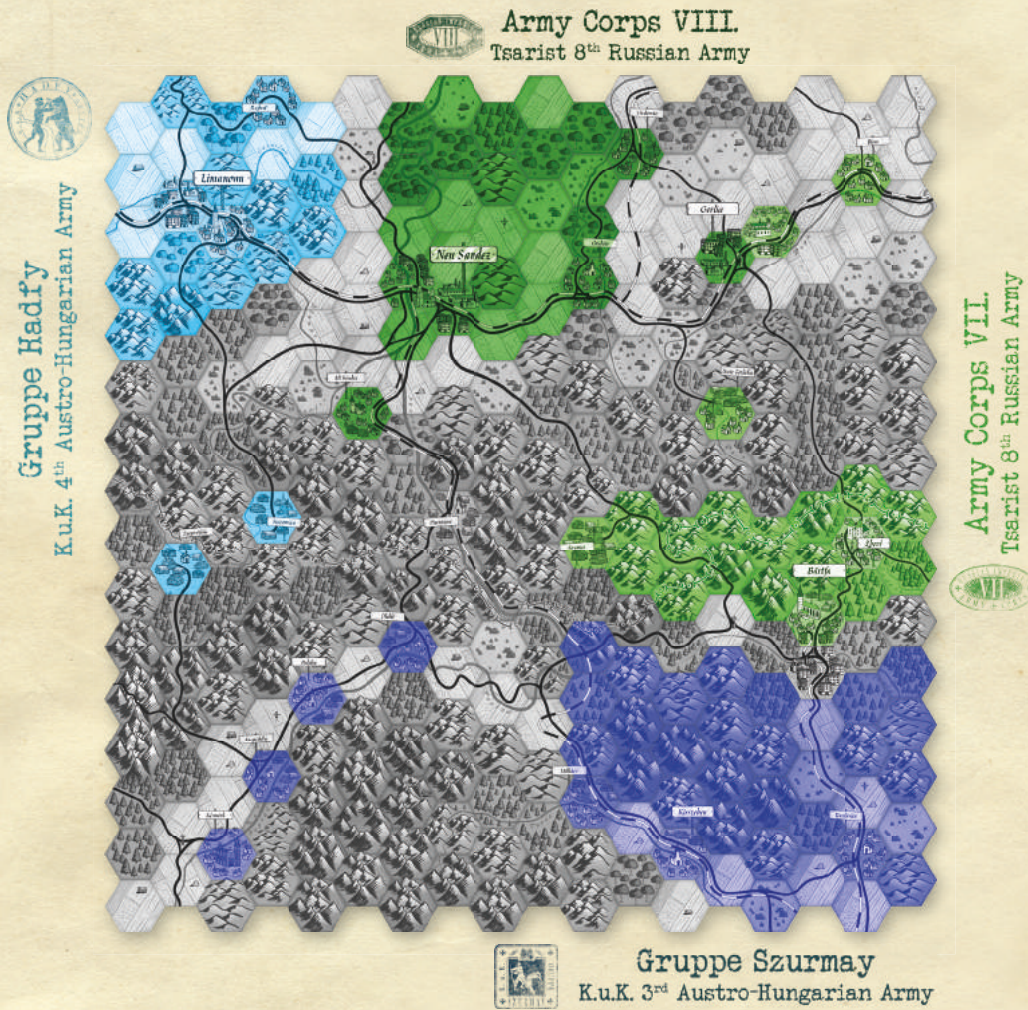
- 1 pc. Russian machine-gunner
- 1 pc. Russian guard infantry
- 2 pc. Russian Cossack

Tsarist Russian common reserve:

- 1 pc. Russian M1902 cannon
- 1 pc. Russian line infantry
- 1 pc. Russian line cavalry

The following illustration features the four divisions' starting points in the game. Shades of green indicate fields held by Russian Army Corps VII. and VIII., while shades of blue indicate the starting positions of the Hadfy and Szurmay Groups.

IMPORTANT! Starting the game is easier if players initially opt for the pre-prepared starting line-up. (See Example Booklet)



Tsarist Russia's armed forces were divided into two major parts. The standing army comprised regular units, Cossacks and "aliens", meaning non-Slavic subjects, while the Imperial Militia was formed of men exempt from regular military service. Recruitment was restricted to Christian imperial subjects of Russian ethnicity. Muslims paid a special tax to compensate for military service.

Unlike the dualist Monarchy, the armed forces of the centralised tsarist empire were far more unified in terms of both ethnic composition and organisation. However, its technical standards were vastly inferior to their Austro-Hungarian rivals.

Although army corps' placement of the board is fixed, players are free to decide on the placement of their own units. The order to be followed when placing armies on the board is as follows:

1. The Hadfy Group, fighting at Limanowa, shall place its units on the board.
2. This being done, the two Russian army corps are to place their units on the board simultaneously.
3. Finally, the Szurmay Group's units shall be placed on the board.

If not done already, all players shall now fasten a mounting with a colour corresponding to their army group to the base of their own figures. Initially, all units shall be placed on the board without loss indicators, which signals that the given unit has not suffered any losses so far.

Hadfy Group's units are to face in the direction of Neu Sandez.

Units of the Army Corps VII. shall face in the direction of Raszlavica, while units of the Army Corps VIII. shall face in the direction of Limanowa.

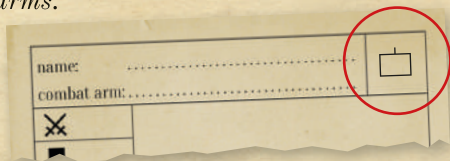
Szurmay Group's units are to face in the direction of Bártfa.

The game includes 45 loss indicators, explained in detail under Heading 4.4.











3.3. Types of units

The force of each unit is roughly equal to 1 regiment. Artillery units, symbolising artillery battalions, are an exception to this rule.

In order to facilitate identification, units feature icons representing their combat arms.



These are variations of the mark seen on their combat arms' icons, within the circle. In the case of the infantry and the cavalry, empty symbols indicate units of regular ability, while filled symbols denote formations with special abilities. Elite units' icons are surrounded by a frame

-  K.u.K. line infantry
Russian line infantry
-  K.u.K. Artillery observer
Russian Artillery observer
-  K.u.K. Polish Legion
-  Russian Guard infantry
-  K.u.K Machine-gunner
Russian Machine-gunner
-  K.u.K. Uhlan
Russian line cavalry
-  K.u.K. Hussar
Russian Cossack
-  K.u.K. 1875M
Russian M1902
-  K.u.K. 1905m
-  Russian m1877

Because all officer units have different properties, these only feature the icon of their combat arm:

-  *Eck*
-  *Orlov*
-  *Hadfy*
-  *Szurmay*

Units featured in the game symbolise belligerents' major combat units fighting in the real-life battle of 1914. In the game, these are represented by various figures hereinafter referred to as units. The combat values, properties and capabilities possessed by various units varies.

Units are divided into 3 main combat arm:



infantry



artillery



cavalry

Infantry

These units possess the largest number of defence points and are made especially dangerous in battle by their special skills. They may move 1 field in each round. As close combat units, they may only engage in fighting – be it in attack or in defence – against enemy forces situated on immediately adjacent fields.

Cavalry

Thanks to their horses' speed, cavalry units may move 2 fields in each round. While possessing less defence points than the infantry, they have stronger attacking potential. Similarly to the infantry, cavalry are also close combat units and may only engage in fighting – be it in attack or in defence – against enemy forces situated on immediately adjacent fields.

Artillery

Artillery units are able to attack the enemy from afar or support infantry or cavalry units in fighting. This makes them highly valuable targets, especially as being unable to mount effective defence against the other two combat arms' onslaughts, their appropriate protection must be provided for at all times. The number of their movement points is equal to that of the infantry: they may move 1 field in each round.

In general terms, the effects of unit types are constrained to clashes however, certain battlecards and the description of certain units' capabilities may feature reference to unit types. In such cases, these are clearly laid out in the description of the battlecard or unit.

Units are divided into 3 qualitative categories:
(The higher category it belongs to, the stronger the unit is)



Core unit



Elite unit



Officers' unit

Core and Elite units form part of the beginners' game Officers' units properties are explained among supplementary rules in Chapter VI.

3.3.1. Units' combat values

All units possess three concrete combat values – the higher these values are, the stronger units' combat value is on the battlefield. The following combat values feature in the game:



attack point



defence point



replacement point

attack point Shows a unit's effectiveness in inflicting losses when fighting enemies (from here on: AP)

defence point Reflects a unit's ability to avoid its enemies' attack and reduce its losses suffered. (from here on: DP)

replacement point Reflects the extent of losses a unit can suffer before being all unit. In all cases, its default value is 4 points (from here on: RP)

The following three additional properties differ for each unit type:



movement point



firing range



range of vision

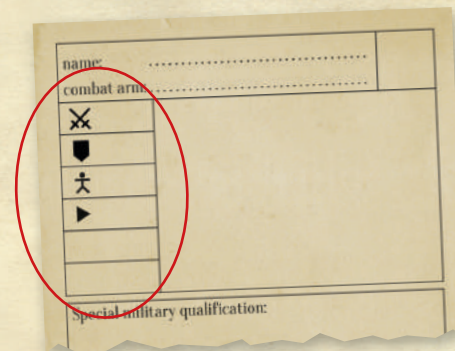
movement point Indicates the number of movements a given unit can make within a single round by default. This does not include the possible modifying effect of the terrain!

firing range Indicates the number of fields shots fired by a given unit may reach to. This property is only featured in the case of artillery units.

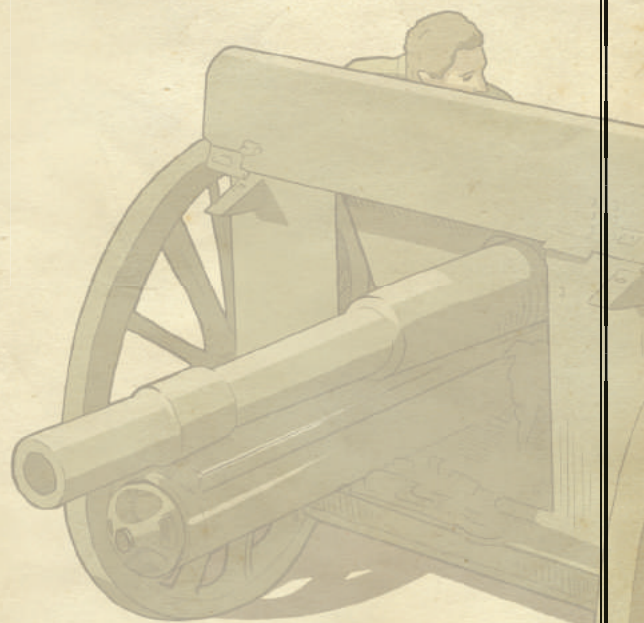
range of vision Indicates the default number of fields a given units' special capability may be applied to.

The difference between various qualitative categories is 1AP and 1 DP.

Core units	attack point(AP)	defence point(DP)	Elite units	attack point(AP)	defence point(DP)
 infantry	 6	 2	 infantry	 7	 3
 artillery	6	2	 artillery	7	3
 cavalry	7	1	 cavalry	8	2



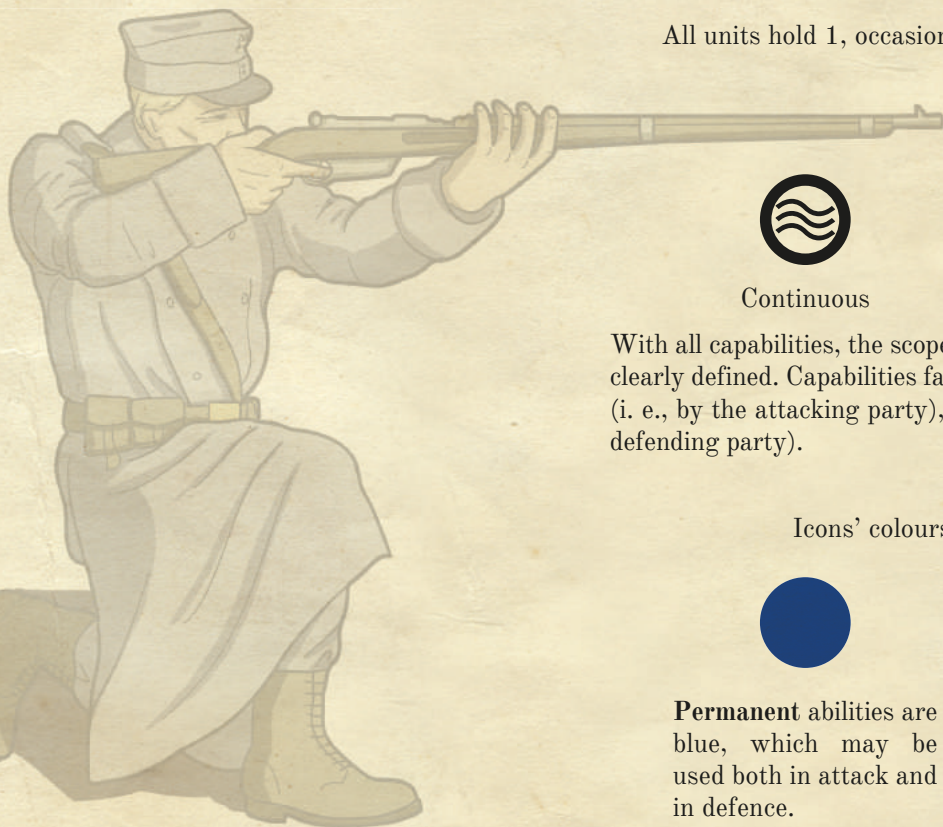
During the game, units' combat values may periodically change. This has no theoretical limit and may increase to any value as possible. However, the figure cannot fall below 0 in the case of either unit!



While mounted soldiers are capable of attacking with monstrous might thanks to their horses' speed and physical power, they are also a far larger target when in the saddle. Even if they enter into battle on foot, they gain advantage by being able to swiftly change positions on horseback. However, due to the lack of equipment such as bayonets and spades, they are more vulnerable than the infantry.

3.3.2. Units' special abilities

All units hold 1, occasionally 2 special capabilities, organised into 4 sub-categories.



Continuous



Preventive



Artillery



Extra attack

With all capabilities, the scope of use – whether they can be applied in attack or in defence – is clearly defined. Capabilities falling into the former category may be used only by units in attack (i. e., by the attacking party), while the latter may be used exclusively in defence (i. e., by the defending party).

Icons' colours serve the swift identification of various abilities.



Permanent abilities are blue, which may be used both in attack and in defence.



Defence abilities are green, which may only be used in defence.



Attack abilities are red, which may only be used in attack.



In the case of Preventive abilities, whether these can be used in situations of attack or defence is predetermined. The former may be applied as the attacking party, while the latter exclusively as the defending party. For example, Cossacks' "Cavalry charge" counts as a „Preventive Attack" ability, while machine-gun units' "Machine-gun section" classifies as „Preventive Defence" ability.

An example for this is the infantry's "Bayonet combat" ability.

Continuous ability



This ability may be applied by the given unit throughout the entire game. In all cases, the capability's description reveals the exact situations in which the given skill may be applied.

Preventive ability



Preventive abilities may be used after attacks have been marked but prior to beginning effective clashes. For example, there is a chance of the defender wiping out the attacking hostile unit prior to suffering any damages with the help of the preventive ability. (see 4.4.4.)

Artillery ability



This skill may be used by the given unit exclusively in its own round (see 4.2.), only if the unit's player marks this unit in his/her own round during the central phase (see 4.3.3.), meaning that the action may be applied by the unit in this phase. Artillery abilities are possessed only by artillery units!

Extra attack ability



Units possessing this ability are to gain an additional opportunity to inflict further losses upon enemy units. This may be used only in „Close Combat", against the attacked enemy, beyond their basic attack. (see 4.4.6. and 4.4.8)

3.3.3. Replacing and refilling units

During the game, it is likely that players will lose a substantial portion of their army groups. When a player loses a unit in the course of the game (i. e., the unit loses all 4 of its RP's), the unit shall be removed from the board and placed with the given side's supplies. At the same time, it will be possible to deploy "fresh" units, which may be placed on replacement fields at the corners of the board.

The following possibilities are available to replace losses and refill units:

USING CARDS

- "Replacing units" Tactical battlecard. By using the card, RP's of a type of unit corresponding to the card's definition may be topped up.
- "Transporting reinforcement" Strategic battlecard. By using this card, the player may place 1 infantry or cavalry core unit on an own replacement field.
- "Deployment of reserve battery" Artillery battlecard. By using this card, the player may place 1 artillery core unit on an own replacement field.

OCCUPYING A HIGHLIGHTED TACTICAL TARGET

If the Russian side occupies a highlighted tactical target, it may place 1 CORE UNIT on its replacement fields.



Units on replacement fields may enter the game in the following ways:

While carrying out a move in the central phase, the unit enters any hex it can reach from any replacement field on the gameboard. Intermittent arrows indicate fields on the gameboard where the replacement may arrive. The unit may enter any initial battlefield hex from any replacement field.



In the central phase, the unit may enter the game by means of railway transport. (see 4.3.2.)



Russian armies' replacement fields are marked in green and can be found at the top right-hand-side corner of the board. The Szurmay Group's replacement fields are located at the board's bottom right-hand-side corner, while the Hadfy Group's replacement fields are at the board's top left-hand-side corner both of the latter are marked in blue.

If an army would receive extra unit reinforcement but all three replacement fields are occupied, bringing the reinforcement into play shall be delayed until a replacement field becomes vacant. As soon as this has happened, the replacement unit may immediately be placed on the vacant field.

If there is an opportunity to do so, players may choose from CORE UNITS already removed from the board.

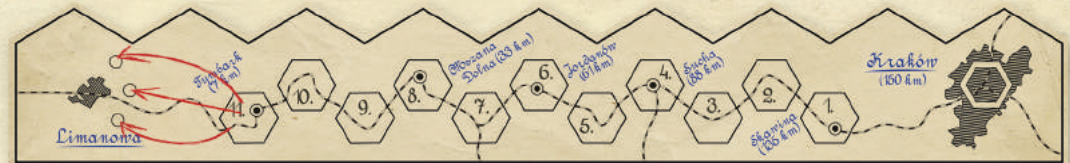
3x



Because the Austro-Hungarian military leadership recognised the Russians' intentions only belatedly, they quickly sent out reinforcements from Kraków by rail. Thanks to the well-established railway network, the 77th and 78th Brigades of the 39th Honvéd Infantry Division, under the command of Imre Hadfy de Livnó, had reached nearby Tymbark's railway station by 8th December. Because the division's recruitment area was in Upper Hungary, a large number of ethnic Slovak soldiers served in it, especially in the 16th Besztercebánya Honvéd Infantry Regiment, who fought bravely in the trying conditions of the Battle of Limanowa. In the initial phase of the war, even the Monarchy's military intelligence service assessed the Slovaks' combat performance positively, branding them the most reliable of Hungary's ethnicities on the battlefield.

KRAKÓW REINFORCEMENT

After the board has been assembled, put the so-called "Kraków Reinforcement" item, featuring 11 fields, in place. At the beginning of the game, the token symbolising the reinforcement shall be placed on the unnumbered field representing Kraków.



During the game, the player controlling the Hadfy Group shall throw dice at the beginning or his/her round to determine the reinforcement's movement.

If the value thrown is 1, 2, 3 or 4,
the infantry unit representing the reinforcement shall progress 1 field!

Once the indicator has surpassed the 11th field (with the 12th successful throw of dice), the "Kraków reinforcement" arrives to support the Hadfy Group defending Limanowa. At this point, 3 "K.u.K Line infantry" units shall be placed on reinforcement fields behind Limanowa, which are subsequently to form part of the Hadfy Group. If one or more replacement fields is occupied, the player must wait until one of them becomes vacant for the units to be placed on the board.

Following this, it is not necessary to throw dice and the board item may be removed.

Strategic Battlecard



Artillery Battlecard



3.4. Battlecards

By using battlecards at the right time and in an appropriate manner, any of the players can cause major annoyance for his/her enemies by obliterating their plans or leading hostile units into a trap.

IMPORTANT! Any action provided for or required by a Battlecard used during the game is meant in addition to the 2 actions allowed in each round. Therefore, certain Battlecards enable a single army corps to carry out as many as 4-5 different actions within a single round.

3.4.1. Battlecards' properties

There are 2 types of cards in the basic game:
(these are to be played out one-at-a-time)

- Artillery Battlecard These cards may only be used one-at-a-time and only if a type of artillery unit that meets requirements in the card's description is held by the player.
- Strategic Battlecard These cards provide various advantages to the earmarked unit, or the player may carry out special manoeuvres.

Two of each artillery and strategic cards are included in the deck. The game includes a further type of card, Tactical Battlecards, the use of which is explained in Chapter VI.

All cards feature 2 seals to indicate when they may be used:

The smaller card indicates when the player may use the given card within a turn – this may be the player’s own round or a round of one of his/her opponents. In the round of his/her ally, the player cannot use battlecards!

**Attack
Battlecard**



All players may use these cards in their own round exclusively.

**Defence
Battlecard**



All players may use these cards in the enemy’s round exclusively.

The larger seal indicates when the given battlecard may be used within the round. This may be one of the following phases: “Opening”, “Central”, “Closing”.



Opening Phase



Central Phase



Closing Phase

RESTRICTIONS PERTAINING TO BATTLECARDS

1. The use of a battlecard has no effect whatsoever on allied units!
2. NO MORE THAN 1 CARD MAY BE USED IN A SINGLE ROUND!
3. No card may be brought into play during the ally’s round!

3.4.2. Distributing battlecards and gaining further battlecards

Among battlecards, shuffle the total of 76 strategic and artillery cards into a single pack.
(Tactical cards do not form part of the basic game.)

After shuffling, cards shall be distributed among players as follows:



2-2 cards for both army groups



3-3 cards for both army corps

Redundant battlecards shall be placed face downwards next to the board, this will be the “pull deck”. Next to the “pull deck” come players discarded cards, hereinafter referred to as “discarded cards deck”, face upwards.

All players are free to look into the pile of discarded cards at any time.

There are two ways of replacing discarded cards:

- A. The player may pull 1 battlecard after having wiped out a hostile unit.
- B. The player may pull 1 or more battlecards if he/she occupies a tactical or strategic target that authorizes him/her to do so.

Within a single phase, the forthcoming player shall first declare the intention of bringing a battlecard into play. Once this has happened or the player does not use a battlecard, opponents may react with Defence battlecards.

If a player somehow gains additional cards, this shall be done by drawing the given number of cards from the “pull deck” next to the board. If the “pull deck”’s cards run out, one of the players shall create a new deck by shuffling cards discarded so far.



IV. Playing the game

4.1. Fundamental terms and rules

The game is comprised of turns, each divided into rounds. The definitions of these are the following:

Round: The player may engage in own actions.

Turn: All players rounds (4 rounds in total).

WITHIN ROUNDS, MOVES SHALL BE TAKEN IN THE FOLLOWING ORDER:

- 1.: Russian Army Corps VIII., attacking at Limanowa
first, throw dice for the weather (if any)
- 2.: Hadfy Group, in defence at Limanowa
first, throw dice for the Kraków Reinforcement (if any)
- 3.: Russian Army Corps VII., in defence in the Carpathians
- 4.: Szurmay Group, attacking in the Carpathians
- 5.: Checking strategic targets

A turn begins with the player representing Army Corps VIII. begins his/her own round and ends with the player controlling the Szurmay Group finishing his/her own round.

Tactical targets featuring in the game shall be checked at the end of all armies' rounds, and if these are met, the appropriate number of battlecards/reinforcements shall be distributed to them immediately! (Thus, units placed on the board at this point may not engage in operations in the given round.)

Stategic targets, however, shall be checked at the end of each round!

4.2. Phases within each round

Each round is comprised of 3 well-distinguishable phases following each other within a round. This is necessary for various "actions" to take place in a logically sound order. In all phases, clearly defined "actions" can be optionally carried out depending on the player's decision.



Opening phase

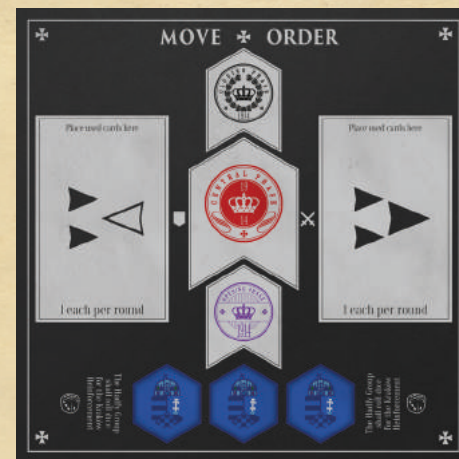


Central phase

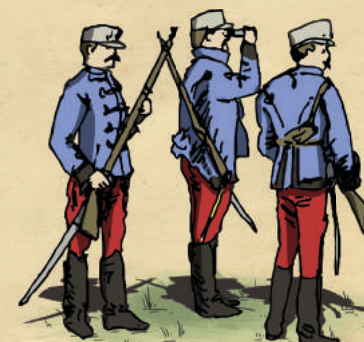


Closing phase

The so-called "Campaign move order" table, to be found on the rear cover of the rulebook, forms part of the game. This may assist the forthcoming player in planning his/her round.



Players check victory criteria at the end of each turn (after all players have completed their respective rounds). If one of these are met, the given army and its ally wins the game. In some rare cases, both parties may reach a criterion of victory at once, by the end of a single turn. In this event, the game ends with a draw.



It may occur that a player, while engaged in his/her round, declines to take action in both the preparatory central phase and will only do so in the closing phase, if at all.



4.2.1. Opening phase

In the Opening phase, only the Battlecards with “Opening phase” seal could be use.

1.

The attacker may use 1 battlecard.

2.

The defender may use 1 battlecard.

With the use of a Battlecard, its effect takes place and the player shall act according to the Battlecard's description.

IMPORTANT! The effect of any card used in the “Opening phase” may be blocked with the “Blocking preparations” Battlecard!



4.2.2. Central phase

Operations of the highest significance with respect to the game, such as the movement of troops, railway transportation, artillery operations as well as infantry and cavalry attacks, take place in this phase.

IMPORTANT! 1 turn 1 action. If a unit moves, it may not attack or engage in action, and vice versa.

Moves in the central phase are to be made in the following fixed order:

3.

The attacker explains his plans.
(cannot be changed in later phases!)

He/she may select 3 actions:
(these may be identical!) { Move action
Railway action
Artillery action

He/she may select 1 Battlecard operation: { Card use
(having not done so earlier in the round) { Card change

He/she may select a Close Combat action: { Infantry
(unlimited) { Cavalry

There is no limit to the number of listed actions a player may select. The player may also choose not to engage in any action during the round and thus select neither of the listed possibilities.



This type of card may modify a previously selected action of the forthcoming player or influence clashes' outcome. Therefore, players shall check the effect of the card prior to effectively carrying out actions and attack, and act accordingly.

4.

The defender may use 1 Battlecard.
(having not done so earlier in the round)

5.

Taking the card incidentally used by the defender into account, the attacker shall carry out the disclosed action in the following order:

A. Carry out the named Battlecard action

B. Perform the selected Move action(s)

C. Perform the selected Railway action(s)

D. Perform the selected Artillery action(s)

E. Implement the selected Close Combat action(s)

4.2.3. The closing phase

In the Closing phase, only the Battlecards with “Closing phase” seal could be use.

6. 

The attacker may use 1 Battlecard.
(having not done so earlier in the round)

7. 

The defender may use 1 Battlecard.
(having not done so earlier in the round)

With the use of a Battlecard, its effect takes place and the player shall act according to the Battlecard’s description.

4.3. “Actions” description in detail

During the round, players may mark their selected actions, attacks and the units taking part in them with these flags to facilitate planning. Therefore, the player in defence can also easily see the situation in perspective while plans are disclosed in observance of the rules.

As players may select several different actions within a single round and additionally may also launch attacks, flags can be of great assistance in preventing any pre-planned actions from being forgotten. (Because all actions are to be selected beforehand, they may only be carried out afterwards).



Flags of various colours assist the player in matching units featuring in a single action. For example, it is possible to mark the attacking infantry, the target of the attack and the artillery unit also in attack against it with flags of the same colour.



It should be noted that while a player has several opportunities to use various battlecards within a single round, one player may only use one battlecard in each round. This rule also applies to the opponents of the player engaged in his/her round.



Flags can be used to mark units selected for actions, artillery in attack, possible targets, or units in movement and hexes the moving units seek to reach.

After selections, actions shall be played out successively, after which the flags can be put back next to the board with the rest.

4.3.1. Move action

The movement of a unit on the board without using the railway is called “Move action” in the game. In each round, units may move 1 field, which may increase if one of the following conditions is met:

Roads are indicated with a continuous black line on the board.



Cavalry units may move 2x as much as infantry units.

Roads

Travelling along roads, any unit may move 2x more than on terrain. Moving along roads, units may progress 2 field after each movement point used. This applies if the unit moves across fields connected by road without interruption, inclusive of the fields of departure and arrival.

Importantly, leaving the road costs the use +1 movement point, meaning that a unit cannot move one field along the road (equalling half a movement point) and then leave the road, arguing that the player still has half a point left.

“Horseback riding” ability

Mounted units may move 2x more than infantrymen. Progressing along roads, of course, the movement point doubles further!

Battlecards

With the help of certain cards, units’ movement points can be doubled. The effect of roads and “Horseback riding” also applies in this case.

If a unit progresses more than one field, during movement it may pass through fields occupied by another own or allied unit however, this is not possible if the hex is held by a hostile unit. In any case, however, it must end its move on a vacant field!



In certain cases, the player may make moves with several different units at the same time. This is possible if the player selects two Move actions in the central phase, or during the use of officer units’ skills (e. g., Eck, Orlov), as well as with the use of certain Battlecards.

IMPORTANT! In this case, one of the units moving at the same time may occupy the original place of another moving unit, or the two may even swap places.

If more than one unit is in movement at the same time, there is a danger of the enemy potentially blocking the move of one of these (e. g., with the help of a Battlecard) and thus also prevent the movement of the other unit!

4.3.2. Railway action

Railway lines of military importance and capable of transporting troops are marked on the map with intermittent black-white lines. All settlements on railway lines have stations, located on hexes marked with nameplates.

By using the railway, players may move 1 unit max. 10 fields from the station (settlement) of departure in exchange for 1 railway unit. Between stations (settlements), units cannot get off the train!

During the game, both belligerent sides may avail themselves to railway transport no more than 4 times, as indicated by the 4 railway tokens they each receive.

To transport an own unit by railway to the destination of choice, several criteria must be met:

- A. A railway token shall be decommissioned.
(This is thereafter emitted from the game.)
- B. The field of the settlement selected as the place of departure bearing its nameplate, as well as all neighbouring fields, may only be occupied by own or allied units.
- C. Fields along the railway line, as well as fields bordering the route, may only be occupied by own or allied units.
- D. Neither field along the railway line or bordering the route may be occupied by an enemy unit.
- E. The unit selected for transportation must initially occupy the station's field or a neighbouring hex and cannot have an enemy unit next to it. Such fields may optionally be occupied by own and allied fields.

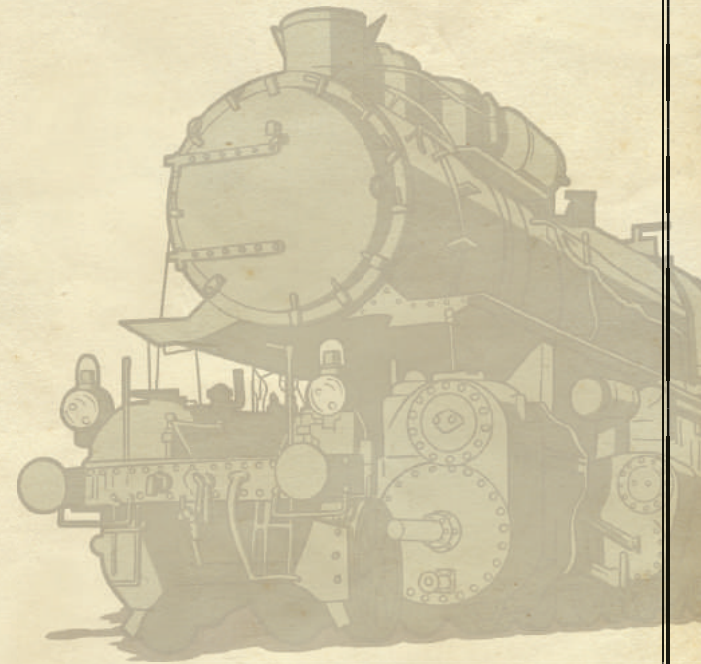


When transporting regiments, it is only possible for units to entrain and disembark at well-equipped railway stations. In the absence of the necessary infrastructure, this cannot take place just by stopping on the open track.

Once these conditions have been met, the unit selected for transportation may be placed to the field of the settlement selected as the place of arrival bearing its nameplate or a field neighbouring it, but only if this does not mean arriving next to a hostile unit.

During railway transport, the unit selected for transportation must be moved to a different settlement, meaning that it cannot merely arrive on one of the hexes bordering the field of departure. In the event of railway transport, neither various units' skills impacting movement (such as „Horseback riding” ability) or the effects of Battlecards (e. g., „Forced march”, „Rapid advance”) are to be applied, meaning that in all cases, no more than one unit may be transported by rail in exchange for a token.

Units entering the game as reinforcements may also use railway lines and can do so from all reinforcement fields. Evidently, the conditions listed above must be met in this cases too.



Reinforcements of Austro-Hungarian units at Limanowa may use the railway to reach the settlements of Limanowa, Neu Sandez and Alt Sandez.

Reinforcements of Austro-Hungarian units at Bártfa may transport to the settlements of Bártfa, Kisszeben or Héthárs.

Russian reinforcement units may use the railway to transport to the settlements of Biecz, Gorlice or Grybów.

4.3.3. Artillery action

The Artillery may carry out 2 action types in the central phase, in the following order:



Artillery
Attack

The artillery unit launches an artillery attack against a hostile target, resulting in losses of max. 1 DP! Launching a counter-attack is not allowed against this type of attack!



Artillery
Support

This action may only assist infantry and cavalry units' attacks. The artillery unit bombards the earmarked target with cannonfire as a result, the attacked unit shall fight with -2 APs and -2 DPs during the clash. The action does not result in the loss of RPs and is valid for a single clash only!

IMPORTANT! The effects of 2 Artillery Supports shall in no case be added up!

Of course, in both cases, the targeted unit always should be in the artillery's Firing range.!

“Forested area”'s effects on artillery actions



The artillery unit is to attack with -3 APs. If the target is within the “Artillery observer”'s vision, this falls to -2 APs.



May be carried out only if the target is within the “Artillery observer”'s vision and the artillery's firing range.



If the player launches both an “Artillery attack” and a close combat clash assisted with “Artillery support” against a hostile target, the “Artillery attack” must always be the first to take place, followed by close combat clashes! (See Heading 4.4. for the order.) In the central phase, it is not possible to launch an “Artillery attack” after a close combat attack (in the absence of a card enabling this).

4.3.4. Battlecard operation

Provided that the player has not used a Battlecard in the Opening phase, he/she may choose one of the following 2 options in the Central phase:

discard
1 Battlecard

The player places the card selected from his/her hand among the discarded Battlecards and subsequently replaces it by drawing a new Battlecard. Evidently, the drawn Battlecard will have no effect on the player's other operations during the Central phase, since these having been named beforehand!

use
1 Battlecard

The effect of a Battlecard used in the central phase may impact events unfolding in the phase, sometimes modifying units' movement but most often having influence only upon a given Close combat clash. This rule does not apply if the Battlecard's description implies that its effect is valid until the round ends.

If the player uses or changes a Battlecard in the central phase, he/she may not use a further Battlecard later on, during the Closing phase!



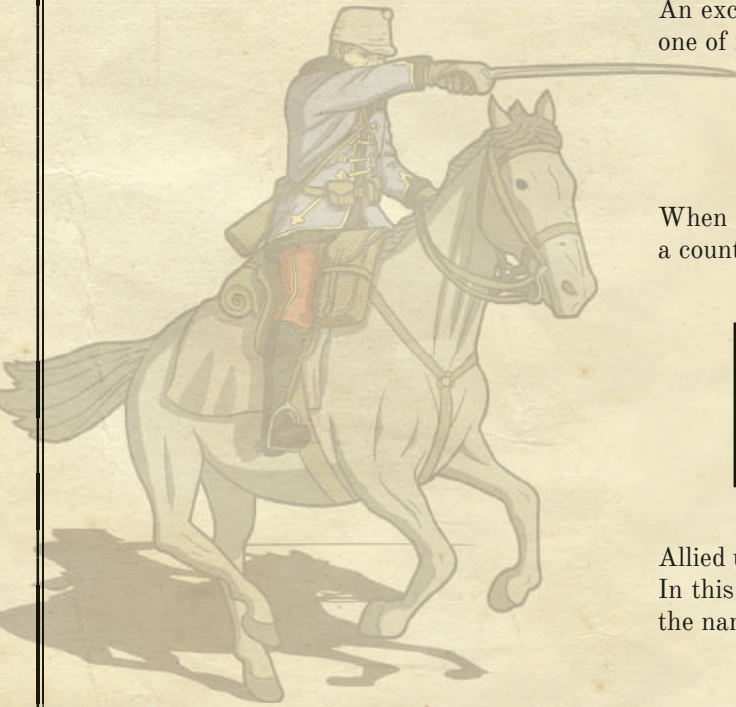
The defender may also launch an artillery action however, this requires either an artillery token or the use of an appropriate artillery card. See Chapter VI. for further details.





4.3.5. Basic attacks

Artillery units may exclusively carry out artillery actions and thus are unable to launch Close combat attacks.



The player may launch a basic attack with all his/her infantry or cavalry units that are positioned next to an enemy unit at the beginning of the central phase and have not engaged in another action during the central phase.

Units not having arrived there in the central phase by means of move or railway transport. An exception to this is if the given unit has the ability to launch an immediate attack due to one of its special skills.

If there are several fields on the battleground where enemy and own units are situated next to each other, the player may select an unlimited number of these for launching an attack.

When this takes place, attacked infantry or cavalry units may defend themselves or launch a counter-attack, meaning that attacking units are also likely to suffer casualties as a result.

IMPORTANT: Similarly to all other actions, all Close combat attacks at all locations shall be selected at the beginning of the Central phase following this, actions and clashes are to be played out successively. Close combat attacks cannot be modified after the selection has ended!

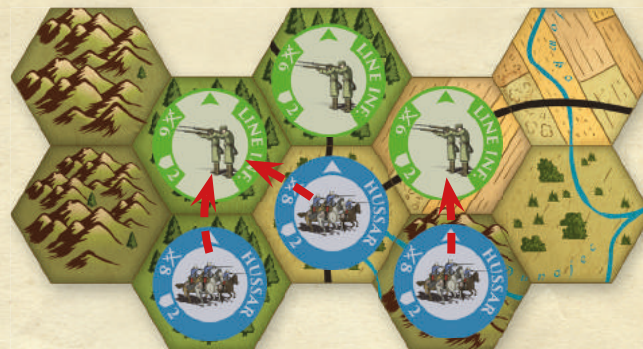
Allied units also situated next to the attacked hostile unit may also take part in these attacks. In this case, however, the player in turn shall roll dice to determine the incidental attack in the name of the allied units.

This means that in all cases, attack shall be led by the player in turn. If they are able to, several own or allied units may join the attack.



A single unit may only launch a Close combat attack against a single enemy, even if multiple enemy units are positioned on neighbouring fields.

If a unit is neighboured by more than one hostile unit and the player in turn launches an attack, he/she must clearly mark the enemy unit against which the attacking unit will fight.



If only allied units are in attacking position, these are not allowed to launch an attack. At least one own unit has to participate in the attack!

Conversely, if the player controls more than one own unit next to a hostile unit, all of these may be selected to attack the same enemy unit. Outnumbered, the enemy will supposedly suffer greater losses as a result.



Artillery in Close Combat clashes

Attacking artillery units forms an exception among close combat clashes, while it may apply its defence points in order to minimise losses, **it is not allowed to launch a counter-attack itself!**

All infantry and cavalry units attacking the artillery receive +3 AP for their attack.



The attacked artillery is defended by own and allied infantry and cavalry units positioned on neighbouring units. If at least one such unit occupies one of the neighbouring fields, this provides the attacked artillery with a total of +2 DP in Close combat clashes. (This form of protection, shall not be applied against hostile Artillery attacks.) Additional units do not provide the artillery with extra protection, meaning that regardless of the number of further units, no more than 2 DP shall be added to the attacked artillery's value.



Selecting all own units for attack is not obligatory and may be avoided if one of the units is too valuable or damaged.



Artillery units did not have any own close combat formations and controlled only limited numbers of protective troops. Due to the type of canister ammunition used in the period, long reload times and short firing ranges, it proved almost ineffectual against the infantry's lines of battle or the cavalry's swift assault manoeuvres. Consequently, the artillery on its own was almost entirely defenceless, as reflected by the +3 AP appropriated to units attacking it.



Only an appropriately used Battlecard or – if the “Artillery token” advanced rule is applied, see heading 6.4 – the use of an Artillery token may provide the artillery direct protection.

4.4. Close combat clashes

Regardless of their outcome, the conditions of Close combat clashes earmarked at the beginning of the phase cannot be modified!



*No more than 1 Artillery support can be applied against the attacked unit!
Instead of being added together, the impacts of possible multiple Artillery attacks against an attacked unit shall be evaluated separately!*

If the player in turn has earmarked one or more cavalry or infantry attacks or uses the “Artillery attack” ability of an own artillery unit, and the enemy is unable to prevent this (for example, with a Defence Battlecard), Close combat clashes have to be played out. If multiple Close combat clashes have been earmarked, these shall take place at the same time, although their actual payout and the evaluation of losses are to be carried out successively.

IMPORTANT: Only Close combat clashes earmarked in the Central phase may be played out!

Each Close combat clash may be comprised of a maximum of 9 sections, depending on whether the clash features a unit possessing a Continuous, Preventive or Extra attack ability and whether an artillery unit takes part in the Close combat clash

Close combat clashes’ sections:

- 1. section:**
 - a. Evaluating terrain properties
 - b. Evaluating Battlecards
 - c. Evaluating Continuous abilities
- 2. section:** Evaluating artillery units’ Artillery attacks
- 3. section:** Evaluating artillery units’ Artillery support
- 4. section:** Using Preventive abilities
- 5. section:** Evaluating Basic attacks on behalf of attacking units
- 6. section:** Evaluating attacking units’ Extra attacks
- 7. section:** Counter-attacks on behalf of the defenders
- 8. section:** Evaluating defending units’ Extra attacks
- 9. section:** Registering losses

Prior to exploring the various section, it is important to define the term “Target number”, instrumental to the evaluation of any losses possibly suffered.

To calculate the “Target number”, players shall deduct the defending unit’s DP’s from the total number of AP’s belonging to unit(s) participating in the attack. In simple terms:

“Target number”= total of attacker(s) AP’s – defender unit’s DP’s.

IMPORTANT! Both AP’s and DP’s may be influenced by the various abilities of own or other units, as well as the properties of Battlecards and the terrain.

Marking losses:

Losses generated during Close combat clashes are represented by loss indicators of various colours.

-1 FP = yellow indicator -2 FP = orange indicator -3 FP = red indicator

If -4 FPs are reached, the given unit shall be removed from the board and its loss indicator placed next to the board, among other indicators.

The game includes 45 loss indicators:



15 pc



15 pc



15 pc

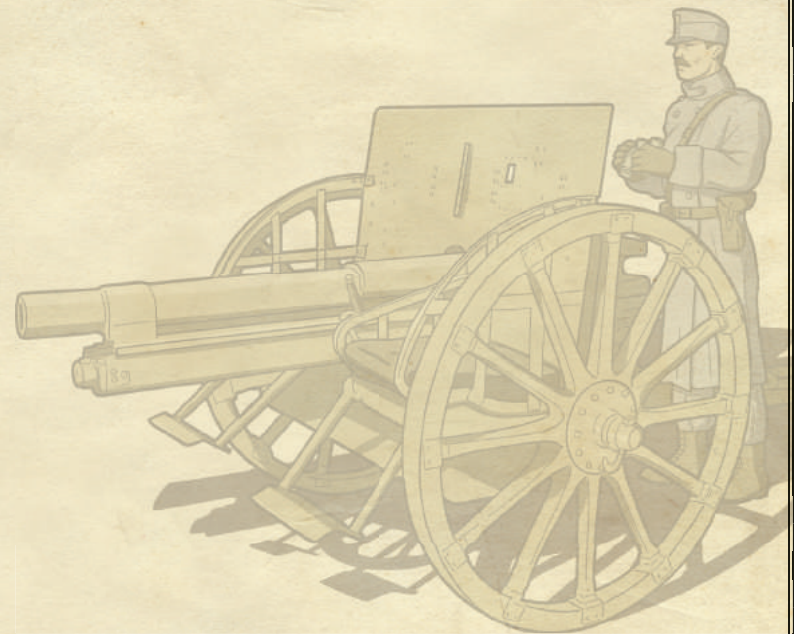
When playing out clashes of greater complexity, players may refer to the annex “Close combat clashes”.

On the left side of the annex, players can follow the sequence of various sections within a clash.

On the right side, players can follow changes in the combat value of units taking part in the battle. (see picture below)

Units participating in the game can be marked with flags of various colours. Initially, the flag shall be placed on the field corresponding to the given unit's combat value later, it is possible to determine the unit's actual combat values by moving the flag in the direction appropriate to the change in combat value effecting the unit. Because these modifications can be followed constantly with the help of the table and flags, memorising them for the whole period of the game is unnecessary.

designation:	CALCULATING ATTACKERS' AND DEFENDERS' VALUES									
	0.	1.	2.	3.	4.	5.	6.	7.	8.	9.
0.										
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										
11.										
12.										
13.										
14.										
15.										
16.										
17.										
18.										
19.										



If necessary, flags may be used to mark the actions of units participating in the battle on the gameboard. Flags can be used to mark artillery action, close combat clashes or move actions alike.

1 Battlecard can be pulled from the draw deck after each destroyed unit.

4.4.1a. Evaluating terrain properties

Here, the impact of the field type on the attack or defence points of unit(s) involved shall be examined with respect to all units involved in the battle. For certain fields' modifying effects, see Heading 3.1. of the Rulebook.

In order to calculate terrain effects, it is important to clarify certain rules of logic used to model real-life events!

The attacked unit holds its own field's key points under occupation, meaning that the field's effects shall be applied to it exclusively.

In practice, units initiating Close combat clashes depart from their field and occupy the enemy's field for the period of attack. For this reason, their own unit's modifying effect shall not be applied to them and may later occupy the position of the eliminated unit.



This having been clarified, it is easier to understand the reason terrain properties are to be applied to artillery units engaged in an Artillery action. Because cannons do not move from their positions when firing, their own field's modifiers are to be applied nevertheless.

M1902
 ✕ 6 ▣ 2
 „mountain”
 ✕ +1 ▣ +1
 with modifiers
 ✕ 7 ▣ 3



Line inf.
 ✕ 6 ▣ 2
 no modifiers!
 ✕ 6 ▣ 2

If the defender is able to launch an Artillery attack against the attackers (with the help of a certain Battlecard or Artillery token in the advanced game), terrain properties assist the attacker. Because this took place when the Close combat clash was launched, and targeted attackers' positions, the effects of attackers' own fields shall be taken into account when calculating Artillery attacks.

„Artillery attack”

M1902
 ✕ 6 ▣ 2
 „mountain”
 ✕ +1 ▣ +1
 with modifiers
 ✕ 7 ▣ 3



Line inf.
 ✕ 6 ▣ 2
 „forest”
 ▣ +3
 no modifiers!
 ✕ 6 ▣ 5

4.4.1b. Evaluating Battlecards

If the attacker or defender has brought a Battlecard into play which modifies the combat values of a unit taking part in the Close combat clash, it shall be accounted for in this phase. Combat values of the corresponding unit(s) shall be modified with the positive or negative contributions.

Line inf.
 ✕ 6 ♠ 2

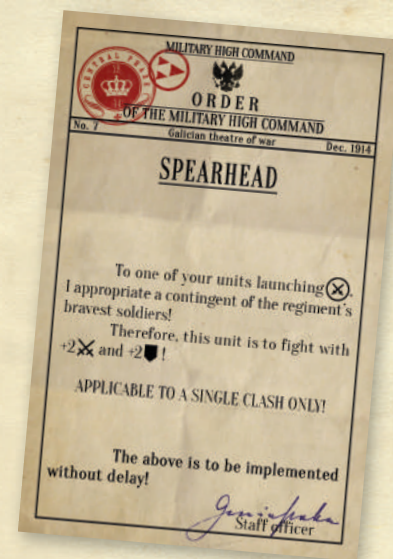
„Spearhead” Battlecard
 ✕ +2 ♠ +2

with modifiers
 ✕ 8 ♠ 4



Line inf.
 ✕ 6 ♠ 2

no modifiers!
 ✕ 6 ♠ 2



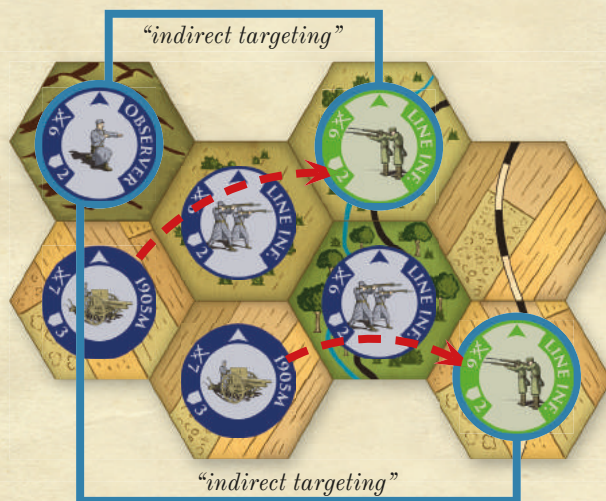
4.4.1c. Evaluating Continuous abilities

Here, we shall examine whether a Continuous ability of any unit taking part in the Close combat clash has influence on the AP's or DP's of any given unit(s).

Artillery Observer
 ∞ 2

„mountain”
 ∞ +1

with modifiers
 ∞ 3



Furthermore, it should be examined whether any ability of units stationed nearby but not directly involved in the given Close combat clash influences the combat value of any fighting unit in most cases, these retain their effect during the entire length of the Close combat clash!

In Close combat clashes, the effects of such units' abilities shall not be taken into account in the following two cases:

- A. If this unit carries out a Move action or a Railway action in the Central phase!
- B. If it is eliminated in an early phase of the Close combat clash (e. g., due to an Artillery attack or a Preventive ability), it shall be unable to apply its ability in the remainder of the Close combat clash.

In the base game, play special attention to the “Artillery observer”, whose ability provides the artillery with +1 AP or enables the use of “Artillery support” in close combat clashes against enemy units on forested areas.



4.4.2. Evaluating Artillery attacks

This section sees the involvement of Artillery attacks. If this ability is used by several units, their effects shall be evaluated at the same time.

Artillery attack



This ability enables the artillery to inflict losses upon the target. Because artillery operations take place prior to the evaluation of basic attacks in all cases, the target unit shall lose its last FP in the event of a successful attack. Having been wiped out, it is unable to cause damage to its enemy later on and its attack value cannot be taken into account in the Close combat clash.

The following example shows a core unit's "Artillery attack" action unfolding in detail.



The artillery attack results in 1 RP in losses if the dice roll falls between 1 and 4 (target number: 7-3=4).

Consequently, attackers eliminated the hostile unit without suffering any casualties and even gained territory.

If the unit loses all of its RPs as a result of the "Artillery attack", it is destroyed, any "Close Combat clashes" possibly planned against it shall not be played out. If there were such plans, units earmarked for this plans still cannot engage in another action during the round!

Determining the Artillery attack's success:

Calculate the „Target number“, taking modifiers into account, then roll dice.

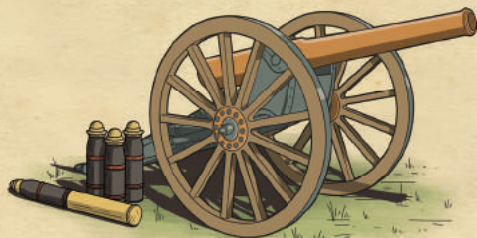
The Artillery attack is successful if:

- A. The dice roll value is less than or identical to the target number value (attack value – defence value).
- B. If the target value is at least 6, the attack shall be automatically deemed successful. (being impossible to roll a value greater than 6)

The Artillery attack is unsuccessful if:

The dice roll value exceeds the target number. (the Artillery attack shall have no effect).

When calculating the target number, the type of position held by, for example, the artillery and the attacked unit shall be taken into account. (artillery on mountain shall launch its attack with +1 AP, while units in defence in a forest possess +3 DP's against Artillery attacks, etc.)



IMPORTANT! Successful artillery attacks bring about a loss of 1 RP, regardless of the exact attack value.

If the unit loses all of its RPs as a result of the "Artillery attack", it is destroyed, any "close combat clashes" possibly planned against it shall not be played out. If there were such plans, units earmarked for this plans still cannot engage in another action during the round!

4.4.3. Evaluating Artillery support

Artillery support



Due to the Artillery support's impact, the attacked unit shall fight with -2 AP's and -2 DP's during the Close combat clash. These modifiers retain their effect until the end of the Close combat clash (and not the round!) with respect to the given unit, including Extra attacks.

IMPORTANT! For the success of Artillery support, an attack roll is unnecessary – it shall count as successful in all cases!

Line cav.
 ✕ 7 ♣ 1



Line inf.
 ✕ 6 ♣ 2

„Artillery support”
 ✕ -2 ♣ -2

no modifiers!
 ✕ 7 ♣ 1

with modifiers
 ✕ 4 ♣ 0

If the defender is positioned on “Forested area”, the effect of this shall be applied! (See Heading 4.4.3.)

4.4.4. Evaluating Preventive abilities



Preventive abilities' effects are to be applied prior to close combat clashes, thus affording advantage to the unit with preventive ability.

IMPORTANT! First, the attacker shall disclose his/her intention of using Preventive ability. Afterwards, the defender may decide after considering this.

The modifying effects of various continuous abilities, possible Artillery supports and certain Preventive abilities, as well as used Battlecards' modifying effects on combat value, shall already be applied in this section.

Similarly, combat value modifiers of fields occupied by defending units shall also be taken into account.

Hussar
 ✕ 8 ♣ 2

“Cavalry charge”
 ✕ +2 ♣ -2

with modifiers
 ✕ 10 ♣ 0



MG.
 ✕ 7 ♣ 3

no modifiers!
 ✕ 7 ♣ 3

After players have selected the Preventive ability's target(s), attackers shall roll dice against all possible targets (if there is a Preventive ability for which this is necessary).

If a unit loses all of its RP's due to a Preventive attack, it is eliminated and consequently cannot continue the attack or inflict losses upon the enemy during the Close combat clash.

If, for any reason, the attacked unit suffers 2 basic attacks, these effects shall only be applied to one of them.

For more information on “Artillery support”, see Heading 4.3.3.



This unit shall be removed from the board immediately, and any basic attacks planned against it are to be cancelled. Therefore, the unit will not be able to inflict losses upon participants of the attack planned against it.

It is possible that there will be a hostile unit against which the preventive attack will prove successful likewise, there may be an enemy unit against which the attack will be unsuccessful.



During the basic attack, attackers may possibly inflict major losses even without rolling dice.

Determining the Preventive attack's success:

Calculate the „Target number”, taking modifiers into account, then roll dice.

The Preventive attack is successful if:

- A. The dice roll value is less than or identical to the target number value (*attack value – defence value*).
- B. If the target value is at least 6, the attack shall be automatically deemed successful. (*being impossible to roll a value greater than 6*).

The Preventive attack is unsuccessful if:

The dice roll value exceeds the target number. (*the Preventive attack shall have no effect*).

If the Preventive attack can be carried out against multiple targets, the „Target number” must be calculated separately for all targets, and the attacker shall roll dice separately in all of these cases, clearly identifying the target

4.4.5. Attackers' Basic attacks

This section sees “Basic attacks” carried out by attacking units. Here, the attack and defence values of attacking unit(s) shall be calculated separately in all Close combat clashes.

During a given clash, the aggregate attack value is produced by the sum of attack values pertaining to all cavalry and infantry units taking part in the given attack.

Calculating an attack

Attack Target number = aggregate attack values of the attacker's – defence value of the defender

IMPORTANT! Extra attacks' values can in no way be included in this calculation!

Determining the Basic attack's success:

The attack's success is certain if the target number exceeds 6. In this case, the target number shall be reduced by 6, while the unit in defence suffers +1 RP in losses.

1. Line inf.

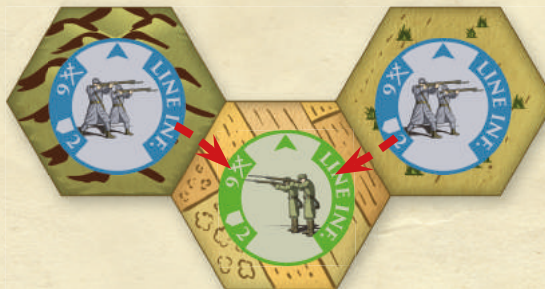
✘ 6 ▣ 2

2. Line inf.

✘ 6 ▣ 2

in total!

✘ 12



Line inf.

✘ 6 ▣ 2

in total!

✘ 6 ▣ 2

If the target number still reaches or exceeds 6, the previous operation shall be performed again until the target number is lower than 6.

Once the target number has fallen below 6 but exceeds 0, the player shall roll dice in the manner described above. Consequently, it is possible for the target to suffer further +1 RP in losses.

4.4.6. Attackers' Extra attacks



After Basic attacks, players shall determine whether any unit participating in the Close combat clash possesses an Extra attack.

If the unit has an extra attack, the attack target number shall be recalculated again, but this time only for the unit that possesses this ability.

IMPORTANT! If all attacking units have an Extra attack, the operations above shall be performed separately for all units because Extra attacks do not add up!

1. Line inf.
„Bayonet combat”

✘ 6 ⊕

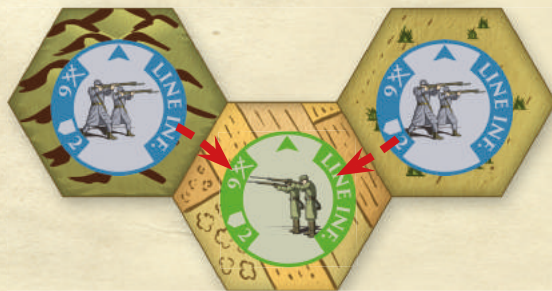
2. Line inf.
„Bayonet combat”

✘ 6 ⊕

in total

✘ 6 ⊕

✘ 6 ⊕



Line inf.

✘ 6 ■ 2

no modifier!
✘ 6 ■ 2

Here, all units shall only use their own attack force, even if the attack was otherwise launched by several units outnumbering the enemy. Due to this, an extra attack shall be launched by two infantry units with 6 APs, and the attacker shall roll dice two times!

IMPORTANT: You cannot launch a Counter-attack against an Extra attack!

Determining the Extra attack's success:

Calculate the „Target number”, taking modifiers into account, then roll dice.

Attack Target number = attack values of the attacker – defence value of the defender

The Extra attack is successful if:

- A. The dice roll value is less than or identical to the target number value (*attack value – defence value*).
- B. If the target value is at least 6, the attack shall be automatically deemed successful. (*being impossible to roll a value greater than 6*).

The Extra attack is unsuccessful if:

The dice roll value exceeds the target number. (*the Extra attack shall have no effect*).

In the event of a successful attack, the target suffers the effects featuring in the extra attack's description.

IMPORTANT: If the Extra aAttack's effect results in inflicting losses, this may not exceed 1 RP irrespective of the attack value.

The “Extra Attack” provides an extra opportunity above the “Basic Attack” to inflict losses upon the enemy. In the present case, an example for this is the “Bayonet Combat” ability, a distinctive close combat method of the War's initial phase. Naturally, this ability can be used only by units carrying a bayonet consequently, it is sensible for cavalry forces only to attack infantry formations if commanding a certain numerical advantage.



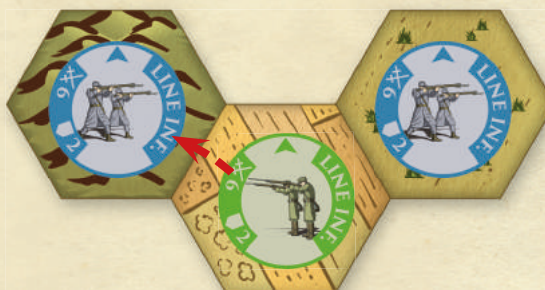
4.4.7. Defenders' Counter-attack

A similar method shall be followed when determining the defence „Target number” in this case, however, the defending side's attack value shall be compared with the attacking side's defence value. Here, of course, terrain modifiers assist the unit engaged in Counter-attack (protecting its own position) for example, infantry in defence on Mountain shall launch its Counter-attack against the unit attacking it with +1 AP.

Provided that the attacked unit is capable of a counter-attack (infantry or cavalry unit), it shall do so, and may also use a special close combat ability if it has one.

IMPORTANT! If the RPs of a unit in defence run out during attackers' attacks, it may nevertheless carry out its basic and extra counter-attacks.

Line inf.
 ✕ 6 ▣ 2



Line inf.
 ✕ 6 ▣ 2

no modifiers!
 ✕ 6 ▣ 2

no modifiers!
 ✕ 6 ▣ 2

Calculating attackers' losses

If a unit in defence is attacked by 2 or more units, the defending side shall choose one of the attacking units against which it is to launch a Counter-attack, because it can only do so against 1 enemy.

Calculating the defence

Defence target value = defending unit's attack value – attacking unit's defence value

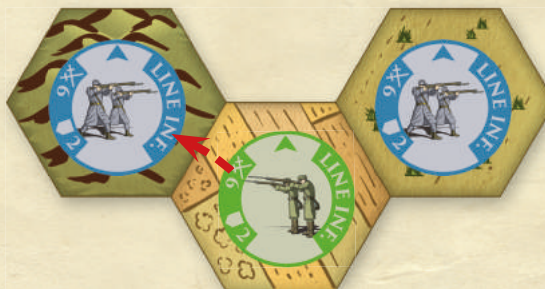
Following this, attackers' losses shall be calculated in the same way as in the case of defenders.

4.4.8. Defenders' Extra attacks



If the defender unit possesses any kind of Extra attack, it may be used in this section.

You cannot launch a Counter-attack against an Extra attack!



Line inf.
 „Bayonet combat”
 ✕ 6 ⊕

The defender's Extra attack is to be calculated wholly according to the description under Heading 4.4.8., with roles reversed.

A new target may be selected for the Extra attack, but only among units having taken part in the Close combat clash.

Consequently, if the unit in defence eliminates a unit attacking it during its Basic attack, it may be able to use its Extra attack to inflict losses upon another unit having attacked it.

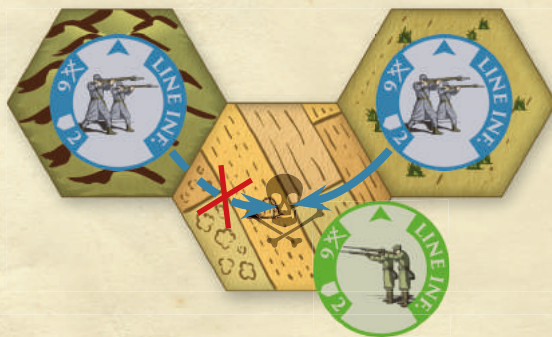
The defender unit may also use its Extra attacks if attackers have otherwise eliminated it with their Basic or Extra attacks during the Close combat clash.

4.4.9. Registering losses

After clashes have come to an end at all locations and losses have been recorded, players shall review whether the attacking infantry or cavalry had eliminated an attacked target at any given location.

Provided that there was such a location in the game, the player leading the attack may decide to occupy the eliminated enemy's field with a surviving infantry or cavalry unit that directly participated in the attack.

The player controls the Szurmay Group



IMPORTANT! Allied units incidentally participating in the attack can under no circumstances be moved onto the eliminated enemy's hex!

V. Checking criteria of victory

The player or side shall receive a reward for capturing each target field featuring in the game however, these rewards are to be applied at different phases of the game.



Checking tactical targets

In all rounds, players shall examine at the end of the closing phase whether a tactical target has been met. If so, the player meeting the target shall immediately receive the corresponding reward. Supposedly, this will be the player whose round has just ended.

Because all events of a given turn – i. e., all four players' rounds – take place at the same time, it is always sufficient to check the game's victory criteria only at the end of the turn.

Checking strategic targets

If the player finishing off the round was the leader of the Szurmay Group, the whole round shall come to an end. In this case, players shall examine whether one of the criteria necessary for winning the game has been met. If so, the given side has won the clash and, with it, the entire game.



If no final winner has been produced by the end of the round, the game continues the upcoming player shall begin his/her own round with the Opening Phase, and another full round has to be played out.

The eliminated unit's field can be occupied because, in reality, the attacking formation fought on area held by the defenders, which it could occupy following their defeat. However, doing so does not make sense in all cases, as it may deteriorate the attacker's position.








In some rare cases, it is possible that both belligerent parties meet a strategic target by the end of the turn. If this happens, the game ends with a draw.

VI. The Advanced Game

The "Advanced Game" brings expansions into play that enhance the complexity of battle and therefore generally result in lengthier game time.

So far, rules for the Basic Game have been explained. Should players seek even more diverse gameplay, they may opt to apply one or more of the following additional rule. While these can be easily combined with each other, bear in mind that extras may lengthen game time.

6.1. Officer Units

Officer unit	Attack point(AP)	Defence point(DP)
		
infantry 	8	4
cavalry 	9	3

All Army groups shall receive 3 commanders each, resulting in the game featuring a total of 12 officer units. These symbolise a greater unit of troops under the command of the given officer therefore, while bearing an officer's name, these too are infantry or cavalry units of major strength.

In all cases, Officer Units possess two special abilities, the description of which is featured on the unit's data sheet. Their further use during the game is as described so far.

Distributing Officer Units



Hadfy Group, fighting at Limanowa:

Imre Hadfy

Lieutenant-General

Herbert von Herberstein

Major-General

Ottmár Muhr

Hussar colonel



Army Corps VIII., fighting at Limanowa:

Alexei Brusilov

General of the Cavalry

Edward Eck

General of the Infantry

Ferdinand Vebel

Lieutenant-General



Szurmay Group, fighting at Bártfa:

Sándor Szurmay

Lieutenant-General

Svetozar Boroevic

General of the Infantry

Adolf Kornháber

Lieutenant-General



Army Corps VII., fighting at Bártfa:

Nikolai Orlov

General of the Infantry

Athanasius Tsurikov

Lieutenant-General

Leonid Belkovych

Lieutenant-General

IMPORTANT! The Example Booklet contains an officer sample deployment sketch to assist players during their first games (see last page).

6.2. Tactical cards

The use of tactical cards brings an additional strategic element into gameplay. Tactical cards are special also because several of these cards can be played out at once, providing the player with an ever-increasing advantage.

2 considerations shall be taken into account with these cards:

It is only possible to use several cards at once if these bear the same name! Within a single round, one or more identical tactical cards may only be used 1x

At the beginning of the game, players shall shuffle tactical cards into the draw deck and carry out instructions featured on the card during the game. If players use more than one tactical card at a time, this should be taken into account when determining effects.

Tactical cards showcase cunning battleplans or superhuman accomplishments. Using more of these cards at once may result in serious disadvantage for the enemy.



6.3. Increased number of Battlecards

If players seek to bring increased diversity into play, they may distribute a larger number of battlecards among themselves at the beginning of the game, according to the following rules:



5 cards for all Combat groups



6 cards for all Army groups

Increasing the number of battlecards results in far more unexpected twists during gameplay, thus pulling through enemies' carefully constructed strategies.

6.4. Weather

Using the "Weather" extension makes the game more realistic and influences units' combat value, or potentially slows down their movement.

Because the battle was fought in the winter, the following 3 types of weather are possible:



Fair

No modifying effect!



Rain

Artillery observers' range of vision reduced to 1 field, even if positioned on a Mountain.

Roads have no effect on „Move action”



Snow

Artillery observers' range of vision reduced to 1 field, even if positioned on a Mountain.

Attacking infantry and cavalry shall fight with -1 AP.

At the beginning of the game and all turns, the player representing the Russian Army Corps VIII., fighting at Limanowa, shall roll dice to determine the weather. Newly-determined weather conditions shall be taken into account when the army begins its own round.

After this, weather conditions can change at the beginning of the next turn!



In heavy snowfall, it is more difficult for attackers to reach defender units' positions, and the range of vision also decreases.

In rainy weather, soaked roads become impassable and visibility also suffers.



The Artillery token may be used in any phase of the game (because of the Battlecards, clashes may possibly take place outside the central phase).

Therefore, the Hadfy Group and the Szurmay Group possess 5 and 7 Artillery tokens respectively at the beginning of the game, while Russian Army Corps VII. and VIII. both start with 7 Artillery tokens.



6.5. Artillery tokens



With the help of Artillery tokens, players can enhance the role played by their various artillery units in combat. Their use may result in greater damage inflicted upon enemy troops and increased defence abilities for their own artillery.

IMPORTANT! Regardless of whether the player is the attacker or the defender, only 1 Artillery token may be used in a single round! Accordingly, the player may use an Artillery token in an own round, another in an allied round, and one each in both opponents' rounds.



6.5.1. Distributing Artillery tokens

After battlecards have been handed out, players shall distribute artillery tokens among army corps. All players control their respective tokens separately and these cannot be combined with other players' tokens.

All players shall receive the following number of Artillery tokens:

artillery 	UPON DISTRIBUTION	artillery observer 
2 tokens each		1 token each

If the player acquires an artillery or artillery observer unit as reinforcement during the game, he/she may also gain a valuable Artillery token.

artillery 	DURING THE GAME	artillery observer 
1 token each		1 token each

6.5.2. Using Artillery tokens during attack

By using an artillery token, the player may launch a further artillery operation (see Heading 4.3.3.). Through this, an artillery unit not participating in another action during the phase but located within firing range may join the attack. After an Artillery token has been discarded, the earmarked cannon shall join the attack and may use one of its action abilities.

IMPORTANT! Artillery tokens can also be used to draw an allied cannon into battle if it is located within firing range. However, the Artillery token must be discarded by the allied player in this case.

Consequently, one own and one allied artillery unit (that have not engaged in any other action during the phase) may be earmarked for attack during the round, above default options at the player's disposal. These, however, requires both players to use 1 Artillery token each.

During an attack, the heavy artillery (the Russian M1877 siege gun) may also use an artillery token to improve its chance of hitting the target when engaged in a “Long-range strike” action.

In this case, it receives +2 AP's in exchange for 1 token.

Therefore, it will have a strong chance of hitting hostile units located as far as 3 fields away. This usage of an Artillery token is possible also if the heavy artillery is using this ability due to the effect of a Battlecard.

6.5.3. Using artillery tokens in defence

If a unit belonging to an army corps is hit by a cavalry or an infantry attack, the defender may protect its attacked unit by drawing an artillery unit into play in exchange for an artillery token, if the attackers fall within its firing range. Because only 1 token may be used in each round, its use shall be considered thoroughly in the case of multiple clashes!

IMPORTANT! Artillery may be drawn into the clash also if it had been earmarked as a target, and it may also use “Artillery support”.

The defender may earmark one of its artillery units, which then may launch an attack against a hostile infantry or cavalry unit within its firing range. This artillery unit may then use one of its action abilities against the hostile unit, which is to be applied before the actual attack begins.



If the defender also uses a defence artillery card while in defence, it may even draw two different artillery units into the clash with the help of the card and the artillery token.

IMPORTANT! Each cannon may only carry out 1 action while in defence!

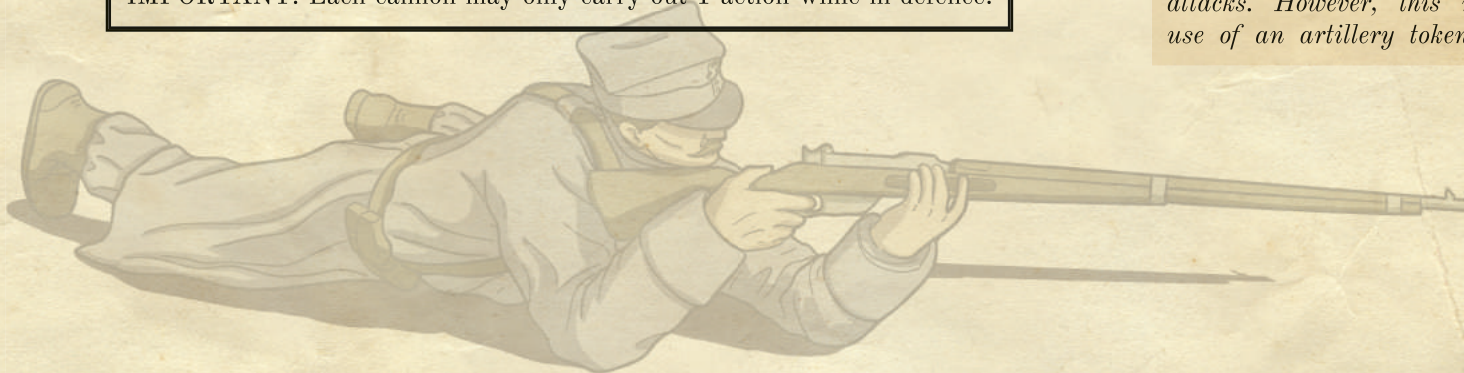


Naturally, the two separate army corps may each draw an own artillery unit into battle, they may even do so during the same clash if within firing range.

The use of an Artillery token enables the artillery to inflict damage (Artillery attack) or diminish the enemy's combat values (Artillery support, if the type of artillery enables this).

When in defence, the artillery may only implement its action against the attacker unit's baseline position in other terms, the terrain properties to be taken into account shall pertain to the field from which the attack is launched. Mountains and forests provide shelter against such defensive artillery attacks.

In this game mode, various army corps' artillery units are able to effectively defend allied units and support their attacks. However, this results in the use of an artillery token at all times.



VII. 2 and 3-player game mode

7.1. Game on the full board

At the beginning of the game, players shall clearly determine who is to control which army group(s) – this cannot be changed in subsequent phases!

Two and three-player games' rules almost entirely follow the pattern of the four-player mode, the only difference is that in these modes, one or both sides' army groups are controlled by a single player. Evidently, army corps fighting on different sides cannot be controlled by the same player.

Armies' move order remains unchanged, units of the army in turn are to be controlled by the player specified at the beginning of the game, who is to apply used battlecards accordingly.

Battlecard

The only significant difference is that in two and three-player mode, the player controlling multiple armies single-handedly holds all battlecards of the given side. With regard to cards' use, this provides a broader array of opportunities than if both armies cards were to be handled separately. In order to counter-balance this, the player may draw 1 battlecard less at the beginning of the game than otherwise the two armies could draw in total.



3 Battlecards

for the united Battle Group



5 Battlecards

for the united Army Corps

In case of increased number of Battlecards:

8 Battlecards

for the united Battle Group

10 Battlecards

for the united Army Corps

However, the player may use all cards held in his/her hand to strengthen or defend either of the sides' armies while keeping to the general rules of battlecard use. If, for some reason, the player later pulls a new card, this may be used in either army group's round, irrespective of the army group through which the new card was acquired.

Artillery token

If the "Artillery token" additional rule takes effect, the player shall handle both cards and artillery tokens together and may use them at any front of choice.



10 Artillery token

for the united Battle group



12 Artillery token

for the united Army Corps

The player player on his/hor own may receive less at artillery tokens beginning of the game than otherwise the two armies would separately have.

7.2. Rapid game for 2 players

In the case of two players, it is possible to play out a detail of the battle on a compact portion of the board. This enables more rapid game while retaining the excitements of the full game. The following description is limited to modifications differing from the hitherto explained four-player game made – all other rules are to remain identical.

If players chose to play out the "Limanowa Frontline", the player controlling Austro-Hungarian troops naturally has to roll dice at the beginning of his/her own round due to the "Kraków Reinforcement" (see Heading 3.3.3.).

- A. On the compact game area, both strategic and tactical targets are modified. Furthermore, these also substantially vary in the case of the two separate clashes.
- B. Among Battlecards, players shall single out the two “Transporting reinforcement” and the 2 “Deployment of a spare battery” cards, these 4 Battlecards shall be excluded from the game.
- C. In rapid mode, only 2 rounds are to take place in each turn. In all cases, the player controlling the Russian Army Corps shall carry out his/her round first (i. e., this player shall begin the game), followed by the player controlling Austro-Hungarian units.
- D. As Railway tokens play no role in the compact games, these shall be excluded from the game.

If players wish to use the “Weather” accessory, the player controlling the Russian units shall always roll dice at the beginning of his/her own round to determine weather conditions. The weather thus determined shall stay in effect during the given turn.

7.2.1. Limanowa Frontline: strategical & tactical targets

STRATEGIC GOAL: The Hadfy Group wins the battle, if



1. it holds **Neu Sandez** under its control at the end of the turn.
2. all units of the Army Corps VIII. are wiped out.

TACTICAL GOAL: The Hadfy Group shall draw 1 Battlecard, if occupy **Alt Sandez**.

STRATEGIC GOAL: The Russian Army Corps VIII. wins the battle, if



1. it holds **Limanowa** under its control at the end of the turn.
2. all units of the Hadfy Group are wiped out.

TACTICAL GOAL: The Army Corps VIII. shall draw 1 Battlecard each, if occupy **Rajbrot**, **Goleów-Heights**, and the **Jabloniec-Ridge**



The Example Booklet contains a sample deployment sketch to assist players during their first games (see pages 3-4 & 17-18).

7.2.2. Carpathian Frontline: strategical & tactical targets

STRATEGIC GOAL: The Szurmay Group wins the battle, if



1. it holds **Zboró** under its control at the end of the turn.
2. all units of the Army Corps VII. are wiped out.

TACTICAL GOAL: The Szurmay Group shall draw 2 Battlecard, if occupy **Bártfa**. and shall draw 1 Battlecard, if occupy **Krynica**.

STRATEGIC GOAL: The Russian Army Corps VII. wins the battle, if



1. it holds **Raszlavica** under its control at the end of the turn.
2. all units of the Szurmay Group are wiped out.

TACTICAL GOAL: The Army Corps VII. shall draw 1 Battlecard each, if occupy **Héthárs** and **Kisszeben**



VIII. Frequently Asked Questions

One turn, one card

Battlecards represents secret military operations, battleplans, diversionary manoeuvres and unexpected events which influence or modify the course of gameplay and battles.

One phase, one action

Usually, all units are only allowed to participate in a single action during each phase. Therefore, if a unit moves, it may not attack or engage in action, and vice versa. This basic rule may, however, be modified by various units' abilities and some Battlecards. Because the rule also applies to artillery units, the artillery cannot use a Battlecard to shoot at enemies and then engage in another attack, for example in exchange for an Artillery token, within the same round.

Railway transport, mandatory movement

In the case of railway transportation, the given unit has to be effectively moved to another settlement. Therefore, the unit cannot use the railway merely to travel to a neighbouring field of the same station.

Terrain Modifiers

Terrain modifiers almost always favour the defenders. There are only three scenarios in which this is different

1. Artillery located on a mountain may launch artillery attacks with +1 AP.
2. If a unit heading for attack is fired upon by an artillery unit of the defending army corps (either by using a Battlecard or an artillery token), the attacker is helped by its own terrain modifier because it counts as the defending party against cannonfire.
3. If the defending side can launch any kind of attack in its own turn (either by using a Battlecard or a unit ability), the unit of the player in turn shall count as the defender.

Giving conditional orders

Neither player can issue its units orders that can be carried out only if a certain condition is met. For example, you cannot order a unit to move into the place of an enemy unit which you meanwhile attempt to eliminate with an artillery attack. It is only allowed to issue commands that seem unequivocally feasible at the beginning of the phase.

Units's scope of abilities

Any unit can only use its positive abilities to support units belonging to its own army group. Allied units cannot receive this form of support! For example, neither an Artillery observer ("Indirect targeting"), nor Herberstein ("Organised defence") or Orlov ("Aggressive tactics") is able to use any of his abilities to help an ally, these can only be applied to units belonging to an own army group.

Abilities during movement

Units currently in movement cannot use abilities which would otherwise effect ongoing clashes on nearby fields. For example, Herberstein cannot units meanwhile heading into attack while moving and an artillery observer is unable to assist nearby artillery attacks while in movement

One turn, one Artillery token

All divisions, whether in their own, in their ally's or in their enemies' round, may use no more than 1 Artillery token. During the round, the token can be used in any phase in which a clash takes place.

Extra attacks

Two considerations should be taken into account here. Firstly, even if the unit is destroyed in the "Basic attack" phase, it can still carry out its additional attack (if it has one). Secondly, the unit can target different enemy targets with its basic and extra attack, provided that both of these take part in the clash.

Attacking an artillery unit

When attacking an artillery unit, every infantry and cavalry unit receives +3 APs. However, the attacked artillery units are protected by own and allied infantry and cavalry units on neighbouring fields. If such a unit is positioned on any field next to the artillery, it provides +2 DPs to the artillery, however, this shall not be applied to a hostile artillery attack. Defence modifiers pertaining to several different units do not add up!

VIII. Frequently Asked Questions

Attacking and Defensive roles

In most cases, the units controlled by the player in turn count as attackers, while its opponents are the defenders. However, there are some abilities (e. g. Lieutenant-General Belkovych's "Preventive attack" attacks and cards (e. g. "Counter-attack") which reverse these roles, resulting in the units of the acting player becoming the defender and unit carrying out the given attack being the attacker. In this latter case, attack and defence abilities, as well as terrain modifiers, shall be taken into account accordingly.

Path of movement

If a unit can advance more then one field during a single movement action, the intermediary fields may be occupied by own and allied units. No units may cross fields occupied by enemy units, meaning that these prevent the own unit from further advancement. Units must complete their move at an vacant field.

Artillery support

Artillery support actions are always automatically successful and does not require dice roll. However, the effect of artillery supports cannot be added up, meaning that only a single artillery support may be applied against a given target. Against units located on forested areas, it is only possible to use artillery support if the target is within sight of an own Artillery observer.

Arrival of reinforcements

If a division receives reinforcements during the game (usually through a card), it may choose freely from the CORE UNITS present in the common reserve. Because this also includes previously lost units, it is possible that a given division may receive a further Artillery reconnaissance unit previously lost by another and thus put back into the common reserve.

When an Artillery observer or an artillery unit is brought into play as reinforcement, the given division shall also receive an extra Artillery token.

Destroying an enemy unit

When a player destroys an enemy unit, he/she may automatically draw a Battlecard, regardless of which unit was the attacker and the defender. If the enemy unit was successfully destroyed in an infantry or a cavalry attack, a unit taking part in the attack may occupy the eliminated unit's field

When a player destroys an enemy unit, they automatically receive a card, regardless of whether they were the attackers or defenders. If the opposing unit was destroyed by an infantry or cavalry attack, one of the units contributing to the attack can move into the place of the destroyed unit. Allied units can not do this, even if they participated to the attack! It can happen that both the attacker and the defender is destroyed in the battle. In this case both units shall be removed from the board and both players receive a card.

Modifying combat values

During clashes, units' combat values can be influenced by a multitude of factors (terrain, unit abilities, Battlecards, weather). There is no theoretical maximum to either unit's attack or defence values – these may take any value as far as possibilities reach. However, units' attack values have a minimum set at zero, below which neither unit's attack or defence value may sink!

Successful attack

In case of a successful attack, the "cumulation" of damage is only possible in basic infantry or cavalry attacks (both from the defensive and the attacking side). In this case, one RP shall be recorded for each 6 points of the target number.

In case of other types of attack (artillery, preventive, extra), the damage cannot be increased further, no matter how high the attack value is. In such cases, the damage recorded shall correspond to the ability's description.

Multiple Artillery observers

If, for any reason, 2 Artillery observers belonging to the same army corps could use their "Indirect targeting" ability, their effects cannot be added up!

Simultaneous movement

If in any phase of the player's turn two or more own units move, any of these units can move to the place originally occupied by another moving unit, the two units may also swap places with each other.

Prologue

Following the futile siege of Limanowa, the Russian Army Corps VIII. under the command of General Orlov gradually pulled back from Neu Sandez, the Hadfy Group, having bypassed Limanowa, and the Szurmay Group, arriving from the Carpathians, were threatening Russian troops with encirclement. On 12 December, two Hungarian divisions, arriving from opposite directions but bursting with the zeal of victory, extended hands to each other at Neu Sandez Bridge.

The fate of the Russians had also been sealed up north, in the foregrounds of Kraków. Austrian troops occupied Bochnia and the German 47th Division seized Rajbrot, causing the Russians to retreat along the entire Galician frontline.

After the battle, General Brusilov had both General Orlov, commander of the Army Corps VIII., and Lieutenant-General Belkovich, leader of the 15th Division, relieved of their duties due to grave strategic errors. These mistakes, however, enabled Austro-Hungarian defenders' heroic accomplishments to become the chief premise of victory instead of senseless blood sacrifice. In spite of this, several fallacies were committed not only by the Russians but also by the Monarchy's military leadership. Failing to consider reports inconsistent with their own concepts, they long neglected intelligence suggesting the Russians' advancement. With this, they wrought unnecessary sacrifice upon their own men, most of them Hungarians.

The Battle of Limanowa was a turning-point of fighting in Galicia. The Austro-Hungarian Monarchy halted the advancement of the frontline and even pushed back the invaders, thus preventing the occupation of Kraków and enemy forces' onslaught towards Vienna and Budapest.

Slowly, the "Russian Steamroller" began rolling backwards...



**TO THE MEMORY OF
THE PRECIOUS BLOOD
HARD FIST
AND SILENT HUNGARIAN LOYALTY
OF HUSSARS
FALLEN TOGETHER
WITH THEIR COLONEL
ON 11-12 DECEMBER 1914**

Inscription on the war memorial at Limanowa



MOVE * ORDER



Place used cards here



1 each per round



Place used cards here



1 each per round



The Hadfy Group shall roll dice for the Kraków Reinforcement



The Hadfy Group shall roll dice for the Kraków Reinforcement

