STANDARD RULES
for the
GREAT WAR IN
THE EAST

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

and
TANNENBERG


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[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
Unit Type
Superior Unit Designation
Individual Unit Designation
Attack Strength
Defense Strength
Movement Allowance
Set-Up Hex (or Game-Turn and hex of entry)

Back
Reduced Strength due to Combat Result

TYPICAL HEADQUARTERS UNIT

Front
Command Strength
Command Radius
Set-Up Hex (or Game-Turn and hex of entry)

Back
Reduced Strength due to Combat Result
[2.32] Unit Size Symbols
III = regiment; X = brigade; XX = division;
XXX = corps

[2.33] Unit Type Symbols
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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

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*different
†identical

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

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

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[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.
2. **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.
3. **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.
4. **CAVALRY WITHDRAWAL PRIOR TO 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 from battle (see Case 12.1)
5. **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.

[4.0] SEQUENCE OF PLAY

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 detains). 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 detain 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 detain, 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 detained.

[5.37] In some games, Players will see that certain railroad lines 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 permissible 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: 2 Stacking Points
Divisions: 2 Stacking Points
Corps: 4 Stacking Points
Fortresses and game markers never count toward Stacking limits.

[6.12] 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 stack while retreat during combat. However, if a unit is forced to stack 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 territories 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 hexes.

[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.

[7.23] 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).

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

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

[7.26] 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.

[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 Quadrangle 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.

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., “1/1’’). 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 hexes.

[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 retreat unit has a Tactical Competence Rating of 1, into non-Enemy controlled hexes (this priority is superseded 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 retreat 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 vacated 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] “Is He 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 — “Is he 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 railroad hex is a supply source only if a path of contiguous railroad 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 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 units which that unit 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. The 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

[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 HQ unit’s attack shift. 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.

[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 hexes, 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 entrapped 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 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 exer 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 may 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.

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.

Certain army-level HQ units have a reverse side, printed with reduced Strengths. Such units may, if eliminated as a result of combat, displace 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] FORTESS

GENERAL RULE:

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

CASES:

[11.1] FORTESS AND COMBAT

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.

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.

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.

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

Fortresses never count against Stacking limits.

Fortresses are always in supply. In addition, a maximum of one unit of any size, which is stacked with a 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 withdrawal. A die roll high or a hit on 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.


[12.15] 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.

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.
4. 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 Reinforcement 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 map-edge 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.

[14.3] TURNOVER
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 II 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 detaining 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. Player 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

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Costs (by Tactical Competency Rating)</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1,2</td>
<td>3,4</td>
</tr>
<tr>
<td>Clear (all)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Forest (B,S,T,V)</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Broken (S,T)</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Swamp (all)</td>
<td>2</td>
<td>2,3</td>
</tr>
<tr>
<td>Rough (B,S,V)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Ridge hexside (C)</td>
<td>See Note in Case 16.0</td>
<td>1 is added to the die roll if any unit in an attack attacks across Ridge hexside.</td>
</tr>
<tr>
<td>Mountain (B,C,S,V)</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Town (all)</td>
<td>As other terrain in hex</td>
<td>None</td>
</tr>
<tr>
<td>City (all)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Trench (B,C,T)</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>River or Major</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>River hexside (all)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blocked hexside</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>(B,C,T)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lake, Sea, (C,T)</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>Railroad (all)</td>
<td>See Case 5.3</td>
<td>None</td>
</tr>
<tr>
<td>Fortress (all)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Enemy-controlled hex (all)</td>
<td>+1, +2</td>
<td>+3, +4</td>
</tr>
<tr>
<td>to Entrain (all)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>TCR1</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCR2 &amp; 3</td>
<td>1-3</td>
<td>1-2</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>7-1</td>
<td></td>
</tr>
<tr>
<td>TCR4</td>
<td>1-2</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>7-1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**DIE**

1 1/1 1/1 1/1 1/2 1/2 1/2 1/2 1/2 1/2
2 1/1 1/1 1/1 1/2 1/2 1/2 1/2 1/2 1/2
3 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/-
4 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/-
5 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/-
6 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/-
7 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/-
8 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/- 2/-

**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**

- **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**

<table>
<thead>
<tr>
<th>COMBAT RESULT Options</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1</strong></td>
</tr>
<tr>
<td>1. Half of the total steps of all affected units are eliminated.</td>
</tr>
<tr>
<td>2. Each affected unit (or stack containing any affected units) is retreated one hex.</td>
</tr>
<tr>
<td><strong>2</strong></td>
</tr>
<tr>
<td>1. All affected units are eliminated (Case 8.75)</td>
</tr>
<tr>
<td>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.</td>
</tr>
<tr>
<td>3. Each affected unit (or stack containing any affected units) is retreated two hexes.</td>
</tr>
<tr>
<td><strong>3</strong></td>
</tr>
<tr>
<td>1. All affected units are eliminated (Case 8.75)</td>
</tr>
<tr>
<td>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.</td>
</tr>
<tr>
<td><strong>E</strong></td>
</tr>
<tr>
<td>All affected units are eliminated.</td>
</tr>
</tbody>
</table>

**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 opponent, 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.

**GREAT WAR IN THE EAST**

**DESIGN CREDITS**

Game Design/Development: David C. Isby
Physical Systems and Graphic Design: Redmond A. Simonsen
Rules Editing: David Werden
Production: Larry Catalano, Manfred F. Milkuhn, Steve Parsons, Norman Pearl, Bob Ryer, Gale J. Saddy, Linda Supin

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
THE BRUSILOV OFFENSIVE
Imperial Russia's Last Campaign, 1916
EXCLUSIVE RULES


15.0 INTRODUCTION

The Brusilov Offensive is a simulation of the massive Russian offensive against the Austro-Hungarian army and its German allies along the Galician front in June, 1916. In terms of territory captured and losses inflicted, this offensive was the most successful operation conducted against the Central Powers during the entire war. The failure of the Russians to eliminate the Austro-Hungarians from the war dictated their eventual military collapse, deepening the despair that was a factor in fomenting the “October Revolution” of 1917.

In addition to the historical scenario, several other scenarios have been provided, illustrating various options and possibilities that could have affected the battle. The Game-Scale is 14 km, from hexside to hexside and 72 hours per Game-Turn.

[16.0] STACKING LIMITS

GENERAL RULE:
No more than 8 Stacking Points of units can end a phase in any hex.

[17.0] TACTICAL COMPETENCE RATINGS AND AUSTRO-HUNGARIAN/GERMAN ATTACKS

GENERAL RULE:
All units of each nationality have the same Tactical Competence Rating. They are: Russian TCR 3, Austro-Hungarian TCR 4, and German TCR 1. Whenever Austro-Hungarian and German units are used together in an attack, the TCR 2 and 3 row on the Combat Results Table is used for the determination of the Combat Odds Column.

[18.0] MOVEMENT RESTRICTIONS

[18.1] FIRST TURN
RUSSIAN MOVEMENT

Only Russian HQ units may be moved by the Russian Player during his Movement Phase of Game-Turn One. There is no such restriction for the Central Powers Player. This rule also applies to Game-Turn Five in the “Attack On Schedule” scenario.

[18.2] RAILROAD RESTRICTIONS

[18.21] The Russian Player may move no more than 6 Stacking Points of units by rail per Game-Turn. Each Russian unit employing rail movement may move no more than 20 hexes per Game-Turn.

[18.22] The Central Powers Player may move no more than 8 Stacking Points of units by rail per Game-Turn. Central Powers’ units employing rail movement may move no more than 25 hexes per Game-Turn.

[18.23] Reinforcements employing rail movement on the Game-Turn of their arrival do count against the Rail Capacity Stacking Point limitations.

[18.24] All supply depots always have a Stacking Point value of 2.

[18.25] A unit with a Movement Allowance less than its Tactical Competence Rating may be entrained at the cost of its entire Movement Allowance exception to Standard Rules Case 5.32. Such a unit may only entrain if it begins a Movement Phase on a hex through which a Friendly rail line passes.

[18.26] Units that have been judged to be in command control may entrain immediately. There is no die roll to determine the availability of trains.

[18.27] Players may only employ Friendly rail lines for rail movement. For the Russian Player, all rail lines east of the start line (i.e., hexes lying between Russian and Austro-Hungarian trenches), are considered “Friendly”. All rail lines west of the start line are considered “Friendly” for the Central Powers Player.

[18.3] TRACK LIMITATIONS

Note: This rule is optional. Players are, however, strongly urged to use it.

[18.31] There is a limit to the number of Stacking Points that may cross each hexside on each railroad line in a single Game-Turn. The limits are as follows:

<table>
<thead>
<tr>
<th>Railroad Type</th>
<th>Russian</th>
<th>Central Powers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single-Track</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Double-Track</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

[18.32] Players must 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 inverted markers on them.

[18.33] This limit is expressed in rail lines per hexside. 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."

[19.0] SUPPLY

CASES:

[19.1] SUPPLY SOURCES

To be considered in supply, a Russian or Austro-Hungarian unit must be within 3 hexes of a
“friendly” rail line or supply depot. A German unit must be within 5 hexes of a friendly supply source to be in supply. Rail lines east of the start line may be used as supply sources by the Russian Player. Rail lines west of the start line are supply sources for units of the Central Powers. (See Standard Rules Case 9.15).

[19.2] MASSED ARTILLERY FIRE
[19.21] Both Players may temporarily double the attack strengths of any or all units participating in a given attack by “burning up” a supply depot. A supply unit used to support an attack in this fashion is removed from play immediately after the attack has been conducted. Thus, a supply unit can only be used to support one attack with Massed Artillery Fire.

[19.22] To benefit from Massed Artillery Fire, attacking units must be within three hexes of the supply unit being used.

[19.23] Central Powers units may use Massed Artillery Fire to double the strengths of units on defense. This procedure is in all ways identical to that used for support of attacks. The Russian Player cannot employ Massed Artillery Fire when defending.

[19.24] A Central Power supply unit cannot be used for Massed Artillery Fire defensive support in the same Combat Phase in which it is attacked.

[19.3] SUPPLY DEPOTS
ZONES OF CONTROL
All supply depots exert Zones of Control. They represent masses of replacements as well as ordinary supply.

[19.4] CAVALRY SUPPLY
SOUTH OF THE DINESER
[19.41] Cavalry units that are south of both the Dniester River and hex row 1900 may move and remain out of supply without suffering attrition. However, there may be no more than two Stacking Points of units in the hex at the end of the Movement Phase.

[19.42] Cavalry units “living off the land” (as described above) defend and move normally. These units may attack at half their normal strength. If they attack they must check for attrition, according to Standard Rules Case 9.23.

[19.43] Cavalry units “living off the land” do not exert a Zone of Control.

[20.0] REINFORCMENTS

CASES:

[20.1] ARRIVAL OF REINFORCEMENTS
[20.11] All reinforcements must enter the map entrained. Reinforcements do count toward the Rail Capacity Stacking Point limit on their turn of arrival.

[20.12] Reinforcements must enter the map at any one of the appropriate friendly entry hexes indicated on the map.

[20.13] A Player may voluntarily delay the arrival of reinforcements, as stated in Standard Rules Case 14.24. The arrival of supply units may not, however, be delayed.

[20.2] SUPPLY REINFORCEMENTS
[20.21] Each Game-Turn, starting with Game-Turn Two, the Russian Player receives one supply depot as a reinforcement. The Central Powers Player receives one supply depot on Game-Turns One and Two, and two supply depots on every Game-Turn thereafter.

[20.22] Supply units may not have their arrival delayed to be accumulated. The Russian Player can never receive more than one supply depot on any given Game-Turn. The Central Powers Player can never receive more than two supply depots on any given Game-Turn. A Player may elect not to receive a supply unit.

[20.23] The Russian Player can never have more than 11 supply depots on the map at one time. The Central Powers can never have more than 10 supply depots.

[21.0] COMMAND CONTROL
ADDITIONS AND MODIFICATIONS

CASES:

[21.1] HEADQUARTERS DEFENSIVE SHIFT
[21.11] All headquarters units have a “Combat Shift” capability. They can shift the odds column to favor Friendly units for an attack and can also provide a defensive shift.

[21.12] The defensive shift is applied by shifting an Enemy attack the appropriate number of columns to the left on the Combat Results Table.

[21.13] The defensive shift is subject to the same restrictions as the attack shift. See Standard Rules Section 10.0.

[21.2] RUSSIAN FIRST TURN COMMAND CONTROL
[21.21] All Russian units are considered to be in command control for the Russian Player’s Combat Phase of Game-Turn One. (This rule applies to Game-Turn Five in the “Attack On Schedule” scenario.)

[21.3] SUPPLY DEPOT COMMAND CONTROL
[21.31] A supply depot is in command control as long as it is in supply. (See Standard Rules Section 9.0 and Exclusive Rules Section 19.0). It does not require a headquarters unit for command control.

[21.4] CENTRAL POWERS COMMAND CONTROL
[21.41] German H.Q. units can command Austro-Hungarian units and vice versa with one restriction: Command control for Austro-Hungarian units cannot be traced through a Russian-controlled hex unless the hex is occupied by a Friendly unit. This rule is an exception to Standard Rules Case 10.34.

[22.0] STEP REPLACEMENT

GENERAL RULE:
A Player may attempt to replace lost steps of any or all of his units. This is possible provided the unit is not adjacent to any enemy units, is in supply, did not participate in combat during the previous Game-Turn, and has not moved in the current Game-Turn.

CASES:

[22.1] RESTRICTIONS ON STEP REPLACEMENT FOR CENTRAL POWERS UNITS

[22.11] Austro-Hungarian
Step Replacement Table

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>Die Roll Needed to Replace Steps</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Not Allowed</td>
</tr>
<tr>
<td>3-4</td>
<td>1</td>
</tr>
<tr>
<td>5-7</td>
<td>1-2</td>
</tr>
<tr>
<td>8+</td>
<td>1-3</td>
</tr>
</tbody>
</table>

[22.12] German units can replace steps with a die roll of 1, 2, or 3 throughout the game.

[22.2] RESTRICTIONS ON
STEP REPLACEMENT FOR
RUSSIAN UNITS

[22.21] Russian Step Replacement Table

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>Die Roll to Replace Steps</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Not Allowed</td>
</tr>
<tr>
<td>3-5</td>
<td>1-2</td>
</tr>
<tr>
<td>6+</td>
<td>1-2</td>
</tr>
</tbody>
</table>

[23.0] AUSTRO-HUNGARIAN PANIC

COMMENTARY:
The Austro-Hungarian army was utterly unprepared to deal with the Russian offensive of June 4 on both tactical and strategic levels. Much of the Austro-Hungarian army suffered from very poor morale. The net result was the total collapse of large sectors of the Austro-Hungarian front line.

GENERAL RULE:
To simulate the panic of the Habsburgs’ army in the first days of the Brusilov offensive, the following rules are employed, on Game-Turn One only. (These rules apply to Game-Turn Five in the “Attack On Schedule” scenario.)

CASES:

[23.1] EFFECT OF PANIC ON COMBAT
[23.11] On Game-Turn one, all Austro-Hungarian units (except those cited in case 23.42) defend with a Defense Strength of “1” and receive no defensive benefit from trenches. There is no reduction of Austro-Hungarian Attack Strengths. Note: This rule does not apply to German units.

[23.12] Any Austro-Hungarian unit receiving an adverse combat result during the Russian Player’s Combat Phase of Game-Turn one must be retreated. Any Austro-Hungarian division receiving an adverse combat result against it must lose a step at the completion of the unit’s retreat. Although brigades are retreated in the same fashion as divisions, they do not lose a step.

[23.13] When the panic rule is in effect, Austro-Hungarian units receiving an adverse combat result must be retreated a number of hexes equal to the number of the defender’s result indicated on the Combat Results Table. In the case of an “E” (eliminated) result, such units are not eliminated, but retreated 4 hexes instead. Note: This Case is an exception to the Defending Units’ option in Standard Rules Case 8.9. No step losses are inflicted beyond the mandatory loss described in Exclusive Rules Case 23.12.

[23.14] All Austro-Hungarian units subject to panic which are stacked in a hex and which receive an adverse combat result must follow the mandatory step loss and retreat procedure, even if the attacking force has fewer steps. Part of a stack of such units cannot remain “unaffected”. Any adverse loss for the Russian Player is treated normally.

[23.15] Austro-Hungarian units are eliminated during the Russian Combat Phase of Game-Turn One only if they have been forced to retreat and have no legitimate path of retreat available. Austro-Hungarian units cannot be destroyed voluntarily by the Central Powers Player to employ the “Ils Ne Passent Pas” rule (Standard Rules Case 8.75).
[23.16] During Game-Turn One, attacking Russian units that have forced an Austro-Hungarian unit(s) to retreat, may be advanced along the path of retreat. The advance of the Russian units need not be limited to the vacated hex, but may follow the path of the retreating unit, stopping anywhere along the defeated unit’s path of retreat. Note: This is an exception to Standard Rules Case 8.71.

[23.2] CONTAGION OF PANIC

[23.21] All Austro-Hungarian units (except those mentioned in Case 23.42) which were adjacent to a Friendly unit (including those in Case 23.42) now retreating as a result of combat during the Russian Combat Phase, must be retreated one hex. If such an adjacent unit is a division, it immediately loses a step. Note: This movement is an exception to Standard Rules Case 5.11.

[23.22] Austro-Hungarian units that were adjacent to a defeated Friendly unit are retreated before the Russian Player conducts his advance after combat. Panicked Austro-Hungarian units cannot retreat into the path of the Russian Player’s advance after combat.

[23.23] Russian units cannot advance into a hex vacated by a panicked adjacent Austro-Hungarian unit which has not been directly involved in combat.

[23.24] Austro-Hungarian units may retreat through Enemy Zones of Control during Game-Turn One (Exception to Standard Rules Case 8.64), if there is no other path of retreat. Otherwise, they are subject to the Standard Rules of retreat.

[23.25] Austro-Hungarian units in a hex not adjacent to an Austro-Hungarian unit at the moment of combat, but in a hex through or into which such a unit subsequently retreats are not subject to full panic. Such a unit is retreated one hex, but is not disrupted.

[23.26] A unit which has been panicked and has ended its retreat adjacent to an Austro-Hungarian unit that subsequently receives an adverse combat result, suffers no further penalty. A unit may only be panicked once.

[23.3] EFFECT OF PANIC ON CAVALRY WITHDRAWAL

[23.31] During Game-Turn one, Austro-Hungarian cavalry units cannot attempt to withdraw before combat.

[23.4] GERMAN STABILITY

[23.41] German units in no way suffer the effects of panic. When a German unit is attacked during Game-Turn One, the combat is resolved and results are applied, according to the Standard Rules for combat.

[23.42] Historically, Austro-Hungarian units under the command of the German Sud Armeefeld held fast during the initial Russian attack, ostensibly because of superior German leadership and the presence of reliable German troops. Thus, the following Austro-Hungarian units defend normally and are not subject to the effects of panic: 44 I.D., 55 I.D. (hex 2013), 38 I.D. (hex 1914), 19 I.D., 32 I.D. (hex 1812).

[23.5] RESTRICTIONS ON REDUCED AUSTRO-HUNGARIAN UNITS

NOTE: The following rules apply to the entire game.

[23.51] Austro-Hungarian units that have lost a step do not receive the defensive benefit from being in a town.

[23.52] Austro-Hungarian units that have lost a step are subject to possible elimination if they are moved more than one hex and expend more than two movement points. Thus, such units may always move one hex safely, and, if in clear terrain, two hexes safely. For each hex entered by such units above this limit, a die must be rolled to determine whether the unit has been eliminated. On Game-Turn one (or Game-Turn five in the “Attack On Schedule” scenario), a die roll of one or two eliminates the unit. Each Game-Turn thereafter, a die roll of one eliminates the unit. Units eliminated in this fashion count towards the Russian Victory Point Total.

[23.53] When an Austro-Hungarian unit that has lost a step attempts to entrain, a die must be rolled as outlined above. If the unit enthrains successfully, the die need not be rolled again for that unit until it detrains and moves above the limit set in Exclusive Rules Case 23.52. If the unit does not enthrain successfully and is eliminated, the Rail Stacking Points it would have used are expended for that Movement Phase.

[24.0] THE RUSSIAN ARMORED CAR UNIT

CASES:

[24.1] ARMORED CAR ATTACK SHIFT

[24.11] The Russian armored car unit aids in an attack participation in by shifting the combat odds one column to the right, and by employing the printed Attack Strength.

[24.12] The armored car attack shift may only be received when there are at least two Russian units participating in the attack.

[24.2] ARMORED CAR WITHDRAWAL BEFORE COMBAT

[24.21] During the Russian cavalry Withdrawal Before Combat Phase, the Russian Player may also retreat the armored car unit if it is adjacent to an Enemy unit.

[24.22] Withdrawal of the armored car unit is automatic. No die need be rolled to determine if the unit can retreat. In all other ways, withdrawal of this unit follows the rules for cavalry withdrawal. (See Standard Rules Section 12.0.)

[24.3] STACKING OF THE ARMORED CAR UNIT

[24.31] The Stacking Value of the armored car unit is always zero.

[24.32] The armored car unit has only one step. (The back side of the counter represents a “breakdown”; see Exclusive Rules case 24.42.) If forced to lose a step, it is eliminated.

[24.4] ARMORED CAR MOVEMENT RESTRICTIONS

[24.41] The armored car unit can never enter a mountain hex. If forced to retreat into a mountain hex, it is eliminated.

[24.42] Whenever the armored car unit spends more than four Movement Points in any given Movement Phase, it is subject to “breakdown” (i.e., mechanical failure of a large proportion of the unit’s car). The following procedure. At the end of a Movement Phase in which the armored car has expended 5 Movement Points, a die is rolled. If the die is 1, the unit has broken down. If 6 Movement Points have been expended, the unit breaks down with a roll of one or two. If the armored car unit breaks down, its counter is flipped over.

[24.43] Repair for the armored car unit follows exactly the procedure for Russian step replacement.

[25.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by Victory Points. Victory Points are awarded for the destruction of Enemy units and for control of certain cities at the end of the game. Only the Russian Player receives Victory Points recorded on the Victory Point Index. The Victory Points that the Central Powers Player earns are immediately subtracted from the Russian Victory Point Total. Thus, the Victory Point Index shows the net Russian Victory Point Total.

CASES:

[25.1] VICTORY POINTS

[25.11] The Russian Player receives Victory Points at the end of the game for controlling those towns having point values printed with their names on the map.

[25.12] The Russian Player is considered to control a town or city at the end of the game if a Russian unit was the last to occupy or move through it, (or it is currently occupied by a Russian unit), and the town or city is in supply (see Standard Rules Section 9.0).

[25.13] For purposes of victory conditions, a unit is considered to be surrounded if it cannot trace a contiguous line of six hexes or less free of Enemy units and their Zones of Control, to a Friendly supply source or a supplied Friendly unit.

[25.14] NOTE: Certain Victory Point awards are given in “minus” sums. These are for Central Powers actions. The effect of these actions is reflected by reducing the Russian Victory Point Total at the moment they occur.

[25.15] The Victory Point Total may be a negative number, and in certain scenarios, the game will begin with a negative Victory Point Total. When this is the case, the Russian Player should use the negative side of the Victory Point Index markers.

[25.16] The Central Powers Player may reduce the Russian Player’s Victory Point Total by permanently withholding certain units he is to receive as reinforcements. Once the Central Powers Player decides to permanently withhold a unit and the Victory Points are subtracted, that unit may not be brought into play.

[25.2] VICTORY POINT SCHEDULE

Vps Action
1 For each Stacking Point of Central Powers units eliminated.
2 For each Stacking Point of Central Powers units eliminated while surrounded (see Exclusive Rules Case 25.13)
1 For each Central Powers HQ unit eliminated.
-1 For each Stacking Point of Russian units eliminated.
-2 For each Stacking Point of Russian units eliminated while surrounded (see Exclusive Rules Case 25.13)
-1 For each Russian HQ unit eliminated.
-4 For each reinforcement unit permanently withheld during Game-Turns 5 through 7.
-2 For each reinforcement unit permanently withheld during Game-Turns 8 through 12.

[25.3] LEVELS OF VICTORY

Vp Total Type of Victory
9 or less Central Powers Decisive
10-19 Central Powers Substantive
20-29 Central Powers Marginal
30-39 Russian Marginal
40-49 Russian Substantive
50 or more Russian Decisive
[26.0] SCENARIOS
[26.1] THE GLORIOUS FOURTH OF JUNE: HISTORICAL GAME
This scenario begins with Game-Turn 1 and ends with Game-Turn 14, using the set up designation on each counter. The Russian Player is the first Player.
[26.11] Both sides receive their reinforcements according to the turn of arrival printed on the counters.
[26.12] The Russian VP Total at the beginning of the game is 0.

[26.2] ATTACK ON SCHEDULE
Originally, the Russians had planned to open their offensive on June 15. Pleas from the French and the Italians for the Russians to attack and relieve the pressure on the other fronts convinced the Tsar and Stavka to begin the offensive on June 4. Had it not been necessary to attack ahead of schedule, the Russian chances for a strategically decisive victory would have been greater. Not only would the Russians have had a larger stockpile of reserves immediately on hand, but many of the units that the Central Powers used as reinforcements in the campaign would already have been committed in the Trentino and at Verdun, delaying their arrival at the Eastern Front. This scenario begins at Game-Turn 5 and ends with Game-Turn 18. The Russian Player is the first Player.

[26.21] Set-Up: Both Players use their historical set-ups. The Russian Player adds the following units:

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Designation (Hex)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4-4</td>
<td>95 (0907), 105 (0907), 45 (1007), 46 (1007)</td>
</tr>
<tr>
<td>1-2-6</td>
<td>NC (0907)</td>
</tr>
<tr>
<td>0-1-3</td>
<td>(0908), (2110)</td>
</tr>
</tbody>
</table>

[26.22] Reinforcements: The Russian Player receives reinforcements according to the historical schedule. The Central Powers reinforcements arrive according to the following schedule:

<table>
<thead>
<tr>
<th>Turn</th>
<th>Unit Type (Designation)</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>2-3-5 (BI, JA), HQ (BH)</td>
</tr>
<tr>
<td>8</td>
<td>1-2-6 (1), 4-6-5 (108)</td>
</tr>
<tr>
<td>9</td>
<td>0-1-6 (3)</td>
</tr>
<tr>
<td>10</td>
<td>2-4-6 (6), 0-1-6 (GR)</td>
</tr>
<tr>
<td>11</td>
<td>4-6-5 (105)</td>
</tr>
<tr>
<td>12</td>
<td>HQ (10), 4-6-5, (19, 20, 107)</td>
</tr>
<tr>
<td>13</td>
<td>2-4-4 (48), 4-6-5, (118, 43R)</td>
</tr>
<tr>
<td>14</td>
<td>2-4-4 (44), 4-6-5, (1R, 59, 119)</td>
</tr>
<tr>
<td>15</td>
<td>2-3-5 (37), 4-6-5, (23)</td>
</tr>
</tbody>
</table>

Note: All withheld Central Powers reinforcements are worth – 4 VPs.

[26.23] Supply: The Russian Player receives one supply depot on Game-Turns 6 through 18. The Central Powers Player receives one supply depot on Game-Turns 5 and 6, and two depots on each Game-Turn thereafter.

[26.24] Step Replacement:

<table>
<thead>
<tr>
<th>Turn</th>
<th>Die Roll Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-6</td>
<td>Not Allowed</td>
</tr>
<tr>
<td>7-8</td>
<td></td>
</tr>
<tr>
<td>9-11</td>
<td>1-2</td>
</tr>
<tr>
<td>12+</td>
<td>1-3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Turn</th>
<th>Die Roll Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-6</td>
<td>Not Allowed</td>
</tr>
<tr>
<td>7-9</td>
<td>1-3</td>
</tr>
<tr>
<td>10+</td>
<td>1-2</td>
</tr>
</tbody>
</table>

[26.24] All special rules for Game-Turn 1 of the historical game are in effect for Game-Turn 5 in this scenario.

[26.25] The Russian VP Total at the beginning of the game is 0.

[26.3] SCENARIO VARIATIONS

The Russian army high command, Stavka, and the Russian Commander-in-Chief, Tsar Nicholas, often displayed ineptitude in victory as well as in defeat. The brilliant planning of General Brusilov and the bravery of his troops were to a great extent wasted through the jealousy and stupidity then rampant in the Russian officer corps. The following options represent actions that Stavka could have taken to support Brusilov, but did not. One or more of these options may be used with either the "Glorious Fourth of June" scenario or the "Attack On Schedule" scenario. For each option employed in a game, the initial Russian VP Total is reduced by the indicated number of points.

[26.31] Early Release of the Russian Special Guards Army
The most offensive troops of the Russian Army were the Guards Army. The reluctance to use these troops resulted in their being committed to the battle in late July against the German forces near Kovel, when there was little chance for success. Had they been used when first available, the Russian gains would surely have been greater. When this option is employed, all Russian units marked "SGA" become available as reinforcements on Game-Turn 6. The Initial VP Level is reduced by 6.

[26.32] West Front Offensive
Just north of Brusilov's southwest front was the Russian west front. Originally, the west front was supposed to attack in concert with Brusilov's. However, the west front commander, General Evert, was not only incompetent, but also cowardly. Fearing failure, he consistently put off his attack, allowing the Germans to concentrate their reinforcements against Brusilov. When this option is used, the arrivals of all Central Powers reinforcements are delayed one Game-Turn. The Initial VP Level is reduced by 6 points.

[26.33] Increased Supply and Rail Capacity
Although the Russian supply and rail capacity was limited, they still did not use all they had. Much of the Russian logistic system was wasted in support of the inactive west front. When this option is used, the Russian Player may receive two supply depots per Game-Turn, with a maximum of 11 on the map at any given time. The Russian Rail Capacity is increased to 8 Stacking Points per Game-Turn, The Initial VP Total is reduced by 6 points. This option cannot be used in conjunction with the West Front option.

[26.34] Better Commanders
The two newest Russian commanders had not been promoted on the basis of competence. Consequently, more able officers had been passed over. In this option, the Russian H.Q. unit 8 KA is replaced with 8 KL at the start of the game. If the Special Guards option is being employed, H.Q. unit GBZ is replaced with GGU. Each replacement reduces the Initial VP Total by 1 point.

[27.0] UNIT DESIGNATION

[27.1] UNIT DESIGNATION ABBREVIATIONS

<table>
<thead>
<tr>
<th>Alphabet</th>
<th>Designation</th>
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<tbody>
<tr>
<td>B</td>
<td>Bavarian</td>
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<td>BI</td>
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<tr>
<td>GR</td>
<td>Gruppe</td>
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<td>JA</td>
<td>Jachmann</td>
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<table>
<thead>
<tr>
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<tbody>
<tr>
<td>AC</td>
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<tr>
<td>C</td>
<td>Cossack</td>
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<tr>
<td>DC</td>
<td>Don Cossack</td>
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<tr>
<td>F</td>
<td>Finnish</td>
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<tr>
<td>GD</td>
<td>Guard</td>
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<tr>
<td>GC</td>
<td>Native Cossack</td>
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<tr>
<td>OR</td>
<td>Orenburg</td>
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<tr>
<td>RF</td>
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<tr>
<td>S</td>
<td>Siberian</td>
</tr>
<tr>
<td>SI</td>
<td>Sarat</td>
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<tr>
<td>TBC</td>
<td>Trans-Baikal Cossack</td>
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<tr>
<td>TR</td>
<td>Transumer</td>
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<tr>
<td>VOL</td>
<td>Volunteer</td>
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<tr>
<td>Z</td>
<td>Combined</td>
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[27.12] Russian

AC: armed car; C: Cossack; DC: Don Cossack; F: Finnish; GD: guard; GC: Native Cossack; OR: Orenburg; RF: rifle; S: Siberian; SI: Sarat; TBC: Trans-Baikal Cossack; TR: Transumer; TRF: Terek rifle; TU: Turkostan; UC: USSR Cossack; VOL: volunteer; Z: combined.

[27.2] H.Q. UNIT ABBREVIATIONS

<table>
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<tbody>
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<td>Sud Armeet</td>
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<td>BA</td>
<td>Baltin</td>
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<tr>
<td>BE</td>
<td>Boehm-Ermolli</td>
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<tr>
<td>FE</td>
<td>Archduke Ferdinand</td>
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[27.22] Russian

GBZ: Guards Army, Betrob; GGU: Guards Army, Garke; KA: Kaledin; KL: Klembowsky; LE: Lech; SA: Sakharov; SH: Shcherbachev.

GAME MARKERS

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<tbody>
<tr>
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<td>Half Strength</td>
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In-Game Playtesting: Stephen Donaldson, Brandon Einhorn, Tom Hamilton
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Production: Karen Cantor, Robert A. Degni, Andrew Grossman, Kate Higgins, Ted Koller, Manfred F. Mikuhi, Bob Ryan, Karen Tully
[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" maphsheet 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 maphsheet 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

Attack Strength

Back

Reduced Strength due to Combat Result

TYPICAL HEADQUARTERS UNIT Front

Attack Shift

Command Strength

Back

Reduced Strength due to Combat Result
[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 Points: 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

<table>
<thead>
<tr>
<th>Individual Game</th>
<th>Quadri-Game</th>
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<tbody>
<tr>
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<td>Plastic Die</td>
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<tr>
<td>Game Box</td>
<td>0</td>
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*different
†identical

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

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

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[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."
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, units may move 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 permissible 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


[6.13] 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 unit 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 hexes.

[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 an 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 terrain 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.
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.

Each result on the Combat Results Table has two results (e.g., "1/2/4"). 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. 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

[8.6.1] 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 hexes.

[8.6.2] 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.

[8.6.3] 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 superseded 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.

[8.6.4] 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.

[8.6.5] 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.

[8.6.6] 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

[8.7.1] 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).

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

[8.7.3] 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.

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

[8.7.5] “Is 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. 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 — “Is ne passeront pas!”

[8.8] COMBAT RESULTS TABLE

[8.9] COMBAT RESULTS OPTION TABLE

[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

[9.1.1] 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.

[9.1.2] 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).

[9.1.3] 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, Attacking, 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 and Attack Shifts (not Defense) halved (round fractions down, but never below one). The 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

[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.


   [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 Command Strength for attack and defense, and normal HQ units may use their Command 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 Command 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.

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 Command 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 Command 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 Radii.

[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 hexes, 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 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 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 now 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
[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, (4 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


[11.22] 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 withdrawal. A die roll high enough to surpass 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 any other hex.


[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 spends 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 Reinforcement 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 Quadrimage, are simple games on broad and colorful subjects. The Quadrimage format (Tannenberg is formatted as the "fifth wheel" of the quadrimage) 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 Quadrimage 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 to the front. But Players must not overlook the possibilities of using railroads offensively. A German corps detaining 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 of 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

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Costs (by Tactical Competency Rating)</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear (all)</td>
<td>1,2</td>
<td>None</td>
</tr>
<tr>
<td>Forest (B,S,T,V)</td>
<td>1,2</td>
<td>None</td>
</tr>
<tr>
<td>Broken (S,T,V)</td>
<td>2,3</td>
<td>None</td>
</tr>
<tr>
<td>Swamp (all)</td>
<td>2,3</td>
<td>None</td>
</tr>
<tr>
<td>Rough (B,S,V)</td>
<td>2,3</td>
<td>None</td>
</tr>
<tr>
<td>Ridge hexside (C)</td>
<td>See Note in Case 16.0</td>
<td>1 is added to the die roll if any unit in an attack attacks across Ridge hexside.</td>
</tr>
<tr>
<td>Mountain (B,C,S,V)</td>
<td>2,3</td>
<td>Defender Doubled</td>
</tr>
<tr>
<td>Town (all)</td>
<td>As other terrain in hex</td>
<td>None</td>
</tr>
<tr>
<td>City (all)</td>
<td>1,1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Trench (B,C,T)</td>
<td>+1, +1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>River or Major</td>
<td>+1, +1</td>
<td>Units attacking across are halved; 2 is added to the die roll if units are attacking exclusively across Major Rivers</td>
</tr>
<tr>
<td>River hexside (all)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blocked hexside</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>Lake, Sea, (C,T)</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>Railroad (all)</td>
<td>See Case 5.13</td>
<td>None</td>
</tr>
<tr>
<td>Fortress (all)</td>
<td>See Case 5.13</td>
<td>See Case 11.1</td>
</tr>
<tr>
<td>Enemy-controlled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>hex (all)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>to Entrain (all)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
Terror 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

<table>
<thead>
<tr>
<th>DIE</th>
<th>TCR1</th>
<th>TCR2 &amp; 3</th>
<th>TCR4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>2</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>3</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>4</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>5</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>6</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
<tr>
<td>7</td>
<td>1/1</td>
<td>1/1</td>
<td>1/1</td>
</tr>
</tbody>
</table>

**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. 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.
   - 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.

2. 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.

The defending force always undergoes its combat result option first.

#### 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 opponent, 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.
INTRODUCTION

Caporetto is a simulation of the combined Austro-Hungarian and German offensive which almost destroyed the Italian Army in the autumn of 1917. This was the first operational use of special shock troops trained in infiltration techniques. These Stosstruppen were using the Italian Front as a training ground in preparation for the great German Spring Offensive of 1918.

MODIFICATIONS TO STANDARD RULES

GENERAL RULE:
This section details modifications to the Standard Rules required by this particular game. Players should read the Standard Rules first. Otherwise, many terms and concepts will be unfamiliar. The numbers refer to the Case in the Standard Rules being modified.

PLAYING PIECES: There are no superior unit designations. Units without a set-up hex or Game-Turn of entry appear only in the Tyrol Offensive Scenario (excluding the Italian 41st and 42nd Cavalry Divisions). Headquarters units have no Command Strength. Stosstruppen are marked with a diagonal stripe through the counter. The Italian 19th Division is treated like a Corps for all purposes; its counter has a corps size designation (XXX).

HOW TO READ THE UNITS

HEADQUARTERS

MARKERS

Corps Reduction

Out of Command Control

Unsupplied

Fort DEST

Fort Destroyed

Fort Weakened

Sequence of Play:
The Central Powers Player is the first player. The second phase is the withdrawal before combat phase, and applies to all TCR-1 rated units.

Game Length:
The game is played in 15 Game-Turns, representing October 24 to November 21, 1917, but may be ended earlier by mutual agreement between the players.

Rail Movement:
Rate: Central Powers = 44 hexes, Allies = 36 hexes. Capacity: Central Powers = 12 Stacking Points per Game-Turn. Reinforcements count against this limit. Allies = 16 Stacking Points per Game-Turn. Reinforcements do not count against this limit on the Game-Turn of their arrival.

Friendly Rail Line:
All rail lines on the Central Powers side (north and east) of the trench system are friendly to the Central Powers. All rail lines on the Allied side (south and west) of the trench system are friendly to the Allies.

Entrainment:
All units expend 2 Movement Points to entrain, regardless of TCR.

Detrainment:
Artillery units may not use their Barrage Strengths to support an attack in the same Player-Turn they have detrained.

Terrain Effects Chart:
For Rivers, see Exclusive Rules Section 18.0. Ridge hexes are impassable to Artillery and Supply Depot units. The Movement Point Costs to cross a Ridge hexside are +1 Movement Point for Alpine units and +2 Movement Points for Infantry and cavalry units.

Stacking:
The Stacking Limit is 12 Points.

Stacking Value:
A Corps is 9 Stacking Points. The Monitor unit has no Stacking Points.

Zones of Control:
Stosstruppen do not pay any Movement Point Costs to enter an Enemy-controlled hex. All other units pay 1 Movement Point to enter an Enemy-controlled hex.

Extent of Zones of Control:
Zones of Control do not extend from one Trench hex to another Trench hex, unless both hexes are part of the same contiguous Trench line. Zones of Control extend across Ridge hexes for Alpine units only.

Unit without Zone of Control:
The Italian Monitor unit never exerts a Zone of Control.

Multiple Use of Artillery:
See Exclusive Rules Section 8.14.

Combat Resolution:
When units of differing TCR are jointly participating in an Attack, the Attack is resolved using the combat odds.
[8.51] BRIGADE STEPS: Brigades with values printed on the back of the counter have two steps. Brigades printed on one side only have one step.

[8.61] RETREAT AFTER COMBAT: Only TCR 1 units may retreat over Ridge Hexides.

[8.62] RETREAT AND TCR: In Retreat, a stack's TCR is determined as in Exclusive Rules Case 8.4.

[8.63] RETREAT AND STACKING: Units may be overstacked as a result of Retreat, but the over- stacked condition must be alleviated by the end of the next Movement Phase or excess units are eliminated. The Owning Player decides which excess units are eliminated.

[8.75] ILS NE PASSEERONT PAS!: During the first five Game-Turns only, a defending Italian unit receiving a Combat Result of 2 or 3 may exercise option "1" (denying the Central Powers Player the hex), only after rolling one die and obtaining a die result which is equal to or less than the number of the Game-Turn. This die roll is done after the Combat Result has been obtained. Beginning with Game-Turn 6, there is no special restriction on use of the ILS ne Passeront Pas option.

[9.12] SUPPLY RANGE: Allied units = 6 hexes. Central Powers units = 4 hexes. The Allied Player may trace a supply line from Venezia (if it is in supply) via Lagoon hexes to any Lagoon coastal hex; this path is included in the Allied supply radius count.


[9.18] SUPPLY LINES: Only units with a TCR 1 rating may trace supply lines across a Ridge hexside. Central Powers' supply lines cannot be traced through hexes occupied by the Italian Monitor unit.

[9.19] RAIL INTERDICATION: A friendly railroad hex which is within 2 hexes of an enemy Artillery or Monitor unit cannot be used as a supply source, unless it is also a Mountain terrain hex. Such an interdicted hex also interrupts the path of contiguous rail hexes of Standard Rules Case 9.15.

[9.21] MOVEMENT EFFECTS FOR UNITS OUT OF SUPPLY: Stosstruppen, when Out of Supply, have a Movement Allowance of 6, not 4.


[9.25] ITALIAN MONITOR: The Italian Monitor unit is always in supply.

[10.0] COMMAND CONTROL: There is no Command Strength factor; all units within Command Radius are in Command Control. HQ units may benefit any friendly unit regardless of nationality.

[10.2] HEROIC LEADER: For the Rommel Heroic Leader counter, see Exclusive Rules Case 21.0.

[10.31] COMMAND RADIUS: Command radius may be traced through a Ridge hexside only to a TCR 1 rated unit.

[10.55] MONITOR COMMAND CONTROL: The Italian Monitor unit is always in Command Control and never affects Central Powers' Command Control. An Allied unit stacked with the Monitor unit is always in Command Control.

[12.1] WITHDRAWAL BEFORE COMBAT: When withdrawing before combat, all units rated TCR 1 are treated as if they were Cavalry. (See Exclusive Rules Case 23.31).


[13.0] REPLACEMENT OF LOST STEPS: Brigades are eligible for Step Replacement. Step Replacement must take place at a minimum distance of 5 hexes from any supplied enemy unit (excluding the Monitor unit). Exception: Step Replacement can take place in a Fortress hex with in 5 hexes of a supplied enemy unit if a line of supply may be traced from the Fortress to a friendly Supply Source uninterrupted by enemy units, enemy zones of control, prohibited hexes or Ridge hexides. Central Powers units replace a lost step on a die roll of 1. Italian units replace a lost step on a die roll of 1 in Game-Turns 3-9, 1-2 in Game-Turns 10-12, 1-3 in Game-Turns 13-15. Italian units in Game-Turns 1 and 2, and all French and British units may not replace lost steps. Corps may only replace 1 step at a time; Corps with only 2 steps remaining can be rebuilt.

[14.12] MOVEMENT OF REINFORCEMENTS: All reinforcements arrive entrained, but Allied reinforcements do not count against Rail Capacity on the Game-Turn of their arrival.

[14.3] ALLIED REINFORCEMENTS: Allied reinforcements arrive at hex 1833, only. They can arrive there even if the hex is in an enemy Zone of Control; they cannot arrive during any Game-Turn in which the hex is enemy-occupied. For the Italian 41st and 42nd Cavalry Divisions, see Exclusive Rules Case 22.0.

[14.4] CENTRAL POWERS REINFORCEMENTS: Central Powers' Reinforcements whose counters show only the Game-Turn of arrival (without a letter indicating an arrival hex), can arrive at any lettered hex or at hexes 0901, 2804, or 2806.

[17.0] ARTILLERY

GENERAL RULE:
Artillery Brigades and the Italian Monitor unit can assist in combat through use of their Barrage Strength, which are printed on the counters in parentheses.

[17.1] ARTILLERY IN ATTACK
[17.11] In attack, the Barrage Strength of the supporting unit is added to the Attack Strength of the units it is supporting. The Barrage Strength is not affected by River hexides.

[17.12] To support an attack, the supporting unit must be adjacent to or stacked with one of the attacking units. It cannot be separated from either the attacking unit or the defending unit by an impassable or Ridge hexside.

[17.13] In Mountain terrain, the supporting unit must be stacked with one of the attacking units.

[17.14] A supporting unit can support only one attack per Game-Turn.

[17.15] To receive support, the attack must be conducted with a total of all Attack Combat Strength Points involved in the attack equal to at least one-half the supporting Barrage Strength. To adhere to this requirement, the Attacking Player may voluntarily reduce the number of Barrage Strength points contributed (to below the Barrage Strength of the supporting unit). "Unused" Barrage Strength Points may never be contributed to a separate attack. (See Exclusive Rules Case 17.14).

[17.16] Supporting units never suffer combat losses in an attack.

[17.17] Rail interdiction (Exclusive Rules Case 9.19) is automatic and does not interfere with other functions by an Artillery Brigade or the Italian Monitor unit.

[17.2] ARTILLERY IN DEFENSE
[17.21] In defense, the Barrage Strength of the defending unit is added to the Defense Strength of the unit it is supporting. The Barrage Strength is not affected by river hexides; it is doubled by mountain terrain.

[17.22] To support a defense, the supporting unit must be stacked with or adjacent to one of the defending units, and cannot be separated from the defending unit(s) by Impassable or Ridge hexides.

[17.23] In Mountain terrain, the supporting unit must be stacked with one of the defending units.

[17.24] A supporting unit can support only one defense combat per Game-Turn.

[17.25] Artillery and Monitor Barrage support is allocated to defending units after enemy Barrage support and Headquarters shifts have been declared.

[17.29] There is no limit on the amount of Barrage Strength Points from one or more supporting units contributed to the defense.

[17.26] An Artillery Brigade not stacked with a Division or Corps does not use its Barrage Strength to defend itself; it uses its Defense Strength. An Artillery unit which is stacked with a Division or Corps may choose to contribute its Defense Strength instead of its Barrage Strength when the attack comes from the Artillery unit is attacked. An Artillery Brigade using its Defense Strength when attacked may support adjacent units with its Barrage Strength. An Artillery Brigade which has allocated its Barrage Strength to the defense of an adjacent unit may only use its Defense Strength if the hex containing that Artillery Brigade is attacked.

[17.27] A support unit does not incur combat loss when supporting a Defense, unless it is stacked with the unit being supported. The Monitor unit is never affected by combat.

[17.3] MONITOR UNIT

The Italian Monitor unit represents numerous shallow-draft monitors and gunboats which provided inshore fire support from waters too shallow for the Austro-Hungarian Navy.

[17.31] The Italian Monitor unit moves only in all coastal hexes containing rivers or Major Rivers unless the hex also contains coastal waters. It must move from hex to hex via a contiguous path of sea or coastal water, at a cost of 1 Movement Point per hex.

[17.32] The Monitor does not affect and is not affected by land units except when it functions as an artillery support unit, transmits Command Control (Exclusive Rules Case 10.55), or intercepts supply (Exclusive Rules Cases 9.18 and 9.19). It does not have a Zone of Control and does not pay Movement Point Costs for entering a Zone of Control. It is always in Supply and in Command Control, is never affected by combat, does not block Movement or Command Radius, and has no Stacking Points.
[18.0] RIVERS
COMMENTS:
Weather was bad during the first phase of the offensive, there was snow in the mountains and rain in the plains. The numerous rivers remained flooded throughout the campaign. The Italians succeeded in destroying bridges at critical moments, although they stranded a few small units on the wrong side.

[18.1] MINOR RIVERS
All units expend 1 Movement Point to cross a Minor River hexside.

[18.2] MAJOR RIVERS
Central Powers’ units expend 3 Movement Points to cross the Tagliamento and Piave Rivers where these are Major River hexsides; they expend 2 Movement Points to cross all other Major River hexsides. Allies’ units expend 1 Movement Point to cross all Major River hexsides.

[19.0] FORCED MARCH
GENERAL RULE:
All units may temporarily increase their Movement Allowance through Forced March.
PROCEDURE: When moving any unit, the phasing Player announces the unit is being Forced Marched. Upon completion of that unit’s movement, he undertakes Step Loss Procedure for it.

CASES:
[19.1] EFFECTS OF AND RESTRICTIONS ON FORCED MARCH
[19.11] Forced March adds 1 Movement Point to units with a Movement Allowance of 4 and adds 2 Movement Points to units with a Movement Allowance of 6 or 8.
[19.12] Forced March cannot be used with units whose Movement Allowance, whether permanent or temporary (see Case 24.2), is 10, cannot be used with Supply Depots, and can only be used during a Movement Phase.

[19.2] FORCED MARCH ATTRITION
[19.21] A Corps Marched automatically takes a 1 Step Loss.
[19.22] When a division or brigade has been Force Marched, the owning Player must, upon completion of that unit’s movement, roll one die. On a 1-3, the division or brigade takes a 1 Step Loss. On a 4-6, the division or brigade takes no Step Loss.

[20.0] PURSUIT
GENERAL RULE:
If a unit retreats more than 1 hex, attacking units with a rating of TCR 1 may advance the same number of hexes, if the advance follows the same route as the retreating unit, does not violate stacking restrictions, and does not cause the attacking unit to occupy a hex containing an enemy unit, other than a supply depot or a headquarters. Given these conditions, if an attacking unit advances into a hex containing only a supply depot or only a Headquarters, the depot is eliminated and the Headquarters is displaced to that hex occupied by the retreating unit.

[21.0] HEROIC LEADERS (Optional)
COMMENTS:
Erwin Rommel was a Captain in charge of a battalion of the Bayerischer Alpenkorps Division, distinguishing himself through many daring and successful exploits, during the Caporetto Campaign. On the Italian side, Brig. Generals DiGiorgio and Ferretti performed heroically in extracting their troops from the disaster. While high level leadership was not particularly distinguished on either side, this optional Section incorporates some of the flavor of the effects of lower-level heroism.

CASES:
[21.1] ROMMEL
[21.11] The Rommel Counter has a Stacking Point Value of 0 and is always stacked with the Bayerischer Alpenkorps (BA) Division. If the BA Division is eliminated, so is Rommel.
[21.12] The Rommel Counter has a Heroic Leader Combat Value of 1, which is added to any Attack made by the BA Division. Rommel does not give Command Control and does not benefit the Defense.

[21.1] DIGIORGIO-FERRETTI PROVISION
[21.21] There is no counter for DiGiorgio or Ferretti.
[21.22] Once each Game-Turn, the Allied Player may add one point to the Defense Combat Strength of any two Italian units which are in Supply. This Provision is exercised during the Game-Turn Record Interphase for the following Game-Turn.
[21.23] The DiGiorgio-Ferretti Provision does not give Command Control and may not be used in the Attack.

[22.0] THE MILANO STRIKE
COMMENTS:
The Italian 41st and 42nd Cavalry Divisions were employed in breaking a strike by workers in Milano.

GENERAL RULE:
The arrival Game-Turn of the Italian 41st and 42nd Cavalry Divisions is dependent upon the date the strike in Milano is suppressed.

PROCEDURE:
At the beginning of each Allied Player-Turn, the Allied Player rolls a die. A result equal to or less than the number of the Game-Turn indicates that the strike has been crushed. Two Game-Turns later the 41st and 42nd Cavalry Divisions arrive as reinforcements.

[23.0] SURPRISE ATTACK
COMMENTS:
When the Central Powers’ big guns opened fire for the assault at 2 a.m. on October 24, 1917, the Italian High Command had known for two days that the attack was coming. Preparations at Second Army HQ, however, were woefully lacking. More important than the partial operational surprise, was the tactical surprise achieved by the Stosstruppen’s infiltration tactics, diametrically opposed to accepted World War I offensive doctrine. The combined effects of both tactical and operational surprise are simulated in this Section.

[23.1] ATTACK SHIFT
During Game-Turn 1 only, all Central Powers attacks made by stacks containing Stosstruppen benefit from a column shift of one column to the right on the CRT, in addition to command shifts.

[23.2] STOSSTRUPPEN MOVEMENT
During Game-Turns 1 and 2, all Stosstruppen units have a temporary Movement Allowance of 10 Movement Points, not 8.

[23.3] ITALIAN REACTION
[23.31] During Game-Turn 1 only, Italian TCR-1-rated units may not withdraw before combat.
[23.32] During Game-Turn 1 only, Italian TCR-2-rated units may not retreat through an enemy Zone of Control even if there is a friendly unit occupying the hex. This is an exception to Case 7.24.

[24.0] VICTORY CONDITIONS
COMMENTS:
The Central Powers originally sought to achieve a limited victory and give some easy combat experience to the Stosstruppen in preparation for the Spring Offensive against France. The Stosstruppen had no plans to cross the Tagliamento River. Surprised by their own success, the Central Powers reached out to convert their gains into a strategic victory, which would demolish the Italian Army and take Italy out of the war. When the magnitude of the disaster set in, the Italian High Command sought to delay the offensive long enough to allow most of the Italian Army to withdraw from the trap and set up a new and shorter defense line — Italy’s last stand — on the Piave River.

[24.1] CENTRAL POWERS VICTORY POINTS
[24.11] The Central Powers Player receives 10 Victory Points for each supplied division, corps or artillery step southwest of the Piave River and southeast of the 14thx hexrow at the end of the game.
[24.13] The Central Powers Player receives 5 Victory Points for each French or British Step Lost, 2 Victory Points for every Italian Corps eliminated, and 1 Victory Point for every Italian division or artillery brigade eliminated.

[24.2] ALLIED POWERS VICTORY POINTS
[24.21] The Allied Powers Player receives 5 Victory Points for each supplied division, corps or artillery step in or northeast of the diagonal hexrow from 0128 to 2516 at the end of the game. Two brigades count as a division (artillery excepted).
[24.23] The Allied Powers Player receives 40 Victory Points if he has a supplied unit in Trieste or Trent at the end of the game.

[24.3] VICTORY DETERMINATION
[24.31] The Player with more Victory Points wins. If both players have the same amount of Victory Points, the game is drawn.
[24.32] The Central Powers Player has won a decisive victory if he has met the requirements of
[24.33] The Allied Powers Player has won a Decisive Victory if he has met the requirements of Case 24.31 and has eliminated 2 German Stosstruppen divisions.

[24.4] SPECIAL ROMMEL VICTORY POINTS (Optional)
If the Rommel counter is eliminated, the Germans and Italians each lose 20 Victory Points, and the British and French each gain 20 Victory Points.

[25.0] TYROL OFFENSIVE SCENARIO (Hypothetical)

COMMENTARY:
After Caporetto, the Germans often wished they had committed themselves from the start to a decisive offensive designed to take Italy out of the War. This Scenario depicts a historical alternative possibility. What if the Germans had made additional troops available to the Austro-Hungarians, troops which were trained in Stosstruppen techniques but never sent south? What if the Austro-Hungarians had moved other available cavalry and infantry divisions from their general reserves and from other less active fronts? What if they had then made a major effort to coordinate the Caporetto offensive with a similar offensive from the Tyrol salient around Trent?

In order to produce a more balanced game, this Scenario also hypothesizes that the British and French lived up to their earlier promises, reinforcing the Italian front before the offensive broke.

[25.1] MODIFICATION TO CAPORETTO RULES
Beginning with Game-Turn 3, French units may replace lost steps on a die roll of 1. Beginning with Game-Turn 6, British units may replace lost steps on a die roll of 1.

[25.2] CENTRAL POWERS FORCES

[25.21] In addition to the units in the Historical Scenario, the Central Powers Player may set up the following German units in any hex in or northwest of the Austro-Hungarian trench line between 0833 and 0222: 195th and 79th Reserve Stosstruppen Divisions (4-5-8).

[25.22] In addition to the units in the Historical Scenario, the Central Powers Player may set up the following Austro-Hungarian units: the 1st, 8th and 9th Cavalry Divisions (1-2-8); the 25th, 26th, and 46th Infantry Divisions (2-3-6); and Depots 10 through 14. These units may be placed in or on the Austro-Hungarian side of any Austro-Hungarian trench line. Their use in the Tyrol sector is suggested the first time this Scenario is played.

[25.23] The Central Powers Player may transfer any 4 German Stosstruppen units from their set-up hexes in the Historical Scenario to set-up hexes in or behind the Austro-Hungarian trench lines between 0833 and 0209, providing that Stacking Limits are not exceeded. If two or more are transferred, one Corp HQ may also be transferred and if four are transferred, one Army HQ may be transferred. The Austro-Hungarian 33rd Infantry Division (2-3-6) may be set up in any hex vacated under this Case.

[25.3] ALLIED POWERS FORCES

[25.31] In this Scenario, the Allied Player sets up first.

[25.32] The Italian XXV Corps (3-4-6) is not set up, but arrives as a reinforcement on Game-Turn 10.

[25.33] All French and British units given in the countermix are set up in Italian Fortress hexes, but not in excess of Stacking Limits.

APPENDIX

Players may wish to experiment with some or all of the following options, which are provided as suggestions since they have neither been playtested nor developed as fully as the two regular Scenarios.

A. Free deployment for either or both Players, keeping of course to the proper side of the trench lines, in either the Historical or the Tyrol Offensive Scenarios.

B. Matching the Central Powers' Order of Battle for the Historical Scenario with the Allied OB for the Tyrol Offensive Scenario. This represents an earlier Allied fulfillment of the Anglo-French promise to deploy troops to the Italian front before the offensive was launched. Alternatively, matching the Central Powers' Order of Battle for the Tyrol Offensive Scenario with the Allied OB for the Historical Scenario. This represents a German commitment to a decisive campaign in Italy without tipping the French and British off to what was in the works.

C. If the Italians had not allowed certain previous defensive positions to deteriorate after their advance to the Isonzo earlier in the war, they might have put up more effective resistance. One such line ran from hex 1334 to hex 1326; another ran along the rail line from Gemona through Udine to Gorizia. Units of either Player occupying a hex in these switch lines add 1 to their Defense Combat Strength; the lines have no other effect on play.

DESIGNER'S/DEVELOPER'S NOTES:
The key to Caporetto is the infiltration tactics of the German and Austro-Hungarian Stosstruppen. Because of the game's scale (already considerably reduced from that of the other games in the Great War in the East Quad), this infiltration, which worked itself out tactically, had to be simulated operationally. The removal of the requirement that Stosstruppen pay Movement Point Costs for passing through enemy Zones of Control, the two-hex Pursuit rule, and some tinkering with the Italian OB (setting up units as Corps rather than spread-out divisions) proved to be the solution. A reasonably good Central Powers Player can easily replicate the success of the Stosstruppen during the first few days of the offensive.

In some respects the game is a puzzle, particularly for the Allied Player: how does he save the Italian Army from encirclement? For the Central Powers Player the puzzle is: how to best use the Stosstruppen? Very few Players will solve the puzzle the first time they play the game, but playtesting has shown that two good Players, both experienced with the game, will produce a very historical simulation.

The game was not an easy one to balance. A little too far to one side, and the Italians get wiped out; a little too far to the other side, and they withdraw without major losses.

Players who have played both the Historical Scenario and the Tyrol Offensive Scenario may wish to experiment with other self-designed scenarios, using the countermix provided with the game. See the Appendix for suggestions.

The Victory Conditions penalize the Central Powers Player for losses to his prized Stosstruppen, since these were to be saved for the end-the-war Spring Offensive of 1918 in France, and the German High Command only reluctantly approved their use west of the Tagliamento at all. The Allied Player is penalized for losses to the French and British in order to encourage him to keep them out of the line unless desperately needed (in fact, the Italians did not need them to stabilize the Piave Line, though their presence behind the line was invaluable psychologically).

The artillery rules are required by the scale of the game. By 1917 the cavalry were really just mounted infantry; hence the elimination of restrictions on their use in combat.

The peculiarities of mountain combat — the Alps appear in no other Great War in the East game — made for special rules relating to Alpine troops and artillery, as well as for terrain features (such as the semi-permeable Ridge hexes) not found in the other quad games.

Corps on this front were grossly overgrown; hence their high Stacking Point value. The Italian 19th Division was every bit as large, and hence is treated like a Corps.

The Central Powers' logistical problem was not so much food — there was an abundance of it, much of it captured from the retreating Italians, in the fertile Italian plains — but a lack of ammunition. This did more to slow up the pursuit than Italian resistance; hence the Central Powers do not attrit in the plains, but find it hard to continue attacking and moving at their previously-acclimated rate. For the Italians, the attrition does not represent starvation so much as surrender, desertion, and general organizational entropy.

In the Tyrol Offensive Scenario, Players will have a chance to test out a wide variety of approaches both offensively and defensively. In this Scenario, the Allies have enough power to mount effective counter-attacks, but must hold against pressure on both fronts. Both Players are likely to rely more heavily on rail movement than in the Historical Scenario; the role of strategy is enhanced by the wide front and the mobility afforded by the rail lines.

DESIGN CREDITS
Game Design: Albert A. Nofi
Game System Design: David C. Ishy
Physical Systems and Graphics: Redmond A. Simonsen
Development: Stephen Donaldson with Tom Hamilton
Special Technical Assistance: Brian Sullivan
Playtesting: Don Edmonds, Guy Feralillo, Tom Hamilton, Tony Haug, Durvis Roberts, Jack Walsh, Franklin Johnson
Rules Editing: Brad Hessel
CAPORETTO

16.0 (correction, Case 2.31) The number on the top left of the HQ counter in Caporetto is the Attack Shift, not the Command Strength; see modification of Section 10.0 (clarification, Case 9.12) "Lagoon Coastal hexes" include 2526, 2524, 2523, 2522, 2425, 2423, 2421, 2325, 2324, 2323, and 2322. "Lagoon hexes" include 2424 and 2422.

17.0 (clarification) The Barrage Strength of artillery units is printed in parentheses on each of the counters.

25.22 (correction, lines 6-7) "and the four extra Depot units provided in the counter-mix, which are numbered 10-13."
[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" mappsheet 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 mappsheet 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**

<table>
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<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Type</td>
<td>Attachment</td>
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<tr>
<td>Superior Unit Designation</td>
<td>Individual Unit Designation</td>
</tr>
<tr>
<td>Attack Strength</td>
<td>Defense Strength</td>
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<td>Movement Allowance</td>
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Reduction due to Combat Result

**Typical Headquarters Unit**

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<tr>
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<td>Attack Shift</td>
<td>Command Radius</td>
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<tr>
<td>Designation</td>
<td>Set-up Hex (or Game-Turn and hex of entry)</td>
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<tr>
<td>Combat Strength</td>
<td>Movement Allowance</td>
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<tr>
<td>Movement Allowance</td>
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</tr>
</tbody>
</table>

Back Reduction due to Combat Result

[2.32] Unit Size Symbols

III = regiment; X = brigade; XX = division;
XX = 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 Points**: 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

<table>
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<tr>
<th>Individual</th>
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<th>Quadri-Game</th>
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<td>Die-Cut Counter Sheet</td>
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*different
*identical

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

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

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[2.7] RULES QUESTIONS

- **Rules 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.

- **FIRST PLAYER-TURN**
  1. MOVEMENT PHASE: Each Movement Phase is divided into the following segments:
     - **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).
     - **Reinforcement Segment**: The Phasing Player places his reinforcements on the Game-Map.
     - **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.
     - **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.
     - **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:
     - **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.

[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

- **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.**
- **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).**
- **Units may never be moved into an Enemy-occupied hex or destroyed Enemy fortress.**
- **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.**
- **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.**
- **Only units using Railroad Movement (see 5.3) benefit from Railroad lines.**
- **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 Railroad 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 detains). Only units which are in supply and in Command Control may be entrained.

[5.33] Once entrained, units 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 detain 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 Railroad Movement.

[5.35] Entrained units which are out of Command Control in the Movement Segment may freely engage in Railroad Movement only. They may not detain, 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 detained.

[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 Railroad 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 permissible 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


[6.13] 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 overlap while retreating after combat. However, if a unit is forced to overlap 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 hexes.

[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.

[7.23] Units may be moved directly from an 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).

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

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

[7.26] 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.

[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.
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 markers are 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 hexes.

- [8.62] Retreats of Friendly units are conducted by the owning Player, within the parameters of Case 8.6.3. 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 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 8.6.3, 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.

**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] "Is 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 — "Is 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 exists on 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, Movement of his own units 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 units which 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. This 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

[10.0] 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 rate 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.


[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 Attack Shift to attack any hex to their right equal to the HQ unit’s attack shift; they may be counted as a friendly unit in the Combat Results Table (see Case 10.23).

3. HQ units may place units in Command Control. Attacking units out of Command Control have their Attack Shift 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 of the final combat odds of one attack 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.

[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 hexes, or Enemy-occupied hexes.

[10.34] If the Tactical Competence Rating for a given HQ unit is 1, that HQ unit’s Command Radius 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 Radius may not be traced through Enemy Zones of Control. For this purpose, the presence of Friendly units in an Enemy-controlled hex negate 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 the 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 Commander’s 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 Range 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
[11.0] FORTRESSES

GENERAL RULE:
Forts 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, the 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
[11.22] 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 withdrawal. 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.
[12.15] 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 Reinforcement 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 QuadrGame, are simple games on broad and colorful subjects. The QuadrGame format (Tannenberg is formatted as the “fifth wheel” of the quadrimage) 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 QuadrGame 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 by “rail” they 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 detaining 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 in 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

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Costs (by Tactical Competency Rating)</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear (all)</td>
<td>1, 2</td>
<td>None</td>
</tr>
<tr>
<td>Forest (B,S,T,V)</td>
<td>1</td>
<td>None</td>
</tr>
<tr>
<td>Broken (S,T,V)</td>
<td>1, 2</td>
<td>None</td>
</tr>
<tr>
<td>Swamp (all)</td>
<td>2, 3</td>
<td>None</td>
</tr>
<tr>
<td>Rough (B,S,V)</td>
<td>2, 2</td>
<td>None</td>
</tr>
<tr>
<td>Ridge hexside (C)</td>
<td>See Note in Case 16.0</td>
<td>1 is added to the die roll if any unit in an attack attacks across Ridge hexside.</td>
</tr>
<tr>
<td>Mountain (B,C,S,V)</td>
<td>2</td>
<td>Defender Doubled</td>
</tr>
<tr>
<td>Town (all)</td>
<td>As other terrain in hex</td>
<td>None</td>
</tr>
<tr>
<td>City (all)</td>
<td>1, 1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Trench (B,C,T)</td>
<td>+1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>River or Major River hexside (all)</td>
<td>+1</td>
<td>Units attacking across are halved; 2 is added to die roll if units are attacking exclusively across Major Rivers</td>
</tr>
<tr>
<td>Blocked hexside (B,C,T)</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>Lake, Sea, (C,T)</td>
<td>Prohibited</td>
<td>Prohibited</td>
</tr>
<tr>
<td>Railroad (all)</td>
<td>See Case 5.3</td>
<td>None</td>
</tr>
<tr>
<td>Fortress (all)</td>
<td>1</td>
<td>See Case 11.1</td>
</tr>
<tr>
<td>Enemy-controlled hex (all)</td>
<td>+1</td>
<td>None</td>
</tr>
<tr>
<td>to Entrain (all)</td>
<td>+1, +2</td>
<td>+3, +4</td>
</tr>
</tbody>
</table>

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 Blocked 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

<table>
<thead>
<tr>
<th>TCR1</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCR2 &amp; TCR3</td>
<td>1-3</td>
<td>1-2</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>7-1</td>
<td></td>
</tr>
<tr>
<td>TCR4</td>
<td>1-2</td>
<td>1-1</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>7-1</td>
<td></td>
</tr>
</tbody>
</table>

**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 -/3 -/3
4 1/- 1/- 1/- 1/- 1/- 1/1 1/2 -/3
5 2/- 1/- 1/- 1/- 1/- 1/- 1/- 1/2
6 2/- 1/- 1/- 1/- 1/- 1/- 1/- 1/1
7 2/- 2/- 2/- 2/- 2/- 2/- 1/- 1/1
8 2/- 2/- 2/- 2/- 2/- 2/- 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. 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.

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

**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 opponent, 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 unit sees fit, so long as the required number of Steps is eliminated.

**GREAT WAR IN THE EAST**

**DESIGN CREDITS**

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Physical Systems and Graphic Design: Redmond A. Simonsen
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Production: Larry Catalano, Manfred F. Milkuhn, Steve Parsons, Norman Pearl, Bob Ryer, Gale J. Saddy, Linda Supin
GREAT WAR IN THE EAST
SERBIA/GALICIA
Austria-Hungary at War, 1914
EXCLUSIVE RULES


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[15.0] INTRODUCTION
Serbia/Galicia is a simulation of the two front war Austria waged during the opening months of WW1. In the south against her tiny neighbor Serbia, and in her own province of Galicia against Russian invaders, Austria learned the brutal lessons of 20th century warfare.

[16.0] MODIFICATIONS TO THE STANDARD RULES
GENERAL RULE:
This Section explains modifications and additions to the Standard Rules required by this particular game. Players should read the Standard Rules first, otherwise many terms and concepts will be unfamiliar. The numbers refer to the Case in the Standard Rules being modified.

[2.1] THE GAME MAP The Game Map consists of two different battle areas: Galicia and Serbia. Any hex number reference will be coded with g or s to indicate the appropriate map. Since references are made in the rules to intermap transfer, it is essential that players conceive of two entirely different playing surfaces.

[2.2] GAME CHARTS AND TABLES Additional charts and tables are needed for the play of this game. These are printed on the game map, and their use described in specific rules sections in this folder.

[2.3] THE PLAYING PIECES The Superior Unit Designation refers to armies for all units in the game. All command units except for Putnik (SOK) are army level HQs. The Allied Player controls the Russian and Serbian units.

[2.32] GAME MARKERS

Front

Fort Dest

Out of Command Control

Austrian Control

Russian Control

Back

Fort Destroyed

Fort Weakened


[2.4] DEFINITION OF TERMS The Tactical Competence Rating for all Austro-Hungarian units is 4, for all Russian units is 3, and for all Serbian units is 2.

[2.5] GAME SCALE One Game-Turn is equal to 72 hours. One hex is equal to 12.87 km (12.06 verst or 8 miles).

[4.0] SEQUENCE OF PLAY The Allied Player is the first Player, but on Game-Turn one, only, he has No Player Turn.


[5.3] RAIL CAPACITY The Austro-Hungarian and Russian Rail Capacity varies from Game-Turn to Game-Turn (see the Game-Turn Track). The Serbian Rail Capacity is five Stacking Points per Game-Turn.

[5.3] FRIENDLY RAILROADS Units may use only those railroads in their own country for supply and movement.

[6.11] STACKING The Stacking Limit is nine Stacking Points.

[9.0] FRIENDLY MAP EDGE Where two countries border on a map edge, that map edge is Friendly to each country behind its own borders. Any map edge entirely “in” one country is Friendly to that country only. The Austro-Hungarian Player may not treat any East map-edge hexes of the Galician map as Friendly.

[9.1] SUPPLY RANGE Russian and Austro-Hungarian: three hexes for all units. Serbian units are always in supply while in Serbia. Serbian units outside Serbia have a “normal” three-hex range. Serbian supply may never be traced across a major river hexside. See Cavalry Forage Section (24.0).

[11.0] STEP REPLACEMENT Only the Austro-Hungarian Player may use step replacement on or after Game-Turn 8. A roll of 5 or 6 is required for successful replacement. Step Replacement maximum is 8 Stacking Points per turn. These units must be at least six hexes from an Allied unit.

[14.1] REINFORCEMENTS All reinforcements may be considered entrained at arrival, at the owning players option. If entrained, all reinforcements count towards the Rail Capacity of the owning country in the Game-Turn of arrival. Players may delay arrival of Reinforcements, to subsequent Game-Turns, or move the reinforcements onto the map using normal non-rail movement in order to utilize the Rail Capacity for units already on the map.

Note: Rail Capacities on Turn Record Track (e.g., 18/13) refer to Austro-Hungarians and Russians respectively.

[17.0] RAIL MOVEMENT LIMITATIONS

CASES:

[17.1] AUSTRO-HUNGARIAN AND RUSSIAN RAIL MOVEMENT PROCEDURE

[17.11] The Austro-Hungarian Player and the Russian units of the Allied Player must roll one die for each unit they wish to entrain, before moving it. A die roll of 3 through 6 means the unit has suc-
ceeding in entraining normally and may move, subject to the Rail Movement rules (Case 5.3, Standard Rules). A roll of 1 or 2 means the unit must immediately end its movement for that Movement Phase, and cannot retrain. Units already entrained need not roll the die to entrain.

[17.12] Austro-Hungarian and Russian Rail Capacity is expressed in the number of Stacking Points entrained or attempting to entrain. Thus, if a unit attempts to entrain and fails, it still counts against the appropriate nationalities Rail Capacity.

[17.2] AUSTRO-HUNGARIAN RAIL NET LIMITATIONS
Whenever Austro-Hungarian units enter the Galician front map entrained, they may complete that Movement Phase entrained, but are then considered automatically detrained. Units already on the Galician Front map may remain entrained. This restriction applies only to entering Austro-Hungarian reinforcements (i.e., not to transferred units — see Case 17.4).

[17.3] FURTHER RESTRICTIONS ON RAIL MOVEMENT
[17.31] Players need not roll a die to entrain supply depots or HQ units. Such units may be entrained automatically. Supply depots entrained or moved by rail count towards Rail Capacity; HQ units do not.
[17.32] Reinforcements may always be considered entrained. Players need not roll a die to entrain reinforcements on the Game-Turn such units are brought into play.

[17.4] AUSTRO-HUNGARIAN INTERMAP TRANSFER
The Austro-Hungarian player, only, may transfer units between the two Game-Maps. This works like Off-Map Movement (see Cases 5.37 and 5.38).

[17.41] Austro-Hungarian units bearing Superior Unit Designations of the 5th and 6th (Balkan) armies and those armies command and supply units may never use inter-map transfer.

[17.42] Austro-Hungarian units bearing Superior Unit Designations of the 2nd Army, and that army’s command and supply units, may not leave the Serbian map until Game-Turn Three or later.

[17.5] RAIL MOVEMENT LIMITATION (Optional Rule)
[17.51] There is a limit to the number of Stacking Points that may cross each hexside on a single Railroad Line in a single Movement Phase. The limits are: For Single-Track Railroads, the Russian and Serbian limit is 4; the Austro-Hungarian limit is 5. For Double-Track Railroads, the Russian and Serbian limit is 12; the Austro-Hungarian limit is 14.

[17.52] For example, no more than 4 Stacking Points of Russian units can cross a hexside using any Single-Track Russian Railroad line. The players must keep track of which Rail lines have had the maximum number of Stacking Points moved over them in that Movement Phase.

[17.53] If there is more than one Rail line through a hexside, units may move over it even though the other has had its capacity for that Movement Phase “used up.”

[18.1] ARMY COMBAT INTEGRITY
A HQ unit may not use its Combat Shift for Attack or Defense to benefit an attack, unless over half of the affected force, measured in Steps, belongs to the same army as the HQ unit.

[18.2] DEFENSIVE SHIFTS
All HQ units with a non-parenthesized Attack Shift value may utilize that value to cause a defensive shift in one combat for friendly units within their command radius. The Command Strength of the HQ unit may not be exceeded by the Stacking Point value of the friendly units thus involved. This shift is expressed after all Attacking Player shifts to the Combat have been made. Shift to the left a number of columns equal to the Command Strength of the HQ unit delivering the shift.

[19.0] MARSHALL PUTNİK
COMMENTS:

Marshall Putnik of the Serbian Army is one of the most unique and least appreciated leaders of WWI. He was an invalid and conducted much of the campaign for the Serbians from maps — and very successfully.

[19.1] MARSHALL PUTNÍK’S EFFECT ON COMBAT
Marshall Putnik’s Combat Shift is parenthesized. This means that the shift may be applied to one attack per Game-Turn, only, through a second Serbian HQ unit within the Command Radius of the Putnik counter.

[19.11] The shift of the Putnik HQ unit may be combined with the shift (if any) of the second Serbian HQ unit to aid the attack of any Serbian units, subject to Case 10.21.

[19.12] Putnik’s shift may only be applied through a second Serbian HQ unit, whose shift (if any) cannot be applied to a different attack than the one Putnik’s shift affects.

[19.13] Putnik’s shift may never be applied defensively.

[19.2] MOVEMENT OF PUTNÍK
The Putnik HQ unit may only be moved by rail, along Friendly rail lines.

[20.0] SERBIAN SUPPLY AND LIMITATIONS ON SERBIAN ATTACKS
COMMENTS:
The Serbian Army began the war with a supply situation that was, at best, tenuous. Limited production capabilities, coupled with ineffective Allied action to aid Serbia, forced the tiny country to play a waiting game. She held off attacks to replenish supply, attacking only under highly favorable circumstances.

CASES:

[20.1] SERBIAN SUPPLY AND THE SERBIAN SUPPLY TRACK
The general level of Serbian supply stocks is measured in “Supply Points.” For each Serbian unit involved in an attack, one Supply Point is immediately expended. The current level of Serbian Supply Points is maintained on the Serbian Supply Track (see Game-Map). No Serbian attack may occur unless sufficient Supply Points are expended.

[20.2] REPLLENISHING SERBIAN SUPPLY
During the Allied Initial Supply Determination Segment of each Game-Turn, he rolls a die. If he obtains a result of “one” or “two,” no additional Supply Points are received. A result of “three” results in one Supply Point immediately added to the Serbian Supply Track. A result of “four” or “five” allows the Allied Player to add two Supply Points and a result of “six” allows him to add four Supply Points.

[20.3] INITIAL SERBIAN SUPPLY POINTS
At the start of the game, the Allied Player has four Serbian Supply Points.

[21.0] AUSTRO-HUNGARIAN MONITOR FLOTTILLA
GENERAL RULE:
On each Game-Turn, in any hex adjacent to a major river hexside on the Serbian front map, the Austro-Hungarian Player may use three additional Attack Combat Strength Points. This Attack Strength may be used alone or in conjunction with other units. All combat losses are taken normally when the strength is used with cooperating friendly units (all losses are taken by those cooperating units). If used alone, any attackers lose accorded by the CRT is ignored, but no combat shift may be applied to the attack. Use of the Monitor Flotilla Strength requires no expenditure of Command Strength.

[21.0] THE WRONG ENVELOPE
(Conditional Rule)
Austria-Hungary entered the war with two deployment plans. In the historical event Austria-Hungary quite literally picked the wrong envelope. Here they may attempt to rectify this grievous error.

On a die roll of 1, 2, or 3, the Austrian Player deploys as in Case 26.1. On a die roll of four, five, or six, the Austrian 2nd Army is used as a reinforcement for the Galician Front. It is available in Game-Turn One.

[23.0] AUSTRIAN ATTACK IMPERATIVE
(Conditional Rule)
COMMENTS:
As the First World War opened, every country trotted out its plans — usually fantasies of glorious attack and total victory. The Austrians were no exception. They planned a joint offensive (with the Germans) to roll up the Russian armies. Of course Serbia would fall in short order.

GENERAL RULE:
The Austrian Player must make at least four attacks per Game-Turn during Game-Turns 2, 3, and 4.
[24.0] CAVALRY FORAGE (Optional Rule)

GENERAL RULE:
At the owning Players option, Cavalry Units may exempt themselves from attrition due to lack of supply if they fulfill the following requirements during the Initial Supply Determination Segment.
1. Maximum of two stacking points per hex.
2. Not adjacent to Enemy units or Friendly un-supplied units.

[24.1] EFFECTS OF CAVALRY FORAGE ON MOVEMENT
Foraging Cavalry Units move normally but do not exert a Zone of Control.

[24.2] EFFECTS OF CAVALRY FORAGE ON COMBAT
Such units may attack at one-half their normal strength. They defend normally. If they do attack they must check for attrition (see Case 9:23).

[25.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by Victory Points. Victory Points are added and subtracted from the Allied Victory Point Total each Game-Turn for destroying Enemy units and fortresses and for controlling certain cities and towns. The Allied Player receives all positive Victory Points and adds these points to the Allied Victory Point Total. The Austro-Hungarian Player receives negative Victory Points and these points are deducted from Allied Victory Points. The Victory Point Index thus shows the net Allied Victory Point Total.

CASERS:

[25.1] VICTORY POINT AWARDS

[25.11] The Allied and Austro-Hungarian Players receive positive and negative victory points (respectively) for controlling towns and cities with these point values printed with their names on the map. The Allied Player receives points only for towns or cities with positive point values, the Austro-Hungarian only for negative point values.

[25.12] A Player controls a town or city if his units were the last to occupy it, move through it, or are currently occupying it, and the town or city is in supply (see rules Section 9.0). Austro-Hungarian and Russian control markers are provided to clarify the control of unoccupied cities as the game progresses. A marker should be placed in each city or town as it becomes controlled and removed when the city or town no longer fulfills the requirement for control.

[25.13] During the Game-Turn Record Interphase, each Player determines which towns and cities yield him victory points. Each Player adjusts the Victory Points for each controlled town or city. A controlled town or city yields Victory Points each Game-Turn Interphase until it fails to meet the criteria in Case 25.12.

[25.14] Only Victory Point adjustments for controlling towns or cities are made in the Game-Turn Record Interphase. Other Victory Point awards are made as they occur in the Game-Turn.

[25.15] The Victory Point Total may be a negative number. In that event, the Players should use the "negative" side of the Victory Point Index Markers.

[25.2] VICTORY POINT SCHEDULE

+ 2 For each Austro-Hungarian step lost in combat
(varies) In addition to the +2 points awarded (see above) for each Austro-Hungarian unit entirely eliminated, +1 Victory Point additional for each Stacking Point in that unit.

- 1 For each Russian step lost in combat
- 2 For each Serbian Step lost in combat
(varies) In addition to the -2 or -1 points awarded (see above) for each Russian or Serbian unit entirely eliminated, -1 Victory point for each Stacking Point in that unit.

- 5 per Game-Turn Austro-Hungarian control of Lublin, Chelm, Kowel, Dubno, and hex S1101 (each)
- 3 per Game-Turn Austro-Hungarian control of Belgrade
- 20 If 10 or less Serbian Stacking Points remain on the map at the end of the game.
- 4 per Game-Turn Russian control of Jablona Pass (G2809), Lyza Pass (G2315), Ushok Pass (G2118), Lupkow Pass (G1924), Duka Pass (G1825) and hex G1126 (each).
- 5 per Game-Turn any Austro-Hungarian Fortress hex (each)

[25.3] LEVEL OF VICTORY CHART

At the end of the game, compare this chart with the number of Victory Points on the Victory Point Index to determine the type of Victory achieved.

<table>
<thead>
<tr>
<th>VP Total</th>
<th>Type of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>56 and over</td>
<td>Allied Strategic</td>
</tr>
<tr>
<td>36-55</td>
<td>Allied Substantive</td>
</tr>
<tr>
<td>21-35</td>
<td>Allied Marginal</td>
</tr>
<tr>
<td>15-20</td>
<td>Draw</td>
</tr>
<tr>
<td>5-15</td>
<td>Austro-Hungarian Marginal</td>
</tr>
<tr>
<td>10-5</td>
<td>Austro-Hungarian Substantive</td>
</tr>
<tr>
<td>11 or less</td>
<td>Austro-Hungarian Decisive</td>
</tr>
</tbody>
</table>

[25.4] HOW TO USE THE VICTORY POINT TRACK

The Allied Player records Victory Points on the Victory Point Track Record (see Game-map). The Austro-Hungarian Player subtracts Victory Points, as they are gained, from the total indicated on the track. There are two markers included in the counter mix for use on this track. One counter is marked: × 1 Positive on one side and × 1 Negative on the other; the other counter is marked: × 10 Positive and × 10 Negative. Use the positive side when the total is 1 or greater and the negative side when the total is less than zero. EXAMPLE: the × 10 Positive marker in box 6 and the × 1 Positive marker in box 3 each indicate a Victory Point total of 65.

[25.6] SCENARIOS

There are three scenarios in Galicia/Serbia: The Historical Campaign Game, The Free Deployment Campaign, and The 1 Galician Front Scenario. Each Scenario lasts a set number of Game-Turns.

CASES:

[26.1] THE HISTORICAL CAMPAIGN GAME

This Scenario begins at the start of Game-Turn 1 and ends at the end of Game-Turn 13. Use the set-up and reinforcement designations on the counters.

[26.2] THE FREE DEPLOYMENT CAMPAIGN

This Scenario is identical to that in Case 26.1, except that Players have the freedom to choose their initial unit placement. Disregard the set-up hexes on the units.

[26.21] Serbian Set-Up

The Allied Player may set-up Serbian units anywhere in Serbia. The Allied Player sets up the Serbian units before any Austro-Hungarian deployment.

[26.22] Austro-Hungarian Set-Up

The Austro-Hungarian Player may set up his initial units (those units marked with set-up hexes) anywhere in Austria, on either map, with the exception of Austrian units bearing designations of the 5th and 6th (Balkan) armies; they must set up on the Serbian front map.

[26.23] An option which may be used upon mutual agreement of both players: In addition to those units bearing printed set-up hex designations, the Austrian Player may deploy 12 more Stacking Points anywhere in Austria.

[26.24] Reinforcements

In this Scenario, both Players may vary the entry hex of their reinforcements. Reinforcements may be brought in to alternate railroad entry hexes on the same map edge they were scheduled to appear on, with a one Game-Turn delay. Reinforcements may change their map edge of arrival with a three Game-Turn delay.

[26.3] 1 SEPTEMBER 1914: DECISION IN GALICIA

The Decision in Galicia scenario begins with the start of the Russian Player turn in Game-Turn Seven. It ends with the completion of Game-Turn 13. Only the Galician Front map is used in this scenario. No inter-map transfer may take place.

[26.31] Set-Up

Units set up on the Sept. 1 Scenario Start Line printed on the map. The Austro-Hungarian Player sets up first. Units may only be placed within the appropriate Army boundaries on the start line itself. Austro-Hungarian units set-up south and west of it; Russian units north and east. Both players may construct appropriate supply lines to units on the front. All start line hexes must be covered by units or their Zones of Control.

[26.32] Austro-Hungarian and Russian Attrition

When all Austrian units are deployed, but before the Russian units are, the Austrian Player rolls a die for each unit. On a die roll of 2 the unit is reduced two steps; on a die roll of 1 the unit is reduced one step. When all Russian units are deployed, but before play begins, the Russian Player rolls a die for each unit — on a die roll of 1 or 2 the unit is reduced one step. Any die roll of three or more has no effect.

[26.33] Victory Conditions

Victory Points are awarded to the Players as in the Campaign Game. However, the Allied Victory Point markers begin the game at a level of 35. The levels of Victory are as in Case 25.4.
AUSTRO-HUNGARIAN COMMAND ABBREVIATIONS


RUSSIAN COMMAND ABBREVIATIONS


SERBIAN COMMAND ABBREVIATIONS

SOK: Chief of Staff Wojwode Putnik; 1st Army: General Bojovic; 2nd Army: General Stepanovic; 3rd Army: General Juric-Sturm; Uzice: General Bozanovic.

NOTES

An Overview

World War I on the Eastern Front is a contradiction of all stereotypes of early 20th Century Warfare: it was mobile, full of decisive action, successful attack, and disappointing defensive performance. When the project began, this game was to be about the Serbian battles only, and the game was to replace the wrong-scaled Gallipoli project in the quad. Upon closer examination, though, it became clear that Serbia itself was the wrong scale to work with the flagship game *Tannenberg*. At this point the designer became interested in the Austro-Hungarian situation in August of 1914. The empire was rotten to its core, rife with corruption, burdened with bureaucracy, and supported by an army filled with effective 20th century technology led by 19th century men — all the makings of the disaster which befell it.

Thus the design decision was made to cover the two-front war as it existed in the potentially decisive opening weeks of August. This decision dictated the two-map solution which, from the beginning, worked quite well in portraying the Austrian strategic situation. The secondary and more exciting result in terms of the game is the variety of action it offers. The sweeping action of Galicia is offset by the cautious attack and counterattack in Serbia, and both players are offered the opportunity to make strategic decisions which affect the outcome of play. The burden of attack rests with the Russian army which must both destroy the Austrian presence in Galicia and occupy much of the province as quickly as possible, at the same time the Allied Player must be prepared for a heavy onslaught against Serbia which must be effectively dealt with in order for the Allied cause to hold up strategically.

In the midst of these burdens on the Allied Player is the intangible — the actions of the Austro-Hungarian Player. With the Austro-Hungarian Player rests the potential for decisive disruption of Allied timetables and plans. The strategic decisions which the Austro-Hungarian Player makes will determine the course of the game, and it is in these decisions that the outcome of the historical event can be manipulated and explored. Basically the fact of the matter is this: The Austro-Hungarian high command in the person of Conrad made an irrevocable error in opting for two and then three separate offensive actions during the early weeks of the war, dissipating the not inconsiderable punch of the Austro-Hungarian army and sealing the fate of the empire. In the game, of course, the Austro-Hungarian Player is not bound by these errors in strategic thinking.

In the Player role of Austro-Hungary, the movement of troops between the two fronts in the manner of the expert railroad strategists — the Germans — is possible. In this way, and in this way alone, can the game be broken away from the ugly and inevitable historical result. The limiting factor is, of course the Austro-Hungarian rail capacity coupled with the immense distance between the two fronts. Only one complete round trip is really possible in terms of the game and the plan involves... Well, you figure it out.

In short, the burden of attack rests with the Allied Player in terms of both preserving and gaining ground, while the Strategic initiative rests with the poorly led and dispersed Austro-Hungarian forces.

A Lesson:

Like most gamer-historians, we like maps. And if Players examine the four maps of the quad, they will find that three of the four maps cover approximately the same area at slightly different scales and orientations. Let the Player be reassured also that there is correspondence among these maps only in the most general sense. There is a lesson to be learned about these games and the people who create them. Approximately the same ground evaluated from the same maps using the same terrain system results in three quite divergent assessments.

The variables in the process are two-fold: The first and minor one is the time of year. In a sense this is built into the terrain of the games. The damp fall action of Lodz/Warsaw, for example, is quite different from the summer campaigning of Serbia/Galicia. But this is not the primary variable. That distinction is reserved for the gamer-historian/designers themselves. The vagaries and eccentricities in thought process among Messrs. Beavers, Dunnigan, and Nelson cannot be fully explained, nor should they be. Suffice it to say that this interpretive difference is at the core of design and history evaluation, which is always subjective and nearly always skewed by hindsight and theory. Any Questions?

And a Comment:

As the art of wargame design grows and feeds upon itself, the more divergent and single purpose it becomes. Each new game which appears has a germ of some previous game (always at least a germ) and the beginnings of some new thought (always). Upon this solid base of historical analysis we can begin to take the first tentative steps toward a new view over and away from the rather limited military events on which the simulation game traditionally focuses. Questions of sociology, psychology, and morality can be explored within the framework of our games either in addition to or totally separate from that military focus. This is a next step of advancement for our games, and the first halting motions in that direction have already been made. In this limited game you have a statistical analysis of the situation the men of history faced. What you lack is a sense of the larger scope of social and psychological pressures which impinged upon these men. It is up to you to assume the roles of these creatures of history and allow the game to provide you with an admittedly imperfect and subjective evocation of another time.

DESIGN CREDITS

Game Design: J. A. Nelson
Game System Design: David C. Isby
Physical Systems and Graphics: Redmond A. Simonson
Production: Karen Cantor, Robert A. Degni, Andrew Grossman, Kate Higgins, Ted Koller, Manfred F. Milkuhn, Bob Ryer, Karen Tully
SERBIA - GALICIA

COUNTERS

1. Austro-Hungarian 2/6 Brigade starts in s1513
2. Serbian Be Brigade starts in s0307 (Belgrade)

MAP

17.11 (clarification) The owning Player rolls the die to determine if a unit is successfully entrained after that unit has been moved to a rail hex.

24.1 (clarification) Cavalry units lose their ZOC during the owning Player's Player-Turn only.
STANDARD RULES for the
GREAT WAR IN THE EAST
Game System
Caporetto, The Brusilov Offensive, Serbia/Galicia,
Von Hindenburg in Poland
and TANNENBERG

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  14.2 Restrictions

[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 monarchies — 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 the 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**

```
+----------------+
|     Unit Type   |
+----------------+
|     Superior Unit Designation     |
+----------------+
|     Individual Unit Designation   |
+----------------+
|     Attack Strength     |
|     Defense Strength     |
+----------------+
|     Movement Allowance   |
+----------------+

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<td>XX</td>
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<tr>
<td>2 1/2</td>
<td>1 3/4</td>
</tr>
<tr>
<td>2 4/4</td>
<td>1 3/4</td>
</tr>
</tbody>
</table>
```

**TYPICAL HEADQUARTERS UNIT**

```
+----------------+
|     Command Strength     |
+----------------+
|     Movement Allowance   |
+----------------+
|     Command Radius     |
|     Set-up Hex (or Game-Turn and hex of entry) |
+----------------+
|     Back Reduced Strength due to Combat Result |
+----------------+
```

```
| Command Radio |
+----------------+
| (118) 1 20 3 |
+----------------+
| Command Radius |
+----------------+
| (118) 1 32 4 |
```

```
| Attack Shift |
+----------------+
| (118) 1 32 4 |
+----------------+
| Attack Shift |
+----------------+
| (118) 1 32 4 |
```

```
| Movement Allowance |
+----------------+
| (118) 1 32 4 |
+----------------+
| Movement Allowance |
+----------------+
| (118) 1 32 4 |
```
[2.3] 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

<table>
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<tr>
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<td>Game Map</td>
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<td>4*</td>
</tr>
<tr>
<td>Die-Cut Counter Sheet</td>
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<td>4*</td>
</tr>
<tr>
<td>Standard Rules Folder</td>
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<tr>
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<tr>
<td>Game Box</td>
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<td>1</td>
</tr>
</tbody>
</table>

*different
†identical

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

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

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[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.

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 lay, 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 overstaked 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 railroad line, a unit must expend additional Movement Points equal to its Tactical Competence Rating in order to be entrained. Once entrained, place and Entrained marker on that unit (this marker remains on that unit until it detains). Only units which are in supply and in Command Control may be entrained.

[5.33] Once entrained, units 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, or an Enemy unit.

[5.34] After a Player has finished moving a unit by rail, he may detain 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 detained.

[5.37] In some games, Players will see that certain railroad 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 railroad 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 permissible 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 |
| Regimental: 1 Stacking Point |
| Brigade: 1 Stacking Point |
| Divisions: 2 Stacking Points |
| Corps: 4 Stacking Points |


[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 stack while retreating after combat. However, if a unit is forced to stack 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 hexides.

[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 traveling, 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 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 Quadrarine 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 retroceded or a combination of both.

[8.51] Regular units, 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 retroced 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 retroced into an Enemy unit or through Prohibited hexes.

[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 superseded 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 to not observe retreat priority 2, units with a Tactical Competence Rating of 1 may be retroced into or through an Enemy-controlled hex. Units with a Tactical Competence Rating of 2, 3, 4, or 5 may not be retroced into or through an Enemy-controlled hex (unless that hex is occupied by a Friendly unit; see Case 7.24). If forced to go to retreat they would be eliminated.

[8.65] Units may be retroceded 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 retroced 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 retroced force is now stacked suffers a combat result causing them to retreat or be eliminated, the previously retroced force is eliminated. If the units with which the retroced force is stacked loses half its Steps the retroced 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] “Is Ne Pas ser Paut?”**

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 — “Is 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 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 Attirriment Segment of the Friendly Movement Phase must roll for attrition. The Phasing Player rolls the die individually for each of his units and sees if they are 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. The 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.

[10.12] HQ units which have an “H” next to their Combat Strength are “Heroc” leading 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 10.31).

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 Combat 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.

[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 hexes, or Enemy-occupied hexes.

[10.34] If the Tactical Competence Rating for a given HQ unit is 1, that HQ unit’s Command Radius 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 Radius 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 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 re-enter 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
[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


[11.22] 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 withdrawal. 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 5 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 any other hex.


[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 Reinforcement 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 Quadrilobe, are simple games on broad and colorful subjects. The Quadrilobe format (Tannenberg is formatted as the "fifth wheel" of the quadrilobe) 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 Quadrilobe 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—had 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 detaining 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

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

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

<table>
<thead>
<tr>
<th>TCR1</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>5-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCR2 &amp; 3</td>
<td>1-3</td>
<td>1-2</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>6-1</td>
</tr>
<tr>
<td>TCR4</td>
<td>1-2</td>
<td>1-1</td>
<td>2-1</td>
<td>3-1</td>
<td>4-1</td>
<td>5-1</td>
<td>6-1</td>
<td>7-1</td>
<td>7-1</td>
</tr>
</tbody>
</table>

**DIE**

| 1  | 1/1 | 1/1 | -/1 | -/2 | -/3 | -/3 | -/E | -/E |
| 2  | 1/- | 1/- | 1/1 | 1/2 | -/2 | -/2 | -/E | -/E |
| 3  | 1/- | 1/- | 1/1 | 1/1 | 1/2 | -/3 | -/3 | -/3 |
| 4  | 1/- | 1/- | 1/1 | 1/1 | 1/2 | 1/2 | -/3 | -/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.

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[8.9] COMBAT RESULT OPTION TABLE

**Attacking Unit 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. Half of the total steps of all affected units are eliminated.
   1. All affected units are eliminated (Case 7.75)
   2. Each affected unit (or stack containing any affected units) is retreated one hex.
   3. Each affected unit (or stack containing any affected units) is retreated two hexes.

2. The defending unit receives a combat result of E is automatically eliminated. An attacking unit that receives a combat result of E 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.

3. All affected units are eliminated (Case 7.75)
   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.

**Explanations:**

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 opponent, 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 of Steps 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

**DESIGN CREDITS**

Game Design/Development: David C. Isby

Physical Systems and Graphic Design:

Redmond A. Simonsen

Rules Editing: David Werden

Production: Larry Catalano, Manfred E. Milikuhn, Steve Parsons, Norman Pearl, Bob Ryer, Gale J. Saddy, Linda Supin
15.0 MODIFICATION TO THE STANDARD RULES

16.0 SUPPLY RANGES AND RESTRICTIONS
FOR SUPPLY DEPOTS AND RAILROADS
16.1 Depot Supply Line Length; 16.2 Railroad Supply; 16.3 Special Restrictions on Russian Supply (Optional)

17.0 RAIL MOVEMENT
17.1 Russian Rail Movement; 17.2 Austro-Hungarian Rail Movement; 17.3 German Rail Movement; 17.4 Rail Movement Limitations (Optional); 17.5 Friendly Rail Hexes

18.0 HIDDEN MOVEMENT (Optional)
18.1 Procedure for the Use of Gruppen Markers; 18.2 Gruppen Markers Effects on Movement; 18.3 Revealing the Composition of Gruppen and Returning Revealed Gruppen Markers to the Map

19.0 TACTICAL COMPETENCE RATINGS
AND STACKING LIMITS
19.1 Stacking Limits; 19.2 Tactical Competence Ratings

20.0 CAVALRY HQ UNITS AND RESTRICTIONS
ON AUSTRO-HUNGARIAN AND GERMAN COOPERATION
20.1 German and Austro-Hungarian Inter-Army Cooperation; 20.2 Austro-Hungarian and German Cavalry Corps Commanders

21.0 BREAKDOWN OF RUSSIAN CORPS
AND SPECIAL RUSSIAN GARRISON
RESTRICTIONS
21.1 Breakdown of Russian Corps into Divisions; 21.2 Russian Garrison Restrictions

22.0 STEP REPLACEMENT FOR GERMAN AND
AUSTRO-HUNGARIAN UNITS
22.1 German Disruption Retrieval; 22.2 Austro-Hungarian Disruption Retrieval

23.0 VICTORY CONDITIONS
23.1 Victory Points Awarded for Destroyed Units; 23.2 Geographical Objectives

[5.3] FRIENDLY RAILROADS: see Sections 17.0, 18.0.
[5.4] TERRAIN EFFECTS CHART: Only one is added to the die roll for attacks across Major Rivers.

[9.1] SUPPLY RANGE: Russian = 3 hexes, German = 6 hexes, Austro-Hungarian = 3 hexes.

[11.0] STEP REPLACEMENT: See Section 22.0

[14.1] REINFORCEMENTS: All reinforcements are entrained at the instant of arrival. Russian reinforcements count towards Rail Capacity in the Game-Turn of arrival, but not German or Austro-Hungarian Reinforcements. Also, the set up hex number of a unit — or the area of entrance (printed on the map) and Game-Turn of arrival of a reinforcement unit is printed on the counters.

[16.0] SUPPLY RANGES
AND RESTRICTIONS
FOR SUPPLY DEPOTS
AND RAILROADS

GENERAL RULE:
The three armies represented in the game may draw supply from two sources, Rail hexes and Supply Depots. A unit may draw supply from a Rail hex only if that Rail hex is located within that unit's national boundary (exception, see Case 16.22) and under the control of that unit's owning Player. A Supply Depot may only be used to supply units that are of the Supply Depot's own nationality.

CASES:
[16.1] DEPOT SUPPLY LINE LENGTH
The maximum Supply Line lengths for units (or Supply Depots) drawing Supply from Supply Depots of the units' own nationality are 6 hexes for German units, and 3 hexes for Russian and Austro-Hungarian units.

[16.2] RAILROAD SUPPLY

[16.21] The maximum Supply Line Lengths for units (or Supply Depots) drawing Supply from a Railroad are 6 hexes for German units, and 3 hexes for all Russian and Austro-Hungarian units.

[16.22] Russian units (or Supply Depots) may draw Supply from any Rail hex inside of Poland, German units (or Supply Depots) may draw Supply from any Rail hex inside of Germany or Austria-Hungary, and Austro-Hungarian units may draw Supply from any Rail hex inside of Austria-Hungary.

[16.23] Only Rail hexes which are under the control of a Player may be used by that Player for Supply purposes (see Case 17.5).

[16.3] SPECIAL RESTRICTIONS
ON RUSSIAN SUPPLY (Optional)

[16.31] During the Command Control Segment of the Russian Player Turn of Game-Turns 1 through 9 inclusive, the Russian Player must check to see if the units under the command of the 4th and 5th army Headquarters are depleted (under-supplied). The Russian Player rolls 1 die for each of the two HQ units, and if the result is 1 through 4, then all units under the command of the HQ rolled for are reduced in their Attack Strengths and their Movement Allowances by 25%, with all fractions rounded up.

[16.32] The depletion in the Attack Strengths and Movement Allowances of the Russian units affected by Case 16.31 is not permanent — it lasts only for 1 complete Game-Turn. However, each of the HQ units may be affected by 17.31 more than once during a game.

[16.33] If the 4th and 5th army HQ units should change, for the purposes of combat, the units they are commanding, then those newly commanded units are also depleted. Units that leave the command of an army HQ affected by 17.31 are still considered depleted.

[17.0] RAIL MOVEMENT

GENERAL RULE:
During any Movement Phase, the Phasing Player may move as many or as few of his units as he wishes via Rail, up to the limit of his Rail Capacity for that Game-Turn. In addition, there are provisions for German off the map Rail Movement and there are restrictions on the Rail Movement of Austro-Hungarian and Russian units that limit the flexibility and efficiency of their respective rail networks.

CASES:

[17.1] RUSSIAN RAIL MOVEMENT

[17.11] The Russian Army's Rail Capacity and Rail Movement Rate per Game-Turn are 8 Stacking Points and 18 hexes, respectively.
During Game-Turns 1 through 10 inclusive, the Russian Player may use for Rail Movement only those Railroad hexes which are located inside of Poland or on or north of the line of Railroad hexes between hexes 0417 and 1529 which pass through hexes 0619 or 0620 or adjacent to or east of the Vistula. This means that the Russian Player cannot use any Railroad hexes inside of Poland that are southeast and south of the double track railroad which begins in hex 0921 and west of the Vistula for the purposes of Rail Movement. Beginning with Game-Turn 11, however, the Russian Player may utilize any Railroads inside Poland for Rail Movement.

The Russian Player must roll a die for each unit he wishes to entrain. If the die roll is 3 through 6, then the unit may utilize Rail Movement; if the die roll is 1 or 2, the unit may not utilize Rail Movement and is incapable of any further movement of any type for the remainder of the Game-Turn. This die roll is in addition to any die roll for command control (see Case 13.2).

If a Russian unit unsuccessfully attempts Rail Movement, the number of Stacking Points that unit represents is still subtracted from the Russian Player's total Rail Capacity.

The Austro-Hungarian Army's Rail Capacity is 9 Stacking Points per Game-Turn and its Rail Movement Rate for each entrained unit is 12 hexes.

Austro-Hungarian units may utilize any Railroads in Austria-Hungary for the purposes of Rail Movement.

Like the Russian Player, the Central Powers Player must roll one die for each Austro-Hungarian unit he wishes to entrain. If the die roll is 2 through 5, the unit may utilize Rail Movement; if the die roll is 1, the unit may not utilize Rail Movement and is incapable of any further movement of any type for the remainder of the Game-Turn.

If an Austro-Hungarian unit unsuccessfully attempts Rail Movement, the number of Stacking Points that unit represents is still subtracted from the Russian Player's total Rail Capacity.

The German Army's Rail Capacity is 12 Stacking Points per Game-Turn and its Rail Movement rate for each entrained unit is 10 hexes.

German units may utilize any Railroads in Austria-Hungary or Germany for the purposes of Rail Movement.

German units entrain automatically; the Central Powers Player need not check to see if the unit may move via Rail.

German Army units (only) may utilize off-map Rail Movement. Any German unit may exit the east edge of the map, when entrained, and during the German Movement Segment of the subsequent Game-Turn (or later) it may reappear through any hex on the eastern edge of the map north of the Warfa River and south of the Vistula. A maximum of 12 Stacking Points may be off the map during any point in a game, and the Stacking Point value of any German units must be deducted from the Rail Capability of the Central Powers Player as long as the exited units are not on the map.

There is a limit to the number of Stacking Points that may cross each hexside on each Rail-

This means, for example, that no more than 4 Stacking Points of Russian units can cross a hexside using any single-track Russian Railroad line; the Players will have to mentally keep track of which Rail Lines have had the maximum number of Stacking Points moved over them in that Movement Phase.

This limit is expressed in 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".

Friendly Rail Hexes

A Rail hex is considered Friendly to a Player if and only if the last unit in that hex at any time during a Movement Segment was Friendly to that Player.

A Player may not utilize a Rail hex for the purposes of Rail Movement or Supply until the Game-Turn immediately following the Game-Turn during which that Rail hex became Friendly.

All Rail hexes inside of Germany and Austria-Hungary, and all Rail hexes which are inside of Poland and south and west of the Vistula except for Rail hexes 0417, 0518, 0618, and 0619 are Friendly to the Central Powers Player at the start of the game.

To determine if a Friendly Rail hex may be used for Supply, see Case 16.2.

GENERAL RULE:

The Central Powers Player may use the Hidden Unit Display and the 13 Gruppen Markers to reposition the Russian Player as to the location of German units; however, only German units may take advantage of this option. The Gruppen Markers used to represent the German units have no effect on the Movement Allowances and Combat Strengths of the units the markers represent, and they do not affect the Stacking Limits of the hexes occupied by the markers. Also, the Gruppen Markers may be used as dummies (i.e., there may be no units in the appropriate box on the Hidden Movement Display for a particular Gruppe Marker), and it is possible for the Russian Player to discover the composition of a Gruppe. The Central Powers Player may also add as many additional Gruppen Markers as he wants.

The number of a Gruppe Marker is always placed face down on the map, and the Hidden Unit Display should not be seen by the Russian Player.

GRUPPEN MARKERS EFFECTS ON MOVEMENT

It costs a unit no Movement Points to join, form, or leave a Gruppe.

Two or more Gruppen may combine to form one Gruppe at any time during the course of a German Movement Phase, as long as the Gruppen are in the same hex and the Stacking Limit for that hex is not exceeded.

A single Gruppe may split to form two or more Gruppen at any time during a German Movement Phase.

The Movement Allowance of a Gruppe Marker may not exceed the Movement Allowance of the slowest unit in that Gruppe; however, slower units in a Gruppe may be dropped off from that Gruppe at any point during a Movement Phase and the Gruppe may continue on unimpeded.

REVEALING THE COMPOSITION OF GRUPPEN AND RETURNING REVEALED GRUPPEN MARKERS TO THE MAP

If a Russian unit moves adjacent to a dummy Gruppe Marker, that marker is removed from play. A Gruppe Marker containing a unit capable of exerting a Zone of Control is exchanged for those units at the end of any Movement or Combat Phase in which 'he Gruppe is adjacent to any Russian combat unit or at any time the Gruppe initiates or is subjected to an attack.

If a Gruppe Marker represents only an HQ unit, the Gruppe is automatically revealed as soon as the Russian Player moves a unit adjacent to the HQ. The HQ is then placed with the nearest German combat unit.

Gruppen Markers that have been removed may be brought back during any subsequent Central Powers Movement Phase and are placed with any German Gruppe or supplied German unit.

RESTRICTION ON GERMAN GRUPPEN MARKERS

The Russian Player may trace supply or move through any dummy Gruppe Marker or any Gruppe Marker containing only an HQ unit.

Dummy Gruppen Markers and Gruppe Markers containing only a HQ unit may not be moved into a hex in an Enemy Zone of Control.

Hidden Unit Display (see separate sheet)

TACTICAL COMPETENCE RATING AND STACKING LIMITS

The Stacking Limit per hex for this game is 9 Stacking Points.
[19.2] TACTICAL COMPETENCE RATING
The TCR for the Austrian Army is 4, for the Russian 3, and 1 for all German units.

[20.0] CAVALRY HQ UNITS AND RESTRICTIONS ON AUSTRO-HUNGARIAN AND GERMAN COOPERATION

GENERAL RULE:
A number of limitations are placed on the ability of German Corps Commanders and Austro-Hungarian Army Commanders to command units which are not of their own nationality. In addition, there are limits on the abilities of the two armies with regard to joint attacks. Also, cavalry HQ units are limited in their ability to command units which are not cavalry.

CASES:

[20.1] GERMAN AND AUSTRO-HUNGARIAN INTER-ARMY COOPERATION

[20.11] Austro-Hungarian Corps and Army HQ units and German Corps HQ units may only command units of their own respective nationality.

[20.12] The German 9th Army HQ unit may command both Austro-Hungarian and German units; however, it may do so only if the Austro-Hungarian and German units are attacking the same enemy unit. The only time when Austro-Hungarian and German units may attack the same Russian unit is when the attacking units are under the command of the 9th Army HQ.

[20.2] AUSTRO-HUNGARIAN AND GERMAN CAVALRY CORPS COMMANDERS

[20.21] Austro-Hungarian and German Cavalry Corps HQ units may command only cavalry units.

[20.22] German Cavalry HQ units may command only German Cavalry units; the Austro-Hungarian Cavalry HQ unit — Hauer H — may command only Austro-Hungarian Cavalry units.

[21.0] BREAKDOWN OF RUSSIAN CORPS AND SPECIAL RUSSIAN GARRISON RESTRICTIONS

GENERAL RULE:
Russian Army Corps may break down into divisions at any point during the Russian Player’s Movement Segment. In addition, the Russian Player must keep a certain number of units within certain specific areas of the map.

CASES:

[21.1] BREAKDOWN OF RUSSIAN CORPS INTO DIVISIONS
[21.11] At any point during the Russian Player’s Movement Segment, undisrupted Russian Corps which are in command control and supply may break down into divisions. The Russian Player takes two division counters, substitutes them on the map for the corps counter, and notes which two divisions are representing the removed corps counter. The substituting divisions are considered to remain in command control and supply for the remainder of the Movement Segment during which they appeared on the map.

[21.12] To reconstitute a corps, the Russian Player moves the two division counters representing the corps into the same hex, and substitutes the corps that was being represented on the map by those two divisions. Russian divisions may recombine regardless of their command control and supply status; however, if one or both of the recombining divisions are out of command or supply, the reconstituted corps is out of command or supply.

[21.13] Only the two divisions that were substituted for a corps may recombine to reform that corps and, if one of the recombining divisions is disrupted, then the reconstituted corps is returned in a disrupted state.

[21.14] It costs Russian units no Movement Points to break down from or reconstitute into corps.

[21.15] Division counters substituting for corps move, attack and defend in a normal manner; they are not penalized in any way.

[21.16] Russian Corps may not be reconstituted if only one of the divisions substituted for that corps is still extant.

[2.2] RUSSIAN GARRISON RESTRICTIONS (Optional)

To enhance the realism of the game, it is strongly suggested by the designer that the following rule be utilized; however, it does detract from balance.

[21.21] The Russian Player must keep five cavalry divisions and four infantry corps on or adjacent to the southeastern section of the game map bordered by the San, the Vistula, and the southern edge of the map. In addition, he must leave one infantry corps north of the Vistula, between the German-Polish border and Warsaw and within four hexes of the northern edge of the map.

[21.22] The above garrison requirements may be fulfilled by disrupted units, or by having an equivalent number of Stacking Points of the required type (i.e., infantry or cavalry) within the areas mentioned above.

[21.23] If the Russian Player fails to meet the above requirements for more than one complete Game-Turn, he automatically loses the game.

[22.0] STEP REPLACEMENT FOR GERMAN AND AUSTRO-HUNGARIAN UNITS

GENERAL RULE:
At the start of the Second Player Movement Phase of each Game-Turn, the Central Powers Player may attempt to rebuild disrupted Austro-Hungarian and German divisions. Depressed Russian units may not be rebuilt.

CASES:

[22.1] GERMAN DISRUPTION REMOVAL
[22.11] The Central Powers Player may attempt to rebuild 4 Stacking Points of German units per Game-Turn.

[22.12] A German unit must not have moved during the Movement Segment of the Game-Turn in which it is attempting to undisrupt; also, the unit must be within 4 hexes of a supply source and in supply.

[22.13] German units may attempt to undisrupt anywhere within Poland, Austria-Hungary, and/or Germany within the restrictions outlined above. German units undisrupt if the Central Powers Player gets a result of 0 or 1 on the roll of a single die.

[22.2] AUSTRO-HUNGARIAN DISRUPTION REMOVAL
[22.21] The Central Powers Player may attempt to undisrupt 8 Stacking Points of Austro-Hungarian units per Game-Turn.

[22.22] An Austro-Hungarian unit must not have moved during the Movement Segment of the Game-Turn in which it is attempting to undisrupt; also, it must be at least six hexes away from any Russian units and inside of Austria-Hungary. The unit may then undisrupt if the Central Powers Player rolls a single die roll of 1 or 2.

[23.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the difference between the total number of Victory Points accumulated by each Player during the game. Victory Points are awarded to each Player for capturing certain pieces of Polish, German and Austro-Hungarian real estate and for destroying their respective enemy’s combat units.

CASES:

[23.1] VICTORY POINTS AWARDED FOR DESTROYED UNITS
[23.11] The number of Victory Points awarded to the Russian Player for destroyed German units is double the Stacking Point value of the destroyed unit. Destroyed Austrian units are worth their Stacking Point value in Russian Victory Points.

[23.12] The number of Victory Points awarded to the Central Powers Player for destroyed Russian units is equal to the Stacking Point value of the destroyed unit.

[23.13] No Victory Points are awarded for supply units which are destroyed.

[23.2] GEOGRAPHICAL OBJECTIVES

[23.21] In order to receive Victory Points for the occupation of a geographical area, a Player must have the last Player to have had a unit pass through or occupy that area. If the Enemy Player should subsequently move a unit through or occupy the area, the number of Victory Points represented by that area is subtracted from the Friendly Player’s Victory Point Total.

[23.22] The areas for which the Russian Player receives Victory Points are:

<table>
<thead>
<tr>
<th>City</th>
<th>Hex</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sharzysko</td>
<td>1413</td>
<td>3</td>
</tr>
<tr>
<td>Lodz</td>
<td>1222</td>
<td>5</td>
</tr>
<tr>
<td>Lonviez</td>
<td>0821</td>
<td>2</td>
</tr>
<tr>
<td>Oppeln</td>
<td>2626</td>
<td>7</td>
</tr>
<tr>
<td>Gross Schrblitz</td>
<td>2624</td>
<td>8</td>
</tr>
<tr>
<td>Rosenberg</td>
<td>2325</td>
<td>5</td>
</tr>
<tr>
<td>Lubnitz</td>
<td>2423</td>
<td>5</td>
</tr>
<tr>
<td>Koschenten</td>
<td>1422</td>
<td>5</td>
</tr>
<tr>
<td>Bondhem</td>
<td>2620</td>
<td>8</td>
</tr>
<tr>
<td>Cracow</td>
<td>2614</td>
<td>8</td>
</tr>
</tbody>
</table>

[23.23] The areas for which the Central Powers Player receives Victory Points are:

<table>
<thead>
<tr>
<th>City</th>
<th>Hex</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warsaw</td>
<td>0417</td>
<td>8</td>
</tr>
<tr>
<td>Ivangorod</td>
<td>0810</td>
<td>4</td>
</tr>
</tbody>
</table>
The situation was now complicated by a series of seemingly improbable events. On 6 October the Russians had found a complete set of the German plans on a dead German officer. With these in hand, the Grand Duke planned to use his 2nd and 5th division in a strong encircling movement through Lodz with the aim of trapping the Germans against the Vistula. Fate was evenhanded in this instance, though, for on 8 October the Germans found the Grand Duke’s new orders on the body of a dead Russian.

Mackensen considered withdrawal, but Hindenburg and Ludendorff still thought success possible. The XI and Woyrsch’s Landwehr Corps were left to contain the Russian 4th Army at Ivangorod while the rest of the 9th Army wheeled north for Warsaw, attempting to cut the 2nd and 5th armies off from the city as they swung out to cut off the Germans. On 12 October, the German advance was halted a bare 12 miles from Warsaw by the fierce resistance of the XIX and I Siberian Corps.

On 13 October the Grand Duke launched the full weight of the 2nd and 5th armies — 16 infantry, and eight cavalry divisions — against the one cavalry and eight infantry divisions of the German left, forcing them back to the Plica. For five desperate days Mackensen’s force held the Plica against the Russian pressure. The Grand Duke now had 60 infantry and 20-odd cavalry divisions between Warsaw and the Carpathians, facing 12 German and 36 Austrian infantry and 12 (one German) cavalry divisions. To complicate matters, rain poured incessantly, making maneuvering difficult and entrenchment impossible. The rain, however, was perhaps the 9th Army’s sorrow, for it bogged down the Grand Duke’s forces as well and helped obscure the German withdrawal on the night of the 17th.

The careful preparations now paid off as the retreat, covering 80 miles in six days, was pulled off without a hitch. By 23 October the 9th Army, less 40,000 men but otherwise intact, was regrouped around Czenstochow. The Russians’ pursuit was slowed, not only by the weather, but by the German’s systematic destruction of the transportation lines in the wake of the retreat. With no railheads closer than Warsaw and Ivangorod, the Grand Duke’s armies ground to a halt along a line from Lodz to Tarnow. The Austro-Germans thus had a needed respite until the Russians could repair their rail lines. While their overall plan had failed, Hindenburg and Ludendorff could take comfort from the disruption of the Russian offensive plans. The delay was clearly temporary, however, and it was decided that the 9th Army must attack again and soon in order to keep the Russians off balance.

Making use of their excellent rail net, the Germans re-concentrated the 9th Army between Posen and Thorn in just six days (4-9 November) and on the 10th once again plunged eastward. Their plan was to push through the weakly held area between Lodz and the Vistula and then turn south, enveloping the Russian 2nd Army around Lodz and rolling up the Russian line.

Once again, the Germans began their advance as the Russians launched their own. With his supply in order, the Grand Duke had ordered his armies forward on 16 October, unaware that the German 9th Army had even moved from southern Poland. The German advance covered 50 miles in four days and routed two corps of the Russian 1st Army (V Siberian and II). The I Reserve Corps was left to hold the 1st Army in check west of Lович, while the rest of the 9th Army began to push the Russians around Lodz. What followed was one of the most remarkable and confused battles of the war.

The Germans were to pin the Russian 2nd Army with attacks from the west and north while an enveloping force swung around from the east. The latter force was to consist of General Scheffer-Boyscat’s XXV Reserve Corps (49 and 50 Reserve divisions with the 36th Reserve Division attached). On 21 November, the XXV Reserve Corps was east of Lodz — completely behind the Russian 2nd Army. The Russian 5th Army was now moving north to assist the 2nd, however, and the 1st Army had recovered its equilibrium and dispatched a three-division force southwest from Lович. The Germans had been unable to break the 2nd Army’s front west of Lodz, and the XX Corps was in danger of being encircled near the city. On 27 November, Mackensen ordered Scheffer to extricate his troops and withdraw westward.

The XXV Reserve Corps, with nearly 45,000 men, was almost completely surrounded by over 200,000 Russians. The Corps appeared to be hopelessly trapped, and the Grand Duke ordered trains from Warsaw, expecting to haul off the prisoners. Scheffer, however, organized his corps into a kind of “square,” with two divisions forward and one in the rear, and proceeded to march northeast along the only available route. On the morning of the 23rd, he ran straight into the lead division of the Lович force, the 6th Siberian Division, and virtually annihilated it, barely 1500 out of 16,000 surviving. Scheffer then continued his advance relatively unimpeded until he hooked up with the rest of his Army on 25 November. Scheffer’s amazing feat had cost him only 4300 casualties, and he had brought back with him over 16,000 Russian prisoners and 64 guns.

The German envelopment had failed, but the Russian invasion of Germany had, for the last time, been stopped.
[18.43] HIDDEN UNIT DISPLAY

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[18.0] HIDDEN MOVEMENT (Optional)

**GENERAL RULE:**
The Central Powers Player may use the Hidden Unit Display and the 13 Gruppen Markers to mislead the Russian Player as to the location of German units; however, only German units may take advantage of this option. The Gruppen Markers used to represent the German units have no effect on the Movement Allowances and Combat Strengths of the units the markers represent, and they do not affect the Stacking Limits of the hexes occupied by the markers. Also, the Gruppen Markers may be used as dummies (i.e., there may be no units in the appropriate box on the Hidden Movement Display for a particular Gruppe Marker), and it is possible for the Russian Player to discover the composition of a Gruppe. The Central Powers Player may also add as many additional Gruppen Markers as he wants.

**CASES:**

[18.1] PROCEDURE FOR THE USE OF GRUPPEN MARKERS

[18.11] Each Gruppe Marker has a number on its reverse side which corresponds to a numbered box on the Hidden Unit Display. When the Central Powers Player wishes to conceal a unit or group of units, he simply removes the units from the map, places a Gruppe Marker on the map in the same hex the concealed units were in, and places the concealed units into the box on the Hidden Unit Display which corresponds to the number on the Gruppe Marker. Any number and type of German units may be represented by a Gruppe Marker, as long as the Stacking Limits of the hex the Gruppe Marker occupies is not exceeded. Gruppe may only be formed during the Central Powers Player’s Movement Phase.

[18.12] The numbered side of a Gruppe Marker is always placed face down on the map, and the Hidden Unit Display should not be seen by the Russian Player.

[18.2] GRUPPEN MARKERS EFFECTS ON MOVEMENT

[18.21] It costs a unit no Movement Points to join, form, or leave a Gruppe.

[18.22] Two or more Gruppen may combine to form one Gruppe at any time during the course of a German Movement Phase, as long as the Gruppen are in the same hex and the Stacking Limit for that hex is not exceeded.

[18.23] A single Gruppe may split to form two or more Gruppen at any time during a German Movement Phase.

[18.24] The Movement Allowance of a Gruppe Marker may not exceed the Movement Allowance of the slowest unit in that Gruppe; however, slower units in a Gruppe may be dropped off from that Gruppe at any point during a Movement Phase and the Gruppe may continue unimpeded.

[18.3] REVEALING THE COMPOSITION OF GRUPPEN AND RETURNING REVEALED GRUPPEN MARKERS TO THE MAP

[18.31] If a Russian unit moves adjacent to a dummy Gruppe Marker, that marker is removed from play. A Gruppe Marker containing a unit capable of exerting a Zone of Control is revealed at the end of any Movement or Combat Phase in which the Gruppe is adjacent to any Russian combat unit or at any time the Gruppe initiates or is subjected to an attack.

[18.32] If a Gruppe Marker represents only an HQ unit, the Gruppe is automatically revealed as soon as the Russian Player moves a unit adjacent to the HQ. The HQ is then placed with the nearest German combat unit.

[18.33] Gruppen Markers that have been removed may be brought back during any subsequent Central Powers Movement Phase and are placed with any German Gruppe or supplied German unit.

[18.4] RESTRICTION ON GERMAN GRUPPEN MARKERS

[18.41] The Russian Player may trace supply or move through any dummy Gruppe Marker or any Gruppe Marker containing only a HQ unit.

[18.42] Dummy Gruppen Markers and Gruppen-Markers containing only a HQ unit may not be moved into a hex in an Enemy Zone of Control.
VON HINDENBURG IN POLAND

COUNTERS

1. Austro-Hungarian 24th Division starts in 1606
2. German 3rd Supply Depot should be marked "11A"
3. Russian 61 R Corps starts in 0714
4. Russian 70 R Corps starts in 0714

RULES

15.0 (addition to Section 3.0) The three Russian Supply Depots may be set up anywhere on the Game-Map, north of the San-Vistula rivers at the start of the game. The five Austro-Hungarian Supply Depots may be set up anywhere south of the San-Vistula-Itzanka rivers and east of Cracow, but not within two hexes of any Russian combat unit. (addition to Case 8.3) Whenever Austro-Hungarian and German units are used together in an attack, the "TCR 2 and 3" row on the Combat Results Table is used for the determination of the combat odds column.