



# A Victory Complete

## The Battle of Tannenberg, 1914

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### 1.0 INTRODUCTION

A Victory Complete is a two-player game that recreates the stunning German victory over Russia at the beginning of World War One. The Germans must use superior command control, interior lines, and the mobility provided by railroads to stop the large but lumbering Russian army. The Russians must try to pin the Germans down and bring their superior numbers to bear.

A Victory Complete is based on the popular game A Victory Lost and its progeny.

#### 1.1 SCALE

A hex represents approximately 10 kilometers of terrain from side to side. Each turn represents about a two day period. Combat units are primarily divisions.

#### 1.2 COMPONENTS

- One 34" by 22" map
- 146 1/2" counters
- This rulebook

#### 1.3 CALCULATION CONVENTIONS

When halving or quartering, always round down any fractions. If more than one calculation is made, retain any fractions until final odds calculation.

*EXAMPLES: One half of 5 is 2.5 and is rounded down to 2. One quarter of 3 is 0.75, rounded down to 0.*

When two combat units stacked in a hex must halve (or quarter) their combat strengths, first add them up before halving (or quartering), and then round down.

Calculate odds by dividing the combat strength of the attacker by the combat strength of the defender and rounding down to the nearest column on the Combat Results Table. Odds above 6-1 odds use the 6-1 column on the Combat Results Table; odds below 1-3 use the 1-3 column.

#### 1.4 FOG OF WAR

Except when calculating the odds for an attack he has committed to make, a player cannot examine the units in an enemy stack. He can observe the stack's top unit (or marker) only. A player cannot cancel an attack after announcing it.

This means that a player can hide his units through the judicious (but always legal!) placement of markers and HQs.

### 2.0 GAME COMPONENTS

You will need one coffee cup or similar opaque container from which to draw Command Chits. This is the "Draw Cup."



### 2.1 MAP

The map represents the parts of East Prussia, what is modern-day Poland, and Russia over which the historical campaign was fought. A grid of hexagons (hexes) is superimposed on it to facilitate positioning and movement of the playing pieces. Several charts, tables, tracks, and boxes are printed around the map:

- The Turn Track is used to record the turn currently in progress. It also provides information on maximum rail capacity for each turn, replacements, and HQ activation. Place the Turn Marker here to show the current turn. Advance the Turn Marker one box each time both players have completed their "Player Turns."
- The Rail Capacity Track can be used by both sides to keep track of remaining rail capacity.
- The Combat Results Table (CRT) is used to resolve combat.
- The German and Russian HQ Pool and Used HQ Boxes are used to hold available and used HQs.
- The Max Hoffman Box is used to hold the Max Hoffman counter.
- The 8th Army Commander Box is used to show who currently commands the 8th Army.
- The Terrain Effect Chart (TEC) provides a map key and shows the effects of the different terrain features on movement and combat.
- The Western Front and Russian Optional Reinforcement Boxes are used to hold the German Western Front reinforcements and Russian Optional reinforcements until committed.
- The Western Front Reinforcement Table is used to determine the entry of the German Western Front Reinforcements.

**2.1.1 Map Edge and Coast Hexes:** Only hexes which have at least 50% terrain visible are playable. However, even the slightest piece of terrain along the Baltic coast is considered playable. Units forced into unplayable hexes are eliminated. Should players not able to decide, roll a die to settle any disputes.

**2.1.2 Entry Hexes:** Map-edge hexes A – H are Russian-only entry hexes, and I – M are German-only. Entry hexes are used for supply (10.2.3), control of victory point hexes (14.4.1), reinforcements (11.1), and off-map rail movement (8.4.3).

**2.1.3 Bridges:** A river hexside crossed by railroad or a bridge symbol is a bridged river hexside. Any other river hexside is an unbridged river hexside.

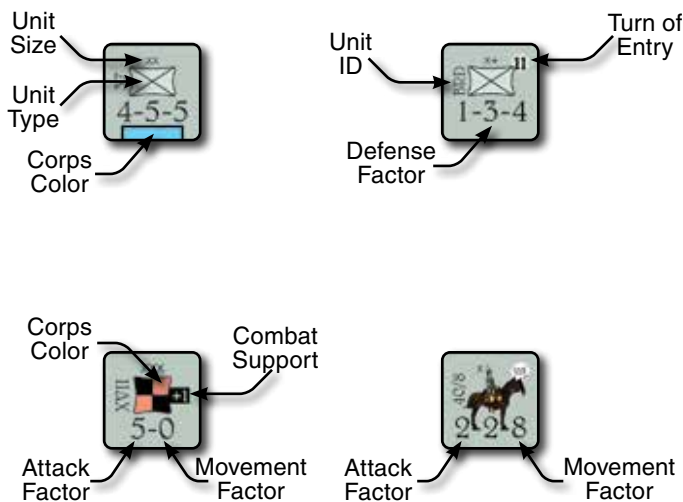
### 2.2 COMBAT UNITS

**2.2.1** Combat units represent the military forces that historically took part in the campaign. All combat units are color-coded by nationality. As used in these rules, the word "unit" includes "combat unit" and "headquarters unit" (2.3).

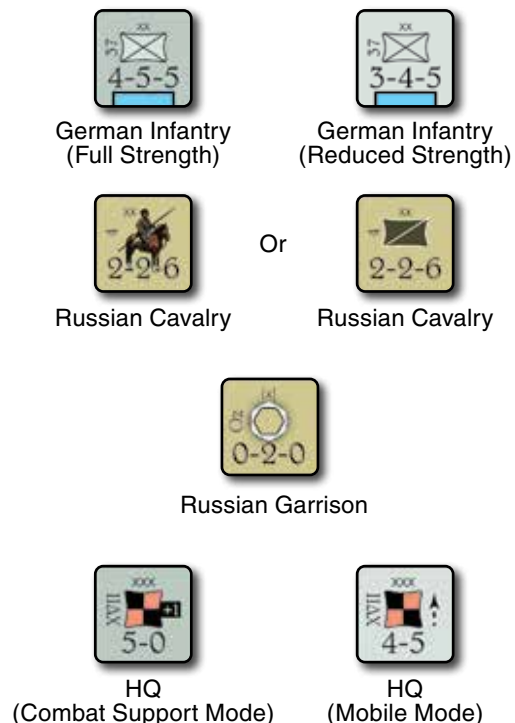
**2.2.2** The numerical ratings and symbols printed on combat units can be read as follows:

- Unit ID: This indicates the number or name of the unit.
- Unit Size: This indicates the size of the unit, e.g., division.
- Corps Color: The color of the unit's type symbol indicates what corps it belongs to.
- Unit Type: The symbol indicates the type of the unit.
- Movement Factor: This rating determines how far the unit can move, and is expressed as a number of Movement Points.
- Attack and Defense Factors: These ratings are used to resolve combats.
- Turn of entry: This is on the right side of the counter.

### Counter Key



### Unit Types





Note that the Cavalry counters for both sides have two versions of the counter. One has a drawing and the other a symbol. Only use one form or the other to play the game and put all of the other version to the side.

## UNIT ABBREVIATIONS ON THE COUNTERS

R:	Reserve
LW:	Landwehr (brigade)
WF:	Western Front
opt:	Optional
Erz:	Ersatz (replacement)
Lö:	Lötzen
BRD:	Bredow Detachment
Si:	Siberian
Kö:	Königsberg
Ma:	Marienburg
Th:	Thorn
Fi:	Finnish
Tk:	Turkestan
G:	Guard

**2.2.3 Combat Strength:** Most combat units have a full-strength side (front) and a reduced-strength side (back) with decreased combat strength; some only have a full-strength side (their back is blank). Combat losses flip a combat unit to its reduced-strength side (or eliminate it if it has no reduced-strength side).

## 2.3 HEADQUARTERS



**2.3.1 Headquarters (HQ)** represent the high-echelon formations that historically took part in the campaign. HQs are units, and are color-coded like the combat units, but HQs are not combat units. Each HQ has a Combat Support Mode on the front of its counter and a Movement Mode on the back. As used in these rules, the word “unit” includes “HQ” and “combat unit.”

**2.3.2** The numerical ratings and symbols printed on HQs can be read as follows:

- **Corps Designation Color:** This color corresponds to the corps color of the combat units belonging to the same corps.
- **Command Range:** This rating is used to determine which combat units the HQ can activate (7.3). Note the different Command Range for Combat and Movement Modes.
- **Combat Support:** This number appears on the Combat Support Mode side of the HQ and is used in combat.
- **Corps Number:** The number of the HQ's corps.
- **Movement Factor:** This rating determines how far the HQ can move, and is expressed as a number of Movement Points.
- **Turn of entry:** This is on the right side of the counter.

**2.3.3** Special rules apply to HQs (12.0).

## 2.4 COMMAND CHITS



There is one Command Chit for each HQ in the game. Each turn, a number of German and Russian Command Chits are placed in the Draw Cup, from which they are randomly drawn one by one. Each Command Chit allows the activation of its corresponding HQ, which in turn allows certain combat units to move and attack. The Turn Track specifies how many German and Russian

Command Chits may be put in the Draw Cup and drawn each turn. See 7.0 for more detail.

There is one special Command Chit in the game—the German 1st Corps Command Chit—and it is used differently from the others (13.2).

## 2.5 MARKERS

The following markers are used in this game:

- **Turn Marker:** Used on the Turn Track to record the current turn.
- **Out of Supply/Isolated Markers:** These are placed ‘Out of Supply’ side up on units that are out of supply. Their reverse side is used to designate units that are ‘Isolated’. Different colored versions of these markers are provided to be used on German and Russian units, respectively.
- **Rail Capacity Marker:** Used to track current rail capacity.



Turn  
Marker



Out of  
Supply



Isolated



Rail  
Capacity

## 3.0 PREPARATION FOR PLAY

The players select one of the three scenarios (14.0), choose sides (German or Russian) and set up their forces according to the scenario instructions. The scenario instructions provide all set up information, as well as victory conditions and any special rules. Place all reinforcements on their turn of arrival on the Turn Track and place the Turn Marker on the turn indicated by the scenario.

## 4.0 SEQUENCE OF PLAY

The game proceeds following the phases outlined below (more details appear in later rule sections, and in the expanded Sequence of Play at the back of this booklet (16.0)). This sequence of phases constitutes a turn, and must be repeated until the last turn is over or a sudden death victory (14.5) is achieved.

- A. RAIL CAPACITY ADJUSTMENT PHASE
- B. REINFORCEMENT AND REPLACEMENT PHASE
  - B.1 Western Front Reinforcements Segment
  - B.2 Optional Reinforcements Segment
  - B.3 Replacements Segment
  - B.4 Reinforcements Placement Segment
  - B.5 Reinforcements Movement Segment
- C. COMMAND CHIT SELECTION PHASE
- D. COMMAND CHIT DRAW PHASE
  - D.1 Movement Segment
  - D.2 Combat Segment
- E. SUPPLY PHASE
  - E.1 Isolation Segment
  - E.2 Attrition Segment
  - E.3 Supply Status Segment
  - E.4 Isolated Movement Segment
- F. END OF TURN PHASE
  - F.1 Sudden Death Victory Segment
  - F.2 Turn Advance Segment



## 5.0 STACKING

Two or more friendly units in the same hex constitute a “stack.”

**5.0.1 Stacking Limits:** A maximum of two combat units (whether full- or reduced-strength) and one HQ can occupy a hex. A HQ cannot be stacked with another HQ. Game markers (e.g., Out of Supply) do not effect stacking.

**5.0.2 No Stacking With the Enemy:** German and Russian units can never stack in the same hex. The only time when a unit can enter an enemy-occupied hex is when a lone HQ is overrun (12.0.1).

**5.0.3 When Enforced:** The stacking limit is enforced at the end of each Movement Segment, Combat Segment, and Reinforcement Movement Segment. If a unit exceeds the stacking limit in what would have been the last hex of a retreat, it may retreat an additional hex (9.5.7).

**5.0.4 Penalty:** If a hex is overstacked, the owning player must eliminate his choice of units so as to comply with the stacking limits.

**5.0.5 Fog of War:** Remember that players are not allowed to examine enemy stacks (1.4).

## 6.0 ZONES OF CONTROL

Zones of Control (ZOCs) represent a combat unit's ability to inhibit enemy movement.

**6.0.1 ZOC Projection:** A combat unit with a ZOC projects its ZOC into all hexes adjacent to the combat unit, except those hexes into which the combat unit cannot move. ZOCs never extend into water hexes or across impassable hexsides or across unbridged major river hexsides.

**6.0.2 Units With ZOCs:** A combat unit with a printed attack (not defense) factor of 1 or more has a ZOC. Combat units with no printed attack factor, or a printed attack factor of 0, do not have ZOCs. HQs do not have ZOCs.

**6.0.3 Multiple ZOCs:** More than one ZOC projected into the same hex has no more effect than one ZOC.

**6.0.4 ZOC Movement Penalties:** A unit pays two movement points in addition to normal terrain costs to enter an enemy ZOC. A unit also pays two movement points in addition to normal terrain costs to exit an enemy ZOC. The presence in a hex of more than one enemy ZOC does not add to the penalty. The presence of a friendly ZOC does not negate the penalty.

*Example: It would cost a unit 5 MPs to move directly from one enemy ZOC to another enemy ZOC in clear terrain.*

**6.0.5 ZOCs and Reinforcements:** Reinforcements cannot be placed in enemy ZOCs. Friendly units do not negate enemy ZOCs for reinforcements (11.0).

**6.0.6 ZOCs and Combat:** A unit that is forced to retreat into an enemy ZOC must lose one step for each such hex in the retreat. If a stack is retreating, the stack as a whole must lose one step for each ZOC hex (i.e., every unit in the stack does not lose a step for each such hex)(9.5.4).

**6.0.7 ZOCs and Supply Lines:** Enemy ZOCs block supply lines. Friendly combat units do negate enemy ZOCs for purposes of tracing a supply line (10.2).

**6.0.8 ZOCs and Supply Status:** Supply status has no effect on ZOCs. Out of Supply and Isolated combat units still exert a ZOC (10.3).

## 7.0 COMMAND

Combat units must be activated by a HQ to move and attack other combat units, using the procedure below. The exception to this is the activation of units using the Hoffman Counter, also explained below.

### 7.1 COMMAND CHIT SELECTION

**7.1.1 Available Command Chits:** In the Command Chit Selection Phase, both players consult the Turn Track to see how many Command Chits they may select for that turn.

**7.1.2 Command Chit Selection:** Each player then secretly selects that number of Command Chits from his HQ Pool and places them into the Draw Cup. Just in case it is not clear, all German and Russian Command Chits go into the Draw Cup together. Mix 'em up good.

**7.1.3 Russian Selection Limitation:** Beginning on turn 4, and for the rest of the game, the Russian player may only change his Command Chit selection every third turn.

*Example: On turn 4 the Russian player selects Command Chits A, D and X. He must select those same chits on turns 5 and 6 as well. On turn 7 he may change his selection, and he will then use that selection until turn 10, and so on.*

Design note: This rule simulates superior German intelligence and the inflexibility of the Russian high command.

**7.1.4** A player may not examine the Command Chits in the Draw Cup or in his opponent's HQ Pool.

### 7.2 COMMAND EXECUTION

In the Command Chit Draw Phase, Command Chits are randomly drawn one-by-one from the Draw Cup; which player draws does not matter. The owner of the drawn chit becomes the active player and activates the HQ corresponding to this chit. The activated HQ can in turn activate certain combat units (not HQs) within its Command Range as described in section 7.3. The activated units may then move in the Movement Segment (8.0) and fight in the Combat Segment (9.0). After the active player is finished, he places the drawn chit face up in his Used HQs Box and another Command Chit is drawn from the Draw Cup. When there are no more Command Chits in the Draw Cup, proceed to the supply phase (10.0).

### 7.3 HQS AND ACTIVATION

**7.3.1 Command Range and Being In Command:** A combat unit is In Command if it is within the Command Range of an activated HQ (exception: 10.1.2). A HQ's Command Range is the red number on the bottom left of the HQ counter. Command Range is expressed as a number of hexes, counted from the HQ. A HQ with a Command Range of four can thus put friendly combat units up to four (i.e., three intervening) hexes away In Command. Note that HQs have different values depending on the mode they are in (7.3.5).

**7.3.2 Activating Units:** When a Command Chit is drawn, the corresponding HQ on the map is immediately activated. The activated HQ immediately activates all In Command (7.3.1) combat units of its corps plus one In Command combat unit not of its corps (player's choice). If the activated HQ is German, it may activate a second In Command combat unit not of its Corps, but only if that second combat unit is an Independent combat unit (7.3.4). Note that if the German HQ activates two non-corps combat units both of them may be Independent combat units, but at least one of them must be Independent. Note that the Movement Segment (8.0) begins after these activations.



**7.3.3 Command Range Limitations:** Command Range does not extend across impassable hexsides or through full water or lake hexes. A Command Range crossing an unbridged major river hexside must stop in the first hex across the river and cannot extend further. Supply status, enemy units, and enemy ZOCs have no effect on Command Range. Note, however, that an isolated HQ may not activate any combat units (10.3.3; 12.0.6).

**7.3.4 Independent Combat Units:** Independent combat units are combat units that do not belong to any corps, and accordingly do not bear a corps color code. An Independent combat unit can be activated by any activated HQ if it is In Command (7.3.1; 7.3.2); Independent combat units can also be activated by Hoffman (13.0).

**7.3.5 HQ Modes:** Each HQ has a front side, which represents its Combat Support Mode, and a back side, which represents its Movement Mode. A HQ in Combat Support Mode has a greater Command Range, a Movement Factor of zero, and a combat support (7.4) value of +1. In Movement Mode, a HQ has a lesser Command Range and no combat support value, but it can move. An activated HQ can change from one mode to the other during the Movement Segment, but only before it moves. (Choosing Combat Support Mode in effect means that a HQ cannot move during that Movement Segment.) Note that a player may also change a HQ's mode for purposes of retreat from combat (9.5.5) and Isolated Movement (10.3.4).

Design note: Combat Support Mode represents the preparations done by the HQ and supporting combat units prior to battle, including positioning artillery, creating ammunition dumps, setting up dispatch routes, and preparing battle plans. Movement Mode represents the HQ and all its supporting combat units on the move; they have significant mobility but offer less effective combat support to the front.

## 7.4 HQS AND COMBAT SUPPORT

HQs have no attack or defense factor, but they can provide support to friendly attacking or defending combat units in the form of a favorable one-column shift on the combat results table. For every combat that occurs in a Combat Segment, each side may choose any one HQ to provide support if the following conditions are met:

- the HQ is in supply;
- the HQ is in Combat Mode;
- at least one combat unit of the HQ's corps is participating in the combat; and
- that combat unit is within the HQ's Command Range (7.3.1).

Play note: The HQ providing support need not be activated, there is no limit to the number of shifts the same HQ can provide during the same Combat Segment, and there is no limit to the number of different HQs that can provide support during the same Combat Segment.

## 8.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ (if it is in Movement Mode (7.3.5)) and his activated combat units.

### 8.1 MOVEMENT PROCEDURE

**8.1.1** Units are moved one at a time. A unit cannot start moving until the previous unit has completed its move.

**8.1.2 Movement Points:** In a Movement Segment, each activated unit receives a number of Movement Points (MPs)

equal to its Movement Factor. A unit may use all, some, or none of its MPs. Unused MPs are lost; they cannot be kept from one Movement Segment to another. To enter an adjacent hex or cross a hexside, a unit must expend MPs equal to the cost shown on the Terrain Effects Chart (TEC). A unit cannot enter a hex if doesn't have enough MPs (but see 8.1.3).

**8.1.3 One Hex Movement:** A unit with a Movement Factor of at least one may always move one hex, even if it does not have sufficient MPs, as long as it does not enter or cross impassable terrain. This includes isolated unit movement (10.3.4).

**8.1.4 Bridged River Hexsides:** A bridged river hexside negates the river movement costs.

**8.1.5 HQ Overruns:** A moving combat unit can overrun a lone enemy HQ by simply entering its hex (12.0.1).

**8.1.6 Movement Restrictions:** A unit may not move off the map (except when using off-map rail movement (8.4.3)), into a water hex, or across an impassable hexside. Units cannot enter or cross prohibitive terrain (unless negated by railroads). Always use the "costliest" terrain feature in a hex unless using a railroad (8.1.7; 8.4). A unit cannot enter a hex occupied by an enemy unit (exception: HQs can be overrun during the Movement Segment (12.0.1)).

**8.1.7 Moving Along Railroads:** Units using regular movement to move along a railroad ignore the cost of the terrain crossed or entered and instead pay the railroad cost of one MP per hex. The railroad cost is used only when the unit's movement follows along the railroad. Do not confuse regular movement along a railroad with Rail Movement (8.4).

Design note: Railroads in this part of the world usually had a road running parallel to them. A unit moving along a railroad in the game is deemed to be using such a road. The unit is not going for a train ride, which is instead represented by Rail Movement.

**8.1.8 Isolated Unit Movement:** Isolated units may not move during the Movement Segment. They can, however, move during the Supply Phase (10.3.4).

**8.1.9 HQs and Movement.** An activated HQ may move during the Movement Segment only if it is in Movement Mode. HQs in Combat Support Mode have a Movement factor of zero as a reminder. An activated HQ can change its mode during the Movement Segment but only before it moves (7.3.5).

### 8.2 ZOC EFFECTS ON MOVEMENT

A unit pays two movement points in addition to normal terrain costs to enter an enemy ZOC. A unit also pays two movement points in addition to normal terrain costs to exit an enemy ZOC. The presence in a hex of more than one enemy ZOC does not add to the penalty. The presence of a friendly ZOC does not negate the penalty (6.0.4).

### 8.3 STRATEGIC MOVEMENT

A unit using strategic movement doubles its Movement Points if the following conditions are met:

- The unit must not spend any part of the Movement Segment in an enemy ZOC; i.e., it may not start in, finish in, or pass through an enemy ZOC. It can overrun enemy HQs though (12.0.1).
- The unit must spend the entire Movement Segment in its home country (i.e., German units can only use strategic movement in Germany, and Russian units in Russia).



**8.3.1 Limited Russian Strategic Movement on Turns 1 and 2:** The Russian player may not perform strategic movement on turns 1 and 2.

## 8.4 RAIL MOVEMENT

Rail Movement represents the moving of units by train and occurs during the Movement Segment. Units can combine Rail Movement with regular movement, but not with strategic movement (8.3), or with regular movement along a railroad (8.1.7).

**8.4.1 Rail Capacity:** Each side has a rail capacity, expressed in rail points (RPs), which changes from turn to turn. Check the Turn Track to see how many RPs each side gets each turn. One RP allows one unit to move an unlimited number of hexes along a multi-track rail line in friendly territory. Two RPs allow one unit to move an unlimited number of hexes along a single-track rail line in friendly territory. Players can use the Rail Capacity Track on the map to help keep track of remaining RPs.

**8.4.2 Rail Movement Procedure:** To use Rail Movement, an activated unit must be on a rail line during its Movement Segment, in its home country (i.e., Germans in Germany and Russians in Russia), not in an enemy ZOC, and with at least two MPs of its movement allowance remaining. HQs using Rail Movement must be in Movement Mode. The owning player then expends RPs per 8.4.1 to Rail Move the unit. A unit may not use Rail Movement through a hex in an enemy ZOC. Units that finish their Rail Movement may not move any more for that Movement Segment, even if they have MPs remaining.

**8.4.3 Rail Movement Off the Map:** Units using Rail Movement may move off the map at any friendly lettered entry hex (2.1.2) and must return at any other friendly lettered entry hex to end the Rail Movement. No other off-map movement is permitted. Rail Movement must be completed on the map, it can never end off-map.

Design note: Rail movement is not allowed in enemy country because, although the Russians did try to convert rail lines on the western side of the Prussian border, their progress was slow and insignificant.

## 9.0 COMBAT

In the Combat Segment, the active player can attack enemy combat units adjacent to his activated combat units. Empty hexes or HQs alone in a hex cannot be attacked. The active player is termed the Attacker in the Combat Segment, while the other player is termed the Defender, regardless of the overall strategic situation.

### 9.1 COMBAT PRINCIPLES

**9.1.1 One Attack Per Combat Unit; Activated Units Only:** An activated combat unit can participate in only one attack during a single Combat Segment. Non-activated combat units cannot participate in attacks, even when adjacent to enemy combat units.

**9.1.2 Combat Is Voluntary:** Activated combat units do not have to attack enemy combat units.

**9.1.3 One Combat Unit Attacks One Hex:** A single combat unit can attack only one hex; it cannot attack two or more hexes. Two combat units stacked in the same hex may attack two different hexes separately.

**9.1.4 Multi-hex to Single-hex Combat:** A single hex can be attacked only once per Combat Segment. Combat units in

two or more hexes adjacent to the same hex can attack it together. If two or more combat units want to attack the same hex, their attack strengths are added together, and only one combat is resolved.

**9.1.5 Defenders Defend Together:** If several enemy units are stacked in the attacked hex, the Attacker must attack all of them. The defense strengths of the units are added together.

**9.1.6 Prohibited Terrain:** A combat unit cannot attack across a hexside with terrain that is prohibited to it.

**9.1.7 Isolated Units:** Isolated combat units have an attack factor of zero and their defense strength is halved.

**9.1.8 Zero Attack Factor Units:** Combat Units with an attack factor of zero can not attack by themselves, but they may participate in an attack with combat units whose attack factor is greater than zero. While they add nothing in the way of combat strength, such combat units can help absorb step losses and may advance after combat.

### 9.2 COMBAT PROCEDURE

Combats are resolved one by one, in the order of the Attacker's choice, according to the following procedure. The attacker does not have to declare all of his attacks at the beginning of the segment.

- (1) Declare which hex is attacked by which combat units.
- (2) Determine the total attack and defense strength, calculate the Combat Ratio, and modify it if necessary (9.3).
- (3) Roll one die on the CRT and apply the combat result (9.4).

### 9.3 COMBAT RATIO DETERMINATION

**9.3.1 Attack and Defense Strengths:** To resolve a combat, first combine the attack strengths of the Attacker's participating combat units, then combine the defense strengths of the Defender's participating combat units. Several factors can affect attack and defense strengths:

- Out of supply (10.0) combat units halve their attack strengths.
- Isolated (10.0) combat units have zero attack and half defense strengths.
- Terrain effects are cumulative with supply effects.

When two combat units stacked in a hex must halve (or quarter) their combat strengths, first add them up before halving (or quartering), and then round down.

**9.3.2 Combat Ratio:** Total attack strength divided by total defense strength gives the Combat Ratio. When calculating ratios, fractions are rounded down, to either the nearest column on the CRT or (when above 6–1) the nearest whole ratio.

*Examples: 15:5 gives a 3–1 Combat Ratio. 26:9 gives a 2–1 Combat Ratio. 12:7 gives a 1.5–1 Combat Ratio. 18:13 gives a 1–1 Combat Ratio. 25:2 gives a 12–1 Combat Ratio.*

**9.3.3 Terrain and HQ Ratio Shifts:** When occupied by the Defender's combat units, some terrain types provide CRT ratio column shifts in favor of the Defender. Terrain effects are cumulative. In addition, a maximum of one HQ that a) is in supply, b) has within its Command Range at least one friendly combat unit from its corps participating in the combat, and c) is in Combat Support Mode, may also provide one favorable ratio shift to the combat. Note this HQ shift is available to both sides, Attacker and Defender, and the HQ does not have to be activated (7.4). Combine all the shifts to arrive at a net shift.



*Examples: A Rough hex with a Town provides two Ratio shifts down in favor of the Defender, and thus a 3-1 attack would be reduced to 1.5-1 (first shift to 2-1, second shift to 1.5-1). One Ratio shift reduces a 5-1 attack to 4-1.*

**9.3.4 Off the Charts:** The net shift is applied to the actual odds, even if those odds are greater than 6-1 or worse than 1-3. If the final Combat Ratio after applying any shifts is less than 1-3 or greater than 6-1, the combat is resolved on the 1-3- or 6-1+ column, respectively.

*Example: A 12-1 attack with three shifts for the defender would become a 9-1 attack and resolved on the 6-1+ column. It would not be a 3-1.*

**9.3.5 Defenders at Zero:** If the total defense strength in a hex is reduced to 0 by rounding down, the combat is automatically resolved on the 6-1+ column of the CRT, and all ratio shifts favorable to the Defender are ignored.

**9.4 COMBAT RESULT DETERMINATION**

**9.4.1 Combat Results:** Once the final Combat Ratio has been computed, the Attacker rolls one die and reads the result on the corresponding row under the appropriate ratio column of the CRT. All results are expressed in terms of step losses and/or number of hexes to retreat.

–	No effect.
A	The result affects the attacker.
D	The result affects the defender.
#	Number of steps lost from any involved combat units.
r or r#	Number of hexes to be retreated. If no number follows, it is a retreat of one hex.

*Example: A result of D1r2 would mean the Defender must lose a total of one step and retreat two hexes.*

**9.4.2 Strength Steps and Losses:** Most combat units are printed on both sides, with each side representing one “step” of strength. Such combat units are “two-step” combat units. The full-strength side of a two-step combat unit is the side with the larger attack and defense factors. Remove one step of a two-step combat unit by flipping it to its weaker, reduced-strength side; it is now-a one-step combat unit and is eliminated on its next step loss. Some combat units have only one step. These combat units have printing on only one side. A single step loss eliminates such a unit. Eliminated combat units are removed from the map; they count toward victory points (14.4) and may also return as replacements (11.4).

**9.4.3 Allocating Step Losses:** When a result calls for a step loss, the first step lost must be from the side’s strongest combat unit, meaning the combat unit with the highest printed attack strength (for the attacker) or highest printed defense strength (for the defender). The owning player allocates any remaining step losses as he pleases among his combat units.

*Example: If two full-strength combat units in the same hex suffer a 2-step loss, the owning player can eliminate the stronger combat unit, or flip both combat units to their reduced-strength side. If a 1-step loss, it would have to be taken from the stronger of the two.*

**9.4.4 HQs and Combat:** HQs never take step losses and may thus not be used to satisfy combat losses. If a HQ is left alone after combat, it is overrun if enemy combat units advance (12.0.1).

**9.5 RETREAT**

**9.5.1 Retreat Generally:** The owning player retreats his units. Retreat is not normal movement; retreating units do not expend MPs. Stacked units that must retreat can stay together or split up. Note that units attacked over fort hexsides ignore all retreat results.

**9.5.2 Length of Retreat:** The combat result indicates number of hexes the affected units must retreat. For example, “Dr” means all the defending units must retreat one hex. A unit must end its retreat that number of hexes from where it started—no doubling back!

**9.5.3 Retreat Restrictions:** Units may not retreat across or into terrain that is prohibited to them. A retreating unit always retreats in such a way as to enter the fewest hexes in enemy ZOCs (and thus to suffer the fewest step losses (9.5.3)). Should step losses be equal using various retreat paths, a retreating unit must satisfy as many as possible of the following conditions:

- (1) Each hex entered is closer to any one friendly supply source;
- (2) The stacking limit is not exceeded in the last hex of retreat.

Condition (1) takes precedence over (2) if both cannot be satisfied.

**9.5.4 Step Losses From Retreat:** A unit forced to retreat into an enemy ZOC (even if that ZOC contains a friendly unit) must lose one step for each such hex in the retreat. If a stack is retreating, the stack as a whole must lose one step for each such hex (i.e., every combat unit in the stack does not lose a step for each such hex).

Every unit forced by retreat into or across terrain prohibited to it loses one step for each such hex or hexside of the retreat. (Note that in the case of prohibitive terrain, the combat unit would stay put, lose a step, and not actually retreat into the prohibited hex or across the prohibited hexside.)

**9.5.5 Retreat and Zero MP Combat Units:** All combat units with a Movement Factor of zero are automatically eliminated if they receive a retreat result, unless they attacked over a fort hexside, which negates all retreat results.

**9.5.6 HQs and Retreats and Overruns:** A HQ stacked with retreating combat units retreats with them. HQs in Combat Support Mode are placed Movement Mode when they retreat. A retreating combat unit can overrun a lone enemy HQ by simply entering its hex (12.0.1). However, a combat unit eliminated because it retreated into an enemy ZOC would not cause the overrun of a HQ in that hex.

**9.5.7 Retreat and Stacking:** If a unit exceeds the stacking limit (5.0) in the last hex of a retreat, it must retreat one additional hex, within all the section 9.5.3 retreat restrictions. If it exceeds the stacking limit in this new hex, it must retreat another hex, and so on.

**9.5.8 Retreat into Subsequent Combat:** A combat unit that retreats into a hex that is subsequently attacked does not add its strength to the combat but does suffer any adverse combat results.

**9.6 ADVANCE AFTER COMBAT**

**9.6.1** If an attacked hex becomes empty as a result of combat (i.e., the defending units either retreated or were eliminated), the attacking combat unit, and any HQs stacked with them, may advance as many hexes as the defender retreated. If the defenders were eliminated, the attackers



may advance two hexes. HQs in Combat Support Mode are placed in Movement Mode before advancing. You may advance normally over a fort hexside if the defending units have been eliminated.

**9.6.2 Advance after combat** is optional; the Attacker may advance all, some, or none of his attacking units subject to normal stacking limits (5.0). Advance after combat is not normal movement. Advancing units do not expend MPs and enemy ZOCs (6.0) are ignored.

**9.6.3** The first hex of advance must be the attacked hex. There is no limitation as to the second hex of advance, except that units cannot advance across hexsides or into hexes prohibited to them during normal movement.

**9.6.4 Overruns:** An advancing combat unit overruns a lone enemy HQ by advancing into its hex (12.0.1).

## 9.7 RETREAT BEFORE COMBAT

One or more cavalry combat units in a hex occupied solely by cavalry may retreat before combat. The retreat is announced and conducted after the attack is announced but before it is resolved. The cavalry is retreated two hexes subject to all of the retreat rules (9.5). The attacking units may advance one hex subject to the advance after combat rules (9.6) and may not attack again this phase. This advance may be over a fort hexside.

Design note: When cavalry is stacked with infantry or a HQ, it is deemed to be playing a supporting role and thus cannot retreat. When alone, cavalry is screening and scouting and thus better able to avoid the enemy.

## 10.0 SUPPLY

### 10.1 SUPPLY STATUS AND PHASE SEQUENCE

**10.1.1 Supply Generally:** A unit is either in supply, out of supply (OOS) or isolated (10.2). OOS and isolated units are indicated with the appropriate marker.

**10.1.2 Supply Phase Sequence:** The Supply Phase is divided up into the following segments, which are followed in strict sequence:

**A. Isolation Check Segment:** Check all units marked OOS or isolated and remove the markers from any that are now in supply (10.2). Now check the remaining units that are still marked OOS or isolated and change their status as follows:

- if a combat unit is In Command (7.3.1) of a friendly in-supply HQ it is OOS and marked as such;
- if a combat unit is not In Command (7.3.1) of a friendly in-supply HQ it is isolated and marked as such.
- if a HQ is marked OOS it is now isolated; HQs marked isolated remain isolated.

Note: For purposes of this rule, there is no requirement that a HQ be activated for a unit to be In Command (7.3.1); nor do the HQ and the unit need to be of the same command—any in-supply HQ can provide supply for any friendly In Command combat unit.

**B. Attrition Segment:** All isolated combat units now roll for attrition (10.3.5).

**C. Supply Status Segment:** Check the supply status (10.2) of all remaining units, (i.e., all those that began the Supply Phase in supply) and add OOS markers accordingly.

**D. Isolated Movement Segment:** All isolated units may move one hex (10.3.4).

## 10.2 BEING IN SUPPLY

**10.2.1 Supply Line:** A supply line is a string of adjacent hexes leading from the hex in question. A supply line cannot pass through unbridged major river hexsides or impassible terrain. A supply line cannot include an enemy-occupied hex, or a hex in an enemy ZOC unless that hex is occupied by a friendly combat unit or HQ.

**10.2.2 Rail Supply Line:** A rail supply line is a string of adjacent hexes along a rail line. A rail supply line cannot include an enemy-occupied hex, or a hex in an enemy ZOC unless that hex is occupied by a friendly combat unit or HQ.

**10.2.3 Supply Sources:** Map-edge hexes A–H are Russian supply sources, and map-edge hexes I–M and Königsberg are German supply sources.

**10.2.4 Supply for Combat Units:** A combat unit is in supply if it:

- has a supply line (10.2.1) of no more than five MPs from its hex to a friendly in-supply HQ (10.2.5); or
- occupies a city hex in its home country; or
- has a supply line of no more than five MPs from its hex to a rail hex in its home country (Russia for Russians, Germany for Germans) which in turn has a rail supply line (10.2.2) to a friendly supply source (10.2.3).

**10.2.5 Supply for HQs:** A HQ is in supply if it:

- has a supply line (10.2.1) from its hex of no more than five MPs to a friendly supply source (10.2.3); or
- occupies a city hex in its home country; or
- has a supply line of no more than five MPs from its hex to a rail hex in any country which in turn has a rail supply line (10.2.2) to a friendly supply source (10.2.3).

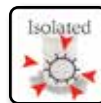
Play note: Remember that HQs can use rail hexes in enemy territory for supply, but combat units can not.

## 10.3 SUPPLY STATUS EFFECTS

**10.3.1 In Supply:** In supply units operate normally.



**10.3.2 Out of Supply:** OOS units have their attack factor halved. Their defense and movement factors, and ZOC are not affected. OOS combat units may not receive replacements (11.4). OOS HQs may not provide a ratio shift in combat (9.3.3).



**10.3.3 Isolated:** Isolated combat units do exert a ZOC but have their attack factor reduced to zero, their defense strength halved, and may not move during the Movement Segment (but see 10.3.4). Isolated HQs can not activate, and may not provide a ratio shift in combat (9.3.3). Isolated combat units also suffer attrition (10.3.5).

**10.3.4 Isolated Unit Movement:** During the supply phase, following the supply status check, all isolated units may, if possible, move one hex if doing so will bring them closer to a hex where they would be in supply. Place any isolated HQs in Movement Mode if they use isolated movement. Isolated unit movement is voluntary.

**10.3.5 Attrition:** At the beginning of the supply phase, before the supply status check, roll a die for each isolated combat unit. On a roll of 1 or 2, the combat unit loses a step. One step combat units are eliminated. Remember, HQs do not suffer attrition.





## 11.0 REINFORCEMENTS AND REPLACEMENTS

### 11.1 REINFORCEMENTS

**11.1.1 Entry of Reinforcements:** Reinforcements are Command Chits, units that enter the game during the Reinforcement Placement Segment of the game turn identified by the number in the upper left of the counter.

**11.1.2 Placing Reinforcements:** The Reinforcement Table (14.6) shows where units are placed, usually an entry hex or a city. Reinforcements may be placed in violation of stacking limits, but they may not be placed in hexes containing enemy units or enemy ZOCs, even if those enemy ZOCs are occupied by friendly units. If a map-edge entry hex is so blocked, a reinforcement may be placed in any hex on the same map-edge hex up to ten hexes away; if any other reinforcement hex is blocked, the reinforcement may be placed up to five hexes away.

Command chits are placed in their side's HQ Pool.

**11.1.3 Moving Reinforcements:** Following placement, reinforcements may be moved in the Reinforcement Movement Segment, during which they can move pursuant to all the rules on movement (8.0). If reinforcements move by rail, they count against the rail capacity for that turn (but see 11.2.3).

**11.1.4 Delaying Reinforcements:** Reinforcements may be delayed to enter on any subsequent turn. However, delaying Western Front (11.2) reinforcement entry does not save the German player from incurring victory point costs (14.4.2).

### 11.2 WESTERN FRONT (WF) REINFORCEMENTS

**11.2.2 Check for WF Reinforcements and Hindenburg:** The German player checks for the WF Reinforcements and Hindenburg during each Western Front Reinforcement Segment by rolling a die against the Western Front/Hindenburg Reinforcement Table and applying the necessary modifiers.

**11.2.3 Commitment and Arrival of the WF Reinforcements:** The WF reinforcements arrive as regular reinforcements on the fourth turn after commitment (i.e., commitment on turn 5 means arrival on turn 9). The WF reinforcements arrive as normal reinforcements (which means they can be delayed), with the exception that, if they move by rail during the Reinforcement Movement Segment they do not count against the German rail capacity.

**11.2.4 WF Reinforcements and Russian Victory Points:** If the WF reinforcements are committed, whether voluntarily or not, and whether they actually enter the game or not, the Russian player receives victory points (14.4.2).



**11.2.5 Prittwitz and Hindenburg:** Prittwitz starts as commander of the German 8th Army and is immediately replaced by Hindenburg on the turn Hindenburg is activated. Simply flip the Prittwitz counter over to reveal Hindenburg. Hindenburg allows the German player to draw one extra HQ during the Command Chit Selection Phase for the rest of the game (but not for the Masurian Lakes scenario (14.3)).



**Historical Note:** The WF reinforcements played a significant role in the Campaign, but at great cost to the Germans. The forces, which were part of the Western Front main reserve, were originally committed, as part of the "Schlieffen Plan," to the right wing of the final battle for Paris; instead, the units were sent to the Eastern Front. Historians debate the impact

this had on the war.

### 11.3 RUSSIAN OPTIONAL REINFORCEMENTS

Beginning with the Optional Reinforcements Segment of turn 9, the Russian player may commit either a) the Russian Guard, or b) one reserve division. He makes this choice each turn as long as either option is available to him. Any committed units are placed as reinforcements during the Reinforcement Placement Segment (11.1.2). The Russian player loses victory points for each such commitment (14.4.2).

**Important:** If the Russian Guard is committed, the Russian Guard HQ arrives as a reinforcement on the following turn.

### 11.4 REPLACEMENTS

During the Replacement Segment each player checks the Turn Track to see if he receives a replacement. A replacement allows one of the following actions in the Replacement Segment:

- restoring a step to any friendly combat unit on the map that is a) not marked OOS or Isolated (10.0), and b) In Command (7.3.1) of a friendly HQ; or
- placing a combat unit from the dead pile at reduced strength in the same hex as its corps HQ; the HQ cannot be marked OOS or Isolated (10.0); this can be in an enemy ZOC; note that it is impossible for an Independent combat unit (7.3.4) to be returned to play in this way.

## 12.0 HQ SPECIAL RULES

**12.0.1 Overruns:** A HQ alone in a hex may be overrun by enemy combat units when they move, retreat, or advance after combat. The combat unit simply enters the HQ's hex, and the HQ is relocated (see 12.0.5). Note that a HQ alone in a hex cannot be attacked by enemy combat units during a Combat Segment.

**12.0.2 Combat:** HQs never suffer step losses and cannot be eliminated as a result of combat. However, a HQ must be relocated (see 12.0.5) if all the combat units stacked with it at the beginning of a combat are eliminated, for any cause, as result of this combat.

**12.0.3 Retreats:** A HQ stacked with a combat unit at the start of a combat must retreat with it if it is forced to retreat as result of this combat.

**12.0.4 Advances:** A HQ stacked with a combat unit at the start of a combat may advance with it, at the attacker's option, if it advances after this combat.

**12.0.5 HQ Relocation:** To relocate a HQ, place it, in the same mode, at least five hexes away from its hex in the direction of a friendly supply source. The new hex must also be at least five hexes away from the nearest attack-capable enemy combat unit. If the HQ cannot be relocated, it is received as a reinforcement on the next turn.

**12.0.6 Isolated HQs:** Isolated HQs may not activate any combat units.

## 13.0 HOFFMAN AND I CORPS

### 13.1 HOFFMAN



**13.1.1 Hoffman Arrival:** Max Hoffman is represented by the Hoffman counter and arrives as a reinforcement on turn 4 of the Campaign and Tannenberg scenarios only; it is not used in the Masurian Lakes scenario. On arrival, place the Hoffman counter in the Max Hoffman box on its face-up (value 2) side.



**13.1.2 Hoffman Use.** The Hoffman counter is a kind of “trump” that the German player can use at any time during the Command Chit Draw Phase after any Command Chit has been drawn but before it is played. Hoffman can be used twice in the game, and it can be used twice in the same turn. Play of the Hoffman chit allows the German player to place the just-drawn Command Chit back into the Draw Cup and activate an in-play HQ or combat unit. It does not matter if the HQ or combat unit was already activated during the current turn, nor does play of Hoffman preclude a normal activation of the HQ or combat unit later in the same turn; however, Hoffman cannot be used on the same HQ or combat unit twice in the same turn. Track use of Hoffman by flipping the counter to its 1 side after the first use and removing it after the second.

**13.1.3 Hoffman Removal:** The Hoffman counter is removed the earlier of:

- its second use; or
- the Reinforcement and Replacement Phase two turns after Hindenburg arrives (11.2.5); or
- the Reinforcement and Replacement Phase of turn 10.

## 13.2 I CORPS



**13.2.1 Loose Cannon:** If the German Player chooses the I Corps for a command chit this turn, he places both the I Corps Activation chit and the Loose Cannon chit in the cup. If the I Corps chit is chosen (by either chit draw or Hoffman), play proceeds normally and when the Loose Cannon chit is drawn later in the turn, it is ignored, placed to the side, and another chit is immediately drawn. Should the Loose Cannon chit be drawn first (either by chit draw or Hoffman), the German player must attack this turn with both I Corps divisions; if this is not possible, the German player must move them by regular movement as close to the nearest enemy units as possible. In addition, two other combat units within range of the I Corps HQ may be activated to support any I Corps attacks that turn. When the I Corps chit is drawn later in the turn, it is ignored, placed to the side and another chit is immediately drawn.

Design note: The German I Corps rule reflects both the in-subordination and brilliance of its commander, von Francois.

## 14.0 SCENARIOS

The game has 3 scenarios. The Campaign Game, Tannenberg and The Battle of the Masurian Lakes. Units always set up at full strength unless noted as “reduced”. The Russians set up first in every scenario.

### 14.1 THE CAMPAIGN GAME

**14.1.1 Background:** This is the full game covering the Russian initial attack through the German counterattack. The game starts on turn 1 and ends after turn 16 or by sudden death victory (14.5).

**14.1.2 Playable Area and Control:** The whole map is playable. Everything West of the border begins in German control (14.4.1), and everything East of it begins in Russian control (14.4.1).

#### 14.1.3 Russian Setup

1st Army (Rennenkampf)

II Corps (all): within one hex of 45.18 and East of the border.

III Corps (all): within one hex of 46.08.

IV Corps (all): within one hex of 45.13.

XX Corps (all): within one hex of 47.06.

XXVI Corps (HQ and 56R Div): 51.07.

5th Rifle Brigade: hex 44.12.

1st and 2nd Guards Cav Div: hex 46.05 (yes that is inside Prussia!).

1st Cav Div: hex 44.13.

2nd and 3rd Cav Div: hex 46.07.

1st Ind Cav Brigade: hex 47.04.

2nd Army (Samsonov)

VI Corps (all): within one hex of 37.26. All units of the 4th and 16th Divisions are reduced.

XIII Corps (all): within one hex of 34.27.

XV Corps (all): within one hex of 30.29.

XXIII Corps (HQ and 2nd Div): hex 26.31.

4th Cav Div: hex 39.22.

6th and 15th Cav Div: within two hexes of 24.28.

Garrisons: Oz in hex 43.22, Lo in Lomz in 37.26.

In Optional reinforcements box: 57R, 59R, 73R and Guard Corps (all).

Available Command Chits (place in HQ Pool): III, IV, VI, XV, XX, XXIII and XXVI.

### 14.1.4 German Setup

8th Army (v.Prittwitz)

I Corps (all): within two hexes of 40.08.

IR Corps (all): within two hexes of 36.12.

XVII Corps (all): within one hex of 32.07.

XX Corps (all): within two hexes of 28.20.

Fortress brigades: Kö in Königsberg (25.06), Ma in Marienburg (12.13), Th in Thorn (06.25).

Lö Brigade in 35.15.

70 Iw Brigade in 21.24.

1st Cav Division (all three) within three hexes of 43.06 and West of the border.

2nd Iw Brigade: 38.01.

69th Inf Brigade: 18.23.

6th Iw Brigade: 34.16.

3rd Reserve Div: 35.15.

9th Iw Brigade: 36.07.

Available Command Chits (place in HQ Pool): I, IR, XVII, XX.

WF reinforcements: All in WF Reinforcement box

8th Army HQ: Prittwitz face up in 8th Army Commander Box.

**14.1.5 Victory Conditions:** Sudden death victory applies (14.5). Score victory points as per 14.4.2.

#### 14.1.6 Victory Levels

Russian Decisive Victory	50 or more
Russian Major Victory	35-49
Russian Minor Victory	25-34
Draw	10-24
German Minor Victory	0-9
German Minor Victory	(-1)-(-10)
German Major Victory	(-11)-(-20)
German Decisive Victory	(-21) or less



## 14.2 THE BATTLE OF TANNENBERG

**14.2.1 Background:** This scenario depicts the opening battles on the Eastern Front in 1914. It starts on turn 1 and ends after turn 10.

**14.2.2 Playable Area and Control:** Same as The Campaign Game.

**14.2.3 Russian Setup:** Same as The Campaign Game

**14.2.4 German Setup:** Same as The Campaign Game

**14.2.5 Victory Conditions:** Same as The Campaign Game.

### 14.2.6 Victory Levels

Russian Major Victory	50 or more
Russian Minor Victory	35-49
German Minor Victory	20-34
German Major Victory	19 or less

Note: There is no draw possible in this scenario.

## 14.3 THE BATTLE OF THE MASURIAN LAKES

**14.3.1 Background:** This scenario depicts the German counter-offensive that forced the Russians out of East Prussia. The scenario starts on turn 12 with the German player turn and ends after turn 16.

**14.3.2 Playable Area and Control:** Everything North and East of hexrow XX.20 and 25.XX, inclusive is playable. The Russian player controls (14.4.1) all eight towns East of the front line.

### 14.3.3 Russian Setup

II Corps (all): within one hex of 36.12. (43 Div reduced).

III Corps (all) within one hex of 32.08. (27 Div reduced).

IV Corps (all) within one hex of 33.10 (30 Div reduced).

XX Corps (all) within one hex of 33.07 (28 & 29 Divs reduced).

XXII Corps (Finnish): 41.18 (reduced).

XXVI Corps (all) and 1st Cav Brigade: within one hex of 32.03.

54R Div: 38.10.

57R Div: 35.11.

72R Div: 36.07.

5th Rifle Brigade: within one hex of 33.10.

1st and 2nd Guard Cav: within one hex of 36.12 (reduced).

1st Cav Div: 38.12.

2nd 3rd Cav Div: within one hex of 34.09. (3rd Cav reduced).

Available Command Chits (place in HQ Pool): II, III, IV, XX, XXVI.

### 14.3.4 German Setup

I Guard Res Corps (all): within one hex of 29.09.

I Res Corps (all): within one hex of 29.12 (36R reduced).

XI Corps (all): within one hex of 31.13 (22 Div reduced).

XX Corps (all): within one hex of 32.14 (41 Div reduced).

XVII Corps (all): 34.15.

Lö Brigade: 35.15.

Fortress brigade: Kö in Königsberg (25.06).

Erz brigade and 1st Iw, 2nd Iw, 9th Iw brigades: within six hexes of Königsberg (25.06).

I Corps: 1st Div and Corps HQ in 36.17, 2nd Div (reduced) 36.16.

1st Iw Div: 32.20.

Brd Detachment: 25.07.

6th Iw Brigade: 28.12.

1st Cav Div: 33.15.

8th Cav Div: 31.15.

Available Command Chits (place in HQ Pool): IG, I Res, XI, XX, XVII, I.

**14.3.5 Victory Conditions:** There is no sudden death victory. Score victory points for the Russians per 14.4.3:

### 14.3.6 Victory Levels

Russian Major Victory	10 or more
Russian Minor Victory	0-9
German Minor Victory	(-1) - (-9)
German Major Victory	(-10) or less

### 14.3.7 Special Rules

1. The Finnish XXII Corps is considered "Independent" for activation purposes (7.3.4).
2. Hindenburg is in play but his special ability (11.2.5) is not used.
3. Hoffman (13.0) is not in use.
4. There are no reinforcements in this scenario.
5. Ignore the HQ Command Chit capacity printed on the Turn Track. Each side instead selects four Command Chits (7.1) each turn.
6. The Russian player selects his Command Chits on turns 12, 13 and 16 (7.1.3).

## 14.4 VICTORY POINTS

**14.4.1 Controlling a Hex:** To control a hex for victory points a player must have a unit in the hex or have been the last player to have a unit in the hex. Passing through a hex counts as having a unit there. In addition, the player needs to be able to trace a supply line (10.2.1) from the hex to any one of his entry hexes.

**14.4.2 The Campaign Game and Tannenberg Scenarios:** The Russian player gains or loses victory points as follows:

- +5 For every town in Germany under Russian control.
- +20 For every city in Germany under Russian control.
- 5 For every town or city in Russia under German control.
- +20 If the WF Reinforcements are committed in The Campaign Game scenario only.
- +10 If the WF Reinforcements are committed in the Tannenberg scenario only.
- 5 For each optional Russian division committed.
- 15 If the Russian Guard Corps is committed.
- +1 For every eliminated German unit.
- 1 For every eliminated Russian unit.

**14.4.3 The Masurian Lakes Scenario:** The Russian player gains or loses victory points as follows:

- +5 For every town in Germany under Russian control.
- 5 For every town in Russia under German control.
- +1 For every eliminated German unit.
- 1 For every eliminated Russian unit.

## 14.5 SUDDEN DEATH VICTORY

Check for sudden death victory in the Sudden Death Victory Segment of the End Turn Phase (4.0.F)



The German player wins a sudden death victory at the end of turn three if the Russian player does not have at least three HQs inside Germany. The end of turn three is the only time this type of sudden death victory is in effect for the Germans. The Russian player wins a sudden death victory if he controls (14.4.1) Danzig at the end of any turn.

Either player wins a sudden death victory if his opponent has no combat units on the map at the end of any turn.

## 14.6 REINFORCEMENTS TABLE

Turn	German	Russian
1	-	22 (reduced), 24 (reduced), 3G Divs, 1st Corps HQ. All at hex H.
2	-	I, II and XIII HQ Command Chits.
3	Erz, 1 lw brigades (within 6 hexes of Königsberg)	-
4	35R Div (hex 06.25). Hoffman.	72R Div (hex A)
5	1LW Div (entry hex L)	-
6	-	-
7	-	53R (hex A), 1st Rifle Brig (hex H)
8	-	-
9	-	XXII Finnish Corps and 10th Army HQ (hex C or D)
10	Withdraw Hoffman	54R (hex A), 76R Div (hex G). 10th Army Command Chit
11	Brd (entry hex I)	I Turkestan (hex C or D).
12	-	-
13	-	III Siberian (hex C or D).

WF reinforcements enter on any of hexes I, J, K or L. WF Reinforcement Command Chits enter one turn after WF arrival. Russian Guard Corps enters at hex G. The Russian Guard Command Chit enters one turn after the Russian Guard arrival. All other Russian optional reinforcements enter at hex A.

## 15.0 CREDITS

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## 16.0 EXPANDED SEQUENCE OF PLAY

### A. Rail Capacity Adjustment Phase

Both players adjust their rail capacity for the turn by sliding the markers on the Rail Capacity Track to the number indicated on the Turn Track.

### B. Reinforcement and Replacement Phase

**B.1 Western Front Reinforcements Segment:** The German player rolls a die and makes any adjustments to the die-roll according to the Western Front Reinforcement rule (11.2). If Hindenburg enters, flip the Prittwitz marker to the Hindenburg side (11.2.5). If the Western Front units are committed, place them on the Turn Track 4 turns later. *Example: If committed on turn 5, place them to arrive as reinforcements on turn 9.*

**B.2 Optional Reinforcements Segment:** The Russian player may activate any optional reinforcements (11.3).

**B.3 Replacements Segment:** Players may issue replacements to combat units not marked out of supply or isolated. Consult the Turn Track to see how many replacements are available for the turn (11.4).

**B.4 Reinforcements Placement Segment:** Place arriving combat units on their entry hex. Place arriving HQ Command Chits in the HQ Pool (11.1.2).

**B.5 Reinforcements Movement Segment:** Starting with the Russian player, each player moves reinforcements according to the rules for movement of reinforcements (11.1.3).

### C. Command Chit Selection Phase

Each player selects a number of Command Chits from his HQ Pool equal to the number indicated on the Turn Track for that turn (7.1). Add one to the number of Command Chits the German player can select if Hindenburg is in play (11.2.5). Both players drop their Command Chits in the Draw Cup.

### D. Command Chit Draw Phase

Draw one Command Chit from the Draw Cup (7.2). It does not matter which player draws. The appropriate units are now activated (7.3). Now proceed to segments D.1 and D.2 below. After finishing the Combat Segment, place the Command Chit in the Used Command Chit Box and draw another Command Chit. Repeat this process until there are no more Command Chits left in the Draw Cup and then proceed to the next phase.

**D.1 Movement Segment:** The player moves activated units (8.0).

**D.2 Combat Segment:** The player performs combat with activated combat units (9.0).

### E. Supply Phase

**E.1 Isolation Segment:** Check if any out of supply units are isolated (10.1.2A).

**E.2 Attrition Segment:** Check if any isolated combat units suffer attrition (10.1.2B).

**E.3 Supply Status Segment:** Check supply status for remaining units (10.1.2C).

**E.4 Isolated Movement Segment:** Isolated units may move one hex (10.1.2D).

### F. End of Turn Phase

**F.1 Sudden Death Victory Segment:** Check to see whether either player has achieved a sudden death victory (14.5).

**F.2 Turn Advance Segment:** Advance the turn marker to the next box on the Turn Track.