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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

Command Strength

Movement Allowance

TYPICAL HEADQUARTERS UNIT Front

Command Strength

Movement Allowance

TYPICAL SUPPLY UNIT Front

Movement Allowance
[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.

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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 PHASE: The Phasing Player may move all of his units which are in Command Control after which he removes all "Out of Command Control" markers.
   a. Attraction 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.

3. 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).

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 an 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 if 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 Exclisive 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 be moved from one contiguous adjacent Railroad hex to another, following the railroad line. This line 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 reunites 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 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.

[7.22] 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 terrain penalty 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
[8.2.1] 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.
[8.2.2] 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.
[8.2.3] 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.
[8.2.4] 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 Tactiological 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.
[8.5.1] 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.
[8.5.2] 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.
[8.5.3] 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.

[8.5.4] 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 the 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
[8.6.1] 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 Tactiological 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.
[8.6.4] If forced not to observe retreat priority 2, units with a Tactiological Competence Rating of 1 may be retreated into or through an Enemy-controlled hex. Units with a Tactiological 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 Passerant 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.
3. In either of these two events, no attacking units may advance into the vacated hex. This represents the fact the the defending units have been eliminated due to holding their ground to the last man — “Is Ne passerant 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
[9.1.1] 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.

[9.12] 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 mapege (where a Friendly railroad line exists 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 Attacks limited (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 Attirition Segment of the Friendly Movement Phase must roll for attrition. The Phasing Player rolls the die individually for each of his units, with the result being two columns. All units with 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 “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 enhances the Combat Results Table odds column to the right equal to the HQ unit’s attack shift (see Case 10.21).

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

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

[10.21] Attack Shift

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

[10.22] Attack Shift Limit

A given attack may receive only one Shift per 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 of the HQ unit in (exclusive) to the hex occupied by the unit being commanded (inclusive). The Command Radius may never be traced through Prohibited terrain, Blocked hexides, or Enemy-occupied hexes.

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

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

[10.36] Remember that a Player determines which of his units are in Command Control for movement 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 equal to that unit’s Tactical Competence Rating, that unit remains out of Command Control.

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

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

[10.5] EFFECT OF ENEMY ACTIONS ON HQ UNITS

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

[10.52] All HQ units, including Heroic leaders, do not exert Zones of Control. They do not block Enemy lines of supply, retreat; or Rail Movement — these can both be traced over and adjacent to them. A Friendly combat unit with an Attack Strength of greater than zero may even move into the hex only containing an Enemy HQ unit (this is an exception to Case 5.13), in which case the
Enemy HQ must immediately displace to the hex containing the nearest Enemy unit and/or fortress. Friendly unit retreats may also displace Enemy HQ units. Enemy Displacement may not occur if all six hexes surrounding the Enemy HQ unit are occupied by Friendly units or if (the HQ units have a Tactical Competence Rating of 2, 3, or 4) by Friendly-controlled hexes. Thus, only HQ units with a Tactical Competence Rating of 1 may displace through Enemy Zones of Control. HQ units not tricked 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.

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

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

[11.0] FORTRESSES

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

CASES:

[11.1] FORTRESSES AND COMBAT

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

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

[11.13] All fortresses have four Steps. For purposes of absorbing losses (only), each fortress step loss is equivalent to two combat unit steps. Example: If two divisions are stacked with a fortress, (8 Steps: 4 for the fortress and 4 for the two divisions) and the combat result is a 3, 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单元 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.
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 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 Quadrigeame, are simple games on broad and colorful subjects. The Quadrigeame format (Tannenberg is formatted as the “fifth wheel” of the quadrigeame) 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 Quadrigeame 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. 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>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 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>Defender doubled</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 River hexside (all)</td>
<td>+1, +1</td>
<td>Units attacking across are halved; 2 is added to die roll if units 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>1,1</td>
<td>See Case 5.13</td>
</tr>
<tr>
<td>Enemy-controlled hex (all)</td>
<td>+1, +1</td>
<td>None</td>
</tr>
<tr>
<td>to Entrain (all)</td>
<td>+1, +2, +3, +4</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</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>5-1</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>6-1</td>
<td>7-1</td>
</tr>
</tbody>
</table>

**DIE**

| 1  | 1/1 | 1/1 | /-1 | /-1 | /-2 | /-3 | 3/1 | 3/1 | E  |
| 2  | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
| 3  | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
| 1/3 | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
| 2/3 | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
| 3/3 | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |

**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**

<table>
<thead>
<tr>
<th>COMBAT RESULT</th>
<th>Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>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.</td>
</tr>
<tr>
<td>2</td>
<td>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.</td>
</tr>
</tbody>
</table>

**Defending Unit Options**

**COMBAT RESULT** |
- 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. |

<table>
<thead>
<tr>
<th>E</th>
</tr>
</thead>
<tbody>
<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.

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
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Rules Editing: David Werden
Production: Larry Catalano, Manfred F. Milkuhn, 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 Removal;
   22.2 Austro-Hungarian Disruption
   Removal

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

[15.0] MODIFICATION TO
STANDARD RULES

The numbers refer to the Case in the Standard
Rules which is modified.

[2.4] DEFINITION OF TERMS: The Tactical
   Competence Rating of all German units is
   1, the TCR for all Russian units is 3 and
   for all Austro-
   Hungarian units it is 4.

[2.5] GAME SCALE: One Game-Turn = 72
   hours. One hex = 12.87 km. One Game
   = 15 Game-Turns.

[4.0] SEQUENCE OF PLAY: The Russian
   Player is the first Player.

[5.3] RAILCAPACITY: Germans = 12 Stack-
   ing Points per Game-Turn, Russian = 8 Stack-
   ing Points per Game-Turn, Austro-Hungarian = 9
   Stacking Points per Game-Turn.

[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.

[6.11] STACKING: Stacking Limit of 9 Points
   per hex.

[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 toward 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
   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 Sup-
           ply from any Rail hex inside Germany or Austrian-
           Hungary, and Austro-Hungarian units may draw
           Supply from any Rail hex inside of Austria-
           Hungary.

[16.23] Supply 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 16.31 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 provi-
sions 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 Stack-
   ing Points and 16 hexes respectively.
[17.12] 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 on or north of the line of Railroad hexes between hexes 0417 and 1529 which pass through hexes 0819 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 of Poland for Rail Movement.

[17.13] 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).

[17.14] 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.

[17.2] AUSTRO-HUNGARIAN RAIL MOVEMENT

[17.21] 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.

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

[17.23] 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.

[17.24] 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.

[17.3] GERMAN RAIL MOVEMENT

[17.31] The German Army's Rail Capacity is 12 Stacking Points per Game-Turn and its Rail Movement rate for each entrained unit is 30 hexes.

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

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

[17.34] 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 Wahta 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 exiled units are not on the map.

[17.4] RAIL MOVEMENT LIMITATIONS

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

[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 on 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 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.

[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 are Gruppen-Markers containing only a HQ unit may not be moved into a hex in an Enemy Zone of Control.

[18.43] Hidden Unit Display (see separate sheet)

[19.0] TACTICAL COMPETENCE RATINGS AND STACKING LIMITS

CASES:

[19.1] STACKING LIMITS
The Stacking Limit per hex for this game is 9 Stacking Points.
[19.2] TACTICAL COMPETENCE RATINGS
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 reform 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.

[21.2] 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 1 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. Depleted 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 1 or 2 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 been 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>Warsaw</td>
<td>0417</td>
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</tr>
<tr>
<td>Ivangorod</td>
<td>0810</td>
<td>4</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>Sharzysko</td>
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<td>3</td>
</tr>
<tr>
<td>Lodz</td>
<td>1222</td>
<td>5</td>
</tr>
<tr>
<td>Lonvicz</td>
<td>0821</td>
<td>2</td>
</tr>
<tr>
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<td>2626</td>
<td>7</td>
</tr>
<tr>
<td>Gross Skrchlitz</td>
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<td>2325</td>
<td>5</td>
</tr>
<tr>
<td>Lubnitz</td>
<td>2423</td>
<td>5</td>
</tr>
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<td>1422</td>
<td>5</td>
</tr>
<tr>
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<td>8</td>
</tr>
<tr>
<td>Cracow</td>
<td>2614</td>
<td>8</td>
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</tbody>
</table>

Victory Point
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 9 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’s 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 unceasingly, making maneuvering difficult and entrenchment impossible. The rain, however, was perhaps the 9th Army’s savior, 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 60 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 plun- ged 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 army 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 IX Reserve Corps was left to hold the 1st Army in check west of Lovich, while the rest of the 9th Army moved on 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-Boyacé’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 Lovich. 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 22 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 Lovich 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 the 9th 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 failed, but the Russian invasion of Germany had, for the last time, been stopped.
### [18.43] HIDDEN UNIT DISPLAY

<table>
<thead>
<tr>
<th>Units in Gruppe</th>
<th>Units in Gruppe</th>
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<td>12</td>
<td>13</td>
</tr>
</tbody>
</table>

### [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 on 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 Gruppe 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.