

Tannenberg

Test Series Games

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TANNENBERG

REPLACEMENT PARTS LIST

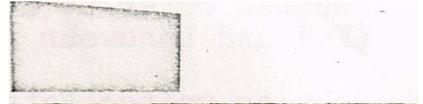
MAPBOARD	\$2.00
Russian Unit Counters	1.00
German/Austro-Hungarian Unit Counters	1.00
RULES	1.00
Planning Charts (Pad of 40)	1.00
Combat Results Table	.25

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THE MAPBOARD: The mapboard shows the area in the which the eastern campaign of 1914 was fought. A hexagon grid has been superimposed to determine movement. These hexagons will hereafter be referred to as "squares". Mapboard features are described below;

Sea Squares; any square which is entirely black.



Rough Terrain; an square containing rough terrain, wholl- or in part.



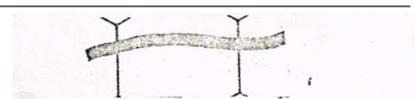
City Squares; have no effect on movement or combat although certain ones must be occupied for victory.



Fortified Squares; any square with a fort on one of its sides.



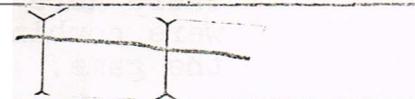
River Square; any square in which a river passes through two sides of that square.



Border Square; an square in which a border passes through two sides.

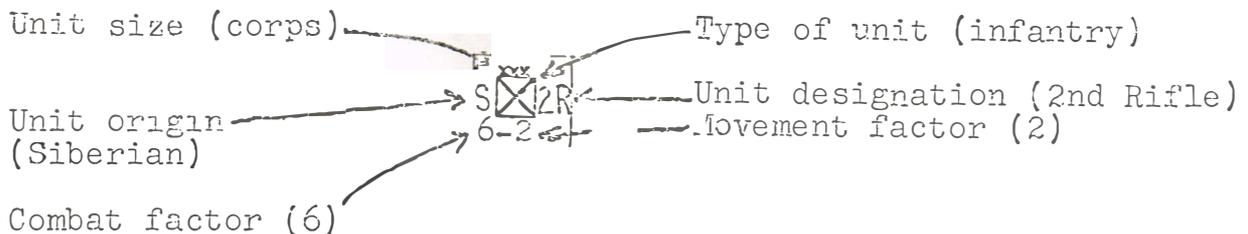


Railroad Square: any square in which a railroad line passes through two sides of the square.



UNIT COUNTERS: The square counters represent the units which took part in the actual campaign. These pieces will hereafter be called "units".

Below is shown a typical unit counter, plus explanations of the various symbols on the counter;



COMBAT factor-The value of the unit when attacking or defending.

MOVEMENT factor-Maximum distance a unit may move in one turn. Each square moved equals one movement factor.

TYPE OF UNIT:



SIZE OF UNIT: Battalion- u Brigade- x Division- xx; Corps-xxx; Army-xxxx.

NATIONALITY OF UNIT: Blue units are Austro-Hungarian or German, all red units are Russian.

UNIT DESIGNATION:

Austro-Hungarian & German units: You can tell the difference between Austro-Hungarian and German units by looking at the right side of the "type of unit" symbol. If there is no number there the unit is German, otherwise it is Austro-Hungarian. The letters that do appear on the counter refer to active (A) or reserve (R) units. Also Fortress Reserve (FR) and Landwehr (LW).

Russian units: Letters appearing on the left side of the unit symbol refer to the area from which the units came;

S-Siberian
T-Turkestan
C-Caucasus

On the left side is the units designation:

R-Rifle (infantry)
R(before number)-Reserve
Gd-Guard
GDR-Guard Reserve
GRN-Grenadier
Don Cos-Don Cossaks
Gd Cos-Guard Cossaks
Kub Cos- Kuban Cossaks
Tran Cos-Transbaikal Cossaks

There were many more types of cossaks, but the numerous cavalry units were combined into large units so they could be more easily handled in the game.

Units will frequently be referred to by their combat/movement factors. For example, the unit shown on the previous page would be referred to as a "6-2".

Artillery and Cavalry units have a letter between their combat and movement factors. The "a" means that the artillery unit may only attack. It cannot defend by itself. If attacked alone it is automatically destroyed. Cavalry units have a "d", which means they may only defend and not attack.

PREPARE FOR PLAY:

STEP 1-Lay the mapboard out on a table and sort the counters.

STEP 2-The BLUE player takes a PLANNING CHART and leaves the room to mark on the chart where his units will be deployed at the beginning of the game. The RED player deploys his units directly on the board. When he is finished he allows the BLUE player to re-enter the room and place his units on the board according to his notations on his planning chart.

The game is now ready to play.

HOW TO PLAY

The game begins on August 17th. Each "turn" of the game consists of the following routine;

STEP 1-RED player moves all the pieces he wishes to move. This includes any reinforcements or replacements which are due this turn.

STEP 2-RED player makes all the attacks he wishes to make.

STEP 3-BLUE player moves all the units he wishes to move. This includes any reinforcements or replacements which are due this turn.

STEP 4 BLUE player makes all the attacks he wishes to make.

STEP 5 Blue player checks off one turn on the Time Record and both players repeat steps 1-4 until the end of the game.

HOW TO WIN

Victory is based on a point system. Each side receives points for controlling certain cities by the game's end as well as for destroying enemy units. Point values for cities and units are shown on the back of the Planning Chart. You win a decisive victory by obtaining three times as many points as your opponent. A tactical victory by obtaining twice as many points as your opponent and a marginal victory by simply obtaining more points than your opponent.

HOW TO MOVE UNITS

- 1-In any turn you may move all units you choose to move (as long as they are yours and not the other players)
- 2-You may move units in any direction or combination of directions you wish in the same turn.
- 3-Unlike chess or checkers you may move all units you choose to move before resolving any battles.
- 4-You may not move units on top of or over those of your opponent.
- 5-Movement factors are not transferable from one unit to another nor may they be accumulated from one turn to the next.
- 6-You are not allowed to move units onto or through the partial square on the edges of the board nor may you move off the board.
- 7-Neither side may enter into Rumania nor onto the Rumanian border squares (the squares through which the Rumanian border passes).
- 8-You may move your units onto or over friendly units.

ZONES OF CONTROL

There aren't any.

HOW TO HAVE COMBAT

After you have finished moving your units, and before the other player moves his you may attack any enemy units your units are adjacent to.

- 1-You may attack as many units as you can reach in the same turn (unless limited by supply restrictions).
- 2-You resolve combat one battle at a time after moving all the units you choose to move in your turn.

3-The player moving his units is always the attacker; his opponent is the defender.

4-To determine battle odds the attacker's combat factor is stated first and the defender's second. For example: if the 2nd Siberian Rifle Corps(a 6-2) attacks the 4th Austro-Hungarian Reserve Corps (a 4-2) the battle odds are 6 to 4 which reduces to 1 to 1 (always even off the odds in favor of the defender). To resolve combat the attacker rolls the die and matches up the die roll with the 1-1 column in the Combat Results Table.

5-The attacker has the choice of resolving battles in any order he wishes.

6-The attacker does not have to attack every enemy unit he has moved units next to.

7-The combat factor of a unit is always the same when attacking no matter what sort of terrain it is attacking from.

8-The defending player is not allowed to move any units while his opponent is attacking.

MORE THAN ONE UNIT PER SQUARE

1-Russians may not stack more than 2 units (of any size) on a square. Germans and Austro-Hungarians may stack three units

2-when defending, only the top unit on the stack may defend.

3-When attacking, the combat factor of all attacking units must be totaled together into one combined attack factor.

4-Stacked units may stay together indefinitely or they may combine on one turn and split up on the very next..

5-Stacked units may pass over squares containing other friendly units.

6-The movement rate of stacked units is that of the slowest unit in that stack. Of course, the fastest unit in the stack may continue on its way after splitting away from the slow moving units.

7-The combat factor of a unit cannot be split and applied to more than one battle against defending units on separate units on different squares

8-The attacker may not attack more than one unit on a square in one turn.

EFFECT OF TERRAIN FEATURES ON MOVEMENT

ROUGH TERRAIN-It requires two movement factors for a unit to enter a rough terrain square (a square containing rough terrain wholly or in part

RIVERS-It requires two movement factors for a unit to go from a river square to a non-river square (a river square being any square with a river going through two sides of that square)

1-Units may combine rough terrain and clear terrain movement as long as they have sufficient movement factors available.

EFFECT OF TERRAIN FEATURES ON COMBAT

ROUGH TERRAIN-When attacking units in rough terrain the attacker adds 2 to each attack's die roll before consulting the Combat Results Table. For example, if a 1 were rolled it would become a 3 while if a 6 were rolled it would become an 8.

RIVERS-A unit is defending behind a river when all of the enemy units attacking it are on river squares. If the odds are at least 3-1 there is no effect. If the odds are 2-1 or less than the attacker must add

1 to his die roll for each attack before consulting the Combat Results Table.

SUPPLY

GERMAN & Austro-Hungarian-Units are "supplied" if they are within three squares of a railroad line which can be traced back to the west edge of the board without encountering any enemy units on the rail line. EB units are used to extend German/Austro-Hungarian supply lines into enemy territory. Supply may not go through enemy units.

RUSSIAN-Within their own territory Russian units use the same system of supply as the Germans except that their rail line must be traced back to the east side of the board. (Like the Germans, the Russians may advance into enemy territory while being supplied from a railroad square on one of their border squares. For example: the railroad square on the border south of Ivangorod could supply Russian units right up to Tarnow but not INTO the Tarnow square.) Russian Supply Units can be used to supply Russian advances into enemy territory, although they do not have to use rail lines like the German EB units. In fact, they may supply each other thus building a "line" of supply units deep into enemy territory.

GERMAN/AUSTRO-HUNGARIAN EB UNITS-These units may only move along rail lines. When in friendly territory (units may be used without movement restriction in both Germany and Austro-Hungary) they move at the "railroad" movement rate of 25 squares per turn.

RUSSIAN SUPPLY UNITS-These act in much the same way as the German EB units with the major difference being they do not travel along rail lines and subsequently they do not extend rail lines into enemy territory. Instead, a supply line must either be supplied (be within three squares of) another supply unit or a friendly railroad square. Thus to supply Russian units deep in enemy territory you need a "line" of supply units (each within three squares of another) with one of them eventually being "supplied" by a "supplied" friendly railroad square. Supply units may supply as many supply or combat units as are within three squares of them.

FORTS

You may not travel through a side of a square which is occupied by an undestroyed enemy fort.

Each fort is worth 4 defense factors and can be destroyed like any other enemy unit with one exception. Russian units attacking German or Austro-Hungarian forts must add 2 to their die roll before consulting the combat results table.

If an enemy combat unit is behind the side of the hexagon with the fort when you attack that fort you must add the enemy unit's combat factor to that of the fort's when attacking. If the enemy unit involved in the attack is also next to another hexagon side with a fort on it which is also being attacked you add in that unit's combat factor AGAIN to the second fort's defense factor. When attacking forts only DE's and EX's on the combat results table apply. If the enemy unit supporting more than one fort is destroyed in the first attack it may not support other forts although if another enemy unit is left on the square (only one may be attacked at a time) it may take over the "support" duties. This is up to the defending player.

~~WHEN~~ When attacking forts the AB's and DB's do not apply.

When a fort is destroyed it is marked off on the planning chart
Supply lines are blocked by enem forts.

RAILROADS

The units' movement factor reflects a units' ability to march by foot. Movement can be speeded up considerably by using the railroads. To move units by railroad the following rules must be followed.

1-An unit that is on a railroad square at the beginning of its turn and not adjacent to an enemy unit may move by railroad in that turn.

2-When a unit moves by railroad in a turn it may not leave railroad squares that turn nor may it move adjacent to enemy units.

3-The Germans are an exception to number 2 above, they may move adjacent to and attack an enemy unit in the same turn that unit uses the railroad.

4-German army may move a maximum of two corps (=4 divisions or 8 brigades) per turn. Units moving by railroad may move a maximum of 25 squares per turn.

5-Austro-Hungarian army may move a maximum of one corps (=2 divisions or 4 brigades) per turn. Units moving by railroad may move a maximum of 20 squares per turn.

6-Russian army may move a maximum of two corps (=4 divisions or 8 brigades) per turn. Units moving by railroad may move a maximum of 20 squares per turn.

7-Russian units may NEVER move by railroad outside of Russia.

8-German and Austro-Hungarian units may use each other's railroads although they may not transfer railroad "capacity" (the ability to move a certain amount of units each turn) from one side to another.

9-German and Austro-Hungarian units may move outside of their own country by railroad as far as their EB units have gone on enemy railroads. They move at the regular rate when in enemy territory. Germans and Austrians may use Russian railroads only as long as they have an EB unit at the end of the enem rail line they are using. If that EB unit is withdrawn or destroyed they may no longer use that portion of the enemy railroads.

10-EB units "restore" enemy railroads by moving along them at the movement rate printed on the counter. They may move on their own railroads or "restored" enem lines at the 25 square per turn rate. Once they leave previously "restored" enemy lines without leaving another EB unit behind the "restored" enemy line becomes no longer usable by German and Austrian units.

REPLACEMENTS

Players may replace lost units at the beginning of their turn according to the following rate:

GERMAN-Up to 14 combat factors in units per turn. Starting on turn 2.

AUSTRO-HUNGARIAN-Up to 6 combat factors in units per turn. Starting on turn 5.

RUSSIAN-see planning chart.

1-Replacement units may only be taken from units previously destroyed.

2-Unused replacement factors may not be accumulated from turn to turn, they must be used.

3-German and Austro-Hungarian units come in from the west side of the board, Russian replacements from the east side of the board.

ISOLATION

Units which are "out of supply" are considered "isolated". Isolated

units are placed under the following restrictions.

1-Their movement rate is cut in half (the fraction is lost)

2-They may not attack.

3-Their defensive capability is cut in half (their combat factor is cut in half with the fraction being lost).

Units may not voluntarily move out of supply.

FORBIDDEN AREAS

No units may enter RUMANIA (including the Rumanian border squares). No units may enter the partial squares on the edge of the board.

	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6 ⁺ -1
1	EX	EX	DB	EX	EX	DE	DE	DE
2	AE	AE	EX	EX	EX	EX	DE	DE
3	AE	AE	EX	EX	EX	EX	EX	DE
4	AE	AE	EX	DB	DB	EX	EX	DE
5	AE	AE	AE	AB	DB	DB	EX	DE
6	AE	AE	AE	AE	AE	AE	AB	EX
7	AE	AE	AE	AE	AE	AE	AB	EX
8	AE	AE	AE	AE	AE	AB	EX	EX

DB-Defender Back one square OR lose one corps.

The defender must move away from enemy units and towards his source of supply whenever possible.

DE-Defender Eliminated. Defender loses one corps and moves back one square (if any units remain) or loses two corps and stays put (with any surviving units).

AE-Attacker eliminated, handled the same way as DE except loses apply to the attacker. Defending units may advance into vacated square.

AB-Attacker moves back one square or stays put and loses one corps.

EX-The weaker side loses at least one corps while the other side must lose forces at least equal to the other sides losses in terms of combat factors.

WHENEVER a unit is forced to vacate a square the other side may always advance any of his units involved in that combat into the vacated square.

Attacks at greater than 6-1 odds count as 6-1.

Attacks at less than 1-3 are not allowed.

TANNENBERG

OPTIONAL RULES

WEST FRONT RULE

The Germans had the option to increase their forces in the east, but only at the expense of those in the west. The German army in the east has the following order of battle options;

type of unit	O P T I O N S				
	Original	A	B	C	D
9-3	3	5	7	13	15
6-3	1	1	3	4	9
3-2	1	1	1	1	1
3-3	1	1	1	1	1
1-2	6	6	6	6	6
4d4	1	1	2	3	7

On Options C and D the Germans receive an extra EB unit on their first turn. They also start with at least one, as do the Austro-Hungarians.

The Austro-Hungarians also had a second front, in Serbia. They might have distributed their forces differently. That is, they might have sent less to Serbia and more to Galicia. They also have the following order of battle options:

type of unit	O P T I O N S				
	Original	A	B	C	D
6-2	19	21	23	24	25
4-2	3	3	2	2	3
4d3	5	5	5	5	5
2d3	1	1	1	1	1
2-2		2		3	

The Russians have no options, as they were mobilizing as fast as they could and were even then unable to bring into action all of their forces.

You may choose which ever options you wish in order to "balance" the game. The balance depends primarily on the skill of the two players involved.

In the game using the original orders of battle it the Russians who have the edge. This is so even though all of the defects of the Russian army were built into the game. One, however, could not be built in and this was the critical one: the stupidity of the Russian generals. As few players would make the same gross errors of the original Russian commanders we have not been able to give the German forces the same superiority they had in the original campaign.

LIMITED INTELLIGENCE

One method of giving the Germans the edge in "generalship" they originally enjoyed is to allow the German player to play the game with his counters turned upside down. Thus the Germans (not the Austro-Hungarians) may see where each Russian unit is exactly while the Russians do not know the exact identification of German units until they attack them.

TANNENBERG

TWO FRONT GAME

One of the more interesting aspects of TANNENBERG is the ability to play the game in conjunction with the Avalon Hill game of the war in the west 1914.

This TWO FRONT GAME may only be played with the REVISED 1914 (available from the Poultron Press). This revision includes new counters and revised rules for 1914 so that the game may be played with TANNE BERG.

Basically, the two campaigns, in the east and in the west, are fought separately. You need only be concerned with two new elements in order to play the TWO FRONT GAME. First, there must be rules governing the transfer of German units between the east and west fronts. Secondly there must be a modification of the victory conditions. Namely, they must be "combined" for both fronts.

TRANSFER OF ITS: The Germans may transfer no more than 10 factors (combat factors) of units between the east and west in any one TANNENBERG turn. It takes two TANNENBERG turns for a unit to travel between the east and west. See the comparison between 1914 and TANNENBERG turns on the TANNENBERG time record. You may only move units off the 1914 board on the 1914 turns indicated on the TANNENBERG time record (for example; 1914 turns 3,4,6,7,9 etc). If you move a unit off the 1914 board (always by railroad) in 1914 turn 9 (TANNENBERG TURN 5) they arrive on the TANNE BERG board on TANNENBERG turn 7 (1914 turn 12). It always takes two TANNENBERG turns for a unit to move between the two fronts.

VICTORY CONDITIONS: If the Germans win a decisive victory in the east they add 100 points to their point total in the west. If they win a tactical victory in the east they add 50 points to their point total in the west. For a marginal victory they add 10 points to their total in the west. The same applies for the Russians if they win a decisive, tactical or marginal victory in the east. Their points are added to the allied total in the west. Once this is done "victory" is computed according to the formula used in the west and the game is decided.

OPENING SET UP: The Germans may set up their entire army (minus the NORTH ARMY) any way they wish between the east and west. The entire German army available consists of the following units:

24 9-3's

2 10-3's

15 6-3's

3 3-2's

1 3-3

24 factors of LW units

11 4d4's

2 305, 1 420 and 4 8a2 artillery units.

TANNENBERG/ FORCES AVAILABLE/INITIAL SET UP

GERMAN

- Three 9-3's
- One 6-3
- One 3-2
- One 3-3
- Six 1-2's
- One 4d4

AUSTRO-HUNGARIAN

- Nineteen 6-2's
- Three 4-2's
- Four 4d3's
- One 2d3

RUSSIAN

- Twenty-six 6-2's
- Four 4-2's
- Five 3a2's
- Four 8d3's
- One 4d3's
- One 2d3
- One 1d3

RUSSIAN REINFORCEMENTS (start turn 1)

Each turn: Units totaling no more than 12 combat factors OR units totaling no more than six combat factors and one supply unit.

After turn sixteen the Russians should have all their units. Reinforcements thereafter come from eliminated units. Before that the had to be unused units



TIME
RECORD

HOW TO WIN: A point system similar to 1914.

Move	Date	1914	AREA TO BE HELD	POINTS	G E R M A N
	August	TURN	DANZIG	20	
1	17-19	3	KONIGSBERG	15	
2	20-22	4	THORN	10	
3	23-25	6	POSEN	1	
4	26-28	7	BRESLAU	15	
5	29-31	9	LOTZEN	5	
6	September		MARIENBERG	10	Total German points at the
	1-3	10	GRAUDENZ	10	start of the game-110
	4-6	12	KULM	10	
	7-9	13			R U S S I A N
9	10-12	15	VILNA	10	
10	13-15	16	GRODNO	10	
11	16-18	18	WARSAW	25	
12	19-21	19	BREST LITOVSK	25	
13	22-24	21	RIGA	2	
14	25-27	22	MINSK	25	
15	28-30	24	KOVNO	10	
	October		OLITA	10	
16	1-3	25	OSSOVJEZ	10	
17	4-6	27	LOMSHA	10	
18	7-9	28	NOVOGEORGIEVSK	15	Total Russian points at the
19	10-12	30	LUTSK	5	start of the game-195
20	13-15	31	DUBNO	5	
21	16-18	33	IVANGOROD	10	
22	19-21	34			AUSTRO-HUNGARIAN
23	22-24	36	TARNOW	10	
24	25-27	37	LEMBERG	20	
25	8-30	39	TARNOPOL	10	
			BRODY	10	
			KRAKAU	25	Total Austro-Hungarian points
			PSCHEMYSL	15	at the start of the game-125
			BUDAPEST	35	

Each side gets the following points for destroying enemy units: each corps-5 points, each division-2 points, each army-10 points, each brigade, EB or supply unit-1 point.

. At the start of the game the German/Austro-Hungarian side is "winning" 235 to 195. In the original campaign the German side won a marginal campaign by about 420 to 385.