THE INSTRUCTION AND TRAINING OF MEDICAL OFFICERS IN THE AUSTRO-HUNGARIAN ARMY BY MEANS OF WAR GAMES.1

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The medical officers take part in three different kinds of war games:

1. The Etappenkriegsspiel, or war game for lines of communication services.

2. The Sanitätskriegsspiel, or war game for medical services only.

3. The Truppenkriegsspiel, or war game conducted in regi­mental units.

All three differ in character from one another and in the nature of the instruction and training given. They are all conducted during the winter months, but usually at different periods. Every medical officer and every officer of the army medical corps detachments2 attends one or other of the war games.

The Etappenkriegsspiel is intended for training in the duties of the higher administrative posts in war, i.e., from the army corps formations upwards. The Sanitätskriegsspiel is for training in the duties of army corps, divisional and regimental medical services, i.e., in the duties of medical services in the area of immediate conflict with the enemy. The Truppenkriegsspiel is taken part in only by medical officers who are unable to attend a Sanitätskriegsspiel.

I.—THE ETAPPENKRIEGSSPIEL.

An Etappenkriegsspiel is held during December and January in each army corps command. The object is to train and instruct in the work which will be required by the administrative

1 These notes on the method and details of conducting the military training of medical officers in the Austro-Hungarian Army were made during a visit to Vienna in the winter of 1910, when the Austro-Hungarian War Office kindly permitted its Army Medical Department to give me instruction on the subject. I am specially indebted to Oberstabsarzt Dr. Johann Steiner, of that Department, for his valuable and generous help not only on this but on many other occasions.—W. G. M.

2 i.e., Non-medical officers, performing the functions of “captains of orderlies.”
officers of technical services in actual war. It is not in any way intended as a test of the capacity and knowledge of individual officers.

**Personnel.**

The officers taking part in an *Etappenkriegsspiel* are appointed to definite staffs and commands as in war, down to army corps and independent divisions. The work is regulated and examined by a directing staff. The following are the officers who form the directing staff, those who do the work, and the posts held by the latter.

A.—**Directing Staff (Uebungsleitung).**

1 General Officer.
1 Colonel
1 Captain
1 Medical Officer.
1 Intendance Officer.

B.—**Workers (Ausarbeiter).**

(a) **Army Headquarters Staff:**

General Staff: An officer acting as commander-in-chief; an officer assisting him.
Medical Services: An officer as director of medical services; an officer in waiting, in case the other is unable to attend from any cause.
Intendance: An officer as chief of the intendance service of an army; an officer in waiting.

(b) **Army Lines of Communication Headquarters Staff:**

General Staff: A major of the general staff; an officer, general staff in waiting.
Artillery Services: 1 officer.
Engineer Services: 1 officer.
Railway and Telegraph Services: 1 officer.
Medical Services: 1 officer as principal medical officer; 1 officer in waiting.
Intendance: 1 officer as chief of intendance; 1 officer in waiting.
Transport services, automobile services and directorate of army telegraphs are not represented.

(c) **1st Army Corps Headquarters Staff:**

General Staff: 1 officer; 1 officer in waiting.
Transport Services: 1 officer as director of transports.
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Medical Services: 1 officer as principal medical officer.
Intendance: 1 officer as chief of intendance.
(d) 2nd Army Corps Headquarters Staff.—As above for 1st army corps.
(e) 3rd Army Corps Headquarters Staff.—As above for 1st army corps.
(f) Independent Infantry Division Headquarters Staff:—
    General Staff: 1 officer.
    Transport Services: 1 officer.
    Medical Services: 1 officer.
    Intendance: 1 officer.

(g) Cavalry Division Headquarters Staff.—As for independent division.

One medical and one intendance officer are in waiting to act as principal medical officer or chief intendance officer of any of the three army corps headquarters staffs, if necessary, and one medical officer and one intendance officer are similarly in waiting for the independent infantry division and the cavalry division.

Method of Conducting the War Game.

The Directing Staff prepares a scheme containing a general military situation, the conditions as regards supplies, and the conditions as regards medical services. This is sent to every officer taking part in the Kriegsspiel.

Special ideas are also prepared giving the military situation for each army corps, and for the independent infantry and cavalry division. Separate special ideas are also issued for supply services, for medical services, noting railway conditions, road conditions, bridges, ammunition supplies, and telegraph services. These are also sent to the officers taking part.

Each headquarters staff, after the general and special ideas have been in the hands of officers for a week or ten days, meets under instructions from the officer acting as chief of the general staff at fixed hours and days.

The days of meeting are arranged as follows, supposing the Kriegsspiel is to commence say, on Tuesday, November 23:—

Army Headquarters Staff.—Meets on Tuesday, November 23.

Lines of Communication Headquarters Staff.—Meets on Wednesday, November 23, and Thursday, November 24.

Each Army Corps, Independent Division and Cavalry Division Headquarters Staff.—Meet separately on Friday, November 26.
This represents the first of a series of meetings at intervals of fourteen days as noted below.

The army headquarters staff work out the orders, dispositions, instructions, &c., which would be sent, as in war, to the army corps, independent division, cavalry division, and lines of communication. They must be in the hands of the officers of the commands to which they are issued by 9 a.m. on the day on which the headquarters staff of the command in question meets.

The lines of communication headquarters staff meets on two successive days, as its duties include much additional work in the way of instructions, proposals, requisitions, reports, and so on, in addition to orders and dispositions, all of which must be prepared as in actual war.

The army corps headquarters staffs, &c., which meet on the following day, work out, in accordance with army orders, &c., the orders, dispositions, instructions, &c., which they would issue to divisions and corps troops, as well as requisitions, reports, &c., to army headquarters and lines of communications.

Each staff works by itself, all the members of a staff working together in the same room. Usually two hours are allowed for preparing the work. The chief of the general staff of each staff determines the place where his staff is to meet, and he must report this to the directing staff, in order that the latter may know where papers and other communications are to be sent.

Two copies are made of every written order, instruction, report, requisition, &c., one being sent to the command for whom it is intended, the other to the directing staff. In cases where a command, office, or officer, to whom an order, requisition, report, or instruction is issued, is not represented at the Kriegsspiel, as, for example, when orders are issued by army corps to divisions, or requisitions are sent from lines of communication to the War Office, the documents are sent to the directing staff instead.

No appreciation of the situation is, as a rule, required by officers taking part in the war game, but occasionally appreciations are called for, and the first work to be sent in to the directing staff is a statement by the chief of the general staff of the army command showing the intention of the army commander with regard to his plan of operations. Chiefs of the general staff of the other commands send in instructions issued to the technical and departmental services in accordance with the intentions of the army commander, while the chief intendance officers ends in a statement of his arrangements for supplies, and the principal medical
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officer of the lines of communication a statement of his calculations and requirements for evacuation of sick and wounded.

The next step after the meetings of the various staffs is the conference held by the directing staff. It takes place eight days after the staff meetings, and lasts two days, i.e., in this case, on Friday, December 3, and Saturday, December 4.

Every officer taking part in the war game is present at the directing staff's conference. The directing staff goes over the work done by the various staffs, criticizes it, asks questions and explanations of measures taken and orders issued, and gives out various papers, diagrams, &c., dealing with the new situation. The diagrams include a general map, showing the situation as estimated by the work sent in to the directing staff, a diagram showing the general position of army corps and units on lines of communication, a diagram showing the situation with all units marked in detail, combatant units in black, medical in red, and supply in green, railway time tables and routes for each day, and tables showing movements of sick and wounded.

The conference takes place in some large central lecture room at army corps headquarters. Each officer has a table to himself and a map (1 : 200,000) of the area of operations. In addition a large wall map is used with the situations marked on it, and various diagrams prepared by the directing staff are also hung up.

Two days after the conference, the various headquarters staffs again meet in succession, as before, to work out orders, instructions, &c., for the new situation, sending in copies to the directing staff, and generally conducting their work, as described above. Thus the army headquarters staff would meet on December 6, the lines of communication headquarters staff on December 7 and 9 (December 8 being a holiday), and the Army Corps and independent division staffs on December 10.

Eight days later—i.e., on December 17 and 18, the second directing staff conference would be held, and diagrams and papers for the new situation issued.

This would be followed two days later by a third series of meetings of the various staffs, and by a third conference after the usual eight days' interval.

A fourth series of meetings of staffs and a fourth conference would terminate the war game for the year.

¹ The officers in waiting are present both at the meetings of their staff and at the conference, but do not take part in the work.
Orders, dispositions, instructions, reports, requisitions, &c., are all to be written and issued as in actual war. Brevity and lucidity are the points to which greatest importance is attached, but short notes can be made in the margin noting any point upon which an order or disposition is based.

The army field notebooks and stationery are used. Copying paper and pencils are also employed, but hectographing is not permitted except when hectographing blocks are used in actual war.

Each document sent in must have the name and rank of the officer working out the order, instruction, &c., entered on the right hand upper corner of the paper, and the date in red or blue pencil in the centre.

Messages which in war would be given verbally are to be sent in in telegraphic form.

The hours and places at which orders are issued and received must be properly calculated, as in actual war.

Special Notes relative to Medical Services.

The diagrams issued by the directing staff give minute details of the position of medical units and the number of sick and wounded in different parts of the field, &c., according to each situation.

For example, the situation of the war game, which was used as an illustration, was that of a continuous battle of several days' duration, and the problems for the staffs of army corps, and lines of communication were mainly those of feeding, sheltering, bringing up supplies, and evacuating sick and wounded.

In the diagrams the accommodation in each medical unit would be shown against the conventional sign denoting the unit, and the actual number of patients in it would also be shown, in the form of numerator and denominator. Thus the conventional sign on

\[
\text{Sign of a Field Hospital} \quad \text{with} \quad \frac{\text{No. 1}}{900} \quad \frac{400 + 300}{700}
\]

the map would mean field hospital No. 1, with accommodation for 900 patients, and having 400 of its own army and 300 of the enemy's wounded in it. If all the patients belonged to its own army and none to the enemy, the numerator and denominator would be shown thus: \(\frac{900}{700}\).

The tables showing the movements of wounded would show the
number of sick and wounded in various areas occupied by the army on each day of the operations. Thus the first day of the battle would have a table somewhat as follows:

| On lines of communication | 1,850 sick. |
| In X (some town or city) | 700 wounded. |
| In area south of Y | Nil. |
| Z | 6,000 wounded.* |

* 10 per cent. of fighting strength.

In addition to the diagrams and tables prepared by the directing staff the principal medical officers of each headquarters staff must prepare a table showing the exact position day by day of the various units connected with the medical services under his command. This table is called an *Evidenz* and is of the simplest character, somewhat in this form (using letters instead of actual names for towns or villages).

<table>
<thead>
<tr>
<th>Unit</th>
<th>Field Hospital No. 1</th>
<th>Field Hospital No. 2</th>
<th>Field Hospital No. 3</th>
<th>Mobile rest station</th>
<th>Field convalescent depot</th>
<th>Advanced depot</th>
<th>Medical stores</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A</td>
<td>E</td>
<td>X</td>
<td>X</td>
<td>Y</td>
<td></td>
<td></td>
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<tr>
<td>2</td>
<td>B</td>
<td>E</td>
<td>A</td>
<td>A</td>
<td>Z</td>
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<td>3</td>
<td>B</td>
<td>F</td>
<td>A</td>
<td>B</td>
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<td>4</td>
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</tr>
<tr>
<td>5</td>
<td>C</td>
<td>G</td>
<td>A</td>
<td>B</td>
<td>X</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This *Evidenz* is sent in to the directing staff at the end of the war game.

The chief intendance officer of each command, it may be mentioned, sends in a similar *Evidenz* showing the position of supply units each day.

At the meetings of the various staffs to work out orders, &c., each head of a technical service prepares the orders relating to his own service and hands them in to the chief of the general staff for inclusion in operation orders. The medical orders thus form a special section of operation orders under the marginal heading "Medical Orders." The chief of the general staff must initial each paragraph to indicate to the directing staff that he approves of them. If he does not approve of any order prepared by the principal medical officer he must send the order in to the directing staff, but note briefly in the margin his disagreement with it and his reasons for disapproving. In actual war if the chief of the general staff disagreed he would simply alter or omit the order, 1

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1 The principal medical officer can dispute the disagreement of the chief of the general staff by placing the matter of disagreement before the general officer commanding.
but in this case the directing staff is able to give a decision at the conference and criticize the differences of opinion.

There is no office staff, such as clerks, &c. The officer acting as principal medical officer of a headquarters staff must do all the work himself. The second officer in waiting does not assist. He is only there for the purpose of being at hand to carry on the war game in the event of the officer acting as a principal medical officer being ill or unable to continue the war game from any cause.

II.—The Sanitätskriegsspiel.

The Sanitätskriegsspiel is totally different from the Etappen­kriegsspiel, and is conducted entirely by the medical service of the army. Formerly it was much of the same nature as an Etappen­kriegsspiel, conducted by general staff officers, and with medical officers appointed to different positions; but now a new method has been introduced which makes the Sanitätskriegsspiel more of the nature of a series of lectures or conferences. It is, in fact, called an Applikatorische Besprechung für Winter, or a practical series of conferences for the winter.

The object is to maintain a uniform standard of training amongst medical officers in medical strategy and tactics. Schemes and problems are prepared by the officer commanding the Army Medical College, Vienna, assisted by the lecturers on field medical organization and staff work as applied to medical services. The schemes are then printed and issued to all headquarters of army corps (i.e., to the principal medical officers of army corps), and also to the officers commanding garrison hospitals in towns which are not the headquarters of an army corps, such as Linz, Laibach, and Josefsstadt. These officers become the directors of the war game. A general staff officer is appointed to assist each director to see that the work conforms correctly with military conditions and situations, and generally to direct the movements of combatant units. A director of a war game, i.e., an army corps principal medical officer, may, if he chooses, also appoint a junior medical officer to assist him.

All medical officers of the garrison, including medical officers of the Landwehr, medical officers with regiments, and the officers of orderlies (Sanitätstruppenoffiziere) must attend and take part in the Sanitätskriegsspiel.

With the general scheme printed and issued from the Army
Medical College, there are also maps and special ideas for the principal medical officer of an army corps, principal medical officers of divisions, and officers commanding field ambulances and field hospitals, as the case may be. Thus the special idea for a principal medical officer, army corps, would contain the orders and instructions issued by the army headquarters staff and the director of medical services, and he would then have to work out the disposition and orders for the divisional principal medical officers and for any units immediately under him, such as field hospitals attached to the army corps.

The kind of problems set and the nature of the work required by the officers taking part in this war game are exactly similar to the problems in v. Hoen's "Strategical and Tactical Employment of the Medical Service," a translation of which has been published recently by the British General Staff.

The peculiar features of the Sanitätskriegsspiel are that no officers are nominated definitely to act as officers holding any special appointment in the war game, and there is no written work. Each officer taking part in the game receives copies of the general scheme, maps, special ideas and other papers issued by the directors about eight or ten days before the first conference. He studies the problems and situation at home by himself, and must be prepared at the conference to dictate orders, &c., when called upon to do so by the director. The work is carried on entirely by word of mouth, and in the form usually of question and answer, with explanations and criticisms by the directors.

A large war game map of the area of operations (1:12,500) and blocks are used. They are obtained from the garrison staff, these maps being generally kept for the use of regiments and regimental war games in regimental messes.

The Sanitätskriegsspiele take place in February, and last for three or four days, of two hours each, within the same week. Formerly they were conducted, more like the Etappenkriegsspiel, at weekly intervals of one day of one hour each for eight weeks. The eight hours thus required are now compressed into one week of three or four days of two hours each.

The general plan of conducting the war game is for the Army Medical College to issue a special idea for the first day, dealing with problems for the principal medical officer of an army corps; for the second day, problems for the principal medical officer of a division; and for the third and fourth days problems for the officers commanding the field ambulances or field hospitals. The
fourth day may also be devoted to regimental medical service problems.

III.—The Truppenkriegsspiel.

Medical officers who from any cause are prevented from attending the Sanitätswachtspiel, as, for example, medical officers with regiments in out-of-the-way or small garrisons, must attend the ordinary regimental war game (Truppenkriegsspiel). They are then given special problems to work out in connexion with medical services, set either by the officer commanding the regiment or by the senior medical officer. These war games have otherwise no special features affecting army medical training.