STANDARD RULES

for the

GREAT WAR IN THE EAST

Game system

Caporetto, The Brusilov Offensive, Serbia/Galicia, Von Hindenburg in Poland

and

TANNENBERG

[1.0] INTRODUCTION

The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world we live in today. The end results of these battles — of four years of total war — were that the great imperial hegemonies — German, Austro-Hungarian, Russian, and Ottoman — were dead, and that from their ashes was to emerge communism, fascism, and the origins of a century of conflict.

The Great War in the East: The Death of Empires is a set of games that allows Players to simulate some of these decisive battles which were marked by sweeping and devastating attacks and crucial encirclements. Each game uses this common set of Standard Rules as well as exclusive rules, a game map, and cardboard counters that are specific to that game. In each game, one Player or team of Players commands the actual Allied units involved, while their opponents command the Central Powers forces. *The Great War in the East: The Death of Empires* is of moderate complexity, and while it contains many new and unique concepts, the basic ideas and procedures are similar to those of other simulation games.

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

Each 16" by 22" mapsheet portrays the area in which a crucial campaign of World War I was fought. A hexagonal grid overlays the terrain features to regularize movement and positioning of the playing pieces. The mapsheet also displays the Terrain Key, the Turn Record Track, and various visual aids.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and charts and tables specific to each game, including the exclusive rules.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and the type of unit represented by the piece. These playing pieces are referred to as "units."

[2.31] How to Read the Units

TYPICAL COMBAT UNIT Front
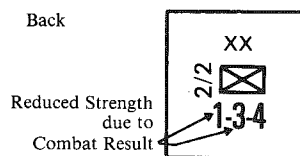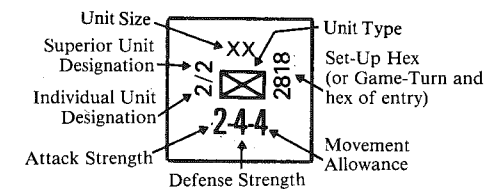
TYPICAL HEADQUARTERS UNIT Front
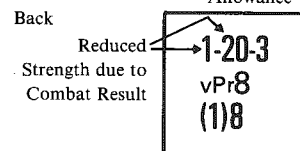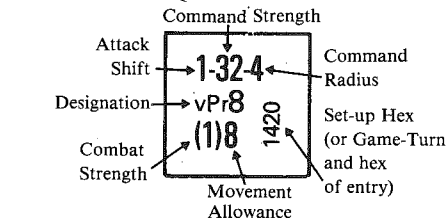
[2.32] Unit Size Symbols

III = regiment; X = brigade; XX = division;
XXX = corps

[2.33] Unit Type Symbols

⊠ = Infantry

⊿ = Cavalry

▣ = Artillery

⊠ = Naval Infantry

▭ = Supply Depot

⊠ = Mountain Infantry

Note that not all types appear in all games.

[2.4] DEFINITION OF TERMS

Attack Strength: The quantification of a unit's strength in terms of attack for the type of combat represented on the Combat Results Table.

Defense Strength: The quantification of a unit's strength in terms of defense for the type of combat represented on the Combat Results Table.

Movement Allowance: The quantification of a unit's mobility in terms of Movement Points. Basically, a unit expends one Movement Point for each hex of Clear terrain it enters.

Reinforcements: Units which do not begin the game placed on the Game-Map, but rather appear at a scheduled time and hex during a future Game-Turn.

Stacking Point: The number of units a Player may have in any hex at the end of any Phase is regulated by means of Stacking Points. Each unit is worth a number of Stacking Points which is never changed throughout the game, ranging from one to four Stacking Points per unit. **Note:** It is important that Players not confuse Stacking Points with Steps. Unlike Steps, a unit may never lose Stacking Points.

Step: Part of the total strength of a unit which is lost due to combat or other causes, with an attendant reduction in Attack and Defense strengths. Each unit has between one and four Steps. When a unit has lost all its steps, it is eliminated and removed from play.

Tactical Competence Rating: One of the more important concepts in the game is Tactical Competence Rating (TCR), which is referred to throughout the rules. Each army on each side will be given a Tactical Competence Rating in the Exclusive Rules. This is a quantitative evaluation of each army's capabilities. They range from 1 (excellent) to 4 (poor).

Zones of Control: The six adjacent hexes surrounding a unit which that unit is said to control.

[2.5] GAME SCALE

See the Exclusive Rules of each game for its precise scale.

[2.6] PARTS INVENTORY

	Individual Game	Quadri- Game
Game Map	1	4*
Die-Cut Counter Sheet	1	4*
Standard Rules Folder	1	2†
Exclusive Rules Folder	1	4*
Historical Article	0	1
Plastic Die	0	1
Game Box	0	1

*different
†identical

Note: Game Box and Plastic Die not included in subscription edition.

If any of the above parts are damaged or missing, write:

[2.7] RULES QUESTIONS

Questions concerning the rules for *The Great War in the East Quad* will be answered if phrased so that a simple yes or no reply will suffice and if the questions are accompanied by a stamped, self-addressed envelope. Mark the envelope "Rules Questions: Great War in the East Quad."

[3.0] SETTING UP THE GAME

Before the game can begin, a number of counters are placed on the Game-Map. Each counter is placed in the hex whose *four*-digit number appears printed on the unit. Units which have a *one-* or *two*-digit number accompanied by a letter are reinforcements. The number refers to their Game-Turn of arrival and the letter to the hex they arrive in. Some games have Scenarios in which this initial set-up varies (see Exclusive rules). Once the starting units have been set on the map, play may begin.

[4.0] SEQUENCE OF PLAY

Each game is played in Game-Turns, each of which comprises two alternating Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. Each Game-Turn proceeds strictly in accordance with the following Sequence outline. No action or function contrary to the Sequence of Play is permitted. To determine which Player is the Phasing Player, consult the Exclusive rules for each game.

A. FIRST PLAYER-TURN

1. MOVEMENT PHASE: Each Movement Phase is divided into the following segments:

a. Initial Supply Determination Segment: The Phasing Player determines which of his units are out of supply (their Movement Allowances are halved for that Movement Phase, see Case 9.2).

b. Reinforcement Segment: The Phasing Player places his reinforcements on the Game-Map.

c. Command Control Segment: The Phasing Player determines which of his units he will place in Command Control by allocating Command Strength. Units to which Command Strength is allocated must be within the Command Radius of a HQ unit. For each of the remaining units he then rolls the die to see if they are in Command Control. He then places an "Out of Command Control" marker on all units that are not in Command Control.

d. Movement Segment: The Phasing Player may move all of his units which are in Command Control after which time he removes all "Out of Command Control" markers.

e. Attrition Segment: The Phasing Player determines which of his units are not out of supply and then rolls the die to determine if each one suffers attrition.

2. CAVALRY WITHDRAWAL BEFORE COMBAT PHASE: The non-Phasing (second) Player may now roll the die, if he wishes, for each of his cavalry units which are adjacent to an Enemy (Phasing Player) unit to determine if the unit may withdraw two hexes (see Case 12.1).

3. COMBAT PHASE: Each Combat Phase is divided into two Segments:

a. Command Control Segment: The Phasing Player determines which of his units he will place

in Command Control for *combat* purposes by allocating Command Strength. Units to which Command Strength is allocated must be within the Command Radius of a HQ unit. He then places "Out of Command Control" markers on all units not in Command Control.

b. Combat Resolution Segment: The Phasing Player may use his units to attack the non-Phasing Player's units in accordance with the rules of combat. During this Phase neither Player may move his units except when forced to do so as a result of combat.

4. STEP REPLACEMENT PHASE: Units which have lost steps may now, under certain conditions, have them replaced by the Phasing Player.

B. SECOND PLAYER-TURN

The second Player now becomes the Phasing Player and repeats the actions performed in Phases 1 through 4.

C. GAME-TURN RECORD INTERPHASE

The Game-Turn marker should be advanced one space on the Game-Turn Record Track to mark the end of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as far as he desires (within the restrictions of Command Control, Case 10.4), as long as each unit's Movement Point Allowance is not exceeded in a single Phase.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. As each unit enters a hex the unit expends one or more Movement Points from its Movement Allowance.

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Friendly units may be moved only during the Friendly Movement Phase, although there may be some movement as a result of combat in terms of advances and retreats and withdrawal of cavalry before the Combat Phase. These are not considered movement *per se* and do not require the expenditure of Movement Points.

[5.12] Movement is calculated in terms of Movement Points. Basically, one Movement Point of a unit's total Movement Allowance is expended for each Clear terrain hex the unit enters; other terrain costs more than one Movement Point to enter or cross. These effects are summarized on the Terrain Effects Chart (5.4).

[5.13] Units may never be moved into an Enemy-occupied hex or undestroyed Enemy fortress.

[5.14] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. Unused Movement Points may not be accumulated until another Movement Phase, nor may they be transferred to another unit.

[5.15] A unit may be moved from an Enemy-controlled hex during the Friendly Movement Phase (even into another Enemy-controlled hex, see 7.22) subject to all movement costs.

[5.16] *Only* units using Railroad Movement (see 5.3) benefit from Railroad lines.

[5.17] A unit that has expended *no* Movement Points in a given Movement Phase may always

move at least one hex, regardless of Movement Point limitations, unless it is out of Command Control.

[5.2] EFFECTS OF FRIENDLY UNITS ON MOVEMENT

[5.21] A Friendly unit may be moved through hexes occupied by other Friendly units at no additional Movement Point cost.

[5.22] There is no limit to the number of Friendly units which may pass through a given hex in any one Segment, and Friendly units may be overstacked at the end of any Segment as long as all Stacking limits are met at the end of each Phase (see Section 6.0).

[5.3] RAILROAD MOVEMENT

[5.31] During each Movement Phase, the Phasing Player may move a specified number of Stacking Points (see Case 6.1) of Friendly units, plus any of his HQ units, a specified number of hexes along Friendly railroad lines. These specifications vary from game to game and from army to army and are referred to as Rail Capacity and Railroad Movement Rate, respectively. All units which move by rail in a Movement Segment or remain entrained at the end of their Movement Segment (without moving) count toward Rail Capacity.

[5.32] To use Rail Movement, a unit must first be moved to a non-Enemy-controlled hex containing a Friendly railroad line (as defined in the Exclusive rules). [Exception: Units with a Tactical Competence Rating of 1 may entrain in Enemy Zones of Control.] Once in a hex containing a Friendly rail line, a unit must expend additional Movement Points equal to its Tactical Competence Rating in order to be entrained. Once entrained, place an Entrained marker on that unit (this marker remains on that unit until it detrains. Only units which are in supply and in Command Control may be entrained.
[5.33] Once entrained, a unit may be moved from one contiguous adjacent Railroad hex to another, following the railroad line. This unit may be moved up to the maximum number of hexes permitted by the Railroad Movement Rate. Entrained units may not enter an Enemy-controlled hex or any hex last occupied by an Enemy unit.
[5.34] After a Player has finished moving a unit by rail, he may detrain at no additional Movement Point cost and resume moving that unit normally, provided that it has Movement Points remaining. However, only units with a Tactical Competence Rating of 1 may be used in an attack in the Combat Phase immediately following a Movement Phase in which they used Rail Movement.
[5.35] Entrained units which are out of Command Control in the Movement Segment may freely engage in Rail Movement only. They may not detrain, entrain, or use normal movement.
[5.36] Entrained units do not possess a Zone of Control and may not attack. Entrained units defend at half Defense Strength, rounded down. If attacked, they are automatically detrained.
[5.37] In some games, Players will see that certain rail lines that exit the map are linked by rail lines off the playing area of the map. An entrained unit which exits from a friendly rail map-exit hex may be moved "off the map" paying the indicated number of Movement Points until it reenters the map at the appropriate hex. However, the unit may not re-enter the map into an Enemy Zone of Control (see Case 14.22).
[5.38] All Off-Map Movement is Rail Movement. All units (except for HQ units) performing Off-Map Movement count against Rail Capacity. A

unit may end its movement off-map. If it does so, the Phasing Player must note how many Movement Points the unit has moved toward its destination. These Movement Points may be applied to the next Game-Turn's Movement.

[5.4] TERRAIN EFFECTS CHART
(see Page R11)

[6.0] STACKING

GENERAL RULE:

Each Player is restricted as to the number of Stacking Points he may have in a hex at the end of any given Phase. The number of Stacking Points permissable per hex varies from army to army and from game to game (see Exclusive rules).

CASES:

[6.1] STACKING RESTRICTIONS

[6.11] The Stacking Point Value of units are as follows:

HQ units: 0 Stacking Points
Regiments: 1 Stacking Point
Brigades: 1 Stacking Point
Divisions: 2 Stacking Points
Corps: 4 Stacking Points

[6.12] Fortresses and game markers never count toward Stacking limits.

[6.13] Friendly units of different types and nationalities may stack together.

[6.14] Any units in excess of the stacking restrictions at the end of any given Phase (*not* Segment) are eliminated, with the owning Player choosing which units to eliminate. **Note:** Losing a part of a unit does not reduce that unit's Stacking Point Value.

[6.15] Units may overstack while retreating after combat. However, if a unit is forced to overstack at the *end* of its retreat, it is eliminated.

[6.16] A unit's Stacking Point Value is a constant. It is never reduced, even if that unit is weakened due to step losses.

[6.2] STACKING AND MOVEMENT

[6.21] There is no limit to the number of Friendly units that may enter or move through any hex during a Phase as long as Stacking limits are met at the end of that Phase.

[6.22] There is no additional Movement Point cost to stack or unstack Friendly units.

[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control, called controlled hexes, inhibit the movement of Enemy units. Fortresses and units in fortresses that would do so normally exert Zones of Control in the same manner as normal units. Units in an Enemy Zone of Control are never required to attack. Combat is completely voluntary.

PROCEDURE:

All units must expend one additional Movement Point (above and beyond terrain costs) to enter an Enemy-controlled hex.

CASES:

[7.1] EXTENT OF ZONES OF CONTROL

[7.11] Zones of Control extend into all six hexes adjacent to the controlling unit's hex. Zones of Control do not extend across Prohibited hexsides.

[7.12] All units exert Zones of Control at all times during the Game-Turn.

[7.2] EFFECTS OF ZONES OF CONTROL

[7.21] Friendly units must pay one additional Movement Point to enter an Enemy-controlled hex, in addition to any cost incurred due to the terrain in the hex being entered.

[7.22] Units may be moved directly from one Enemy-controlled hex to another, as long as they have sufficient Movement Points remaining to enter that hex (the terrain cost plus one for entering that Enemy-controlled hex).

[7.23] There is never any additional Movement Point cost to move from an Enemy-controlled hex into a hex that is not Enemy-controlled.

[7.24] The presence of Friendly units or fortresses (but not friendly Zones of Control) negate the effect of Enemy-controlled hexes for the purposes of tracing supply and retreat after combat. They do not negate Enemy Zones of Control for the purposes of movement.

[7.25] If there are both Enemy and Friendly Zones of Control exerted into the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex.

[7.26] HQ units and supply depots never exert a Zone of Control.

[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player is the Defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the units in the hex under attack. State the comparison as a ratio: Attacker's strength to Defender's strength. Round off the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table (see 8.8); roll the die and read the results on the appropriate line under the odds. Apply the result immediately consulting the Combat Results Option Table (8.9) before resolving any other attacks being made during that Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] Friendly units may attack during the Friendly Combat Phase. They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack. Units with an Attack Strength of zero and units with Combat Strengths in parentheses (see Case 10.51) may never attack.

[8.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All units in a given hex must be attacked as a single Defense Strength. The Defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in the same combat.

[8.22] Other units in a hex containing an attacking unit need not participate in that combat or any other attack. Thus when one unit in a stack is attacking a given hex, the other units in the stack could attack another hex, or not attack at all.

[8.23] If a unit(s) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[8.24] A given unit's Attack and/or Defense Strength is always unitary; that is it may not be divided among different combats either for attack or defense.

[8.3] EFFECTS OF TERRAIN ON COMBAT
(see Terrain Effects Chart, Case 5.4)

[8.4] COMBAT RESOLUTION

Combat odds are always rounded off in favor of the Defender. For example, an attack with a combined Attack Strength of 26 against a group of units defending with a Strength of 9 (26 to 9) would be rounded off to the next lowest combat ratio column on the Combat Results Table "2-1." The combat ratio column used is modified by the Tactical Competence Rating of the attacking units and the attack shift of the HQ units involved in the combat. The die is then rolled and the result dictated by the Combat Results Table is applied using the Combat Option Table.

[8.5] EXPLANATION OF COMBAT RESULTS

Each of the units in the *Great War in the East QuadriGame* has a number of strength levels called Steps. The results on the Combat Results Table direct the Players to an entry on the Combat Option Table (8.9). Under each entry are one or more options, one of which must be fulfilled by the units affected by the combat. These options will require the affected units to lose steps, be retreated, or a combination of both.

[8.51] Regiments, most brigades (see Exclusive rules), and supply depots (which are treated as combat units) have one Step. Therefore, if such a unit is reduced one step, it is eliminated.

[8.52] Divisions (and some brigades) have two Steps. The second Step being printed on the reverse side of the counter. Should such a unit be reduced one Step, it is flipped over to its weaker strength. Should it then be reduced another one Step, it would be eliminated. Note that some units (in some Scenarios) begin the game in a reduced state.

[8.53] Corps have four Steps. The first (full strength) and third (half strength) are represented by the front and back, respectively of each corps counter. The second and fourth Steps of corps are indicated by placing a Corps Reduction marker on top of the counter representing the corps.

Example:
No Step reduction (first Step): The corps unit at full strength (face-up) with no marker present.
One Step reduction (second Step): Place a Corps Reduction marker "−1 from Full Strength" on top of the full strength side of the corps counter. This has the effect of reducing the full Attack and Defense Strengths of that corps by one.
Two Step reduction (third step): Flip the corps unit over to its weakened strength. No marker is placed on the corps counter.
Three Step reduction (fourth Step): Place a corps reduction marker "−1 from Half Strength" on top of the weakened strength side of the corps counter. This has the effect of reducing the weakened Attack and Defense strengths of the corps by one.
Four Step reduction: The corps is eliminated.

[8.54] Each result on the Combat Results Table has two results (e.g., "1/2"). The first number is the Combat Result for the attacking units. The second number is the combat result for the defending units. Each number result refers the Players to an entry on the Combat Result Option Table (Case 8.9),which lists the options available to both the Attacker and Defender. **Note:** Only defending units may ever retreat as a result of combat. When both the Attacker and Defender suffer a combat result the Defender always applies his combat result first, regardless of which option he selects.

[8.6] RETREAT AFTER COMBAT

[8.61] Only defending units may retreat — never attacking units. The defending Player may elect an option on the Combat Results Option Table that requires an affected stack or unit to retreat one or two hexes. A unit may never be retreated into or through an Enemy unit or through Prohibited hexsides.

[8.62] Retreats of Friendly units are conducted by the owning Player, within the parameters of Case 8.63. Units in a stack which retreat must retreat together and may not retreat individually.

[8.63] Units must observe the following priorities in deciding which hex to retreat into:

1. Toward the nearest Friendly supply source.

2. If the retreating unit has a Tactical Competence Rating of 1, into non-Enemy controlled hexes (this priority is superceded by priority 1).

Units are never eliminated, however, if they are not able to observe the retreat priorities. Units may never end their retreat in a hex in violation of the Stacking restrictions. Units which would be forced to do so are eliminated instead.

[8.64] If forced not to observe retreat priority 2, units with a Tactical Competence Rating of 1 may be retreated into or through an Enemy-controlled hex. Units with a Tactical Competence Rating of 2, 3, or 4 may not be retreated into or through an Enemy-controlled hex (unless that hex is occupied by a Friendly unit; see Case 7.24). If forced to so retreat they would be eliminated.

[8.65] Units may be retreated through other Friendly units, within the bounds of Case 8.63, without disturbing the non-retreating units. The non-retreating units are not affected by the retreating units; they do not have to move out of the way of the retreating units.

[8.66] If a unit is forced to retreat into a Friendly-occupied hex (either as a result of combat or cavalry withdrawal before combat) and that hex then undergoes an attack, the retreated unit does not add its Defense Strength to the units in the hex. Nor are its Steps counted to see whether the defending force is the larger side in that combat. If the units with which the retreated force is now stacked suffers a combat result causing them to retreat or

be eliminated, the previously retreated force is eliminated. If the units with which the retreated force is stacked loses half its Steps the retreated force would also lose half its Steps (rounding up).

[8.7] ADVANCE AFTER COMBAT

[8.71] Whenever an Enemy force is forced to retreat (or is eliminated) leaving the hex it originally occupied vacant as a result of combat, any or all Friendly victorious units which participated in the combat are allowed to advance into that hex, subject to the Stacking limit (Exception: see Case 8.75).

[8.72] Advancing victorious units may ignore Enemy Zones of Control.

[8.73] The option to advance after combat must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat. After advancing, units may not attack in that Phase, even if their advance places them adjacent to Enemy units whose battles are yet to be resolved or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[8.74] Victorious defending units may never advance after combat — only victorious attacking units.

[8.75] "Ils Ne Passeront Pas!"

In certain cases where all the defending units have been eliminated, if they were in supply at the moment of combat, no attacking units may advance into the vacated hex. This happens:

1. When all defending units have been eliminated as a result of selecting option "1" after a combat result of 2.

2. When all the defending units have been eliminated as a result of selecting option "1" after a combat result of 3.

In either of these two events, no attacking units may advance into the vacated hex. This represents the fact that the defending units have been eliminated due to holding their ground to the last man — "Ils ne passeront pas!"

[8.8] COMBAT RESULTS TABLE
(see page R12)

[8.9] COMBAT RESULTS OPTION TABLE
(see page R12)

[9.0] SUPPLY

GENERAL RULE:

Units not in supply are penalized with respect to their movement and attack abilities. They may also lose Steps through attrition as a result of being out of supply (however, see Case 9.24).

CASES:

[9.1] SUPPLY DETERMINATION

[9.11] Supply for Phasing units is determined with respect to the following:

1. For movement purposes: during the Initial Supply Determination Segment

2. For attrition: during the Attrition Segment

3. For combat purposes: at the instant of combat.

[9.12] Units are in supply if they can trace a line of supply to a supply source. This line of supply may not exceed that unit's Supply Range (see Exclusive rules).

[9.13] The line of supply is traced from the unit in question to a Friendly supply source (do not count
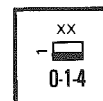
the hex the unit occupies). A unit may trace supply to a supply source which is either a Friendly railroad, Friendly mapedge (where a Friendly railroad line exits the map), or a supply depot unit that is itself in supply.

[9.14] A supply line may not be traced through an Enemy-occupied hex; it may be traced through a maximum of two Enemy-controlled hexes *only* if the unit whose supply line is being traced has a Tactical Competence Rating of 1.

[9.15] A Friendly rail hex is a supply source *only* if a path of contiguous rail hexes, free of Enemy-occupied and Enemy-controlled hexes, can be traced from it to a Friendly map edge *and* the hex was not last occupied by an Enemy unit.

[9.16] A supply depot is in supply *only* if it is within its Supply Range (free of Enemy-occupied and Enemy-controlled hexes) of another supplied Friendly supply depot, or within Supply Range of a Friendly railroad hex which can be used for supply. Supply depots may form a chain from a Friendly railway hex to supply Friendly units (including other supply depots).

[9.17] Lines of supply may be traced through hexes which contain only Enemy HQ units.

[9.2] EFFECTS OF BEING OUT OF SUPPLY

[9.21] All units which are out of supply have their Movement Allowances and Attack Strengths (*not* Defense) halved (round fractions down, but never below one). Being out of supply has no effect on Rail Movement.

[9.22] All Phasing units which are determined to be out of supply during the Attrition Segment of the Friendly Movement Phase must roll for attrition. The Phasing Player rolls the die individually for each of his own units that is out of supply. On a die roll of 1, 2, or 3, that unit loses half of its remaining Steps (fractions rounded up). Any other die roll has no effect.

[9.23] Attacking (*not* defending) units determined to be out of supply at the instant of combat must check for attrition as per Case 9.22. Thie die roll takes place immediately before the odds are computed and that unit's combat is resolved.

[9.24] HQ units are the only units immune from attrition under Cases 9.22 and 9.23.

[10.0] COMMAND CONTROL

CASES:

[10.1] HQ UNITS

[10.11] The HQ units represent the various commanders and their staffs. Each HQ unit is rated according to the ability of the commanding officers. This ability is represented by the Attack Shift, Command Radius, Command Strength and Combat Strength which have the following effects:

1. *Attack Shift:* Each HQ unit may provide a Shift to the right of a number of columns equal to its attack shift on the Combat Results Table, for one attack per Friendly Combat Phase.

2. *Command Strength:* The maximum number of units, represented in Stacking Points, within a given HQ unit's Command Radius (see below) which may receive from it the benefits of being in Command Control.

3. *Command Radius:* The maximum distance (in hexes) that a unit may be from a HQ unit eligible to be in Command Control and receive that HQ's Attack Shift.

4. *Combat Strength:* The Defense Strength of normal HQ units, and the Attack and Defense Strength of Heroic leader HQ units.

[10.12] HQ units which have an "H" next to their Combat Strength are "Heroic" leader HQ units. They differ from other HQ units only with regard to their additional effect on combat (see Case 10.2).

[10.2] EFFECTS OF HQ UNITS ON COMBAT

HQ units have the following effects on combat:

1. *Heroic Leaders and normal HQ units* may aid one attack within their **Combat Radius** each Combat Phase with their Attack Shift, which enables the Combat Results Table odds column to be shifted a number of columns to the right equal to the HQ unit's attack shift (see Case 10.21).

2. *Heroic Leader HQ units* may use their **Combat Strength** for attack and defense, and normal HQ units may use their Combat Strength for defense, when stacked with two or more Stacking Points of Friendly units (see 10.41).

3. *HQ units* may place units in Command Control. Attacking units out of Command Control have their Attack Strength halved (see Case 10.32).

[10.21] Attack Shift

Each HQ unit has an attack shift. It may *not* be used for defense. This represents the ability to Shift the final combat odds of one attack a number of columns on the Combat Results Table to the right equal to the Attack Shift of the HQ unit. Thus, an HQ unit with an attack Shift of 2 could use it to turn a 2-1 attack into a 4-1 attack by shifting it two columns to the right. For an HQ unit to give the benefit of its Attack Shift to an attack, at least half of the attacking units (in terms of Steps, excluding other HQ units and depots) must be within that HQ unit's Command Radius.

[10.22] Attack Shift Limit

A given attack may receive only one Shift per Command Level (subject to Case 10.21). For example, an attack could receive a shift from a Corps HQ and shift from an army HQ. It could not receive a Shift from two corps HQ or two army HQ units.

```
1-7-1
vFl3c
2h8   WF
```

[10.23] Heroic Leaders

Certain HQ units are designated as being Heroic leaders. Heroic leaders are those with an "H" next to their Combat Strength. In addition to the Attack Shift they may, when stacked with two or more Friendly Stacking Points, add their Combat Strength to the attack or defense in which that stack is participating.

[10.24] Heroic leaders may not apply their Attack Shift to a different combat from the one in which they are applying their Combat Strength.

[10.3] HOW TO DETERMINE COMMAND CONTROL

[10.31] At the start of the Command Control Segment of the Movement Phase, the Phasing Player must determine the Command Status of all his units, and place an Out of Command Control marker on all those that are not in Command Control. The number of Stacking Points worth of units which may be in Command Control may not exceed the Command Strength of the HQ unit to which they are tracing command. Once placed in Command Control, a unit is in Command Control until the end of that Movement Phase.

[10.32] A unit may be placed in Command Control if it is within the Command Radius of a HQ unit. The owning Player then decides which of his units to apply an HQ unit's Command Strength to. Note that if a unit is in Command Control due to Case 10.41, it does not count toward any HQ's

Command Strength. **Optional:** Players who value simplicity may decide to treat the Command Strength of all HQ units as unlimited — they may benefit all the units in their Radius.

[10.33] The Command Radius is traced through the hex grid from the hex the HQ unit is in (exclusive) to the hex occupied by the unit being commanded (inclusive). The Command Radius may never be traced through Prohibited terrain, Blocked hexsides, or Enemy-occupied hexes.

[10.34] If the Tactical Competence Rating for a given HQ unit is 1, that HQ unit's Command Radii may be traced through Enemy Zones of Control. If an HQ unit's Tactical Competence Rating is 2, 3, or 4, that HQ unit's Command Radii may not be traced through Enemy Zones of Control. For this purpose, the presence of Friendly units in an Enemy-controlled hex negates the Enemy Zone of Control's effect.

[10.35] Being entrained or out of supply has no effect on HQ units whatsoever.

[10.36] Remember that a Player determines which of his units are in Command Control for movement purposes in the Command Control Segment of his Movement Phase, and for combat purposes in the Command Control Segment of the Combat Phase.

[10.4] EFFECTS OF BEING OUT OF COMMAND CONTROL

[10.41] At the end of each Movement Phase Command Control Segment, the Phasing Player may roll the die for each of his units which are out of Command Control. If the die roll is greater than that unit's Tactical Competence Rating, the Out of Command Control marker is removed from it and the unit is in Command Control for that Movement Phase. If the die roll is less than or equal to that unit's Tactical Competence Rating, that unit remains out of Command Control.

[10.42] Attacking units determined to be out of Command Control in the Command Control Segment of the Combat Phase have their Attack Strength halved. This may result in them being halved twice, thus reducing their Attack Strength to ¼ of normal (if they are also out of supply). Units out of Command Control due to being outside a Command Radius during the Command Control Segment of the Combat Phase may not reenter Command Control through a die roll as in 10.41.

[10.43] Units with a Tactical Competence Rating of 3 or 4 which are out of Command Control (or out of an HQ unit's Command Radius if they are the non-Phasing units) at the instant of combat add one to the result on the Combat Results Table, with 3 on the table becoming an E.

[10.5] EFFECT OF ENEMY ACTIONS ON HQ UNITS

[10.51] Attack shifts may be used only to benefit Friendly attacks. They may not be used to aid the defense of Friendly units. In addition to the use of their Attack Shift, Heroic leader HQ units may attack and defend with their full Combat Strength, and normal HQ units may defend with a Strength of 1 when stacked with two or more *Stacking* Points of Friendly combat units. The Combat Strengths of HQ units are never reduced by being unsupplied.

[10.52] All HQ units, including Heroic leaders, do not exert Zones of Control. They do not block Enemy lines of supply, retreat or Rail Movement — these can both be traced over and adjacent to them. A Friendly combat unit with an Attack Strength of greater than zero may even move into the hex only containing an Enemy HQ unit (this is an exception to Case 5.13), in which case the

Enemy HQ must immediately displace to the hex containing the nearest Enemy unit and/or fortress. Friendly unit retreats may also displace Enemy HQ units. Enemy Displacement may not occur if all six hexes surrounding the Enemy HQ unit are occupied by Friendly units or (if the HQ units have a Tactical Competence Rating of 2, 3, or 4) by Friendly-controlled hexes. Thus, only HQ units with a Tactical Competence Rating of 1 may displace through Enemy Zones of Control. HQ units not stacked with Friendly combat units must displace, at any time during the Enemy Movement Phase if Enemy units are adjacent to it. HQ units stacked with Friendly combat units may never displace.

[10.53] HQ units which are part of a defending stack defend with their full Combat Strength provided they are stacked with two or more Stacking Points of Friendly defending units. If there are fewer than two Friendly Stacking Points in the defending hex, HQ units may not add their Defense Strength, regardless of whether they are Heroic or not. HQ units always suffer the same combat results as the Friendly units they are stacked with. If all the Friendly combat units a HQ unit is stacked with are eliminated it also is eliminated (exception: see 10.54). Defending HQ units may only retreat when one or more of the units they are stacked with retreats.

[10.54] Certain army-level HQ units have a reverse side, printed with reduced Strengths. Such units may, if eliminated as a result of combat, displace as in Case 10.52 instead of being eliminated. The Enemy Player still receives any Victory Points for eliminating the unit, however. (This represents setting up an alternate HQ under surviving elements.)

[11.0] FORTRESSES

GENERAL RULE:

Fortresses are permanent elaborate defensive positions. They are printed on the map.

CASES:

[11.1] FORTRESSES AND COMBAT

[11.11] Fortresses may never attack. They defend with their printed Defense Strength only. If a Friendly unit is defending in a fortress hex, that fortress adds its Defense Strength to the Defense Strength of those units being attacked.

[11.12] Fortresses are affected by combat results in the same manner as normal units with the exception that they must absorb all losses in Steps. They may never retreat.

[11.13] All fortresses have four Steps. For purposes of absorbing losses (only), each fortress Step loss is equivalent to two combat unit Steps. Example: If two divisions are stacked with a fortress, (8 Steps: 4 for the fortress and 4 for the two divisions) and the combat result is a 1, the defending Player would have to lose one half of 8 Steps, which would be 4 Steps. They could absorb this loss either by losing the two divisions (4 Steps) or by losing 2 fortress Steps. If an unoccupied fortress is attacked, with a result of 3, the defending Player would have to lose 3/2 (150%) of four Steps which would be 6 Steps. The loss must be absorbed by using 3 fortress Steps.

[11.14] Fortresses which have lost two of their fortress Steps use the smaller of their two Defense Strengths. Players should place a "Fortress Destroyed" or "Fortress Weakened" marker in the hex the fortress occupies to reflect this. Players should use Corps Reduction markers to record intermediate Fortress Step losses.

[11.15] Once a fortress loses a Step or is eliminated, it may never be replaced.

[11.2] FORTRESS SUPPLY

[11.21] Fortresses never count against Stacking limits.

[11.22] Fortresses are always in supply. In addition, a maximum of one unit of any size, which is stacked with a Friendly fortress, may be in supply provided it does not attack. This is called "feeding off a fortress." If the unit were to attack, the owning Player would roll for attrition as described in Case 9.22

[12.0] CAVALRY

CASES:

[12.1] CAVALRY WITHDRAWAL BEFORE COMBAT

Each Player has a Cavalry Withdrawal Before Combat Phase. This occurs between the Enemy Player's Movement and Combat Phases.

[12.11] In this Phase, any Friendly Cavalry units (whether or not they are in Command Control) which are adjacent to Enemy units may attempt to withdraw two (no more or less) hexes.

[12.12] Cavalry withdrawal is not automatic. The owning Player must roll one die for each cavalry unit attempting such a withdrawan. A die roll higher than the unit's Tactical Competence Rating indicates a successful withdrawal before combat. If the unit does not roll higher than its Tactical Competence Rating, it may not withdraw.

[12.13] If the withdrawal is successful, the withdrawing unit is moved two hexes. Only units with a Tactical Competence Rating of 1 may withdraw into or through an Enemy-controlled hex. A unit should withdraw toward the Friendly supply source, but if this is not possible, it may withdraw to another hex.

[12.14] Cavalry Withdrawal Before Combat costs no Movement Points.

[12.15] If a cavalry unit is not withdrawn or if it ends its withdrawal in an Enemy-controlled hex, it may be attacked in the ensuing Combat Phase.

[12.16] Any of the Phasing Player's units (i.e., on the side that is *not* making the withdrawal) which are adjacent to a hex which is vacated by Cavalry Withdrawal Before Combat may be moved immediately into that hex at the owning Player's discretion, subject to all Stacking rules.

[12.17] Cavalry units which Withdraw before Combat into a hex which contains Friendly units never add their combat strength to the Defense Strength of those units during the ensuing Combat Phase; withdrawn units are, however, affected by all combat results which apply to units in that hex (see Case 8.66).
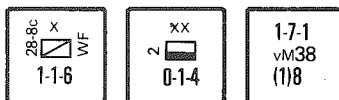
[12.2] CAVALRY COMBAT LIMITATIONS

[12.21] Cavalry may use their full Attack Strength only when attacking hexes containing *only* Enemy cavalry, depot, or HQ units. If the hex being attacked contains any other type of unit, the attacking cavalry units have their total Attack Strengths reduced by 75% (round fractions down). Thus it would require cavalry units with a total Attack Strength of 4 to attack a hex containing a non-cavalry unit with a combined Attack Strength of 1. Fractional Attack Strengths are ignored.

[13.0] REPLACEMENT OF LOST STEPS

Divisions which have lost one Step, and corps which have lost one or two steps, may be restored to full strength during the Step Replacement Phase. The Phasing Player may roll the die for a number of such units and/or Steps (see Exclusive rules for the number of units for each game) which meet all the following criteria:

1. There may be no Enemy units within a specified distance of that unit (see Exclusive rules).

2. That unit may not have participated in combat (attacked or defended) during the preceding Game-Turn.

3. The unit may not have been moved in the preceding Movement Phase of this Game-Turn.

If the die roll for a unit (see Exclusive rules for the range of the die-roll) is successful, that unit is returned to full strength. Cavalry units, fortresses, and supply depots are not eligible for replacement of lost Steps.

[14.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements. These appear during the owning Player's Movement Phase on the Game-Turn and lettered Entry Hex specified on the counter.

CASES:

[14.1] MOVEMENT OF REINFORCEMENTS

[14.11] A reinforcement unit expends no Movement Points to be placed on the map in its specified, lettered Entry Hex.

[14.12] Certain reinforcement units are designated as arriving entrained. In the Movement Phase when they enter the map on a rail line as a reinforcement, such units are considered already entrained and pay no additional Movement Point cost.

[14.13] In several cases, more than one unit is scheduled to appear in the same Game-Turn. These units may appear stacked in the Entry Hex during the Reinforcment Segment. (Remember that the Stacking limit only applies at the end of a Phase.)

[14.14] Once a unit is placed on the map as a reinforcement, it may be moved normally beginning with the subsequent Movement Segment of that Movement Phase.

[14.2] RESTRICTIONS

[14.21] Reinforcements may not enter the map in a hex which is currently occupied by an Enemy unit or in an Enemy Zone of Control.

[14.22] If, and only if, a scheduled entry hex is Enemy-occupied or Enemy-controlled, the reinforcing unit may enter the nearest unblocked mapedge hex to the scheduled entry hex in the direction of the nearest Friendly unit. However, reinforcements so blocked are delayed by one Game-Turn in their arrival (e.g., they appear during the next Friendly Movement Phase; Exception 14.32).

[14.23] Entrained reinforcement units whose Entry Hex is blocked have the additional option of using Off-Map Movement (see Cases 5.37 and 5.38).

[14.24] A Player may deliberately withhold reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Game-Turn. However, reinforcements must appear on their scheduled hex, alternate hex, or travel off-map by rail.

DESIGNER'S NOTES

Tannenberg and the *Great War in the East Quadri-Game*, are simple games on broad and colorful subjects. The QuadriGame format (*Tannenberg* is formatted as the "fifth wheel" of the quadrigame) has dictated that the rules be concise and easy to grasp, yet have the scope to deal with disparate situations. However, I have attempted to bring together all these different elements into a game system that, while simple, is not primitive. Those who have studied World War I in the East will see where the simplifications have been made, thus keeping bookkeeping to a minimum (remember, the players are supposed to be Field Marshals, not company clerks). But I believe that these elements do not detract from the overall historical validity of the game system. If I thought otherwise, I wouldn't have done the game.

The *Great War in the East QuadriGame* system was designed to make certain points about the nature of warfare in the Russian and Italian fronts of 1914-18. First, the most "cost-effective" way of destroying large amounts of enemy units is to encircle them. The combat system is built to reward those who can break through and encircle an enemy. Frontal assaults are costly, and the attacker can find himself presented very quickly with a butcher's bill that would sicken Attila the Hun. But this is not to say that frontal assaults should be avoided — often they cannot be, and frequently they should not be. Each player must weigh the risks against the benefits for each attack before

rolling the die. Attrition can be a useful tactic, and if done on wide enough a scale can cause an enemy collapse; if not, it will merely cause the loss of some territory.

On the Eastern Front, the railroad was the key to strategic mobility. The side with greater Rail Capacity and Railroad Movement Rate — usually the Central Powers — has a great advantage, for he can shift troops to meet developing enemy threats and rapidly deploy reinforcements at the front. But Players must not overlook the possibilities of using railroads *offensively*. A German corps detraining behind Russian positions was the decisive element in the Battle of Tannenberg. Thus, a Player operating in territory where his units can use the Railroad should always keep a sharp eye for an unguarded rail line leading to an enemy's weak spot, where troops moving by rail can repeat this key maneuver.

The railroads are also vital for supply. On the Russian Front, units cut off from friendly railheads were soon reduced to armed mobs. In these games, if troops are cut off, they will begin to suffer losses almost immediately. Players must always maintain their supply lines at all costs and cut those of the enemy. This applies in *Caporetto* as much as the Russian front games. Despite the lesser distances involved, being unsupplied is as critical in the Alps as in the endless plains of Eastern Europe.

Command Control and HQ units are vital to the success of any army. An army without adequate

leaders will find that whatever strength its individual units have may be wasted. Units out of Command Control are liabilities rather than assets, even for the Germans. Russian and Austro-Hungarian units are particularly dependent on their HQ units. This often limits these armies to a few crucial points to mount their operations, so that the important units will be within a Command Radius. Regardless of whether or not he has a good Tactical Competence Rating and many effective HQ units, a Player will have to come to grips with the Command Control rule and execute whatever plans he may formulate with their limitations in mind.

The comparative Tactical Competence Ratings run throughout these rules like a *leitmotif*. They represent how radically the different armies on the Russian and Italian fronts could differ in terms of command, control, combat, and movement abilities. Most German victories in the East were due to these qualities, and not to any preponderance or superiority in men and material. The size of an army is seldom more important than its skill or its substance. In each game, you will see that the exclusive rules treat the specific strengths and weaknesses of each Army — the professionalism of the Germans, the rear-area confusion of the Russians, the demoralization and often utter hopelessness of the hapless Austro-Hungarians — are all reflected not only in the Tactical Competence rating, but throughout the rules.

[5.4] TERRAIN EFFECTS CHART

Terrain Type	Movement Costs (by Tactical Competency Rating)		Effect on Combat
	1,2	3,4	
Clear (all)	1	1	None
Forest (B,S,T,V)	1	2	None
Broken (S,T,V)	1,2	2	None
Swamp (all)	2	2,3	None
Rough (B,S,V)	2	2	None
Ridge hexside (C)	See Note in Case 16.0		1 is added to the die roll if *any* unit in an attack attacks across Ridge hexside.
Mountain (B,C,S,V)	2	3	Defender Doubled
Town (all)	As other terrain in hex		None
City (all)	1	1	Defender doubled
Trench (B,C,T)	+1	+1	Defender doubled
River or Major River hexside (all)	+1	+1	Units attacking across are halved; 2 is added to die roll if units are attacking *exclusively* across *Major* Rivers
Blocked hexside (B,C,T)	Prohibited		Prohibited
Lake, Sea, (C,T)	Prohibited		Prohibited
Railroad (all)	See Case 5.3		None
Fortress (all)	1 See Case 5.13	1	See Case 11.1
Enemy-controlled hex (all)	+1	+1	None
to Entrain (all)	+1,+2	+3,+4	Entrained units may not attack

Notes:

Terrain effects on combat are cumulative. Thus in an attack directed against a unit in a City by units attacking across a Minor River, the defending unit would be doubled *and* the stacking units would be halved.

The left-hand column under Movement Costs refers to units with Tactical Competency Ratings of 1 and 2; the right-hand column refers to units rated 3 and 4. Whenever only one number is listed, it applies to both Ratings appropriate to that column. When two numbers are listed, the first number applies to units with Rating of 1 or 3, and the second number to units with Rating of 2 or 4, as appropriate to that column. Example: In Broken terrain, a unit Rated 1 expends 1 Movement Point per hex; a unit Rated 2 expends 2 Movement Points; and a unit Rated 3 or 4 expends 2 Movement Points.

Letters refer to the games in which the Terrain Types appear: B = Brusilov, C = Caporetto; S = Serbia/Galicia; T = Tannenberg; V = von Hindenburg.

[8.8] COMBAT RESULTS TABLE

Combat Ratios (Attacker to Defender)
by Attacker's Tactical Competency Rating

	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
TCR1	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
TCR2&3	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
TCR4	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
DIE								
1	1/1	1/1	-/1	-/2	-/3	-/3	-/E	-/ E
2	1/1	1/1	1/1	1/2	-/2	-/2	-/E	-/ E
3	1/-	1/1	1/1	1/1	1/2	1/2	-/3	-/ 3
4	1/-	1/-	1/1	1/1	1/1	1/2	1/2	-/ 3
5	2/-	1/-	1/-	1/1	1/1	1/1	1/1	1/ 2
6	2/-	2/-	1/-	1/-	1/1	1/1	1/1	1/ 1
7	2/-	2/-	2/-	1/-	1/-	1/1	1/1	1/ 1
8	2/-	2/-	2/-	2/-	1/-	1/-	1/-	1/ 1

Key:

Result to left of slash refers to Attacker; result to right of slash refers to Defender. # = Combat result, to be used on Combat Results Option Table; – = no effect; E = mandatory elimination of affected unit(s).

Note that units may not attack at less than the minimum ratios listed. Attacks at greater than the maximum ratio listed are resolved as though they were at the maximum combat ratio. See Section 8.0 for complete explanation of Combat Results.

[8.9] COMBAT RESULT OPTION TABLE

Attacking Unit Options

COMBAT RESULT	Options
1	The attacking force must lose a number of Steps equal to one-half the total number of affected steps. The total number of affected Steps is always equal to the number of Steps present in the smaller force at the moment of combat, regardless of whether the smaller force is the Attacker or Defender.
2	The attacking force must lose a number of Steps equal to the total number of affected Steps. The total number of affected Steps is always equal to the number of steps present in the smaller force at the moment of combat, regardless of whether the smaller force is the Attacker or Defender. Thus, if the attacking force is the smaller, all attacking units are eliminated.

Defending Unit Options

COMBAT RESULT	Options
1	1. Half of the total steps of all affected units are eliminated. 2. Each affected unit (or stack containing any affected units) is retreated one hex.
2	1. All affected units are eliminated (Case 8.75) 2. Half of the total steps of all affected units are eliminated and each surviving unit (or stack containing any surviving units) is retreated one hex. 3. Each affected unit (or stack containing any affected units) is retreated two hexes.
3	1. All affected units are eliminated (Case 8.75) 2. Half of the total steps of all affected units are eliminated and each surviving affected unit (or stack containing any such units) is retreated two hexes.
E	All affected units are eliminated.

GREAT WAR IN THE EAST DESIGN CREDITS

Explanation:

Any unit(s) receiving a result on the Combat Results Table refer to the Combat Result Option Table. Affected defending units refer to the Defending Unit portion of the Table; affected attacking units refer to the Attacking Unit portion. A defending unit that receives a combat result of 1, 2, or 3 has a choice of options; a defending unit that receives a combat result of E is automatically eliminated. An attacking unit that receives a combat result of 1 or 2 must follow the instructions listed for that combat result on the Combat Result Option Table.

Note that, if the force (unit or stack of units) which receives a combat result (i.e., attacker or defender) is smaller (in Steps) than its oppo-

nent, all units in that force are affected and must undergo a combat result option. If the force which receives a combat result is larger (in Steps) than its opponent, only a number of Steps equal to the number of affected Steps in the opposing force is subject to a combat result option. The player who owns the larger force chooses which of his units are affected.

The size in Steps of each force is determined at the moment of combat. When a Combat Result Option calls for a stack or single unit to lose half its total Steps, any fraction is rounded up. An option requiring a defending stack(s) or the defending force to lose a number of Steps may be satisfied from any unit or combination of units in each affected stack or force, as the owning Player sees fit, so long as the required number of Steps are eliminated.

The defending Player chooses one option for the entire defending force in an individual combat. If any units in a defending stack undergo an option that requires them to retreat, then *all* units in the stack (including any unaffected units) must also retreat along with those units along the same path and retreat to the same hex.

All surviving Steps must be retreated when a Player elects to retreat a force as a combat result option. All units of both forces are affected if neither force is larger than the other. A defending force always undergoes its combat result option first.

GREAT WAR IN THE EAST

TANNENBERG

The Opening Guns, August 1914

EXCLUSIVE RULES

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[15.0] MODIFICATIONS TO STANDARD RULES

GENERAL RULE:

This Case indicates the modifications and additions to the Standard Rules required by this particular game. Players should read the Standard Rules first or else many terms and concepts will be unfamiliar. The numbers refer to the Case in the Standard Rules being modified.

[2.3] PLAYING PIECES: The superior unit designation refers to corps for the Germans and armies for the Russians. Units (except the H-L HQs) without a set-up hex or Game-Turn of entry appear only in the Winter Battle Scenario. German HQ units marked with white "badges of rank" are army level HQ units. All unmarked Russian HQ units are armies and unmarked German HQ units corps.

Front   Back

Front		Back
76R/1 XX 5D 2-3-4	Infantry Unit	76R/1 XX 0-2-4
15/2 XX 2426 2-1-6	Cavalry Unit	15/2 XX 0-1-6
1/1 X 0303 2-1-4	Artillery Unit	
2/10 XX 10F 0-1-3	Supply Depot	
1-8-2 vB1R (1)8 0915	Corps Headquarters	
2-27-3 R1 (1)8 0303	Army Headquarters	1-17-2 R1 (1)8

[2.32] GAME MARKERS: Russian Control markers, German Gruppe markers, and Russian Victory Point Total markers are provided. See Cases 21.1 and 18.0 respectively for their use.

(Iron Cross)	German Gruppe	2
(Eagle)	Russian Control	
Full Strength − 1	Corps Reduction	Half Strength − 1
Fort Dest	Fortress Destroyed/Fortress Weakened	Fort Wknd

Markers panel (top right):

Front		Back
× 1 Positive	Victory Points × 1	(× 1) Negative
× 10 Positive	Victory Points × 10	(× 10) Negative
RR	Entrained	
OCC	Out of Command Control	

[2.5] GAME SCALE: One Game-Turn = 72 hours. One Hex = 12.87 km or 8 mi or 12.06 verst.

[3.4] DEFINITION OF TERMS: The Tactical Competence Rating of all German units is 1; for all Russian units it is 3.

[4.1] THE GAME-TURN: The Russian Player is the first Player.

[5.41] RAIL MOVEMENT RATE: German = 30 hexes, Russian = 18 hexes.

[5.41] RAIL CAPACITY: Germans = 8 Stacking Points per Game-Turn. Reinforcements do not count toward this limit on the Game-Turn they enter. They get one turn's "free ride." Russian: The number of Stacking Points in the Rail Capacity varies with the Game-Turn (see Game-Turn Record Track, RusRail). See Case 16.12 for limit.

[5.42] FRIENDLY RAILROADS: Units may only use railroads in their own country for supply or movement. Railroads may never be destroyed.

[6.11] STACKING: Stacking Limit is 9 Points.

[9.0] FRIENDLY MAP EDGE: Where both countries border on a map edge, it is "Friendly" to each behind its own borders. Any map edge entirely in one country is Friendly to that country. The German Player may not treat the north map edge as Friendly.

[9.1] SUPPLY RANGE: Russian = 3 hexes for all units. German = a number of hexes equal to that unit's Movement Allowance.

[10.2] FEEDING OFF TRENCHES: German units may "feed off" a trench hex in the same manner as a Friendly Fortress.

[11.0] STEP REPLACEMENT: Only the German may use Step Replacement on Game-Turn 8 and later Game-Turns. A roll of 5 or 6 is required for successful replacement. The only units eligible to attempt Step Replacement are two infantry divisions per Game-Turn; these must be at least seven hexes from a Russian unit.

[14.1] REINFORCEMENTS: All reinforcements are entrained at the instant of arrival. Russian reinforcements count toward Rail Capacity in the Game-Turn of arrival, but not German reinforcements.

[16.0] RAIL MOVEMENT LIMITATION

CASES:

[16.1] RUSSIAN RAIL MOVEMENT PROCEDURE

[16.11] The Russian Player (*only*) must roll one die for each unit he wishes to entrain before mov-

ing it. A die roll of 3 through 6 means that the unit has succeeded in entraining normally and may move subject to the Rail Movement rules (Case 5.3, Standard Rules). A roll of 1 or 2, however, means that the unit must immediately end its movement for that Movement Phase. It may not entrain. Units already entrained need not, of course, roll the die to entrain.

[16.12] Russian Rail Capacity is expressed in terms of the number of Stacking Points which either are entrained or *attempt* to become entrained during a Movement Phase. Thus, if a Russian unit attempts to entrain and rolls a 1 or a 2, and is thus unable to entrain, it still counts against the Russian Rail Capacity.

[16.13] Russian supply depots and HQ units do not have to roll a die as per Case 16.11 to entrain. They may entrain normally. Supply depots are counted toward Rail Capacity; HQ units are not.

[16.2] RAIL MOVEMENT LIMITATIONS (Optional Rule)

[16.21] There is a limit to the number of Stacking Points that may cross each hexside on each railroad line running through that hexside in a single Movement Phase. The limits are as follows:

| | Stacking Points | |
Railroad Type	Russian	German
Single-Track	4	5
Double-Track	12	14

[16.22] This means, for example, that no more than four Stacking Points of Russian units can cross a hexside using any one Single-Track rail line. Keep track of which rail lines have had the maximum number of Stacking Points moved over them in that Movement Phase, either mentally or by placing spare markers on them.

[16.23] The Rail Capacity limit is expressed in terms of rail lines per hexside. Thus, if there is more than one rail line going through a hexside, units may still move over one rail line after the other has had its capacity for that movement phase "used up" by units moving over it.

[17.0] COMMAND CONTROL

GENERAL RULE:

This Section modifies Section 10.0 of the Standard Rules, and should be read in context with it.

CASES:

[17.1] RUSSIAN ARMY INTEGRITY

[17.11] HQ Unit Limitation

The Russian Player may not move the Rennenkampf-1st Army or the Samsonov-2nd Army HQ units to within twelve hexes of each other. On Game-Turn Ten and afterwards, however, the Russian Player may count each hex of Germany separating the two HQ units as two hexes. If either HQ unit loses a Step, this rule is no longer in effect. If forced closer together than permitted, the Russian Player must move the two HQ units apart as soon as possible. There is no limit to the operation of the Pflug-10th Army HQ.

[17.12] Russian Army Attack Integrity

A Russian HQ unit may not use its Attack Shift to benefit an attack unless over half (51%) of the attacking force (measured in Steps) belongs to the same army as the HQ unit.

[17.2] RUSSIAN FIRST TURN COMMAND CONTROL

All Russian units are automatically in Command Control during the Russian Player-Turn of Game-Turn 1.


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0-0-0
 vH
(1)8    0613
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[17.3] VON HOFFMAN HQ UNIT

The German von Hoffman HQ unit has the following special effects:

1. It doubles the Command Radius of any one HQ unit it is stacked with.

2. It increases the Command Strength of any one HQ unit it is stacked with by 50% (drop fractions).

[17.4] GERMAN CORPS ATTACK INTEGRITY

A German corps HQ unit may not use its Attack Shift to benefit an attack unless at least one of the attacking units belongs to the same corps as the HQ unit. Any Army HQ unit may use its Attack Shift for any attack. The 3C-von Frommel HQ unit may use its Shift in any attack in which there are at least two cavalry units (cavalry units do not belong to any corps).

[17.5] RUSSIAN IMPROVED COMMAND STRUCTURE OPTION SCENARIO

This is a historical "what-if" and biases play in the Russian Player's favor. This option may be used with either campaign game scenario. In this option, rule Section 17.1 is disregarded.

[18.0] HIDDEN MOVEMENT

GENERAL RULE:

The German Player may use his 21 Gruppe markers and the Hidden Unit Display to mislead the Russian Player as to the position of actual German units. At the start of and throughout the game the German Player may place his actual units in any of the 21 boxes on the Hidden Unit Display. The units he places in each numbered box are represented on the map by the Gruppe marker with the same number. The numbered Gruppe marker is moved in the same manner as a normal unit. A dummy Gruppe is a Gruppe marker which has no units in the appropriately numbered box on the Hidden Unit Display. Dummies may be used to bewilder the Russian Player. Units may be freely transferred between Gruppen in the same hex. Units that are moving by themselves on the map, not as part of a Gruppe, may be freely picked up by or dropped off from a Gruppe. The Russian Player learns whether a Gruppe is a dummy or not when it is adjacent to a Russian unit. A Gruppe is removed from the map if it ends any Phase adjacent to a Russian unit, and its component units are removed from the Hidden Unit Display and put on the map. Gruppe markers may be returned to the map during the next German Movement Phase. (Gruppen is the plural of Gruppe). To conceal the units on the Hidden Unit Display, place a sheet of paper over the Display.

PROCEDURE:

Each box on the Hidden Unit Display is numbered to correspond with a Gruppe marker on the map. The units which constitute a Gruppe are placed in the box. Only the Gruppe marker appears, face-up, on the map.

CASES:

[18.1] USE OF GRUPPE MARKERS

[18.11] The German Player has 21 Gruppe markers. All these markers may be identified by the large Iron Cross printed on their front side. They have no effect on stacking. Each gruppe is identified by an arabic numeral on the reverse

side of the marker, which is not seen by the Russian Player.

[18.12] Each Gruppe marker represents not only itself, but all the units placed in its box on the hidden unit display.

[18.13] Note that the German Player is never required to use any or all Gruppe markers, and that not all German units need be assigned to a Gruppe. German units may move normally, by themselves, if the German Player wishes. They do not have to be part of a Gruppe. Units may leave, join, and rejoin Gruppen without penalty or cost.

[18.2] USE OF THE HIDDEN UNIT DISPLAY

[18.21] The Hidden Unit Display consists of a number of boxes which show the units which actually constitute each Gruppe at any given moment.

[18.22] Up to 9 Stacking Points of German units (the stacking limit) may be placed in any one box of the Hidden Unit Display.

[18.23] The German Player may use his 21 Gruppe markers to divide his units into Gruppen in any manner he wishes. Not all German units have to be put into Gruppen. **Example:** At the start of Game-Turn 1 (Historical Set-Up), the German Player begins the game with the 1st and 2nd Infantry Divisions, I Corps HQ unit, and the von Hoffman HQ unit stacked on hex 0613. He could choose to put none of these units in a Gruppe and so leave the four units on the map. Alternatively, he could place all four units in a single Gruppe box (say, number 1) on the Hidden Unit Display and replace them with Gruppe counter 1 which is placed, Iron Cross upwards, on the map. Alternatively, he could have broken the stack into two, three, or four Gruppen. This is in addition to any dummy Gruppen that may be deployed in the same hex.

[18.24] Hidden Unit Display (see map)

[18.3] MOVEMENT OF GRUPPE MARKERS

[18.31] Gruppe markers are moved as if each one were one normal unit. A Gruppe moves as an aggregate of all its component units.

[18.32] The German Player may freely split units off from a Gruppe or add additional units on to a Gruppe at any time during his Movement Segment. A Gruppe may trade units with any other Gruppe, including a dummy Gruppe, if at any instant the Gruppen occupy the same hex. The German Player adjusts the Hidden Unit Display to show the movement of units between the two. This exchange of units requires no Movement Points. However, no unit included in a Gruppe may move more than its Movement Allowance under any circumstances. A moving Gruppe marker may pick up units from a Gruppe marker that has completed its movement, but the units that it picked up may continue moving only to the extent of the Movement Allowance they had remaining after completing their own movement. Thus, a unit may move part of its Movement either by itself or as part of a Gruppe, halt its movement, and then continue moving as part of another Gruppe. "Out of Command Control" and "Entrained" markers are placed in the Hidden Unit Display box, not on the Gruppe marker itself.

[18.33] A Gruppe has the Movement Allowance of the slowest component unit in its box on the Hidden Unit Display. A Gruppe may, however, always "drop off" slow units after their Movement Allowance has been used and continue on with the faster ones. **Example:** At the beginning of a Movement Phase, a Gruppe is made up of two units with a Movement Allowance of 6 and one

[continued from page R6]

with a Movement Allowance of 4. If, after moving the Gruppe 4 Movement Points, the German Player decides to have the two fast units move another two Movement Points, he has the following options:

1. He may drop the unit with a Movement Allowance of 4 out of the Gruppe. The unit is removed from the Hidden Unit Display and placed on the map, while the Gruppe continues to move the remaining two Movement Points.

2. The Gruppe marker may stay where it is, and the two units with the Movement Allowance of 6 may separate from the Gruppe and move the additional two Movement Points.

3. If there are Gruppe markers available, the Player could create a new Gruppe for either the slow unit in option 1 (see Case 18.5) or two fast units in option 2. These options apply if any units in a Gruppe are unable to move due to being out of Command Control.

[18.34] The German Player may voluntarily remove a Gruppe unit from the map at any time during his Movement Phase. Its component units, of course, must either be placed on the map themselves or transferred to other Gruppen.

[18.35] Command Control is resolved normally and individually for each of the units in a Gruppe. This may require reference to the Hidden Unit Display to determine the location of an HQ unit. The German Player may pretend a Gruppe is Out of Command Control to mislead the Russian Player.

[18.4] REVEALING COMPOSITION OF GRUPPE UNITS

[18.41] If a Russian unit enters a hex adjacent to any Gruppe, the Russian Player must ask the German which of the Gruppen adjacent to the hex are dummies. The German Player must then remove all dummy Gruppen adjacent to that hex from the map. If there is a Gruppe which contains a unit that exerts a Zone of Control into that hex, the German Player announces it — and no more information — to the Russian Player. The Russian unit must have available the additional Movement Point required to enter an Enemy Zone of Control to enter a hex adjacent to a face-up Gruppe. The Russian need not expend the one extra Movement Point if the Gruppen are dummies or do not exert a Zone of Control (e.g., not dummies but containing only an HQ unit). If the Gruppe turns out to contain combat units, the Russian Player is informed that his unit has entered a German Zone of Control and must pay the extra Movement Point. Russian units attempting to move adjacent to a Gruppe must have the needed extra Movement Point available should the Gruppe be an "active" one.

[18.42] A dummy Gruppe is removed from the map at the instant a Russian unit is moved adjacent to it in any Phase. A Gruppe containing actual units is removed from the map, and the actual units are taken from the Hidden Unit Display and placed on the map in place of the Gruppe marker, whenever the Gruppe ends any Phase of the Game-Turn adjacent to a Russian unit.

[18.5] RETURNING GRUPPE MARKERS TO THE MAP

A Gruppe marker that is removed from the map may return to play at any time during the Movement Segment of the next German Movement Phase. Returning Gruppe markers may be placed by the German Player:

1. In any hex containing a German fortress.
2. In any hex containing a German Gruppe
3. In any hex containing a supplied German unit.

A Gruppe marker has no units attached to it when returned to the map, but it may have units so attacked as soon as it appears on the map. (Unless, of course, the German Player prefers to have it function as a dummy.)

[18.6] LIMITATIONS TO DUMMY GRUPPEN

[18.61] The Russian Player may trace a supply path through hexes containing only dummy Gruppen or a Gruppe composed only of HQ units. If, at any time, a Russian unit is out of supply due to German Gruppen blocking its only line of supply he may ask the German Player which of the Gruppen are dummies and which contain solely HQ units. Russian units may move or retreat through hexes containing such Gruppen as well (see Case 10.42). If the Gruppe contains only HQ units, it must displace (see Case 10.52).

[18.62] A dummy Gruppe or Gruppe containing only HQ units does not exert a Zone of Control. All other Gruppen do (subject to the Zone of Control rules).

[18.63] Dummy Gruppen have a Movement Allowance of 8 Movement Points.

[19.0] VARIABLE GERMAN WEST FRONT REINFORCEMENTS

GENERAL RULE:

Russian successes may compel the German Player to bring his West Front Reinforcement units into play.

CASES:

[19.1] PROCEDURE FOR DETERMINING WEST FRONT REINFORCEMENTS

[19.11] The German Player must roll for Variable Reinforcements in the Reinforcement Segment of each German Movement Phase in which there are eight or more Stacking Points of Russian infantry units of both the 1st and 2nd Russian Armies — a total of at least 16 Stacking Points — more than one hex inside the German border. At least four Stacking Points of these units must be over 12 Movement Points away from the remaining units. He rolls one die, and makes the appropriate additions to it, then consults the German Variable Reinforcement Chart (19.12). He must make this die roll in each German Reinforcement Segment in which these conditions are met until he rolls a modified number of "9" or higher.

[19.12] German Variable Reinforcement Chart (see map)

[19.14] The German Player also has the option, in any Reinforcement Phase, to voluntarily replace von Prittwitz and commit the West Front Reinforcements, as in Case 19.2, and the Russian Player receives the same Victory Points. The German Player may always exercise this option, but he may not voluntarily decide just to replace von Prittwitz or just to receive the West Front Reinforcements. He must do both.

[19.2] EFFECTS OF GERMAN VARIABLE REINFORCEMENTS

[19.21] If von Prittwitz is replaced, the Prittwitz 8th Army HQ unit (if not destroyed) is, on the next German Reinforcement Segment, removed from play and replaced with the HL 8th Army HQ unit, which is placed in the hex the Prittwitz counter occupied. If the Prittwitz 8th Army unit has been destroyed or is out of supply, the HL 8th Army HQ unit is placed in any hex containing a German

fortress or unit. The Russian Player receives 20 Victory Points if the HL HQ unit enters play under any circumstances.

[19.22] If the West Front Reinforcements marked with a "WF" come into play, all units so designated arrive four Game-Turns after they are either requested or compelled to arrive except for the 3 Cav HQ-Frommel unit which arrives seven Game-Turns afterwards. These units enter play in the manner of normal reinforcements through any railroad hex on the west edge of the map. The Russian Player receives 45 Victory Points for this.

[20.0] RUSSIAN GARRISON REQUIREMENTS

Starting on Game-Turn 5, the Russian Player must keep a garrison of at least two divisions (or one corps) in Warsaw (hex 2918) and one division each in Kovno (0303) and Grodno (1503) (need not be full-strength). This requirement is removed for an individual hex if a German unit of any type comes within four hexes of it, and for all three hexes if, on any Russian Reinforcement Segment of Game-Turn 10 or later, there are fewer than 25 Victory Points, total.

[21.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by Victory Points. Victory Points are awarded each Game-Turn for controlling certain Cities and Towns, as well as for destroying Enemy units and fortresses, and for actions Players take or fail to take. Only the Russian Player receives Victory Points that are recorded on the Victory Point Index. The Victory Points the German Player earns are immediately subtracted from the total Russian Victory Points. Thus, the Victory Point Index shows the net Russian Victory Point total.

CASES:

[21.1] VICTORY POINTS

[21.11] The Russian Player receives Victory Points for controlling those Towns that have their Point Values printed after their names on the map.

[21.12] The Russian Player controls a Town or City if:

1. A Russian unit was the last to occupy or move through it or if it is currently occupied by a Russian unit, and
2. The Town or City is in Supply (see Standard Rules, Section 9.0).

[21.13] During each Game-Turn Record Interphase, the Russian Player determines which Towns or Cities he controls that yield Victory Points. He then places a Russian control marker printed with the Imperial eagle on each such Town or City. The Russian Player then awards himself Victory Points for each such controlled City. He adjusts the Victory Point Index accordingly. A controlled Town or City yields Victory Points each Game-Turn Interphase until it fails to meet the criteria in Case 21.12 above.

[21.14] The Russian Player may not accumulate any Victory Points for controlling Cities or Towns on Game-Turn 1.

[21.15] Only Victory Points for controlling Towns or Cities are awarded in the Game-Turn Record Interphase. Other Victory Point awards are made as they occur during the Game-Turn.

[21.16] Note that certain Victory Point awards are given in "minus" sums. These are for German ac-

tions, and the effect of these actions are reflected by reducing the Russian Victory Point total at the moment they occur. Thus the Victory Point Total reflects the net Russian Victory Points.

[21.17] The Victory Point total may be a negative number. If this is the case, the Russian Player should use the "negative" side of the Victory Point Index markers.

[21.2] VICTORY POINT SCHEDULE

VPs	Action
10	Each fortress west of the Vistula destroyed
6	Each 3 Strength Point fortress east of the Vistula destroyed
12	Each 4 or more Strength Point fortress east of the Vistula destroyed
6	Each Step lost (units destroyed count as losing all their steps)
1	For each Russian Stacking Point west of the xx19 hexrow and north of the 14xx hexrow (inclusive) at the end of Game-Turn Six.
20	If the HL-8th Army HQ unit enters the map
45	If the German West Front Reinforcements enter the map
20	Each German HQ unit destroyed or lost a step

Subtractions from Victory Points

The following are caused by German action and subtracted from the Russian Victory Point total:

VPs	Action
−4	Each Russian Step lost (units destroyed count as losing all their steps)
−5	Each Russian fortress destroyed
−14	Each Russian HQ unit destroyed or lost a step
−20	Each Game-Turn, starting on Game-Turn 3, in which there are no supplied Russian units in Germany north of the 20xx hexrow, exclusive, during the Game-Turn Interphase.

[21.3] LEVEL OF VICTORY CHART

At the end of the game, the Players consult this Chart and, comparing it to the number of Victory Points indicated on the Victory Point Index, the type of victory is determined.

VP Total	Type of Victory
100+	Russian Strategic
50-99	Russian Substantive
33-49	Russian Marginal
20-32	German Marginal
1-19	German Substantive
0 or less	German Strategic

[22.0] SCENARIOS
(see map)

[23.0] UNIT DESIGNATIONS

CASES:

[23.1] UNIT DESIGNATION ABBREVIATIONS

LZN: Lutzen Garrison Bridgade; KB: Koenigsburg Garrison; KBR: Koenigsburg Garrison Reserves; E: Ersatz; R: Reserve; G: Guard; LW: Landwehr (German second-line troops); CV: Cavalry; VG: Von Goltz' Landwehr Division; PO: Posen Garrison; SI: Siberian; TU: Turkestan; F: Finnish; RF: Rifle; FR: Fortress Reserve; 1C: 1st Cavalry Division; 8C: 8th Cavalry Division; GJ: Guards Jager (light infantry); KN: Kaufmann's Brigade

[23.2] HQ UNIT ABBREVIATIONS

[23.21] Russian

R-1: Rennenkampf, commanding 1st Army; S-2: Samsonov, commanding 2nd Army; P-10: Pflug, commanding 10th Army; Si-10: Siewers, commanding 10th Army.

[23.21] German

vPr-8: von Prittwitz commanding 8th Army, Graf von Waldersee Chief of Staff; HL-8: von Hindenburg commanding 8th Army, Ludendorff Chief of Staff; vF-1: von Francois, commanding I Corps; vM-17: von Mackensen commanding XVII Corps; vS-20: von Scholtz commanding XX Corps; vB-1R: Otto von Below commanding I Reserve Corps; vP-11: von Pluskow commanding XI Corps; vG-GR: von Gallwitz commanding the Guard Reserve Corps; vFl-3C: von Frommel commanding 3rd Cavalry Corps; vH: von Hoffman, Staff Officer Extraordinaire (Ausserordentlich); vB-8: Otto von Below commanding 8th Army; vE-10: von Eichorn commanding 10th Army; vLi-20: von Litsmann commanding XX Corps; vKo-1: von Kosch commanding 1 Corps; vM-38: von der Markwitz commanding 38 Corps; vLa-39: von Launenstein commanding 39th Corps; FvB-21: Fritz von Below commanding 21 Corps.

TANNENBERG COUNTERS (Front)

GERMANS

Counter	Counter	Counter	Counter	Counter
1-32-4 vPr8 (1)8 1420	2-7-1 vF1 3h8 0613	2-7-1 vM17 2h8 1625	1-7-1 vS20 (1)8 1420	1-8-2 vB1R (1)8 0915
1-7-1 vP11 (1)8 WF	1-7-1 vGGR (1)8 WF	1-7-1 vFl3c 2h8 WF	0-0-0 vH (1)8 0613	2-45-8 H8 2h8
2-40-6 vB8 (1)8	2-35-5 vE10 (1)8	1-7-1 vLi20 (1)8	1-7-1 vK1 2h8	1-7-1 vM38 (1)8
1-7-1 vLa39 (1)8	1-8-1 FvB21 (1)8	1/1 XX 4-6-5 0613	2/1 XX 4-6-5 0613	35/17 XX 4-6-5 1625

36/17 XX 4-6-5 1625	37/20 XX 4-6-5 1420	41/20 XX 4-6-5 1420	22/11 XX 4-6-5 WF	38/11 XX 4-6-5 WF
31 XX 4-6-5	42 XX 4-6-5	79 XX 4-6-5	80 XX 4-6-5	3G/Gr XX 5-6-5 WF
1Gr/Gr XX 5-6-5 WF	KB XX 2-3-4 0520	vG XX 2-3-4 6H	10LW XX 2-3-4	35FR XX 2-3-4 2130
KBR XX 2-2-4 0520	PO XX 2-2-4 9G	11LW XX 2-2-4	76R XX 2-3-5	77R XX 2-3-5

75R XX 2-3-5	78R XX 2-3-5	1R/1R XX 3-4-5 0915	36R/1R XX 3-4-5 0915	3R XX 3-4-5 2432
69E X 1-1-4 1729	6LW XX 1-1-4 2432	70LW XX 1-1-4 1827	2LW X 1-1-4 0113	5LW X 1-1-4 0520
Lzn X 0-1-4 1214	5GJ X 2-2-5	5 X 1-2-5	1-1c XX 2-1-6 0710	23-8c XX 2-1-6 WF
18 X 2-1-6	Kn XX 2-1-6	2-1c XX 1-1-6 0510	41-1c X 1-1-6 0910	28-8c X 1-1-6 WF

40-8c XX 1-1-6 WF	1 — 0-1-4 XX
	2 — 0-1-4 XX

RUSSIANS

2-27-3 R1 (1)8 0303	1-24-3 s2 (1)8 2F	1-20-3 P10 (1)8 9F	2-25-4 Si10 (1)8	15/2 5-8-4 2519
22F/10 5-8-4 9D	1Tu/10 5-8-4 9F	3Si/10 5-8-4 9F	2/1 XXX 1503	6/2 XXX 4-8-4 2006
1/2 XXX 4-8-4 2918	13/2 XXX 4-8-4 2214	20/1 XXX 4-8-4 2A	3/1 XXX 4-8-4 2B	4/1 XXX 4-8-4 2C
26R/1 XXX 4-6-4 5B	27R/2 XXX 4-6-4 5F	3G/2 XX 3-4-4 2006	2/2 XX 2-4-4 2818	54R/1 XX 2-3-4 5A

55R/1 XX 2-3-4 5A	57R/1 XX 2-3-4 5B	72R/1 XX 2-3-4 5B	73R/1 XX 2-3-4 5A	76R/1 XX 2-3-4 5D
79R/2 XX 2-3-4 7F	68R/1 XX 2-3-4 10A	1Rf/1 X 1-2-4 2918	5Rf/1 X 1-2-4 0303	1-68R X 1-2-4
2-68R XX 1-1-4	3/1 XX 2-1-6 0508	2/1 XX 2-1-6 0908	4/2 XX 2-1-6 1710	6/2 XX 2-1-6 2121
15/2 XX 2-1-6 2426	1G/1 XX 2-1-6 0403	2G/1 XX 2-1-6 0403	1/1 XX 2-1-6 1108	1/1 XX 0-1-6 0102

1/1 X 2-1-4 0303	2/2 X 2-1-4 2818	1/1 XX 0-1-3 3B	1/2 XX 0-1-3 3E	2/1 XX 0-1-3 4B
2/2 XX 0-1-3 6E	1/10 XX 0-1-3 9F	3/1 XX 0-1-3 10B	2/10 XX 0-1-3 10F	

NEUTRAL MARKERS

×1 Positive	×10 Positive	RR	RR	RR	RR	RR	RR	RR	RR
RR	RR	RR	RR	RR	RR	RR	OCC	OCC	OCC
OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC
Fort Dest	Fort Dest	OCC	OCC	OCC	OCC	OCC	OCC	OCC	Game Turn

Full Strength −1	Full Strength −1	Full Strength −1	Full Strength −1	Full Strength −1	Fort Dest	Fort Dest	Fort Dest
Full Strength −1	Full Strength −1	Full Strength −1	Full Strength −1	Full Strength −1	Fort Dest	Fort Dest	Fort Dest

TANNENBERG COUNTERS (Back)

TANNENBERG
The Opening Guns, August 1914

[5.4] TERRAIN EFFECTS CHART

Terrain Type	Movement Costs (by Tactical Competency Rating) 1,2	3,4	Effect on Combat
Clear	1	1	None
Forest	1	2	None
Broken	1½	2	None
Swamp	2	2,3	None
Town	At other terrain in hex		None
City			Defender doubled
Trench	+1	+1	Defender doubled
River/Major River beside			Units attacking across a River or Major River must halve the added to the cell if all units are attacking across such River or Major River beside
Blocked hexside	Prohibited		Prohibited
Singletrack Railroad	See Case 5.3		None
Doubletrack Railroad	and 16.2		None
Enemy-controlled hex			See Case 11.1
to Entrain	+1,+2	+3,+4	Entrained units may not attack

Notes: (terrain effects description text)

[8.8] COMBAT RESULTS TABLE

Combat Ratios (Attacker's Tactical Competency Rating) by Attacker's Tactical Competency Rating to Defender

	TCR1 1-4	TCR2&3 1-3	TCR4 1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	1/1	1/1	1/1	–/1	–/2	–/3	–/E	5-1	
2	1/–	1/1	1/1	1/1	–/1	–/2	–/3	4-1	6-1
3	1/–	1/–	1/1	1/1	2-1	3-1	4-1	5-1	–/E
4	2/–	1/–	1/–	1/1	1/1	1/2	1/2	–/3	
6	2/–	2/–	1/–	2/–	1/1	1/1	1/1	1/2	
8	2/–	2/–	2/–	2/–	1/–	1/1	1/1	1/–	

TERRAIN KEY

- Broken
- Forest
- Clear
- Swamp
- Town
- City
- Trench
- River beside
- Major River beside
- German Fortress
- Russian Fortress
- Blocked hexside
- Single-track Railroad
- Double-track Railroad
- Political Boundary
- Off-Map Railroad

H — German Reinforcement Hex Key Letter
A — Russian Reinforcement Hex Key Letter

[22.0] SCENARIOS

- A. The Campaign Game: Historical Set-Up
- B. The Campaign Game: Free-Set-Up
- C. The Battle of Tannenberg
- D. The Winter Battle Scenario

[22.1] THE CAMPAIGN GAME

[22.2] HISTORICAL GAME: Free-Set-Up

[22.3] THREE-PLAYER CAMPAIGN GAME

[22.4] THE WINTER BATTLE: The Second Battle of the Masurian Lakes

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Victory Points

[21.2] VICTORY POINT SCHEDULE

[21.3] LEVEL OF VICTORY CHART

[19.12] GERMAN WEST FRONT REINFORCEMENT CHART

Modified Die Roll and Effect

- **1 thru 6** — No effect
- **7 or 8** — Prittwitz replaced. The German Player may receive the West Front Reinforcements at his option
- **9 or more** — Prittwitz replaced. The German Player must receive the West Front Reinforcements

Modifications to Die and Modifications

- **Add 1** — For every 10 Russian Victory Points currently recorded.
- **Add 2** — For every supplied Russian HQ unit 4 or more hexes inside the German Border, if there are at least 2 such HQ units.
- **Add 3** — If Prittwitz-8th Army HQ unit has been destroyed or lost a step.
- **Subtract 3** — If the H-L-8th Army HQ unit is on the map or due to arrive on the next Game-Turn.

[18.24] HIDDEN UNIT DISPLAY

Units in Gruppe 1	Units in Gruppe 2	Units in Gruppe 3	Units in Gruppe 4	Units in Gruppe 5	Units in Gruppe 6	Units in Gruppe 7
Units in Gruppe 8	Units in Gruppe 9	Units in Gruppe 10	Units in Gruppe 11	Units in Gruppe 12	Units in Gruppe 13	Units in Gruppe 14
Units in Gruppe 15	Units in Gruppe 16	Units in Gruppe 17	Units in Gruppe 18	Units in Gruppe 19	Units in Gruppe 20	Units in Gruppe 21

Victory Point Record Track: 0 1 2 3 4 5 6 7 8 9

Campaign Game Turn Record Track:
1 — 9-11 Aug / RunRail: 9
2 — 12-14 Aug / RunRail: 20
3 — 15-17 Aug / RunRail: 20
4 — 18-20 Aug / RunRail: 13
5 — 21-23 Aug / RunRail: 13
6 — 24-26 Aug / RunRail: 8
7 — 27-29 Aug / RunRail: 8
8 — 30 Aug-1 Sep / RunRail: 13
9 — 2-4 Sep / RunRail: 13
10 — 5-7 Sep / RunRail: 13
11 — 8-10 Sep / RunRail: 13
12 — 11-13 Sep / RunRail: 13
13 — 14-16 Sep / RunRail: 13
14 — 17-19 Sep / RunRail: 13

BALTIC SEA (Ost See)

RUSSIA

GERMANY