

TANNENBERG

1914



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A. Wróbel 19 v.



Rules
System
**WB
48**
GREAT BATTLES
OF THE
I WORLD WAR

Abbreviations:

SP - Strength Points
MP - Movement Points
ZoC - Zone of Control
SB - Supply Base
CEL - Combat Efficiency Level
FF - Field Fortifications
FP - Fixed Positions
SM - Strategic Movement
HQ - Headquarter

art – artyleria
BA – brygada artylerii
BS – brygada strzelców
DK – dywizja kawalerii
BK – brygada kawalerii
DP – dywizja piechoty
F – Finowie
Gw. – gwardia
L – Landwehr
pLand. – pułk Landwehry
Rez. – rezerwowa
T – Turkiestańczycy
Z – zapasowa

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całości materiałów zawartych w grze bez
zgody wydawcy jest zabronione.

1.0 INTRODUCTION

The game that you hold in your hands is simulation of a battle fought in the Eastern Prussia at the 1914. Game uses brigade scale for Russian and German units, but there are several battalions on the German side as well. Tannenberg is an easy game and there shouldn't be much troubles with learning and understanding the rules.

2.0 ELEMENTS

2.1 Board

100x70 cm board covers a parts of the Russia and Germany, where both sides fought at the Autumn of 1914. The map reflects all the characteristic features of the terrain. The board presents forest complexes, cities and rivers. In addition, a hexagonal grid was applied to organize the movements and location of the units. Each hex (field) is uniquely identified by its own number. Each hex is about 7 km of the real terrain.

2.2 Counters

Each chip has an obverse and reverse. Numbers and names reflect the actual numbering and affiliation of the unit, e.g. 69/36 means the 69th Brigade of the 36th Division. The unit size should be read as follows:

II - battalion, III - regiment,
X - brigade, XX - division.

Unit strength is a quantity expressed in points, reflecting the actual strength of the unit, both in defense and in attack.

Attack firepower is a quantity expressed in points, located only on artillery units and reflecting the artillery firepower in attack.

Defense power is the magnitude expressed in points, located only on artillery units and reflecting the strength of artillery fire in defense.

Fire range means the maximum distance (expressed in hexes) that an artillery unit can affect. In the game "Tannenberg 1914" fire range is the same for all the artillery units and its 2 hexes.

The ability to move is expressed in **Movement Points**, expressing the potential possibility of movement of the unit during the movement phase. A unit with a certain number of points pays with these for entering each hex. The cost of entering the hex, depending on the type of terrain, is presented in the **TERRAIN TABLE**.

Each unit has an obverse and reverse, which differ in the value of strength only. Thanks

GERMANS



Headquarters



Artillery



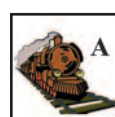
Infantry



Cavalry



Landwehr



Trains



RUSSIANS



Headquarters



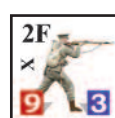
Artillery



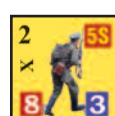
Infantry



Cavalry



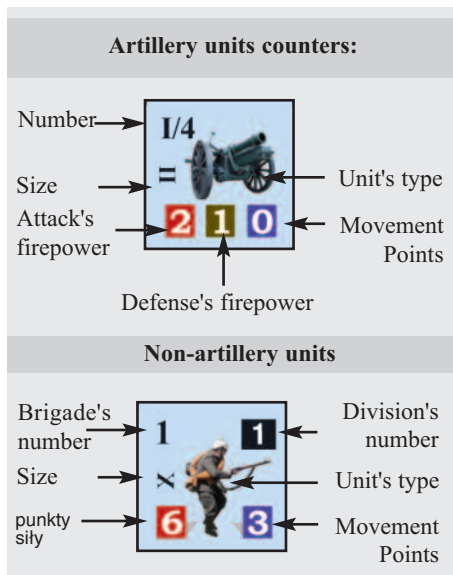
Finns



Siberian Units



Garrisons



to this each unit has two levels of combat efficiency. Artillery units have one combat efficiency level (CEL).

Due to the degree of generalization, only some of the units were included in the game, mostly not smaller than regiment, (exceptionally, due to the high strength, fortress units are included). All smaller units are not represented, although their values are included in the overall strength of the units representing the given division.

3.0 TURNS AND PHASES

Game play in the Tanneberg 1914 is divided into turns. Every turn allows or obliges players to make certain actions (movement, attack, supply check etc.).

All actions in a turn are grouped into 12 phases. Every phase allows for given set of actions only. Performing an action outside correct phase is prohibited.

Each turn is finished after all Phases have been completed.

Players cannot change an order of phases.

A phase can be omitted if there are no mandatory actions and both players choose not to perform voluntary ones.

After all the 12 phases are completed, players move TURN counter by one position and start over a new turn.

One turn represents 1 day of a battle.

Initiative – a concept created for the purpose of the game, to determine which side moves first in a given scenario.

3.1 Phases

Players are obliged to follow the phase order. A given phase may be omitted when the activities provided for in it do not occur. In a given phase, activities can be per-

formed in any order.

Player A - player with initiative (moves first),

Player B - player without initiative.

Phase 1 – Air Phase of Player A

During this phase Player A may perform air attacks on the objects.

Phase 2 – Artillery Barrage of Player A

If scenario allows, Player A can conduct artillery barrage on enemy units (according to 8.6)

Phase 3 – Movement of Player A

Player A can move his units, limited by the number of their MP and the limitations of the terrain (see TERRAIN TABLE), or build field fortifications (according to 9.11). His reinforcements can enter the map.

Phase 4 –Attack of Player A

Player A may order his units to attack enemy and use artillery units to support such attacks with artillery's attack firepower.

Player B may use artillery to support defense with artillery's defense firepower.

Phase 5 – Strategic Movement of Player A

All Player's A units that are covered with „Strategic Movement“ marker can move. Player A can also enter reinforcements on the map.

Phase 6 – Supply Phase of Player A

Player A must check supply of all his units (according to the 13.0)

Phase 7 – Air Phase of Player B

Analogous to Phase 1.

Phase 8 – Artillery Barrage of Player B

Analogous to Phase 2.

Phase 9 – Movement of Player B

Analogous to Phase 3.

Phase 10 –Attack of Player B

Analogous to Phase 4.

Phase 11 – Strategic Movement of Player B

Analogous to Phase 5.

Phase 12 – Supply Phase of Player B

Analogous to Phase 6.

4.0 MOVEMENT

4.1 Zasady ogólne

4.1 General rules

During the movement phases (including strategic), players can move as many units as they like and in any direction they choose. The order of the moving units is indifferent. Units must move through successive hexes in a continuous movement.

Skipping selected fields is not allowed. At the beginning of each player's own movement phase, all units have strictly defined movement point limits - MP (ability to move). While entering each subsequent hex, the unit spends it's MP. Unit may move until it utilizes the entire MP limit.

Movement of units is allowed only during: its own movement phase, strategic movement phase, chase and withdraw.

4.2 Specific rules

4.21 A unit cannot enter a hex occupied by an enemy unit.

4.22 A unit may not spend more MP at a given stage than its own mobility.

4.23 A unit is not obliged to spend all its MP limit while moving.

4.24 MPs not used in one turn do not go to the next turn (do not accumulate).

4.25 MPs cannot be transferred from one unit to another.

4.3 Terran influence

4.31 The basic type of terrain is clear terrain, the cost of entering the clear terrain is given by the TERRAIN TABLE.

4.32 A units entering a hex with a non-clear terrain spends an additional MPs. The additional cost of entering the terrain other than clear is specified in the TERRAIN TABLE.

Example:

The units enters the hills covered with forest - if for this kind of unit the cost of climbing the hill was determined as +1, and the cost of entering the forest also as +1, and the cost of moving around the clear terrain is 1 MP, the total cost of climbing the hill after growing the forest is in the discussed situation 3 MP.

4.33 The cost of entry to the area can be different for different types of units.

4.34 A unit can always move to an adjacent space at the expense of all MPs at the beginning of the movement phase (cannot enter an inaccessible area).

Example:

The infantry unit has 3 MP. The cost of entry to the mountainous area covered by forest is 5 MP. If it is an adjacent hex, a unit can enter this hex at the expense of all its 3 MPs.

4.4 Friendly units and movement

4.41 A unit can pass through a hex occupied by friendly units or their ZoC (see 6.0) without any additional costs in MP.

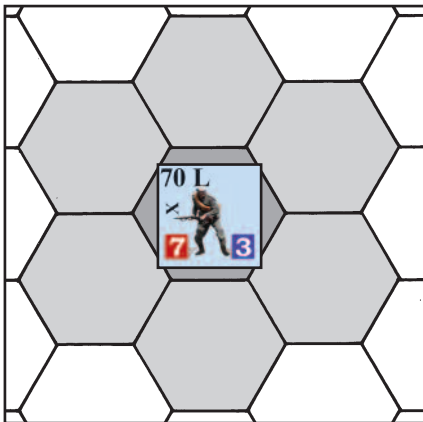
4.42 Any number of units can pass through one hex during one movement phase.

5.0 STACKS

In the "Tannenberg 1914" game there can be no more than 6 CELs on the one hex at the end of the movement phase. Headquarters and artillery units count as 1 CEL. The order in which the units are stacked does not matter.

6.0 ZONE OF CONTROL

Zone of Control (ZoC) reflects unit's ability to influence its surroundings which denies enemy to move freely through such



area.

6.1 General rules

6.11 ZoC spans onto unit's all adjacent hexes.

6.12 All regular units have ZoC. Artillery and headquarters doesn't have ZoC.

6.13 ZoC does not extend through big rivers.

6.14 ZoC does not extend on terrain impassable for unit of given type.

6.15 There can be any number of ZoCs on one hex (both friendly and enemy). Many ZoCs on one hex means only that this hex is influenced by many units.

6.16 ZoC allows hex control.

6.2 Movement Influence

6.21 Unit that entered enemy ZoC must stop (cannot use its MPs in this Movement Phase any more).

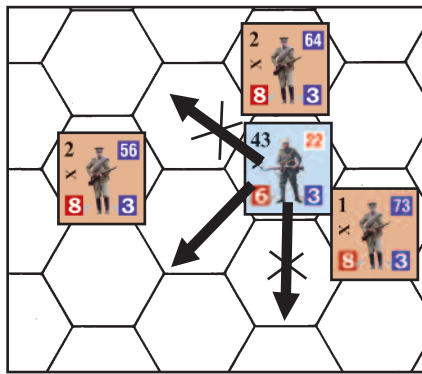
6.22 Entering enemy ZoC does not cost additional MPs.

6.23 Moving in ZoC of single unit is possible only during pursuit.

6.24 During Movement Phase a unit can leave enemy ZoC and enter other (or reenter the same) enemy ZoC.

6.25 Unit can move directly from one enemy ZoC into different enemy's ZoC.

6.26 Leaving enemy ZoC cost 1 MP.



7.0 COMBAT

7.1 General rules

7.11 Troops can only fight during the combat phase. Fighting between units is only possible if they are in adjacent hexes. The only exception is the fight of artillery units (see 8.0).

The player is referred to as the Attacker during his combat phase. The other player is then the Defender.

7.12 An enemy unit can be attacked with player's unit by entering its ZoC during its own movement phase. To resolve the attack, perform the following procedure (using COMBAT TABLE):

a) the attacking player indicates the attacked and attacking unit; decides if it supports an attack with artillery - if so, it adds up then strength of artillery fire with the sum of the strength of the units;

b) the defender has the option of supporting the defense with his own artillery; just like the attacking player, he sums up the forces of his combat units;

c) the attacker's and defender's strength are compared by rounding the score down (in favor of the defender), e.g. the attacker's strength is 16 SP and the defender's strength is 5 SP, the quotient is therefore 16: 5, i.e. 3.2: 1, and after rounding off 3: 1; results greater than 10: 1 (e.g. 15: 1) are treated as 10: 1, and results smaller than 1: 4 (e.g. 1: 6) as 1: 4;

Example results: 3.2: 1 = 3: 1; 3.5: 1 = 3: 1; 3.51: 1 = 4: 1; 3.6: 1 = 4: 1;

d) possible combat modifiers, e.g. fortifications, terrain influence and others.

Note:

First, all attacker's modifiers are included (up to 10: 1), then defender's modifiers are included.

e) in the table COMBAT TABLE player finds the appropriate column with such a result;

f) the attacker rolls the dice;

g) the result of the combat is found at the intersection of the row corresponding to the number rolled out and the previously obtained column.

7.2 Detailed rules

7.21 All enemy units that are in ZoC of the attacking player's troops must be attacked.

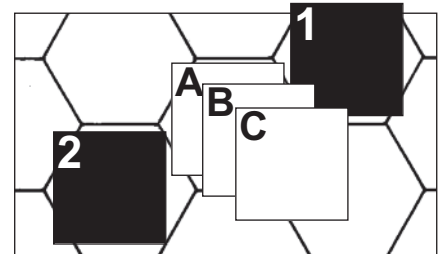
7.22 All troops that have enemy units in ZoC at the beginning of their combat phase, must attack (see 9.23 for an exception).

7.23 A unit can be attacked simultaneously by as many units as it is in its ZOC. The strength of all attacking units are summed up.

A single unit can attack several enemy units (if they are in its ZoC), then the defender sums up the strength factors of all defending units.

7.24 In the situation when several units defend while standing in one hex, it is not permitted to attack each of these units individually. In this situation, the fight must be resolved in one attack, adding up the strength of all defending units occupying this hex.

7.25 In case the attacking troops occupy the same hex, it is allowed to split the fight into several attacks, e.g. Units A and B attack unit 2, then unit C attacks unit 1.



7.26 The attacking player resolves attacks in any order he likes.

7.27 A unit may attack and be attacked only once in one combat phase.

7.28 Several defending player's troops cannot be attacked simultaneously by several troops of the attacking player, unless the defending or (and) attacking troops occupy one square, e.g. units 1 and 2 attack units A, B and C (or vice versa). Only a simultaneous attack from several (or one) hexes directed at one square or an attack from one square into several hexes is allowed.

7.29 A unit may not evade combat, always comply with paragraphs 7.21 and 7.22 (except 9.23). The combat phase lasts until all attacks are resolved (so that the conditions outlined in 7.21 and 7.22 are met).

7.30. An attack on lone headquarter is always resolved in column 10: 1; regardless of the outcome of such a struggle (for attacker) headquarter unit is destroyed.

7.31 Symbols used in COMBAT TABLE:

A2-1 - the attacker loses 1 combat efficiency level (CEL) and retreats by 2 hexes or loses 3 CELs instead of retreat. He can also retreat one hex and lose 2 CELs.

A1-1 - the attacker loses 1 CEL and retreats 1 hex or instead of retreat loses 2 CEL and stays in place.

-1 / -1 - the attacker and the defender lose 1 CEL.

B1 - the defender retreats 1 hex or loses 1 CEL and stays in place.

-1 / B1 - the attacker loses 1 CEL, and the defender retreat 1 hex or loses 1 CEL while staying in place.

B2 - the defender retreats 2 hexes or loses 2 CEL while staying in place.

B3 - the defender retreats 3 hexes or loses 3 CEL while staying in place.

B4 - the defender retreats 4 hexes or loses 4 CEL while staying in place.

- **D** rolls are required.

7.32 After obtaining the result A2, B2, player must: make 1 roll on D (Disorganization), **B3** - 2 rolls on D.

B4, 5 - 3 rolls on D.

For the attacker, make 1 roll to D.

Note: In the situation when the defender decides to suffer losses and limit the escape route, the number of rolls depends on the number of hexes he withdraws.

7.33 Retreat of troops and losses, if any, apply to all attacking / defending units regardless of the number of hexes they occupy.

Example: German 36 Infantry Division is under attack by the 4th Infantry Division (Russian); each of the Russian brigades stands in a different hex. If the Russian division receives an A1 result and the player wants to stay in position, he must lose 1 CEL from the attacking units.

7.34 A unit forced to flee (Ax, Bx result) must retreat by the prescribed distance from the hex on which it stood during the fight, or lose a certain number of CEL (see 7.31). Loss of combat performance is marked by inverting the unit with the reverse side up (where the factor is smaller) - see 2.2.

It is also possible to go back a fewer number of hexes and lose a certain amount of CEL. E.g. B4 result – unit retreats 2 hexes and loses 2 CEL, etc.

7.35 Loss of PSB is irreversible.

7.36 The defender decides by himself which of the defeated units lose their combat efficiency levels and how many, e.g. as a result of an attack, four units received the B3 result. The defender can withdraw all four units by 3 spaces without loss or leave them in place, losing 3 CEL. If the player chooses

not to retreat, he must reduce the OBJECTIVE of the units defeated by 3. At the same time, he can take one CEL from three different departments (the fourth remains intact) or completely eliminate one unit (two CELs) and reduce any of the three remaining units by one CEL.

7.37 A unit that loses 2 CEL (only one for artillery units) is eliminated from the game.

7.38 If the attacking player suffered losses as a result of a fight, any units participating in the attack should reduce their CEL by the amount ordered.

7.39 A defeated unit that has decided to retreat may not, while withdrawing, enter an enemy ZoC (exception 7.42) or move outside the board. If the unit cannot retreat, it is eliminated (in this case it is better to stay in place and incur losses, which may not always mean eliminating the unit).

7.40 Defeated troops retreat regardless of their MP, however, attention should be paid to the unavailability of a given area for a given unit.

7.41 A retreating unit cannot retreat across a big river (unless over a bridge).

7.42 A unit may retreat through other friendly units. If such a retreat is made by an enemy ZoC, the retreating unit (or stack) loses one CEL for each retreat space in enemy ZoC.

7.43 A unit that retreated after a combat cannot build field fortifications in the next movement phase.

7.44 A retreat may not end in a hex occupied already by 6 CEL of the friendly units, as per 5.1.

7.5 Pursuit

7.51 If the defeated unit retreats, then all attacking units can pursue by moving along the retreat path (hexes where the defeated unit retreated) by the same number of hexes by which the defeated unit was forced to retreat.

7.52 If several defeated units retreated in different directions, the pursuit may be conducted along any retreat route.

7.53 The pursuit unit that moves along the retreat route ignores ZoC of enemy units.

7.54 The pursuit unit is required to stop at the first hex not belonging to the retreat route.

7.55 The pursuit unit moves independently of its MPs (however, taking into account unavailable terrain types).

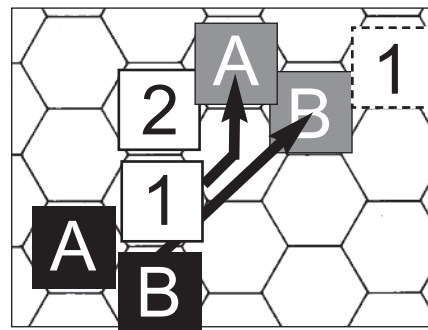
7.56 All winning units participating in the attack can pursue, except artillery units.

7.57 If a defeated unit has been eliminated, then the winner can enter the hex occupied by the eliminated unit and enter one more

hex in any direction (taking into account the availability of the area).

Example:

Units A and B attacked unit 1, the result of the fight is B3, the defending unit retreated by three hexes, units A and B pursue. Unit B, which chases exactly on the enemy's retreat path, ignores enemy ZoCs and moves three hexes. Unit A moves two hexes on retreat route of the enemy, and one hex to the side (he must stop off the escape route). The next attack can be resolved only after the previous combat effects have been introduced (described in 7.3, 7.5).



7.58 If the pursuit is led across a big river, it is allowed move only one hex across the river. Only infantry units can pursue through the big river.

7.6 Terrain and combat

7.61 The outcome of the fight depends only on the type of terrain the defender is standing on. The terrain the attacker is on does not affect combat (exception - marshes, see TERRAIN TABLE).

7.62 Terrain's influence on combat is presented in the TERRAIN TABLE, the numbers -1, -2, respectively mean the left shift of the columns in the COMBAT TABLE when searching for the result of an attack, e.g. a unit standing on the hills with a strength of 4 is attacked by units whose the sum of forces is 20. When comparing the attacker / defender, attacker gets 20: 4, i.e. 5: 1, but because of the terrain, the result in the column is shifted one row (hills -1) to the left, i.e. 4: 1.

7.63 Terrain's influence is cumulative, e.g. hills covered with forest shifts (hills -1, forest -1) two rows to the left.

7.64 Small rivers influences the combat when the majority of SP among attackers attack through a river. This does not apply to large rivers, which divide the strength of the advancing troops by 2 (rounding up).

7.65 If several units are attacked at the same time and each of them is in a different area, then in order to resolve the battle, the area where the most units are located is adopted, and if the forces of the standing units are

equal, then the most favorable area it occupies one of the defending units is used.

7.66 Roads have no effect on the outcome of the fight, it only depends on the terrain they are running on. However, they allow units to retreat through an inaccessible area.

8.0 ARTILLERY

8.1 General rules

8.11 Artillery units are the only units that can participate in combat without being in the opponent's ZoC. They can attack alone, support attacks or defense of the friendly units.

8.12 Artillery units have only one combat efficiency level.

8.13 Fire range for all artillery units is maximum 2 hexes.

8.14 Artillery units cannot participate in pursuit and retreat.

8.15 Artillery units do not have ZoC.

8.16 An artillery unit can be eliminated if an enemy unit with ZoC passes through the hex it is standing in during movement or in pursuit. Moving unit spends 1 additional MP to destroy enemy artillery. If the artillery unit is fortified, 2 MP should be spent to destroy it.

8.2 Independent artillery fire

8.21 Artillery can only fire by itself during its own combat phase, using the "Attack's firepower" factor. The procedure for obtaining battle result is as follows:

- the player performing the fire declares the strength of the artillery fire directed at the given hex.
- the firing player rolls two dice to determine the firing result. The fire effect is found at the intersection of the column "Dice roll" and the line "used artillery SP" in the ARTILLERY TABLE.

8.22 An artillery unit can only attack one square (several units can stand on it), it is not allowed to split firepower into several hexes.

8.23 Several artillery units can attack one hex (then the fire power of all artillery attacks is added).

8.24 The attacked unit must be within artillery range of a maximum of 2 hexes.

8.25 Artillery, which was the target of independent artillery fire and was not destroyed, may in the same phase of the fight support the defense of friendly troops.

8.26 The area on which the shelled unit is located has an impact on the effects of fire. The value of the terrain modifier, from the

TERRAIN TABLE, is subtracted from the number of SP artillery used.

Example:

8 SP artillery fires at a unit standing in the forest. 8 PS -1 (terrain modifier) = 7.

8.3 Supporting an attack

8.31 Attacks of the friendly troops may be supported by one or more artillery units. In this case, artillery attack's firepower is added to the strength of the attacking units.

8.32 If the artillery supports an attack on which several enemy units are the target, it is enough if at least one of them is within artillery's range.

8.33 The attacker must (before rolling the dice) declare, which artillery units support the attack.

8.34 An artillery unit may only support an attack once in a given combat phase.

8.4 Supporting defense

8.41 Artillery units can support the defense of the friendly units during the opponent's combat phase.

8.42 Artillery can support defense if at the beginning of the opponent's combat phase it is not in the ZoC of the enemy unit. If that is the case, such artillery can only support the combat of troops standing on the same hex with it.

8.43 Artillery supporting defense adds strength of its fire in defense to the strength of the defending unit.

8.44 The unit whose defense is supported must be within the firing range of the artillery.

8.45 Several artillery units can support the defense of the friendly unit, then the sum of the force in defense of the supporting artillery is added to the strength of the defending unit.

8.46 If the enemy's attack target is several units, then to support the defense, it is enough that at least one of them is within the firing range of the supporting artillery.

8.47 The defender declares support of his own artillery (showing supporting artillery) only after the attacker has presented all forces that will participate in the given attack (i.e. non-artillery units, attack artillery). Re-adjusting the attacker's strength is not allowed.

8.48 An artillery unit can only support defense once in a given combat phase.

8.49 A defense support artillery unit is not subject to the results of combat (which it supports), except when it supported the combat of a unit with which it stood in one hex.

8.5 Direct combat in attack and defense

8.51 An artillery unit that is in the ZoC of an enemy unit at the beginning of the combat phase can only support the combat of a unit standing in the same space as it. In an attack, he fights using the indicator "firepower in attack". He uses a pointer in defense

"Firepower in defense" if it occupies a hex with another unit that is not a staff or artillery.

8.52 An artillery unit standing alone in a given field (or with other artillery and staff units), directly attacked and defends 1 SP (whole stack).

8.53 In close combat, artillery units are subject to all combat results (see 8.15).

8.6 Barrage

8.61 If scenario rules allows, players may perform barrage in phases 2 and 8. During the barrage, the strength of the artillery units used is multiplied by 2.

Units used for barrage cannot move in the nearest movement phase, and cannot support attacks in the nearest combat phase, nor can they support defense activities. At least two artillery units must participate in the barrage.

8.7 Artillery Movement

8.71 The artillery unit on the obverse has a cannon icon (combat setup), and the marching icon on the reverse (transport setup).

8.72 Artillery movement is only possible in marching position (exception 8.77).

8.73 Changing from combat to marching and vice versa costs 1 MP.

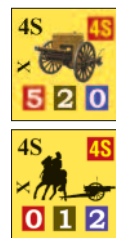
8.74 After moving to marching position, the unit may make movement using the remaining PR.

8.75 Only after changing to combat positions can a unit participate in combat using its SP (exception 8.52).

8.76 Each artillery unit moves as a horse unit

8.77 Each artillery unit can move 1 space without leaving combat.

8.78 Artillery retreating after a fight is automatically destroyed.



9.0 FORTIFICATIONS

9.1 Field fortifications (FF)

9.11 All units that did not move during their movement phase or were not forced to retreat during the last combat phase (losses are allowed) may build field fortifications during their fortification phase. This fact is indicated by placing the FF under the unit.



9.12 FF can be built on any hexes, regardless of the type of terrain, except for marshes.

9.13 The FF marker is removed from the board if, after completing the movement phase, the hex on which it is located is not occupied by any of its own units.

9.14 It is possible that during the same movement phase, the unit leaves the hex where the FF s, and another friendly unit enters its place, taking positions in the already build FF.

9.15. The FF token is removed from the board if an enemy unit enters the its hex. This means that the same field fortifications cannot be used by both parties.

9.16 Once destroyed, FFs can be rebuilt several times in the same place (according to 9.11).

9.17 FF cannot be built on hexes with permanent fortifications

9.2 Field fortifications and combat

9.21 When defending unit is in the FF, it gains -2 (town/city) or -1 (other terrain) shift to the left in the COMBAT TABLE.

Example: a defender with a strength of 5 SP is in FF, the attacker has a strength of 15 PS, comparing the forces we get $15:5 = 3:1$. Thanks to the FF it is 2:1 instead.

9.22 The influence of the FF on the fight accumulates with other types of terrain, e.g. FF located on the hills gives -2 shift (hills -1, FF -1).

9.23. A unit located in FF is not obliged to attack enemy units in its ZoC (but it does not mean that FF neutralize the enemy unit's ZoC).

9.24 Improved field fortifications (red marker) are given to players at the beginning of the scenario only and players cannot build them during the game. They are subject to 9.1.

9.25 Improved Field Fortifications give -2 shift instead of -1.

9.3 Field fortifications and movement

9.31 A units, entering or leaving the hex where the FF is located, pays no additional costs in MP (only the cost of the terrain on which the moving unit enters is used).

9.4 Fixed Positions (FP) and Fortresses



FPs are marked on the map in the form of thick brown lines or also in the form of single or combined fields.

9.41 FP divides the strength (sum of it) of the attacking forces by 2 if the attack is carried out by the attacking forces though the edge marked with these fortifications. If the attack is carried out from several sides, this modifier is taken into account if at least half of the attacking SP attacks through the edge with FP.

9.42 Fortresses are marked with red lines. Fortresses divide the SP sum of the attacking troops by 2 if the attack is carried out over the edge marked with these fortifications. Additionally, fortresses provide -2 shift for COMBAT TABLE.

Example:

30 SP of the Russian units attacks German fortress with 5 SP of German units. Original odds are 30:5 which gives 6:1. Because of the fortress, Russian SP is divided by 2, so Russians have 15 SP. It's now 3:1 and because of the fortress modifier (-2), final odds are 1:1.

9.43 All units in FP are automatically considered to be fortified. In the event of an attack on such units from the rear, they gain a -1 modifier for defense.

9.44 If during a fight, the defender was in FP and the result of the fight is B1, B2, B3, B4, B5, then the defending units can stay in place, losing the appropriate amount of CEL: B1 does not cause losses, B2 means a loss of 1 CELs, B3 means a loss of 2 CELs, B4 means a loss of 2 CELs, B5 means a loss of 3 CELs,

9.45 If several units are defending in a hex in FP, player may choose which of them are suffer losses.

10.0 HEADQUARTERS

10.1 General rules

Headquarters (HQ) are represented by corps and army commands. They have a significant impact on the result of fights.

10.2 Detailed rules

10.21 HQs do not have ZoC.

10.22 The ability of HQ to move is 8 MP. HQ is treated as infantry unit.

10.3 HQs and combat

10.31 All units that are within 2 hexes of any of their own HQ gain support during combat.

10.32 If all fighting units of the attacker are within the command range of their own HQ, then they gain +1 column shift of the COMBAT TABLE in favor of the attacker.

10.33 If all fighting units of the defender are within the command of their own HQ, then they gain -1 column shift of the COMBAT TABLE in favor of the attacker.

Note: If both players include a HQs during combat, their influence is canceled out.

10.34 The impact of HQs on the fight is not cumulative, i.e. the presence of more HQs does not affect the fight.

10.35 HQs have 1 CEL.

10.36 HQs cannot attack alone.

10.37 In the situation when unit is stacked with HQ and s made to suffer losses, it is possible to eliminate the HQ instead of weakening the unit.

10.38 HQ is eliminated when an enemy unit with ZoC passes or stands in a hex it occupies, e.g. during an enemy movement phase or as a result of a pursuit. This is analogous to 8.16.

11.0 STRATEGIC MOVEMENT

11.1 General rules

11.11 SM (phases 5 and 11) is used to move troops in a situation where the effect of fighting after the combat phase is known.



11.12 SM can be made by any unit that did not move in the last move phase, did not fight, did not build field fortifications and is not in the ZoC of the enemy unit (and during its own movement phase was covered with the "Strategic Move" counter).

11.13 SM is subject to all rules regarding movement of troops described in 4.0.

11.2 Detailed rules

11.21 The possibility of making an SM is limited only by the number of MPs available.

The unit moving in SM has MP limit reduced by 2.

11.22 Unit cannot enter an enemy ZoC while performing SM.

11.23 After the end of SM, no combat is performed.

11.24 Russian units can perform SM only if they're in the range (2 hexes) of their HQs.

12.0 SUPPLY

12.1 General rules

The basic factor of conducting warfare is supplying fighting forces (ammunition, food, medicine, etc.). Its absence significantly affects the mobility of units and their combat capability.

12.2 Supply line

12.21 A supply line is a series of adjacent fields from the supply base to a given unit.

12.22 The supply bases for each side are specified in each scenario (usually it is a specific map edge, city or relevant HQ or supply base counter).

12.23 The supply line may contain any number of hexes along which a road or a railway runs, and a limited number of hex with another terrain. The number of hexes that a supply line can be traced that do not contain road/railway is limited by the amount of MP that a player can spend to run this line:

- Germans - 4 MP
- Russians - 2 MP

Note: Russians in Germany are supplied from supply bases and railways they used to move. See 11.5.

When spending MP to run a supply line, player spends it in accordance with the cost of movement for infantry units.

12.24 A supply line cannot run through a hex containing an enemy unit (any) or ZoC of an enemy unit, unless an allied unit is standing in that hex.

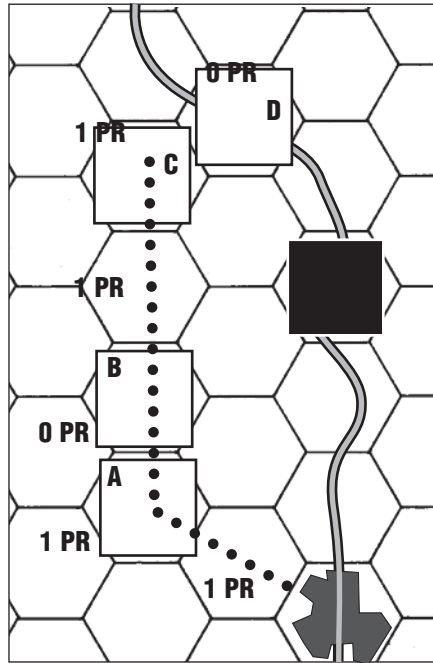
12.25 For tracing a supply line, it is assumed that artillery units also have ZoC. Also, "own" cites/towns/fortresses interact like individuals, except that they do not have ZoC.

12.26 Only units that can trace a supply line are supplied.

12.27. Supply lines can't be traces through swamps, mountains and large rivers.

12.28 Supply lines can be extended through friendly units. Each units extends the supply line by the hex in which it stands (this does not require spending MP to extend the supply line through such a hex).

Example: The supply line is traced from the city, which is the supply base. It cannot run along the way because it is blocked by enemy units. In this case, player has to run a supply line off the road. When the line is traced to unit A (it must "enter" the hex occupied by it), player does not spend MP to enter the hex occupied by unit B because it stands next to unit A, which extends the supply line. Running the supply line, player continues to unit C, which extends supply for unit D.



12.3 Supply level



12.31 During the supply phase, player checks the supply of all his units on the board. On units that do not have supply, player places counters symbolizing the lack of supply. If the unit is not being re-supplied in the next supply phase, it is covered with a counter with a number greater by one.

12.32 As soon as the unit regains supply, the counter symbolizing its lack of supply from the unit (this is done during the supply phase), restoring its normal strength and ability to move, regardless of the number of turns in which there was no supply.

12.33 Units that have a lack of supply 2 or lower, undergo a unit surrender test. The player rolls the 1D6 (after placing the counter). If the number rolled is less than the number on the counter, such unit is removed from the board (surrenders). This procedure is carried out separately for each unit without supplies. Rolling 6 lets unit to remain on the board regardless of the number of turns it was left without supplies.

12.4 Lack of supply

12.41 A unit that has no supply, has a strength reduced by half (rounding up), e.g. a unit with strength 5 that has no supply has a strength of 3: $5 : 2 = 2.5$ and after rounding up 3.

12.42 Lack of supply affects the strength of the unit in defense and attack.

12.43 An artillery unit that has no supply has halved (rounding up) the firepower in defense and firepower in attack, e.g. artillery with the

attack's firepower 5 and defense firepower 3 without supply has these values reduced to 3 and 2 respectively.

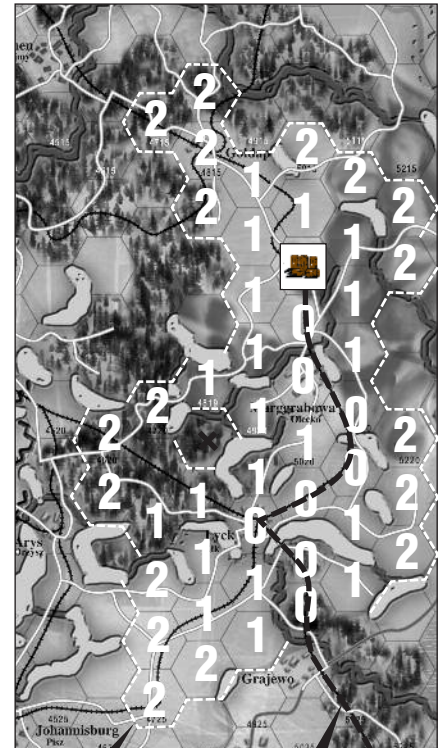
12.5 Supply bases (SB)

12.51 The number of Russian SBs is determined each time in the scenario.

12.52 The set up of the SBs is decided by the player.

12.53 SB moves on the railway **only**:

- in Russia: 2 hexes per phase
- outside of Russia: 1 hex per phase.



Maximum supply range

Supply line traced through railway

2 2 Movement Points

1 1 Movement Point

13.0 REINFORCEMENTS TRANSFER

13.1 Reinforcements

13.11 During the game, each player receives reinforcements in the form of new units.

All information about the stage and place of entry to the board of new units has been placed in the REINFORCEMENTS CALENDAR.

13.12 New units may enter the board at any time during the movement phase or strate-

gic movement phase.

13.13 If entry hex of the reinforcements is captured by the opponent or is in his ZoC, rule 12.3 should be applied.

13.14 Units may enter the board in stacks.

13.15 After entering the board, all the rules described in 4.0 and 6.2 apply.

13.16 Reinforcements can also enter the game with railway transport, if player has available trains (see 17.0).

13.17 If during the game the entry zone is in:

- enemy ZoC,
 - is occupied by the enemy,
 - or the player decides to change the place of the reinforcement's entry,
- the reinforcements may enter from the neighboring zone the same edge of the board using 1/2 MP.

13.18 If a player wants to, he may delay the moment of reinforcement's entry. In this case, his reinforcements can enter the board from any point (the same edge of the board) using all their MPs.

Example: Zone X was taken by the Germans. Having to enter from this zone on this day 76 Infantry Division may:

- enter from the adjacent zone, using 1/2 MP (rounding up),
- enter at the next turn from any zone of the same edge using all of its MP.

14.0 DESTRUCTION AND CONSTRUCTION OF BRIDGES

14.1 Bridges on small rivers

14.11 A bridge on a small river is destroyed if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 1 MP) destruction of the bridge. In this case, place a destroyed bridge counter on this bridge.

14.12 A bridge on a small river is rebuilt if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 2 MP) rebuilding of the bridge. In this case, remove a destroyed bridge counter.

14.13 Players cannot build, only rebuild bridges on small rivers.

14.2 Bridges on big rivers

14.21 A bridge on a big river is destroyed if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 2 MP) destruction of the bridge. In this

case, place a destroyed bridge counter on this bridge.

14.22 A bridge on a large river is built or rebuilt according to the following procedure: a HQ must approach the edge on which player intends to build or rebuild the bridge. If it stays in a given hex for one full turn (for example, it will not be forced to escape), then in the next turn (at the beginning of its own movement phase), a counter symbolizing the destroyed bridge can be removed from the edge of this hex, or a counter "bridge" can be placed there. Players cannot rebuild/build bridges in the enemy troops' ZoCs.

14.23 The bridge may be destroyed as a result of an independent artillery or aviation attack (see table DESTRUCTION OF OBJECTS).

15.0 DISORGANIZATION

14.1 15.1 An unit may be disorganized as a result of combat or independent artillery fire, in which case player must place a D counter on it.

15.2 A disorganized unit has its SP halved (rounding up). The disorganized state is removed automatically if the unit does not move and fight through one whole day (the D counter is removed).

Example: A unit was disorganized during defense. Then the unit moved. If the unit does not attack, is not attacked and does not move in its next phase of movement, at the end of this phase the disorganization counter is removed.

Example: Force ratio 6:1, combat roll is 4, so attacking player has to roll the 2D6 to determine if any of his units is disorganized. If Germans were attacking, result 10-12 will mean disorganization.

15.3 A disorganized unit cannot perform a pursuit.



16.0 AIRSHIPS

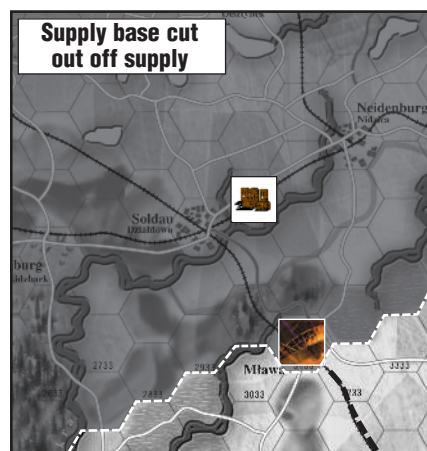
The airship counter can be placed on any hex in players air phase. After placing a counter, 1D6 rolls is made:

1-5: no result

6: airship destroyed.

This roll is also made for every airship that remains on the board and wasn't moved.

If the airship has not been destroyed, opponent can't trace the supply route through the



hex where airship is.

17.0 RAILWAY TRANSPORT

17.1 Railway transport takes place during the movement phase

Procedure:

Day No. 1

A - a train counter with the marker "A" is set up in any city/town with railway.

B - a German unit with a strength of not more than 8 SP, enters the hex where the train token is located.

C - unit has been loaded. Train counter is flipped on the "B" side.

Day No. 2

D - the train moves to the selected city on the map through the railway. It cannot move through the hexes occupied by enemy units and their ZoCs.

E - Unit can disembark from transports and move using its MP

Train counter is flipped on the "A" side again.

F - The train may move as German player wants.

If enemy cavalry or infantry enters the hex on which the train counter (empty or loaded) is, such train is destroyed, along with unit that was transported.

TERRAIN TABLE

rodzaj terenu:	koszt wejścia lub przekroczenia w punktach ruchu	wpływ na walkę
clear	1	-
big river	tylko po mostach	siła atakujących przez dużą rzekę wojsk dzielona jest przez dwa
river	+1(+3)	-1
forest	+1(+2)	-1
city	+1(+2)	-2
town	-(+1)	-1
main road	1/2	-
secondary road	1	-
swamp	2(niedostępne)	siła atakujących przez dużą rzekę wojsk dzielona jest przez dwa
hills	+1	-1
mountains	tylko po drogach	-3

Cyfry w nawiasach dotyczą jednostek czołgów.

ARTILLERY FIRE

SP	rzut 2 x K6											
	2	3	4	5	6	7	8	9	10	11	12	
1-2	-1	-	-	-	-	-	-	-	-	-	-1●	
3-4	-1●	-1	-	-	-	-	-	-	-	-1	-1●	
5-6	-1●	-1	-1	-	-	-	-	-	-1	-1●	-1●	
7-8	-1●	-1●	-1	-1	-	-	-	-1	-1●	-1●	-1	
9-10	-	-1●	-1●	-1	-	-	-1	-1●	-1●	-1●	-	
11+	-	-1●	-1●	-1●	-1	-1	-1●	-1●	-1●	-1●	-	

-1 - Player loses 1 CEL

D - units on hex disorganized

● - disorganization test

Doubled defender's terrain modifiers must be subtracted from air SPs used

DESTRUCTION OF OBJECTS

SP	rzut 2 x K6										
	2	3	4	5	6	7	8	9	10	11	12
1-2	Z	-	-	-	-	-	-	-	-	-	-
3-4	Z	Z	-	-	-	-	-	-	-	Z	Z
5-6	Z	Z	Z	-	-	-	-	-	Z	Z	Z
7-8	-	Z	Z	Z	-	-	-	Z	Z	Z	-
9-10	-	-	Z	Z	Z	-	Z	Z	Z	-	-
11+	-	-	Z	Z	Z	Z	Z	Z	Z	Z	-

Z – object destroyed

14th August

The outbreak of World War I led to a confrontation between the Empire of Russia and the German Empire. However, the main goal for the German General Staff was to defeat France. Therefore, the defence of the Eastern Prussia was left for the 8th Army. Russia saw the main enemy in Austria-Hungary. Hence, due the pre war plans, the 1st and 2nd Army were chosen to led the attack on north-eastern province of the Germany. The process of mobilizing Russian troops was difficult. The poorly devel-

oped railway network and the large distances that Russian troops had to traverse, delayed the concentration of all tzarist troops.

By August 15, 1914, German troops had completed their mobilization in East Prussia and were ready to fight. The Russians still needed time to complete the planned military movements. However, the difficult situation on the Western Front, and especially pressure from France, forced the Russian attack to the west as soon as possible.

SETUP :

GERMANS:

Garrisons:		8 Army		I/4 art. Res.	4115 (2)
T 1	1434	2 LandBrig.	4405	3 InfDivRes.	4220 (2)
T 2	1435	1 CavDiv	4909 (2)	6 LandBrig.	4220 (2)
Kulm	1230	InfDiv Koningsberg (K)	4311	HQ XX Corps	3626
101 pLand.	1628	HQ I Corps	4511	37, 41 InfDiv, II/5 art.	3626 (2)
M	1820	1, 2 InfDiv, I/4 art.	4511 (2)	70 LandBrig.	2931
Art. Boyen 1, 2	4320	HQ XVII Corps	4413	69 ZapasowaBrig	2532
Boyen 1, 2, 3, 4	4321(2)	35, 36 InfDiv, I/17 art.	4413 (1)	5L/35 InfDivRes.	2230
1 LandBrig	3111(1)	HQ I Corps Res.	4115	20L/35 InfDivRes.	1434
K1, K2, K3, K4	3111(1)	1, 36 InfDivRes.	4115 (2)	Airship Z-5	2119

ROSJANIE:

Fortressess garrisons:		20 art.	5810	II Corps:	
Kowno	6206	29 InfDiv	5910	1/26 InfDiv, 26 Art.	5821
Osowiec	5226	III Corps:		43 InfDiv	5922
Łomża	4830	25 InfDiv	5713	2 art., 23 art.	5722
Ostrołęka	4232	27 InfDiv	5813	2/26 InfDiv	6222
Różan	4135	3 art.	5914	VI Corps:	
1 Army		IV Corps:		4 InfDiv	5131
Rennenkampf	6206	40 InfDiv 5916		16 InfDiv	5230
2 x Supply bases – freely on the board		30 InfDiv 5817		6 art.	5230
CavBrig „S”	5406	4 art. 5917		XIII Corps:	
3 CavDiv	5309	2 Army		1 InfDiv	5034
1 CavDivGd.	5410	Samsonow	5831	36 InfDiv	5134
2 CavDivGd.	5510	2 x Supply bases – freely on the board		13 art.	5134
2 CavDiv	5414	3 InfDivGd.	5831	XV Corps:	
5 SybBrig	5518	4 CavDiv	4827	6 InfDiv	4435
1 CavDiv	5518	6 CavDiv	3633	8 InfDiv	4535
XX Corps:		15 CavDiv	3133	15 art.	4535
28 InfDiv	5811				

VICTORY CONDITIONS:

1 Victory Point for each of the following hexes:

2931,
3133,
5010,
5008,
5309,
4911,
4922,
4815,
3229.



NOTES:

– Initiative: Russians

– Scenario length: 15-20 August 1914

– Supply:

Russians – railroads from the eastern edge of the board and from hex 3336.

Germans – western edge of the board and cities: Toruń, Królewiec and Boyen;

– Transport trains available: Germans (only) – 8 (set up freely).

– Scenario can be linked with the other scenarios. In such a case, players should include upcoming reinforcements from the reinforcements timetable.

20th August

The first fights showed that reality exceeded the ideas of both side's staff members. The Russian 1st Army, commanded by general Rennenkampf, approached the German border. So far, quick marching have shown great difficulties in supplying Russian troops. This army did not receive all the troops planned for this offensive. Some divisions were moved to the south - to fight with Austria-Hungary or kept at the disposal of the headquarter.

General Samsonov's concentrating 2nd Army was just finishing its planned march on new starting positions for the attack. At that time, the Germans decided to modify their defensive plan and to crush individual enemy armies separately, making use of the central location of their own troops. General Samsonow's army became the first target of German soldiers.

SETUP :

GERMANS:

Garrisons:		InfDiv Koningsberg (K)	4711	XX Corps:	
T 1	1434	I Corps:		37 InfDiv	3626
T 2	1435	1 InfDiv	4710	41 InfDiv	3328
Kulm	1230	2 InfDiv	4609	HQ, II/5 art.	3426
101 pLand.	1628	HQ, I/4 art.	4611		
M	1820	XVII Corps:		3 InfDivRes.	4417
Art. Boyen 1, 2	4320	35 InfDiv	4612	6 LandBrig.	4420
Boyen 1, 2, 3, 4	4321(2)	36 InfDiv	4613	70 LandBrig.	3229
1 LandBrig.	3111 (1)	HQ, I/17 art.	4513	69 ZapasowaBrig	2931
K1, K2, K3, K4	3111 (1)	I Reserve Corps:		5L/35 InfDivRes.	2631
8 Army:		1 InfDivRes.	4615	20L/35 InfDivRes.	2230
2 LandBrig.	4507	36 InfDivRes.	4614		
1 CavDiv (-1 CEL)	4608	HQ, I/4 art. rez.	4514		

ROSJANIE:

Garrisons:		IV Corps		43 InfDiv, 23 art.	5024
Kowno	6206	30 InfDiv	4815	VI Corps	
Osowiec	5126	1/40 InfDiv, 40 BA	4913	4 InfDiv	4028
Łomża	4830	2/40 InfDiv	4814	16 InfDiv, 6 art.	4129
Ostrołęka	4232	4 art.	4916	XIII Corps	
Różan	4135	56 InfDiv	5309	1 InfDiv	3630
		CavBrig „S” (-1 CEL)	4808	36 InfDiv, 13 art.	3631
1 Army		2 CavDiv (-1 CEL)	4707	XV Corps	
Rennenkampf	6206	3 CavDiv (-1 CEL)	4707	6 InfDiv	3531
2 x Supply Bases		1 CavDivGd., 2 CavDivGd.	4807	8 InfDiv, 15 art.	3532
XX Corps		5 SybBrig	4816	I Corps	
28 InfDiv	4809	1 CavDiv (-1 CEL)	5017	22 InfDiv, 1 art.	3133
29 InfDiv (-1 CEL)	4810			24 InfDiv, art. „Modlin”	3232
20 art.	4910	2 Army		2 InfDiv	3333
III Corps		Samsonow	4333	4 CavDiv	4528
25 InfDiv (-1 CEL)	4811	2 x Supply Base		6 CavDiv	3231
27 InfDiv	4812	II Corps		15 CavDiv	2436
3 art.	4912	26 InfDiv, 2 art.	4926		

VICTORY CONDITIONS:

1 Victory Point for each of the following hexes:

3026,
2931,
3229,
3626,
4711,
4311,
4514,
4407,
4317.



NOTES:

- Initiative: Russians
- Scenario length: 20-26 August 1914
- (-1 CEL) – unit starts with 1 Combat Efficiency Level lost.
- (2) – unit can be set up in the 2 hexes distance from the initial hex.
- Supply:
Russians– railroads from the eastern edge of the board and the hex 3336.
Germans – western edge of the board and cities: Toruń, Królewiec and Boyen;
- Transport trains available: Germans (only) – 8 (set up freely).

21st August

Despite several problems, moderate optimism prevailed in the staff of the Russian Northwest Front. Troops of the 1st Army marched west. The Germans tried to delay them. However, for this purpose they used the cavalry and Lendwehr troops mostly. Even so, Rennenkampf's army advanced very slowly. The reason for this was the poor supply of Russian troops. The 2nd Army, on the other hand, advanced north, fighting hard against German

troops. The Russians managed to occupy the border area south of Allenstein. Here, too, the weakness of the Russian supply system could be felt. The Germans shifted to this direction the majority of their forces they had in East Prussia. After the beating of the Russian Sixth Corps, their plan to encircle General Samsonov's extended troops started to work.

SETUP:

GERMANS:

Garrisons:		8 Army:		2 InfDiv	2730
T 1	1434	3 InfDivRes.	2926	HQ, I/4 art.	2628
T 2	1435	6 LandBrig.	3521	XVII Corps:	
Kulm	1230	70 LandBrig.	2926	35 InfDiv	3721
101 pLand.	1628	69 Res.Brig	2926	36 InfDiv	3621
M	1820	5L/35 InfDivRes.	2631	HQ, I/17 art.	3620
Art. Boyen 1, 2	4320	20L/35 InfDivRes.	2230	I Reserve Corps	
Boyen 1	4419	2 LandBrig.	3410	1 InfDivRes.	3422
Boyen 2	4219	1 CavDiv	3519	36 InfDivRes.	3322
Boyen 3	4220	9L/Koningsberg	3709	HQ, I/4 art.	3421
Boyen 4	4221	Z/Koningsberg	3610	XX Corps:	
1 LandBrig.	3111 (1)	Art./K	3509	37 InfDiv	2927
K1, K2, K3, K4	3111 (1)	I Corps:		41 InfDiv	2928
		1 InfDiv	2729	HQ, II/5 art.	2826

RUSSIANS:

Garrisons:		53 InfDivRes.	① 4606	36 InfDiv (-1 CEL)	① 3225
Kowno	6206	27 art.	5008	13 art.	① 3226
Oswiec	5226	III Corps:		XV Corps:	
Łomża	4830	25 InfDiv (-1 CEL)	① 4413	6 InfDiv (-1 CEL)	① 3025
Ostrołęka	4232	27 InfDiv	4115	8 InfDiv (-1 CEL)	① 3026
Różan	4135	3 art.	4214	15 art.	① 3127
1 Army		IV Corps:		I Corps:	
Rennenkampf	6206	30 InfDiv	① 4517	1/22 InfDiv, 22 BA	2831
Supply Base	4311	40 InfDiv (-1 CEL), 4 art.	4514	2/22 InfDiv	2830
Supply Base	4815	5 SybBrig	4315	24 InfDiv (-2)	2829
CavBrig „S” (-1 CEL)	4306	II Corps:		1 art., art. „Modlin”	2830
3 CavDiv (-2 CEL)	① 3812	26 InfDiv, 2 art. (-1 CEL)	4317	XXIII Corps:	
1 CavDivGd. (-1 CEL)	① 3811	43 InfDiv, 23 art.	4416	2 InfDiv	3028
2 CavDivGd. (-1 CEL)	① 4407	2 Army		1 Rif.Brig.	3031
2 CavDiv (-2 CEL)	① 3712	Samsonow	3229		
72 InfDivRes.	① 5010	Supply Base	3229		
54 InfDivRes.	4815	Supply Base	2931		
2/57 InfDiv, 57 BA	5518	4 CavDiv	① 3922		
1/57 InfDiv	5024	6 CavDiv	2931		
1 CavDiv (-1 CEL)	4616	15 CavDiv	① 2632		
XX Corps:		VI Corps:			
28 InfDiv (-2)	① 4309	4 InfDiv (-3 CEL) D	① 3723		
29 InfDiv (-1 CEL)	4311	16 InfDiv (-3 CEL)	① 3523		
20 art.	4410	XIII Corps:			
56 InfDivRes.	4511	1 InfDiv	① 3126		

UWAGI:

- Initiative: Russians
- Scenario length: 27 VIII - 2 IX 1914
- Supply:
 - Russians – railroads from the eastern edge of the board and the hex 3336.
 - Germans – western edge of the board and cities: Toruń, Królewiec and Boyen;
 - (-1 CEL) – unit starts with 1 Combat
 - ① Efficiency Level lost.
 - (2) – unit can be set up in the 2 hexes distance from the initial hex.
 - Transport trains available: Germans (only) – 8 (set up freely).
 - -1 – Unit starts with Initial supply level -1.



VICTORY CONDITIONS:

1 Victory Point for each of the following hexes:
3123, 3026, 3626, 2931, 3228, 3517, 3315, 4019, 3922.



3rd September

After the defeat of the 2nd Russian Army, its remains gathered in the Mława-Przasnysz-Różan area. While the Germans were destroying Samsonov's troops, the 1st Army of Rennenkampf marched west and its cavalry units reach the area of Hawa Pruska, Braniewo and Bisztynek.

To strengthen the tarnished forces, Russian HQ directed a new 10th Army to the front.

Germans, after destroying the 2nd Russian Army, decided to beat the Rennenkampf army as well. To make this happen, they began to regroup their own units. In this assault, Hindenburg decided to use reinforcements that arrived to Prussia from the western front. He planned to destroy the left wing of the 1st Army and force it to flee.

SETUP :

GERMANS:

Garrisons:		8 Army:		XVII Corps:		Res.InfDivGd.	2419 (1)
T 1	1434	3 InfDivRes.	3628	HQ, 35 InfDiv	3626	HQ, art. Gd.	2419 (1)
T 2	1435	1 InfDivLand.	3229	36 InfDiv, I/17 art.	3427	XI Corps:	
Kulm	1230	35 InfDivRes.	2931	I Reserve Corps:		22 InfDiv	3223 (1)
101 pLand.	1628	70 LandBrig.	2631	1 InfDivRes.	3122 (1)	38 InfDiv	3223 (1)
M	1820	69 ZapasowaBrig	2230	36 InfDivRes.	3122 (1)	HQ, I/18 art.	3223 (1)
Art. Boyen 1, 2	4320	2 LandBrig.	3410	HQ, I/4 art. Res.	3122 (1)	III Cavalry Corps	
Boyen 1	4419	9L/Koningsberg	3709	6 LandBrig.	3121	HQ	2722
Boyen 2	4219	Z/Koningsberg	3610	XX Corps:		2, 41/1 CavDiv.	3622
Boyen 3	4220	19, 28L/Bredow	3011	37 InfDiv, 41 InfDiv	3126	1/1 CavDiv.	4724
Boyen 4	4221	I Corps:		HQ, II/5 art.	3126	8 CavDiv.	2722
1LandBrig.	3111 (1)	1 InfDiv, 2 InfDiv	3228(3)	Reserve Guards Corps:			
K1, K2, K3, K4	3111 (1)	HQ, I/4 art.	3228(3)	3 InfDivGd.	2419 (1)		

ROSJANIE:

Garrisons:		CavBrig „S” (-1 CEL)	4008	26 BA	4316
Kowno	6206	III Corps:		1/43 InfDiv (-1 CEL)	4418
Osowiec	5226	1/25 InfDiv (-1 CEL)	3913 F	2/43 InfDiv	4519
Łomża	4830	2/25 InfDiv	3912 F	43 BA	4518
Ostrołęka	4232	25 BA	4012	2 art., 23 art.	4616
Różan	4135	1/27 InfDiv	3813 F	1 CavDiv (-2 CEL)	4617
1 Army (all units are fortified)		2/27 InfDiv	3914 F	1/76 InfDiv	4720 F
Supply Base	4011	27 BA	4013	2/76 InfDiv, 76 BA	4922 F
Supply Base	4317	3 art.	4112	2 Army	
Rennenkampf, 1 BA	4311	IV Corps:		Supply Base x 2 (freely on the board)	
54 InfDivRes. (-1 CEL)	4311	1, 2/40 InfDiv (-1 CEL)	3915 F	I Corps:	
72 InfDivRes.	4514	40 BA, 4 art.	4014	22 InfDiv (-2)	3533
57, 73 InfDivRes.	5518	1, 2/30 InfDiv (-1 CEL)	4116 F	24 InfDiv (-2)	3534
XX Corps:		30 BA	4215	1 art., art. „Modlin”	3633
2/28 InfDiv (-1 CEL)	3708 F	5 BS	4015 F	XXIII Corps:	
1/28 InfDiv (-1 CEL)	3710 F	73 InfDivRes.	5510	1/2 InfDiv (-1 CEL)	4135
28 BA 3807		2 CavDiv (-2 CEL)	4114	3 InfDiv Gd. (-2 CEL)	3832
1/29 InfDiv (-1 CEL)	3711 F	3 CavDiv (-2 CEL)	4214	4 CavDiv (-2 CEL)	4130
2/29 InfDiv (-1 CEL)	3811 F	1 CavDiv Gd. (-1 CEL)	3917	6 CavDiv	3435
29 BA, 20 art.	3810	2 CavDiv Gd. (-1 CEL)	4118	15 CavDiv	3433
56 InfDivRes. (-1 CEL)	4010	II Corps:		10 Army	
27 art.	4010	1/26 InfDiv (-1 CEL)	4216 F	Ffug	5327
53 InfDivRes.	4008	2/26 InfDiv	4317 F	Supply Base x 2 (freely on the board)	

NOTES:

– Initiative: Germans
– Scenario length: 3 – 12 IX 1914
– F – unit starts in the field fortifications.
– Supply:
Russians – railroads from the eastern edge of the board and the hex 3336.
Germans – western edge of the board

and cities: Toruń, Królewiec and Boyen;

- (-1 CEL) – unit starts with 1 Combat Efficiency Level lost.
- (2) – unit can be set up in the 2 hexes distance from the initial hex.
- Transport trains available: Germans (only) – 8 (set up freely).

VICTORY CONDITIONS:

1 Victory Point for each of the following hexes:

3133,	4922,	4115,
4425,	5019,	4317,
5024,	3811,	3915.

REINFORCEMENTS:

RUSSIA:		VIII	GERMANS:
		15	
		16	
		17	
		18	
22 ID 3336		19	
24 ID, 1 art. 3336			
56 ID Res. 5107			
2 IS 3336		20	
art. Modlin 3336			
53 ID Res. 6213		21	
27 art. 6213			
1 SB 3336		22	
		23	
54 ID Res. 6215		24	
57 ID Res. 6215		25	
		26	
72 ID Res. 6215		27	1 LandDiv – western edge of the board with train transport.
73 ID Res.. 6222		28	
3 G ID 3336			
76 ID Res. 6218		29	

RUSSIA :		VIII	GERMANS:
		30	
		31	
		IX	
1 AB 4311		1	
		2	
2 AB 3835		3	ID B (Bredow) W
Flug (10 A) 5327			HQ III KK W
			8 Cav.Div. W
			Sztab K RGw. W
			RD G W
			3 GD W
			art. res. Gw. W
			Sztab XI K W
			22 ID W
			38 ID W
			I/18 art. W
		4	
		5	
		6	
1, 3 SB fiń 5024		7	
1/8 Syb.D 5327			
4 BS fiń 5621			
2/8 Syb.D 4832		8	
1 BS turk. 4832			
8 AB/8 Syb.D 4832		9	
		10	
7 Syb.D 5024			
3 syb. art. 5024			
68 ID Res. 4405			
2 SB fiń. 4832		11	
2, 3 SB turk. 4832			
4, 5 Syb.D 4832		12	
2 syb. art. 4832			

N - north
W - west

	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
9 D x 2	2	-1/B1	-1/B1	-1/B2	-1/B2D	-1/B2D	-1/B2D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B3D	-1/B3D
	3	● A1/-	-1/-1	● -1/-1	-/B2	-1/B2	-1/B2	-1/B3-1	● /B3-1	● /B3-1	● /B3-1	● /B3-1	● /B3-1
	4	● A1/-	● A1/-	-1/-	-/B1	-1/B2	-/B2	-/B2	-/B3-1	-1/B3-1	-/B3-1	-/B3-1	● /B3-1
	5	● A1-1/-	● A1/-	● A1/-	● -1/-1	-/B1	-/B2	-/B2	-1/B3	-/B3-1	-/B3-1	-/B3-1	- /B3-1
	6	● A1-1/-	● A1-1/-	● A1/-	● -1/-	● -1/B1	-/B2	-1/B2	-/B2	-/B3-1	-/B3-1	-/B3-1	- /B3-1
	7	A2/-	A1-1/-	A1-1/-	A1/-	-1/-1	● /B1	-/B2	-/B2	-/B3	-/B3-1	-/B3-1	- /B3-1
	8	A2-1/-	A2/-	A1-1/-	A1-1/-	-1/-	-/B1	● /B2	-/B2	-/B2	-/B3	-/B3	- /B3-1
	9	A2-1/-	A2-1/-	A2/-	A1-1/-	A1/-	-1/B1	-/B1	● /B2	-/B2	-/B3	-/B3	- /B3
	10	A2-2/-	A2-1/-	A2-1/-	A2/-	A1-1/-	A1/-	-1/B1	-/B2	● /B2	-/B2	-/B2	- /B3
	11	A3-2/-	A2-2/-	A2-1/-	A2-1/-	A2/-	A1-1/-	A1/-	-1/B1	-1/B2	-1/B2	● -1/B2	● /B3
	12	DA3-2/-1	DA3-2/-1	DA2-2/-1	DA2-1/-	DA1-1/-1	DA-1/-1	DA-1/-1	DA-1/-1	DA-1/-1	DA-1/-1	DA-1/-1	D-1/B2

Modifications: terrain, HQ, tactical concentration, units' abilities

Examples:

- 1 / -1 => both Players lose 1 SP
- D2 -1 => defender must retreat by 2 hexes and loses 1 SP
- 1 / D2 -1 => attacker loses 1 SP, defender retreats by 2 hexes and loses 1 SP
- 1 / D4D => attacker loses 1 SP, defender retreats by 4 hexes and disorganize
- A1D => attacker retreats by 1 hex and disorganize
- Roll for D

Desorganisation

2 x D6	nationality
11, 12	Germans
10-12	Fins, Syberian
2-4, 10-12	Russians

Set up abbreviations:

- Div – Division,
- Brig – Brigade,
- Art – Artillery,
- Cav – Cavalry,
- Res – Reserve,
- Gd – Guards,
- Land – Landwehr,
- Syb – Siberian,
- Fin – Finns