

Scenario Specific Rules and Instructions Sterling Edition For: **Gorlice - Tarnow Breakthrough** **The 1916 Brusilov Offensive** **East Front Duration Game**

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1. Credits

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2. Introduction

This rulebook includes the scenario specific rules, set up instructions, and tables for two separate games: *Gorlice - Tarnow Breakthrough*, and *The 1916 Brusilov Offensive*. Each of these games use the same basic rules. These rules are contained in the Standard Rules booklet for World War One Scenarios. This should be read first. The games described in this booklet can be played separately, or linked together with other games of the series to form a larger game.

Any of the games described in this booklet require the ownership of the previous East Front World War One titles in the series. These required games are: *Tannenberg: Eagles in the East*, *Galicja: The Forgotten Cauldron*, *Serbia the Defiant*, and *Romania: The Transylvanian Gambit*.

This rulebook also contains the specific rules and setup instructions for a combined game that depicts the duration of World War One on the Eastern Front.

Gorlice - Tarnow Breakthrough depicts the Campaigns in Poland and Galicia in 1915. *The 1916 Brusilov Offensive* depicts the Campaigns on the Eastern Front in the latter half of 1916.

3. Gorlice - Tarnow Breakthrough Scenario Specific Rules

Note - All Rules in the following section apply to playing a Gorlice -Tarnow Breakthrough scenario alone.

Maps: 4-5, 4-5N, 4-5E, and 5-5.

First Turn: Turn 1 of May 1915.

Last Turn: Turn 7 of September 1915.

Combatants: Germany and Austria-Hungary vs. Russia.

Rail Lines: All part of the network of the country they are in, with the following exceptions:

1. Those rail hexes in 'occupied territory' (those hexes occupied by units of a foreign army, or hexes behind the front lines of those units) are not active(except as part of the foreign rail network as described below).

2. Due to advances of the Russian army in Galicia, the Austro-Hungarian Rail Network within their home country that is still within their lines ends at two points well behind their lines, map 5-5 hex 3415, and map 5-5 hex 4017. Other rail lines in Austro-Hungarian territory behind Central Powers lines are not affected.

3. The Russian Rail Network is extended into Austria-Hungary along the following rail lines: Map 5-5 hexes 3907-

3808-3609, and Map 5-5 hexes 4409-4209-3808

4. The German Rail Network is extended into Russia along the following rail line: Map 5-5 hexes 1003-1503.

5. The Austro-Hungarian Rail Network is extended into Russia along the following rail line: Map 5-5 hexes 1610-1909.

Rail Capacities:

The German Rail Network has a capacity of 7 divisions in this scenario.

The Austro-Hungarian Rail Network has a capacity of 7 divisions in this scenario.

The Russian Rail Network has a capacity of 10 divisions

3-1 When playing a duration game, Russia has 325 DM points, Austria-Hungary has 220 DM points, and Germany has 100 DM points (for losses on the East Front) at the start of this scenario.

3-2 A Trench marker is placed in each hex where ground combat units set up adjacent to enemy ground combat units. There are exceptions to this rule. No trench marker is placed if the hex can only be attacked by adjacent enemy units where the defender can only use swamp as the defensive terrain. Other exceptions (no trench marker in a setup hex adjacent to enemy units) are the following:

1. Hexes occupied by Russian units set up on map 4-5N, and those under the control of the 8th, 9th and 11th Army Hqs.

2. Hexes occupied by German units under the control of the Lau and Sud HQs, and any German units under the control of any Austro-Hungarian HQ.

3. Hexes occupied by Austro-Hungarian units under the control of the 2nd, Sud, and Pflzr HQ.

3-3 The Russians had no intention of fighting through the streets of Warsaw. The city was abandoned to the enemy when threatened with encirclement. To reflect this, all Warsaw fortresses are immediately removed from play when the Central Powers player takes Novogeorgisk (map 4-5 hex 1918), or when all but one of the rail lines leading east of the city is covered by a Central Powers Zone of Control (there are 3 such rail lines, 2119 to 2713, 2119 to 2618, and 2119 to 2802[map5-5]).

3-4 Use the reinforcement and replacement schedules in section 11 for supply point and RPL reinforcements and for arrival locations.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Central Powers Decisive Victory: Russia suffers 325+ more Demoralization points than the Central Powers suffer.

Central Powers Substantial Victory: Russia suffers 250-324 more Demoralization points than the Central Powers suffer.

Central Powers Marginal Victory: Russia suffers 125-249 more Demoralization points than the Central Powers suffer.

Russian Marginal Victory: Russia suffers 50-124 more Demoralization points than the Central Powers suffer.

Russian Substantial Victory: The Central Powers suffer 1-29 more Demoralization points than Russia suffers.

Russian Decisive Victory: The Central Powers suffer 30+ more Demoralization points than Russia suffers.

4. Gorlice - Tarnow Breakthrough Scenario Set-Up

4-1 Russian Set-Up

Note that some units set up under-strength.

10th Army. The following units start the game under 10th Army control. [Hexes marked with an asterisk (*) are on Map 4-5N, all other hexes are on Map 4-5]

| Hex | Unit | Designation |
|-------|---------------|-------------|
| 0410* | 1 x 1-4 Inf X | 17 |
| 0511* | 1 x 1-4 Inf X | 20 |
| 0611* | 1 x 1-4 Inf X | 14 |
| 0812* | 1 x 1-4 Inf X | 7 |

| | | |
|-------|--------------------------|------------|
| 0913* | 1 x 1-4 Inf X | 16 |
| 1114* | 1 x 3-4 Inf XX | 68R |
| 2504 | 1 x 3-4 Inf XX | 73R |
| 2507 | 2 x 4-4 Inf XX | 7Sib, 8Sib |
| 2508 | 2 x 4-4 Inf XX | 26, 43 |
| 2509 | 1 x 3-4 Inf XX(-) | 28 |
| | 1 x 1-6 Cav XX | 1 |
| 2510 | 1 x 3-4 Inf XX(-) | 29 |
| 2604 | 1 x 1-6 Cav XX | 1G |
| 2605 | 1 x 2-4 Inf X | 5Rfl |
| | 1 x 1-6 Cav XX | 2G |
| 2606 | 1 x 4-4 Inf XX | 27 |
| | 1 x 3-4 Inf XX | 53R |
| 2607 | 1 x 1-6 Cav XX | 2KK |
| 2702 | 1 x 3-4 Inf XX | 56R |
| 2805 | 1 x 1-6 Cav XX | 3 |
| 2909 | 10 th XXXX HQ | (10sp) |
| | 2 x 3-4 Inf XX | 64R, 84R |
| | 2 x 2-3 Art X | 10, 14 |
| | 1 x 0-3 Eng III | NW |

12th Army. The following units start the game under 12th Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|--------------------------|-------------|
| 2115 | 2 x 4-4 Inf XX | 9Sib, 10Sib |
| | 1 x 1-6 Cav XX | UsK |
| 2213 | 2 x 4-4 Inf XX | 7, 10 |
| 2214 | 2 x 2-6 Cav XX | 2, 4 |
| 2313 | 2 x 4-4 Inf XX | 1G, 2G |
| 2314 | 2 x 4-4 Inf XX | 6, 8 |
| 2412 | 2 x 4-4 Inf XX | 22, 24 |
| 2512 | 1 x 3-4 Inf XX | 57R |
| | 1 x 2-4 Inf X | 1CaR |
| 2713 | 12 th XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 12 |
| | 1 x 0-3 Eng III | 2/NW |

1st Army. The following units start the game under 1st Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|-------------------------|------------------|
| 1616 | 2 x 4-4 Inf XX | 4Sib, 5Sib |
| 1617 | 2 x 3-4 Inf XX | 76R, 77R |
| 1618 | 5 x 2-6 Cav XX | 6, 8, 14, 15, Ca |
| 1716 | 1 x 4-4 Inf XX | 11Sib |
| | 2 x 2-4 Inf X | 1Tur, 2Tur |
| 1718 | 2 x 1-6 Cav XX | 4DK, GK |
| 1815 | 2 x 4-4 Inf XX | 51, CaGren |
| 1915 | 2 x 4-4 Inf XX | 1Sib, 2Sib |
| | 1 x 2-4 Inf X | 3Tur |
| 1918 | 1 st XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 1 |
| 2014 | 1 x 5-4 Inf XX | 3G |
| | 1 x 4-4 Inf XX | 2 |
| | 1 x 3-4 Inf XX | 62R |
| 2217 | 2 x 4-4 Inf XX | 17, 38 |

2nd Army. The following units start the game under 2nd Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|-------------------------|---------------------|
| 1818 | 2 x 4-4 Inf XX | 50, 6Sib |
| 1819 | 1 x 4-4 Inf XX | 3Sib |
| | 2 x 3-4 Inf XX | 13R Sib, 14R Sib |
| 1820 | 3 x 3-4 Inf XX | 55R, 67R 79R |
| 1920 | 1 x 2-6 Cav XX | 5 |
| 2019 | 2 nd XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 2 |

5th Army. The following units start the game under 5th Army control. [Hexes marked with an asterisk (*) are on Map 5-5, all other hexes are on Map 4-5]

| Hex | Unit | Designation |
|-------|-------------------------|-------------|
| 1921* | 2 x 4-4 Inf XX | 30, 40 |
| | 1 x 2-4 Inf X | 1Rfl |
| 1902 | 1 x 4-4 Inf XX | 25 |
| | 1 x 3-4 Inf XX | 59R |
| | 1 x 1-6 Cav XX | 5DK |
| 2019* | 5 th XXXX HQ | (8sp) |
| | 1 x 2-3 Art X | 5 |

4th Army. The following units start the game under 4th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-------------------------|-------------|
| 1903 | 2 x 4-4 Inf XX | 18, 45 |
| 1904 | 1 x 4-4 Inf XX | 47 |
| | 1 x 1-4 Inf X | 22 |
| 1905 | 1 x 4-4 Inf XX | 41 |
| | 1 x 1-4 Inf X | 19 |
| 1906 | 1 x 4-4 Inf XX | 1Gren |
| 1907 | 1 x 4-4 Inf XX | 2Gren |
| 2003 | 2 x 1-6 Cav XX | 13, Ur |
| 2007 | 1 x 4-4 Inf XX | 46 |
| 2108 | 1 x 4-4 Inf XX | 3Gren |
| 2208 | 1 x 3-4 Inf XX | 75R |
| 2303 | 4 th XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 4 |
| | 2 x 1-4 Inf X | 24, 84 |
| 2309 | 1 x 3-4 Inf XX | 83R |

3rd Army. The following units start the game under 3rd Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 2310 | 1 x 1-6 Cav XX | 7 |
| 2311 | 2 x 4-4 Inf XX | 5, 42 |
| | 1 x 3-4 Inf XX | 70R |
| 2411 | 1 x 4-4 Inf XX | 31 |
| | 1 x 3-4 Inf XX | 61R |

| | | |
|------|-------------------------|----------|
| 2510 | 3 rd XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 3 |
| | 1 x 1-6 Cav XX | 11 |
| 2512 | 1 x 4-4 Inf XX | 9 |
| 2513 | 2 x 4-4 Inf XX | 48, 49 |
| 2610 | 1 x 1-6 Cav XX | 3CaK |
| 2611 | 1 x 1-6 Cav XX | 3DK |
| 2613 | 1 x 3-4 Inf XX | 12Sib |
| 2713 | 1 x 1-6 Cav XX | 16 |
| 2714 | 1 x 4-4 Inf XX | 12 |
| 2809 | 2 x 3-4 Inf XX | 63R, 81R |
| | 1 x 1-6 Cav XX | 2CK |
| 2813 | 1 x 4-4 Inf XX | 19 |
| 2913 | 2 x 4-4 Inf XX | 33, 44 |
| 3111 | 1 x 2-4 Inf X | 3Rfl |

8th Army. The following units start the game under 8th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 3013 | 2 x 4-4 Inf XX | 14, 15 |
| 3114 | 2 x 4-4 Inf XX | 3, 35 |
| 3210 | 8th XXXX HQ | (14sp) |
| | 2 x 0-3 Eng III | SW, 2/SW |
| | 2 x 2-3 Art X | 7, 8 |
| | 2 x 4-4 Inf XX | 21, 52 |
| 3213 | 1 x 4-4 Inf XX | 23 |
| | 1 x 3-4 Inf XX | 60 |
| 3313 | 2 x 4-4 Inf XX | 13, 34 |
| 3413 | 2 x 3-4 Inf XX | 65R, 69R |
| 3513 | 1 x 2-4 Inf X | 4Rfl |
| | 1 x 1-4 Inf X | 40 |
| | 2 x 1-6 Cav XX | OrK, 9 |

11th Army. The following units start the game under 11th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|--------------------------|-------------|
| 3613 | 2 x 2-4 Inf X | 1Fin, 2Fin |
| 3712 | 11 th XXXX HQ | (8sp) |
| | 1 x 2-3 Art X | 11 |
| 3714 | 2 x 2-4 Inf X | 3Fin, 4Fin |
| 3814 | 2 x 4-4 Inf XX | 16, 37 |
| 3914 | 1 x 4-4 Inf XX | 4 |
| | 2 x 3-4 Inf XX | 58R, 80R |

9th Army. The following units start the game under 9th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 4013 | 2 x 4-4 Inf XX | 11, 32 |
| 4113 | 1 x 3-4 Inf XX | 74R |
| 4213 | 1 x 3-4 Inf XX | 71R |
| | 1 x 2-4 Inf X | 2Rfl |
| 4313 | 1 x 3-4 Inf XX | 82R |
| 4411 | 9th XXXX HQ | (10sp) |
| | 1 x 2-3 Art X | 9 |

| | | |
|------|----------------|---------|
| 4413 | 1 x 3-4 Inf XX | 1TR |
| | 1 x 1-4 Inf X | 45 |
| 4513 | 1 x 1-6 Cav XX | 12 |
| 4613 | 1 x 1-6 Cav XX | CaN |
| 4714 | 2 x 1-6 Cav XX | TK, 1KK |
| 4715 | 2 x 1-6 Cav XX | 10, 1DK |
| 4815 | 1 x 3-4 Inf XX | 78R |

Fortress Garrisons

[All hexes are Map 4-5]

| Unit | Designation | Hex |
|----------------|-------------|------|
| 1 x 1-4 Inf X | 8 | 2313 |
| 1 x 1-4 Inf X | 4 | 2115 |
| 1 x 1-4 Inf X | 18 | 2016 |
| 1 x 3-4 Inf XX | 72R | 1918 |
| 2 x 3-4 Inf XX | 54R, 111 | 2511 |
| 2 x 3-4 Inf XX | 104, 124 | 2703 |

Fortresses

[Hexes marked with an asterisk (*) are on Map 5-5, all other hexes are on Map 4-5]

| Size | Name | Hex |
|------|---------------|-------|
| (30) | Novogeorgisk | 1918 |
| (4) | Pultusk | 2016 |
| (4) | | 2017 |
| (15) | Warsaw | 2018 |
| (15) | Warsaw | 2019 |
| (4) | Roshan | 2115 |
| (15) | Warsaw | 2119 |
| (4) | Ostrolenka | 2214 |
| (12) | Lomsha | 2313 |
| (6) | Ossowjez | 2511 |
| (15) | Kowno | 2703 |
| (9) | Olita | 2805 |
| (12) | Grodno | 2909 |
| (18) | Brest-Livostk | 3118 |
| (12) | Ivangorod | 2502* |
| (6) | Luck | 3904* |
| (6) | Dubno | 4204* |
| (6) | Rovno | 4303* |

4-2 German Set-Up

Note that some units set up under-strength.

Lau Army. The following units start the game under Lau Army control. [Hexes marked with an asterisk (*) are on Map 4-5N, all other hexes are on Map 4-5]

| Hex | Unit | Designation |
|-------|----------------|-------------|
| 0513* | 1 x 2-6 Cav XX | 6 |
| 0714* | 1 x 5-5 Inf XX | 6R |
| 2003 | Lau XXXX HQ | (8sp) |
| 2103 | 1 x 4-4 Inf XX | 17Lw |
| 2303 | 1 x 2-6 Cav XX | 3 |
| 2403 | 1 x 2-6 Cav XX | Ba |
| 2203 | 1 x 5-5 Inf XX | 78R |

10th Army. The following units start the game under 10th Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 2305 | 1 x 2-6 Cav XX | 4 |
| 2308 | 10th XXXX HQ | (22sp) |
| 2404 | 1 x 4-4 Inf XX | 16Lw |
| 2406 | 1 x 5-5 Inf XX | 77R |
| 2407 | 1 x 5-5 Inf XX | 31 |
| 2408 | 1 x 5-5 Inf XX | 42 |
| 2505 | 2 x 5-5 Inf XX | 79R, 80R |
| 2506 | 1 x 5-5 Inf XX | 76R |
| | 1 x 2-6 Cav XX | 1 |

8th Army. The following units start the game under 8th Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 2113 | 1 x 5-5 Inf XX | 75R |
| 2212 | 1 x 4-4 Inf XX | 10Lw |
| 2310 | 8th XXXX HQ | (22sp) |
| | 1 x 0-3 Eng III | 17 |
| | 2 x 3-4 Art III | 7R, 1K |
| 2312 | 1 x 8-5 Inf XX | 41 |
| 2409 | 1 x 4-4 Inf XX | 11Lw |
| 2410 | 1 x 5-5 Inf XX | 3R |
| 2411 | 1 x 4-4 Inf XX | 1Lw |

Gallwitz Army. The following units start the game under Gallwitz Army control. [All hexes are Map 4-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 1313 | Gall XXXX HQ | (28sp) |
| | 1 x 8-2 Siege I | 1 |
| 1516 | 1 x 6-5 Inf XX | 1GR |
| 1517 | 1 x 2-6 Cav XX | 2 |
| | 1 x 2-4 Inf X | 21Lw |
| 1518 | 1 x 5-5 Inf XX | 87 |
| 1615 | 1 x 5-5 Inf XX | 86 |
| | 1 x 2-4 Inf X | Pfe |
| 1715 | 2 x 8-5 Inf XX | 26, 3 |
| 1814 | 2 x 5-5 Inf XX | 1R, 36R |
| 1914 | 1 x 8-5 Inf XX | 2 |
| 2013 | 1 x 8-5 Inf XX | 37 |

9th Army. The following units start the game under 9th Army control. [Hexes marked with an asterisk (*) are on Map 4-5, all other hexes are on Map 5-5]

| Hex | Unit | Designation |
|-------|----------------|-------------|
| 1519* | 1 x 2-4 Inf X | West |
| 1619* | 1 x 2-4 Inf X | 9Lw |
| 1719* | 2 x 5-5 Inf XX | 5R, 84 |
| 1720* | 1 x 8-5 Inf XX | 35 |
| | 1 x 2-6 Cav XX | 8 |
| 1721* | 1 x 5-5 Inf XX | 49R |
| | 1 x 5-5 Inf XX | 83 |

| | | |
|------|-----------------|--------|
| 1503 | 9th XXXX HQ | (28sp) |
| | 1 x 8-2 Siege I | 2 |
| 1801 | 2 x 8-5 Inf XX | 22, 36 |
| | 1 x 2-6 Cav XX | 9 |
| 1802 | 1 x 5-5 Inf XX | 50R |
| | 1 x 5-5 Inf XX | 88 |
| 1803 | 1 x 8-5 Inf XX | 38 |

Woyrsch Army. The following units start the game under Woyrsch Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 1508 | Wrsh XXXX HQ | (14sp) |
| 1806 | 1 x 4-4 Inf XX | 4Lw |
| 1807 | 1 x 4-4 Inf XX | 3Lw |
| 1908 | 1 x 4-4 Inf XX | Br Lw |

11th Army. The following units start the game under 11th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|--------------------------|---------------|
| 2312 | 2 x 8-5 Inf XX | 1G, 2G |
| | 2 x 3-4 Art III | 11, Komb |
| 2313 | 11 th XXXX HQ | (42sp) |
| | 2 x 8-5 Inf XX | 19, 20 |
| 2412 | 1 x 6-5 Inf XX | 11Ba |
| | 3 x 5-5 Inf XX | 119, 81R, 82R |
| | 1 x 3-4 Art III | 39R |

Sud Army. The following units start the game under Sud Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 3414 | 1 x 8-5 Inf XX | 3G |
| | 1 x 8-5 Inf XX | 1 |
| 3415 | Sud XXXX HQ | (22sp) |
| 3715 | 1 x 5-5 Inf XX | 48R |

Kraft Corps. The following units start the game under Kraft Corps control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 2815 | Kraft XXX HQ | (14sp) |
| 2715 | 1 x 8-5 Inf XX | 4 |
| | 2 x 5-5 Inf XX | 25R, 35RE |

Some German units are set up under control of Austro-Hungarian Headquarters. Such units need to expend supply from the nearest German Headquarter (and are penalized for the length of this supply line as per the supply rules). These units are as follows: [All hexes are Map 5-5]

Austro-Hungarian 4th Army
2210 1 x 5-5 Inf XX 47R

Austro-Hungarian Pflzr Army
4214 1 x 2-6 Cav XX 5

Fortresses

[All hexes are Map 4-5]

| Size | Name | Hex |
|------|------------|------|
| (24) | Posen | 0420 |
| (8) | | 0815 |
| (8) | Danzig | 0909 |
| (8) | | 0914 |
| (16) | Kulm | 0915 |
| (8) | | 1011 |
| (8) | | 1012 |
| (8) | | 1013 |
| (24) | Thorn | 1016 |
| (8) | Marienburg | 1111 |
| (16) | Graudenz | 1114 |
| (4) | Pillau | 1307 |
| (24) | Konigsberg | 1506 |
| (8) | | 1712 |
| (8) | | 1811 |
| (16) | Lotzen | 2009 |
| (8) | | 2010 |
| (8) | | 2011 |

4-3 Austro-Hungarian Set-Up

Some units set up under-strength.

1st Army. The following units start the game under 1st Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 1910 | 1st XXXX HQ | (16sp) |
| | 1 x 0-3 Eng III | 1 |
| | 1 x 4-3 Siege I | 1 |
| 2008 | 1 x 5-4 Inf XX | 25 |
| 2009 | 1 x 1-6 Cav XX | 2 |
| 2109 | 1 x 3-4 Inf XX | 4 |
| | 1 x 1-4 Inf X | Pol Leg |
| 2209 | 1 x 3-4 Inf XX | 46 |
| | 1 x 2-4 Inf X | 92 |

4th Army. The following units start the game under 4th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 2111 | 4th XXXX HQ | (24sp) |
| | 1 x 0-3 Eng III | 5 |
| | 2 x 4-3 Siege I | 2, 3 |
| | 1 x 1-6 Cav XX | 11 |
| 2210 | 1 x 5-4 Inf XX | 62 |
| 2211 | 2 x 5-4 Inf XX | 3, 8 |
| | 1 x 3-4 Inf XX | 10 |
| | 1 x 2-4 Inf XX | 106L |
| | 1 x 2-4 Art III | Jan |

3rd Army. The following units start the game under 3rd Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-------------------------|-------------|
| 2413 | 3 x 3-4 Inf XX | 2, 21, 45 |
| 2414 | 3 rd XXXX HQ | (24sp) |
| | 1 x 0-3 Eng III | 3 |
| | 1 x 4-3 Siege I | 4 |
| 2514 | 2 x 3-4 Inf XX | 24, 28 |
| 2515 | 1 x 5-4 Inf XX | 22 |
| 2614 | 2 x 3-4 Inf XX | 11, 26 |
| | 2 x 2-4 Inf X | 1L, 132 |
| 2615 | 1 x 1-6 Cav XX | 4 |
| 2715 | 2 x 4-4 Inf XX | 17, 20 |
| | 1 x 1-6 Cav XX | 1 |

2nd Army. The following units start the game under 2nd Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-------------------|-------------|
| 2814 | 1 x 4-4 Inf XX | 34 |
| | 1 x 3-4 Inf XX | 29 |
| | 2 x 1-4 Inf X | 200, 201 |
| 2914 | 2 x 5-4 Inf XX | 13, 14 |
| | 2 x 4-4 Inf XX | 32, 41 |
| 3014 | 1 x 5-4 Inf XX | 44 |
| | 1 x 4-4 Inf XX | 31 |
| | 1 x 3-4 Inf XX | 43 |
| 3015 | 2nd XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 2 |
| | 1 x 4-3 Siege I | 5 |
| 3115 | 1 x 2-4 Inf XX(-) | 9 |
| | 1 x 4-4 Inf XX | 37 |
| | 1 x 5-4 Inf XX | 33 |
| 3214 | 1 x 4-4 Inf XX | 27 |

Pflzr Army. The following units start the game under Pflzr Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 3815 | 1 x 5-4 Inf XX | 6 |
| 3915 | 1 x 3-4 Inf XX | 5 |
| 4014 | 1 x 3-4 Inf XX | 36 |
| 4114 | 1 x 4-4 Inf XX | 15 |
| 4314 | 1 x 3-4 Inf XX | 30 |
| 4316 | Pflzr XXXX HQ | (16sp) |
| | 1 x 0-3 Eng III | 8 |
| | 1 x 4-3 Siege I | 7 |
| 4414 | 1 x 2-4 Inf X | 88K |
| | 1 x 1-6 Cav XX | 10 |
| 4514 | 1 x 3-4 Inf XX | 42 |
| 4614 | 2 x 1-6 Cav XX | 5, 6 |
| 4615 | 1 x 2-4 Inf X | Papp |
| 4716 | 1 x 1-6 Cav XX | 8 |
| | 1 x 1-4 Inf X | 2 Pol Lgn |

Some Austro-Hungarian units are set up under control of German Headquarters. These units are as follows:

German Gallwitz Army. The following units start the game under German Gallwitz Army control. [Hex is Map 4-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 1519 | 1 x 1-6 Cav XX | 3 |

German Woysch Army. The following units start the game under German Woysch Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 1804 | 1 x 4-4 Inf XX | 35 |
| | 1 x 1-6 Cav XX | 9 |
| 1805 | 1 x 4-4 Inf XX | 16 |
| | 1 x 1-6 Cav XX | 7 |

German 11th Army. The following units start the game under German 11th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 2312 | 1 x 4-3 Siege I | 2M |
| | 1 x 4-4 Inf XX | 39 |
| | 1 x 3-4 Inf XX | 12 |
| 2313 | 3 x 4-3 Siege I | 6, 8, 9 |

German Sud Army. The following units start the game under German Sud Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 3214 | 2 x 1-4 Inf X | 13, 14 |
| | 1 x 2-4 Inf X | 128L |
| 3314 | 2 x 4-4 Inf XX | 38, 40 |
| 3514 | 1 x 4-4 Inf XX | 55 |
| 3614 | 1 x 1-4 Inf X | 12L |
| | 1 x 2-4 Inf X | 131 |
| 3715 | 1 x 3-4 Inf XX | 19 |

Fortresses

| Size | Name | Hex |
|------|---------|------|
| (24) | Krackow | 1911 |

5. Gorlice - Tarnow Breakthrough Scenario Reinforcement Schedule

5-1 Russian Reinforcement Schedule

Any reinforcement marked * (divisions 104, 105, 111, 112, 114-116, 120, 122-124) requires the player to remove any two Opolochenie brigades to place the

marked unit on map. If no more Opolochenie brigades remain in play, two strength points must be expended to place the marked unit in play. The two strength points can be taken by reducing units in play or using RPL units.

1 May 1915

Replace:
1 x 2-4 Inf X 1CaR
With:
1 x 4-4 Inf XX 1CaR

3 May 1915

2 x 4-4 Inf XX 20, 3CaR
2 x 2-4 Inf X 1Ku, 2Ku

7 May 1915

1 x 1-6 Cav XX C

1 June 1915

1 x 3-4 Inf XX 103
1 x 2-4 Inf X 1C Rfl
Replace:
1 x 1-6 Cav XX GK
With:
1 x 2-6 Cav XX 3G

4 June 1915

13 XXXX HQ

2 July 1915

2 x 3-4 Inf XX 114*, 2TR

5 July 1915

2 x 3-4 Inf XX 118, 119

1 August 1915

1 x 3-4 Inf XX 102
Replace:
4 x 2-4 Inf X 1Fin, 2Fin,
3Fin, 4Fin

With:

4 x 4-4 Inf XX 1Fin, 2Fin,
3Fin, 4Fin

3 August 1915

1 x 3-4 Inf XX 105*
1 x 2-3 Art X 13

4 August 1915

1 x 3-4 Inf XX Bor

7 August 1915

1 x 0-3 Eng III 1/WF
Replace:
2 x 0-3 Eng III NW, 2/NW
With:
2 x 0-3 Eng III 1/NF, 2/NF

2 September 1915

2 x 3-4 Inf XX 101, 106

3 September 1915

1 x 3-4 Inf XX 107

4 September 1915

1 x 3-4 Inf XX 108

6 September 1915

3 x 3-4 Inf XX 109, 110, 125

5-2 German Reinforcement Schedule**2 May 1915**

1 x 5-5 Inf XX 56

3 May 1915

2 x 6-5 Inf XX 4G, 105

5 May 1915

1 x 5-5 Inf XX 108

1 x 5-5 Mtn XX 103

1 June 1915

1 x 5-5 Inf XX 8BR

3 June 1915

2 x 5-5 Inf XX 43R, 107

4 June 1915

1 x 5-5 Inf XX 44R

6 June 1915**Withdrawals:**

2 x 5-5 Inf XX 56, 8BR

7 June 1915

1 x 5-5 Mtn XX 101

1 July 1915

Replace: Lau XXXX HQ

With: Nie XXXX HQ

2 July 1915

1 x 5-5 Inf XX 46R

3 July 1915

1 x 2-6 Cav XX Gd

4 July 1915

1 x 4-4 Inf XX 14Lw

6 July 1915

2 x 5-5 Inf XX 54, 58

3 August

Replace: Gall XXXX HQ

With: 12th XXXX HQ

1 September 1915**Withdrawals:**

1 x 3-4 Art III 1K

3 September 1915**Withdrawals:**

11th XXXX HQ (with 28sp)

2 x 8-5 Inf XX 1G, 2G

2 x 8-5 Inf XX 20, 26

1 x 6-5 Inf XX 11Ba

5 x 5-5 Inf XX 25R, 43R, 44R, 105, 107

2 x 5-5 Mtn XX 101, 103

1 x 3-4 Art III 11

4 September 1915**Withdrawals:**

1 x 3-4 Art III Komb

5 September 1915**Withdrawals:**

1 x 8-5 Inf XX 19

7 September 1915**Withdrawals:**

8th XXXX HQ

1 x 8-5 Inf XX 38

1 x 5-5 Inf XX 54

5-3 Austro-Hungarian Reinforcement Schedule**5 May 1915****Withdrawals:**

2 x 4-4 Inf XX 17, 20

4 June 1915**Withdrawals:**

1 x 5-4 Inf XX 44

3 July 1915

1 x 2-4 Inf X 202L

Withdrawals:

1 x 5-4 Inf XX 8

6 July 1915**Withdrawals:**

1 x 2-4 Inf X 88K

3 August 1915**Withdrawals:**

1 x 5-4 Inf XX 22

1 x 3-4 Inf XX 28

6. The 1916 Brusilov Offensive 'Wide Scope' Scenario Specific Rules

Note - All Rules in the following section apply to playing a 1916 Brusilov Offensive scenario alone.

There are two ways to play the game; **Limited Scope** (historical, with only the Russian Southwest Front attacking), and **Wide Scope** (involving attacks all along the Eastern Front, as Brusilov intended).

The following apply to a **'Wide Scope' Game**:

Maps: 4-5, 4-5N, 4-5E, and 5-5.

First Turn: Turn 2 of June 1916.

(Entente movement phase)

Last Turn: Turn 6 of August 1916.

Combatants: Germany, Austria-Hungary, and the Ottoman Empire vs. Russia.

Rail Lines: All part of the network of the country they are in, with the following exceptions:

1. Those rail hexes in 'occupied territory' (those hexes occupied by units of a foreign army, or hexes behind the front lines of those units) are not active (except as part of the foreign rail network as described below).

2. The Russian Rail Network is extended into Austria-Hungary along the following rail line: Map 5-5 hexes 4409-4209.

3. The German Rail Network is extended into Russia along the following rail lines: Map 5-5 hexes 1003-1602-Map 4-5 hex 2019.

Map 4-5 hexes 2404-2802-Map 4-5N hex 1412.

Map 4-5 hexes 2802-3203-3303.

Map 4-5 hexes 2410-2713-2909.

Map 4-5 hexes 1413-2119-2713.

Map 4-5 hexes 2119-2618-2914-2713.

Map 4-5 hexes 2914-3017.

4. The Austro-Hungarian Rail Network is extended into Russia along the following rail lines: Map 5-5 hexes 1610-2502-Map 4-5 hexes 2619-3118 - Map 5-5 hexes 3601-3504-3605 - Map 5-5 hexes 3601-3903.

Rail Capacities:

The German Rail Network has a capacity of 7 divisions in this scenario.

The Austro-Hungarian Rail Network has a capacity of 7 divisions in this scenario.

The Russian Rail Network has a capacity of 10 divisions

6-1 When playing a duration game, Russia has 800 DM points (and suffered 'Shaken National Morale in 1Q1916), Austria-Hungary has 510 DM points, Germany has 245 DM points (for losses on the East Front), and Bulgaria has 10 DM points at the start of this scenario.

6-2 All ground combat units set up at the start of the scenario in hexes adjacent to or no more than 1 hex from enemy ground combat units are set up with a trench marker. The exception to this are units set up in hexes that can be attacked by adjacent enemy units and only swamp can be used defensive terrain.

6-3 The Russian Guard Army (1G, 2G, 3G, GRfl Inf XX and 1G, 2G, and 3GK Cav XX) begin the scenario around Minsk. The units can be used anywhere on the scenario maps but must be used together (each within one hex of another guards unit). Once the Guard infantry divisions have made one attack, the Guard cavalry units can be freely sent anywhere. However, the Guard infantry units must always remain within one hex of each other until the end of the scenario.

Russian Artillery 'Surprise'

The Russian Southwest Front artillery was carefully prepared to attack Austro-Hungarian positions at the start of the 1916 Brusilov Offensive. They were aided by the fact that the attack came as a complete surprise, and further by the fact that the Austro-Hungarian army had a policy of 'forward' defense. The following special rules simulate the devastating effect of the Russian artillery bombardment on the first turn of the scenario:

6-4 Russian attacks made against Austro-Hungarian units (except those under the control of the German Sud Army HQ - these are defined either as the closest six units that are not closer to an Austro-Hungarian HQ or the units in the closest three hexes with units that are not closer to an Austro-Hungarian HQ) with the use of an artillery unit have the attacking CRT results TRIPLED.

Russian units engaged in such attacks pay double the normal supply point cost in attacking. The Austro-Hungarian player MUST expend supply points for any unit such attacked for counter attack purposes.

The Sad State of the AH 4th Army.

The Austro-Hungarian 4th Army was particularly caught off guard by the Brusilov offensive. Most of the HQ staff and senior commanders of this army were off on hunting trips and other vacations. Unit cohesion was lost in most units that were under pressure or found themselves in difficult circumstances. The following rule simulates this sad state of affairs:

6-5 On the first game turn of the scenario, whenever units of the Austro-Hungarian 4th army are in a position where they could not hypothetically move without moving from a hex in Russian ZOC to another hex in Russian ZOC (even if friendly units are in an adjacent hex or hexes), those units (or unit) immediately surrenders. [Example - this happens when Russian units occupy hexes on the opposite sides of such surrender prone units]. Russian units adjacent to such surrendering units may advance into the hex as per Advance After Combat rules, even if they had already advanced as a result of a previous attack.

6-6 Use the reinforcement and replacement schedules in section 11 for supply point and RPL reinforcements and for arrival locations.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Central Powers Decisive Victory: Russia suffers 150+ more Demoralization points than the Central Powers suffer.

Central Powers Substantial Victory: Russia suffers 110-149 more Demoralization points than the Central Powers suffer.

Central Powers Marginal Victory: Russia suffers 75-109 more Demoralization points than the Central Powers suffer.

Russian Marginal Victory: Russia suffers 0-29 more Demoralization points than the Central Powers suffer.

Russian Substantial Victory: The Central Powers suffer 1-49 more Demoralization points than Russia suffers.

Russian Decisive Victory: The Central Powers suffer 50+ more Demoralization points than Russia suffers.

7. The 1916 Brusilov Offensive 'Wide Scope' Scenario Set-Up**7-1 Russian Set-Up**

Note that some units set up under-strength.

Artillery - When deploying artillery units from Front Reserves, No army may have more than 2 more artillery units adjacent to its units than any other army (thus if all armies have at least 1 artillery unit in their 'sector', then some armies may have up to 3 in their sector).

STAVKA Reserve. The following units start the game as the STAVKA Reserve. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 0511 | 2 x 5-4 Inf XX | 1G, 2G |
| 0512 | 1 x 5-4 Inf XX | 3G |
| | 1 x 4-4 Inf XX | GRfl |
| 0410 | 3 x 2-6 Cav XX | 1G, 2G, 3G |
| 0612 | 2 x 4-4 Inf XX | 9Sib, 10Sib |

Northern Front. The following armies and reserve belong to the Northern Front

12th Army. The following units start the game under 12th Army control. [All hexes are Map 4-5N]

| Hex | Unit | Designation |
|------|--------------------------|------------------|
| 1204 | 2 x 3-4 Inf XX | 109, 110 |
| 1304 | 1 x 4-4 Inf XX | 5Rfl |
| | 1 x 3-4 Inf XX | 73R |
| 1305 | 1 x 4-4 Inf XX | 3Sib |
| | 1 x 3-4 Inf XX | 14R Sib |
| 1403 | 2 x 4-4 Inf XX | 22, 24 |
| 1404 | 12 th XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 12 |
| 1405 | 2 x 3-4 Inf XX | 120, 121 |
| 1505 | 2 x 3-4 Inf XX | 12R Sib, 13R Sib |

1605 2 x 4-4 Inf XX 1, 36
1705 2 x 4-4 Inf XX 17, 38

5th Army. The following units start the game under 5th Army control. [All hexes are Map 4-5N]

| Hex | Unit | Designation |
|------|-------------------------|--------------|
| 1805 | 2 x 4-4 Inf XX | 4 Sib, 5 Sib |
| 1906 | 1 x 4-4 Inf XX | 1Rfl |
| | 1 x 3-4 Inf XX | 3CR |
| 2005 | 5 th XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 1/NF |
| 2006 | 2 x 4-4 Inf XX | 33, 44 |
| 2107 | 2 x 4-4 Inf XX | 30, 40 |

1st Army. The following units start the game under 1st Army control. [All hexes are Map 4-5N]

| Hex | Unit | Designation |
|------|-------------------------|-------------|
| 2207 | 1 x 4-4 Inf XX | 18 |
| | 1 x 3-4 Inf XX | 70R |
| 2308 | 1 x 4-4 Inf XX | 3 Rfl |
| | 1 x 3-4 Inf XX | 60R |
| 2407 | 1 st XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | NW |
| 2408 | 2 x 2-6 Cav XX | 14, 15 |
| | 1 x 1-6 Cav XX | 4DK |
| 2409 | 2 x 3-4 Inf XX | 81R, 84R |

Northern Front Reserve. The following units start the game under the control of the Northern Front Reserve. These units may be placed anywhere outside of enemy ZOCs behind the front lines behind units belonging to the armies of the Northern Front.

| Unit | Designation |
|----------------|---------------------|
| 2 x 3-4 Inf XX | 124, Bor |
| 5 x 2-6 Cav XX | 1, 2, 4, 5, 13 |
| 3 x 1-6 Cav XX | 3DK, 2KK, TrK |
| 6 x 2-3 Art XX | 1, 2, 3, 15, 16, 17 |

Western Front. The following armies and reserve belong to the Western Front

2nd Army. The following units start the game under 2nd Army control. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 0104 | 1 x 4-4 Inf XX | 45 |
| | 1 x 3-4 Inf XX | 76R |
| 0205 | 2 x 3-4 Inf XX | 56R, 104 |
| 0206 | 2 x 4-4 Inf XX | 6, 8 |
| 0207 | 2 x 4-4 Inf XX | 1Sib, 2Sib |

| | | |
|------|-------------------------|--------|
| 0208 | 1 x 4-4 Inf XX | 25 |
| | 1 x 3-4 Inf XX | 68R |
| 0506 | 2 nd XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 1/WF |
| | 2 x 4-4 Inf XX | 7, 10 |

4th Army. The following units start the game under 4th Army control. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|-------------------------|---------------|
| 0209 | 2 x 4-4 Inf XX | 28, 29 |
| 0210 | 2 x 4-4 Inf XX | 7Sib, 8Sib |
| 0211 | 2 x 4-4 Inf XX | 51, CaGren, |
| 0212 | 2 x 2-4 Inf X | 1C Rfl, 1Ca R |
| 0213 | 2 x 3-4 Inf XX | 55R, 67R |
| 0214 | 2 x 4-4 Inf XX | 48, 49 |
| 0512 | 4 th XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 2/NW |

10th Army. The following units start the game under 10th Army control. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|--------------------------|-------------|
| 0315 | 2 x 3-4 Inf XX | 65R, 78R |
| 0316 | 2 x 3-4 Inf XX | 1Tur, 2Tur |
| 0317 | 2 x 3-4 Inf XX | 62R, 69R |
| 0318 | 2 x 3-4 Inf XX | 57R, 111 |
| 0319 | 2 x 1-6 Cav XX | 6, 8 |
| 0415 | 2 x 4-4 Inf XX | 21, 52 |
| 0416 | 10 th XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 2/WF |

3rd Army. The following units start the game under 3rd Army control. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|-------------------------|--------------|
| 0320 | 2 x 4-4 Inf XX | 3Gren, 46 |
| 0321 | 2 x 4-4 Inf XX | 1Gren, 2Gren |
| 0421 | 2 x 4-4 Inf XX | 5, 42 |
| 0423 | 1 x 3-4 Inf XX | 83R |
| 0424 | 1 x 2-6 Cav XX | 3 |
| | 1 x 1-6 Cav XX | 1 KK |
| 0522 | 2 x 4-4 Inf XX | 9, 31 |
| 0523 | 1 x 3-4 Inf XX | 75R |
| 0621 | 1 x 4-4 Inf XX | 27 |
| 0921 | 3 rd XXXX HQ | (13sp) |
| | 1 x 0-3 Eng III | 2/NF |

Western Front Reserve. The following units start the game under the control of the Western Front Reserve. These units may be placed anywhere outside of enemy ZOCs behind the front lines behind units belonging to the armies of the Western Front.

| Unit | Designation |
|----------------|--------------------|
| 3 x 4-4 Inf XX | 20, 2, 11Sib |
| 4 x 3-4 Inf XX | 53R, 59R, 61R, 64R |
| 3 x 1-6 Cav XX | SibK, TBK, Ur K |
| 5 x 2-3 Art XX | 4, 5, 6, 7, 8, |

Southwestern Front. The following armies and reserve belong to the Southwestern Front

8th Army. The following units start the game under 8th Army control. [Hexes marked with an asterisk (*) are on Map 4-5E, all other hexes are on Map 5-5]

| Hex | Unit | Designation |
|-------|-----------------|--------------|
| 0425* | 2 x 2-6 Cav XX | 7, 16 |
| | 1 x 1-6 Cav XX | 3CaK |
| 0426* | 1 x 3-4 Inf XX | 77R |
| | 1 x 1-6 Cav XX | C |
| 0527* | 1 x 3-4 Inf XX | 100 |
| | 1 x 2-6 Cav XX | 11 |
| 4101 | 2 x 3-4 Inf XX | 71R, 80R |
| | 1 x 1-6 Cav XX | Or K |
| 4201 | 2 x 3-4 Inf XX | 102, 125 |
| 4202 | 2 x 4-4 Inf XX | 2 Rfl, 4Rfl |
| 4203 | 3 x 4-4 Inf XX | 14, 15, 4Fin |
| | 1 x 3-4 Inf XX | 101 |
| 4204 | 1 x 4-4 Inf XX | 2Fin |
| | 1 x 3-4 Inf XX | 105 |
| 4402 | 1 x 3-4 Inf XX | 126 |
| | 1 x 2-6 Cav XX | 12 |
| 4302 | 8th XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | SW |

11th Army. The following units start the game under 11th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|--------------------------|-------------|
| 4205 | 1 x 4-4 Inf XX | 3 |
| 4206 | 1 x 4-4 Inf XX | 35 |
| 4207 | 1 x 4-4 Inf XX | 13 |
| | 1 x 3-4 Inf XX | 122 |
| 4208 | 2 x 4-4 Inf XX | 4, 34 |
| 4209 | 2 x 4-4 Inf XX | 16, 37 |
| 4309 | 1 x 1-6 Cav XX | T K |
| 4407 | 11 th XXXX HQ | (19sp) |
| | 1 x 0-3 Eng III | 11 |

7th Army. The following units start the game under 7th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 4310 | 2 x 4-4 Inf XX | 1Fin, 23 |
| 4311 | 2 x 4-4 Inf XX | 3Fin, 47 |
| 4411 | 3 x 4-4 Inf XX | 26, 41, 43 |

| | | |
|------|-------------------------|-----------|
| 4412 | 2 x 3-4 Inf XX | 3Tur, 1TR |
| | 2 x 1-6 Cav XX | 6DK, CaNK |
| 4511 | 7 th XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 2/SW |
| | 1 x 2-6 Cav XX | 9 |
| | 1 x 1-6 Cav XX | 2CK |

9th Army. The following units start the game under 9th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-------------------------|-------------|
| 4512 | 1 x 3-4 Inf | 2TR |
| 4612 | 1 x 3-4 Inf | 3TR |
| 4713 | 1 x 3-4 Inf XX | 74R |
| 4714 | 2 x 4-4 Inf XX | 11, 32 |
| | 1 x 1-6 Cav XX | 1DK |
| 4813 | 9 th XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | Carp |
| | 1 x 4-4 Inf XX | 12 |
| 4814 | 1 x 4-4 Inf XX | 19 |
| | 1 x 3-4 Inf XX | 82R |
| 4815 | 1 x 3-4 Inf XX | 103R |
| | 1 x 2-6 Cav XX | 10 |
| | 1 x 1-6 Cav XX | 1TK |

Southwestern Front Reserve. The following units start the game under the control of the Southwestern Front Reserve. These units may be placed anywhere outside of enemy ZOCs behind the front lines behind units belonging to the armies of the Southwestern Front.

| Unit | Designation |
|----------------|-----------------------|
| 1 x 3-4 Inf XX | 79R |
| 2 x 1-6 Cav XX | 5DK, UsK |
| 6 x 2-3 Art XX | 9, 10, 11, 12, 13, 14 |

Fortresses

| Size | Name | Hex |
|------|-------|------|
| (6) | Rovno | 4303 |

7-2 German Set-Up

Note that some units set up under-strength.

8th Army. The following units start the game under 8th Army control. [All hexes are Map 4-5N]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 0404 | 1 x 1-6 Cav X | 4G |
| 1105 | 1 x 4-6 Cav XX | 1 |
| 1205 | 1 x 2-4 Inf X | 6Lw |
| 1206 | 8th XXXX HQ | (22sp) |
| | 1 x 0-3 Eng III | 8 |
| | 1 x 2-6 Cav XX | 6 |
| 1306 | 1 x 4-4 Inf XX | Br Lw |
| | 1 x 1-6 Cav X | 3 |

| | | |
|------|----------------|-----|
| 1406 | 1 x 2-6 Cav XX | 8 |
| | 1 x 2-4 Inf X | 9Lw |
| 1506 | 1 x 5-5 Inf XX | 6R |
| 1606 | 1 x 5-5 Inf XX | 76R |
| 1706 | 1 x 5-5 Inf XX | 36R |
| 1806 | 1 x 5-5 Inf XX | 41 |
| 1907 | 1 x 5-5 Inf XX | 109 |

Scholtz Army. The following units start the game under Scholtz Army control. [All hexes are Map 4-5N]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 1907 | 1 x 4-6 Cav XX | 4 |
| 2007 | 2 x 5-5 Inf XX | 108, 78R |
| 2010 | Shltz XXXX HQ | (24sp) |
| | 1 x 5-5 Inf XX | 107 |
| 2108 | 2 x 6-5 Inf XX | 2, 37 |
| 2208 | 2 x 5-5 Inf XX | 87, 77R |
| 2309 | 1 x 6-5 Inf XX | 3 |
| | 1 x 5-5 Inf XX | 88 |
| | 1 x 4-6 Cav XX | 2 |
| 2311 | 1 x 0-3 Eng III | 17 |

10th Army. The following units start the game under 10th Army control. [Hexes marked with a double asterisk (**) are on Map 4-5, Hexes marked with an asterisk (*) are on Map 4-5N, all other hexes are on Map 4-5E]

| Hex | Unit | Designation |
|--------|-----------------|-------------|
| 2310* | 1 x 4-4 Inf XX | 17Lw |
| | 2 x 4-6 Cav XX | Ba, 3 |
| 2410* | 2 x 5-5 Inf XX | 42, 115 |
| 0105 | 2 x 5-5 Inf XX | 31, 75R |
| 0106 | 1 x 2-6 Cav XX | 9 |
| | 1 x 4-4 Inf XX | 10Lw |
| 0107 | 1 x 5-5 Inf XX | 3R |
| 0108 | 1 x 4-4 Inf XX | 14Lw |
| 0109 | 1 x 5-5 Inf XX | 79R, |
| 0110 | 1 x 4-4 Inf XX | 16Lw |
| 3303** | 10th XXXX HQ | (24sp) |
| | 1 x 0-3 Eng III | 10 |
| 3602** | 1 x 5-5 Inf XX | 80R |

12th Army. The following units start the game under 12th Army control. [Hexes marked with an asterisk (*) are on Map 4-5, all other hexes are on Map 4-5E]

| Hex | Unit | Designation |
|-------|----------------|-------------|
| 3406* | 12th XXXX HQ | (22sp) |
| 0111 | 1 x 5-5 Inf XX | 89 |
| 0112 | 1 x 5-5 Inf XX | 83 |
| | 1 x 4-4 Inf XX | 11Lw |
| 0113 | 1 x 5-5 Inf XX | 86 |
| | 1 x 4-4 Inf X | 85Lw |

9th Army. The following units start the game under 9th Army control. [Hexes marked with an asterisk (*) are on Map 4-5, all other hexes are on Map 4-5E]

| Hex | Unit | Designation |
|-------|-----------------|-------------|
| 3511* | 9th XXXX HQ | (22sp) |
| | 1 x 0-3 Eng III | 12 |
| 0114 | 1 x 5-5 Inf XX | 84 |
| 0115 | 1 x 5-5 Inf XX | 5R |
| 0215 | 1 x 5-5 Inf XX | 49R |
| 0218 | 1 x 4-4 Inf XX | 3Lw |
| 0219 | 1 x 4-4 Inf XX | 4Lw |
| 0220 | 1 x 5-5 Inf XX | 119 |
| 0221 | 1 x 5-5 Inf XX | 47R |
| 0322 | 1 x 5-5 Inf XX | 35RE |

Woyrsch Army. The following units start the game under Woyrsch Army control. [Hexes marked with an asterisk (*) are on Map 4-5, all other hexes are on Map 4-5E]

| Hex | Unit | Designation |
|-------|----------------|-------------|
| 3118* | Grna XXXX HQ | (8sp) |
| 3514* | Wrsh XXXX HQ | (16sp) |
| 0323 | 1 x 4-6 Cav XX | Gd |
| 0422 | 1 x 5-5 Inf XX | 81R |
| 0324 | 1 x 4-6 Cav XX | 5 |
| 0325 | 1 x 5-5 Inf XX | 82R |

Sud Army. The following units start the game under Sud Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 4010 | Sud XXXX HQ | (22sp) |
| 4110 | 1 x 5-5 Inf XX | 48R |
| | 1 x 3-4 Art III | 10R |
| 4111 | 1 x 3-4 Art III | 8K |

Fortresses

| Size | Name | Hex |
|------|-------------|------|
| (24) | Posen | 0420 |
| (8) | | 0815 |
| (8) | Danzig | 0909 |
| (8) | | 0914 |
| (16) | Kulm | 0915 |
| (8) | | 1011 |
| (8) | | 1012 |
| (8) | | 1013 |
| (24) | Thorn | 1016 |
| (8) | Marienbourg | 1111 |
| (16) | Graudenz | 1114 |
| (4) | Pillau | 1307 |
| (24) | Konigsberg | 1506 |
| (8) | | 1712 |
| (8) | | 1811 |
| (16) | Lotzen | 2009 |
| (8) | | 2010 |
| (8) | | 2011 |

7-3 Austro-Hungarian Set-Up

Note that some units set up under-strength.

4th Army. The following units start the game under 4th Army control. [Hexes marked with an asterisk (*) are on Map 4-5E, all other hexes are on Map 5-5]

| Hex | Unit | Designation |
|-------|-----------------|---------------------|
| 0326* | 2 x 1-6 Cav XX | 9, 1 |
| 0327* | 2 x 1-4 Inf X | Pol Leg, 2Po Lgn |
| | 1 x 1-6 Cav XX | 11 |
| 0427* | 1 x 4-4 Inf XX | 53 |
| | 1 x 3-4 Inf XX | 26 |
| 3504 | 1 x 1-6 Cav XX | 10 |
| 3904 | 4th XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 2 |
| 3901 | 1 x 3-4 Inf XX | 45 |
| 4001 | 1 x 3-4 Inf XX | 4 |
| 4002 | 1 x 5-4 Inf XX | 13 |
| 4003 | 1 x 3-4 Inf XX | 11 |
| 4102 | 2 x 4-4 Inf XX | 37, 41 |
| 4103 | 1 x 3-4 Inf XX | 2 |
| 4104 | 1 x 4-4 Inf XX | 70 |
| | 1 x 3-4 Inf XX | 7 |

1st Army. The following units start the game under 1st Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 3906 | 1st XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 3 |
| 4005 | 1 x 3-4 Inf XX | 25 |
| 4105 | 1 x 3-4 Inf XX | 46 |
| 4106 | 1 x 2-4 Inf X | 1L |
| | 1 x 1-6 Cav XX | 7 |

2nd Army. The following units start the game under 2nd Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 3907 | 2nd XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 8 |
| | 1 x 1-6 Cav XX | 4 |
| 4007 | 1 x 3-4 Inf XX | 29 |
| 4107 | 1 x 4-4 Inf XX | 27 |
| 4108 | 1 x 5-4 Inf XX | 33 |
| | 1 x 4-4 Inf XX | 31 |
| 4109 | 1 x 5-4 Inf XX | 14 |

7th Army. The following units start the game under 7th Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|-----------------|-------------|
| 4013 | 1 x 4-3 S Art I | 1 |

| | | |
|------|-----------------|--------|
| 4211 | 1 x 4-4 Inf XX | 39 |
| | 1 x 3-4 Inf XX | 12 |
| 4215 | 7th XXXX HQ | (20sp) |
| | 1 x 0-3 Eng III | 5 |
| 4312 | 1 x 3-4 Inf XX | 36 |
| 4313 | 1 x 4-4 Inf XX | 15 |
| | 1 x 2-6 Cav XX | 2 |
| 4314 | 1 x 1-6 Cav XX | 6 |
| 4413 | 1 x 3-4 Inf XX | 21 |
| 4513 | 1 x 4-4 Inf XX | 51 |
| 4514 | 1 x 2-4 Inf XX | 30 |
| 4613 | 2 x 1-6 Cav XX | 5, 8 |
| 4614 | 1 x 3-4 Inf XX | 42 |
| | 1 x 2-6 Cav XX | 3 |
| 4715 | 2 x 3-4 Inf XX | 40, 24 |
| 4716 | 1 x 3-4 Inf XX | 5 |
| | 1 x 2-4 Inf X | Papp |
| | 1 x 1-4 Inf X | 202L |

Some Austro-Hungarian units are set up under control of German Headquarters. These units are as follows:

German 9th Army. The following units start the game under German 9th Army control. [All hexes are Map 4-5E]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 0117 | 1 x 2-6 Cav XX | 10 |
| 0216 | 1 x 4-4 Inf XX | 16 |
| 0217 | 1 x 4-4 Inf XX | 35 |

German Sud Army. The following units start the game under German Sud Army control. [All hexes are Map 5-5]

| Hex | Unit | Designation |
|------|----------------|-------------|
| 4010 | 1 x 4-4 Inf XX | 38 |
| 4109 | 1 x 4-4 Inf XX | 32 |
| 4110 | 1 x 3-4 Inf XX | 19 |
| 4210 | 1 x 5-4 Inf XX | 54 |
| | 1 x 4-4 Inf XX | 55 |

Fortresses

| Size | Name | Hex |
|------|---------|------|
| (24) | Krackow | 1911 |

8. The 1916 Brusilov Offensive 'Wide Scope' Scenario Reinforcement Schedules

8-1 Russian Reinforcement Schedule

| | | |
|--------------------|----------|--|
| 2 June 1916 | | |
| 2 x 4-4 Inf XX | 50, 6Sib | |

| | | |
|--------------------|-----|--|
| 3 June 1916 | | |
| 1 x 3-4 Inf XX | 113 | |

| | | |
|--------------------|-----|--|
| 7 June 1916 | | |
| 1 x 3-4 Inf XX | 112 | |

| | | |
|--------------------|--------|--|
| 5 July 1916 | | |
| SP XXXX HQ | (0 sp) | |

| | | |
|--------------------|----------|--|
| 6 July 1916 | | |
| 2 x 3-4 Inf XX | 108, 117 | |

| | | |
|----------------------|-----|--|
| 2 August 1916 | | |
| 1 x 3-4 Inf XX | 115 | |

| | | |
|----------------------|-----|--|
| 5 August 1916 | | |
| 1 x 3-4 Inf XX | 116 | |

8-2 German Reinforcement Schedule

| | | |
|--------------------|-----|--|
| 2 June 1916 | | |
| 1 x 8-5 Inf XX | 22 | |
| 1 x 2-4 Inf XX | Ru | |
| 1 x 5-4 Inf XX | RPL | |

| | | |
|--------------------|--------|--|
| 4 June 1916 | | |
| 2 x 8-5 Inf XX | 19, 20 | |
| 1 x 6-5 Inf XX | 105 | |

| | | |
|--------------------|------|--|
| 5 June 1916 | | |
| 1 x 6-5 Inf XX | 11Ba | |
| 1 x 5-5 Inf XX | 43R | |
| 1 x 5-4 Inf XX | RPL | |

| | | |
|--------------------|-----|--|
| 7 June 1916 | | |
| 1 x 5-5 Inf XX | 107 | |

| | | |
|--------------------|--------------|--|
| 2 July 1916 | | |
| 3 x 5-5 Inf XX | 1R, 119, 121 | |

| | | |
|--------------------|-----|--|
| 4 July 1916 | | |
| 1 x 5-5 Inf XX | 200 | |

| | | |
|----------------------|-----|--|
| 2 August 1916 | | |
| 1 x 8-5 Inf XX | 1 | |
| 1 x 5-5 Inf XX | 197 | |

| | | |
|----------------------|----------|--|
| 3 August 1916 | | |
| 2 x 5-5 Inf XX | 195, 199 | |

| | | |
|----------------------|-----------|--|
| 4 August 1916 | | |
| 2 x 5-5 Inf XX | 10Ba, 117 | |

8-3 Austro-Hungarian Reinforcement Schedule

| | | |
|--------------------|---------------|--|
| 4 June 1916 | | |
| 3 x 1-4 Mtn X | 10M, 16M, 19M | |

6 June 1916

1 x 3-4(-) Inf XX 74

2 July 19161 x 5-4 Inf XX 44
2 x 2-4 Mtn X 9M, 18M**5 July 1916**

1 x 4-4 Inf XX 34

6 July 19163rd XXXX HQ (0 sp)
1 x 2-4 Inf XX 106L**8-4 Ottoman Reinforcement Schedule**

The listed units arrive on the given turn in any hex along the south edge containing an active Austro-Hungarian rail line.

3 August 1916

2 x 4-4 Inf XX 19, 20

9. The 1916 Brusilov Offensive 'Limited Scope' Scenario Specific Rules

Note - All Rules in the following section apply to playing a 1916 Brusilov Offensive scenario alone.

There are two ways to play the game; **Limited Scope** (historical, with only the Russian Southwest Front attacking), and **Wide Scope** (involving attacks all along the Eastern Front, as Brusilov intended)

The following apply to a **Limited Scope** Game:

9-1 This scenario is played entirely on maps 4-5, 4-5E, and 5-5. On map 4-5, only hexes numbered xx18 or higher are in play. On map 4-5E, only hexes numbered xx25 or higher are in play.

9-2 This scenario uses the rules and set-up instructions for the Brusilov 'Wide Scope' scenario, with the exception that units listed as set up outside of the described playing area are not deployed on the maps.

9-3 Do not use section 11 for German supply point and RPL reinforcements. These reinforcements are incorporated into the normal reinforcement schedule in section 10-2.

10. The 1916 Brusilov Offensive 'Limited Scope' Scenario Reinforcement Schedule**10-1 Russian Reinforcement Schedule****2 June 1916**

2 x 4-4 Inf XX 50, 6Sib

3 June 1916

1 x 3-4 Inf XX 113

4 June 19161 x 4-4 Inf XX 20
1 x 3-4 Inf XX 53R**6 June 1916**

2 x 3-4 Inf XX 1Tur, 2Tur

7 June 19162 x 4-4 Inf XX 22, 24
1 x 2-6 Cav XX 3**1 July 1916**

2 x 4-4 Inf XX 7, 10

5 July 1916SP XXXX HQ (0 sp)
4 x 5-4 Inf XX 1G, 2G, 3G, GRfl
3 x 2-6 Cav XX 1G, 2G, 3G
2 x 4-4 Inf XX 9Sib, 10Sib**6 July 1916**

2 x 3-4 Inf XX 108, 117

2 August 1916

1 x 3-4 Inf XX 115

5 August 1916

1 x 3-4 Inf XX 116

10-2 German Reinforcement Schedule**2 June 1916**

1 x 2-4 Inf XX Ru

3 June 19161 x 5-5 Inf XX 108
1 x 4-6 Cav XX 3**4 June 1916**2 x 8-5 Inf XX 19, 20
1 x 6-5 Inf XX 105**5 June 1916**1 x 6-5 Inf XX 11Ba
1 x 5-5 Inf XX 43R**7 June 1916**

1 x 5-5 Inf XX 107

1 July 191620 Supply Points
1 x 6-5 Inf XX 22
1 x 4-4(-) Inf XX RPL**2 July 1916**

2 x 5-5 Inf XX 1R, 119

4 July 1916

1 x 5-5 Inf XX 200

7 July 1916

1 x 5-5 Inf XX 121

1 August 191634 Supply Points
1 x 5-5 Inf XX 86
1 x 4-4(-) Inf XX RPL**2 August 1916**1 x 8-5 Inf XX 1
1 x 5-5 Inf XX 197
1 x 4-4 Inf XX 10Lw**3 August 1916**

2 x 5-5 Inf XX 195, 199

4 August 1916

2 x 5-5 Inf XX 10Ba, 117

10-3 Austro-Hungarian Reinforcement Schedule**4 June 1916**

3 x 1-4 Mtn X 10M, 16M, 19M

6 June 1916

1 x 3-4(-) Inf XX 74

2 July 19161 x 5-4 Inf XX 44
2 x 2-4 Mtn X 9M, 18M**5 July 1916**

1 x 4-4 Inf XX 34

6 July 1916

1 x 2-4 Inf XX 106L

10-4 Ottoman Reinforcement Schedule

The listed units arrive on the given turn in any hex along the south edge containing an active Austro-Hungarian rail line.

3 August 1916

2 x 4-4 Inf XX 19, 20

11. The East Front Duration Game

The entirety of World War One on the Eastern Front can be simulated by linking the following games:

Tannenberg: Eagles in the East

Galicia: The Forgotten Cauldron

Serbia the Defiant

Romania: The Transylvanian Gambit

Gorlice-Tarnow Breakthrough

The 1916 Brusilov Offensive

The rules for each scenario are still in force. There may be some exceptions, or additional rules, and these are given in the applicable section.

Maps: 4-5, 4-5N, 4-5E, 5-5, 5-5S, 6-5, and 6-6.

First Turn: Turn 3 of August 1914.

Last Turn: Turn 7 of October 1917.

(Or until Austria-Hungary or Russia surrenders)

Combatants: Germany, Austria-Hungary, Bulgaria, and the Ottoman Empire vs. Russia, Serbia, and Montenegro.

Rail Lines: All part of the network of the country they are in.

Rail Capacities:

The German Rail Network in this scenario has a capacity of 12 divisions. It may not be used until turn 6 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The Austro-Hungarian Rail Network has a capacity of 10 divisions. It may not be used until turn 5 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The Russian Rail Network has a capacity of 10 divisions. It may not be used until turn 1 of September and is halved until

Turn 3 of September. It may be used on any map or combination of maps.

The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

Exceptions and Additions

The rules for each scenario (*Tannenberg, Galicia, Serbia, Gorlice-Tarnow, Brusilov, and Romania*) are still in force, with the following exceptions and additional rules:

11-1 The Central Powers player should take the specified units in the Tannenberg scenario in the order they are listed (example: if 50 points are scored, the reinforcements should be the 3G, 1GR, 22, and 38 infantry divisions and the 8 cavalry division). This is to prevent confusion in the reinforcement/withdrawal schedule. Ignore references to reinforcements that are already in play, or withdrawals for units that are not present.

11-2 The removal of Austro-Hungarian forces from the Serbian Front for transfer to the Eastern Front is optional. The Austro-Hungarian player may decide to transfer any units between the two fronts that he desires, and may do so whenever he desires to do so. This means that units of the Austro-Hungarian army that appear in the Galicia scenario as reinforcements do NOT appear as reinforcements if they are set up in the Serbian theater.

11-3 The forces under the control of the Austro-Hungarian 2nd army may move and attack in Serbia or as the Central Powers player wishes. Units sent from the Serbian front to Galicia do come under the objective rules of Tannenberg and Galicia rulebook section 7.

11-4 The Austro-Hungarian Kov Headquarter unit is removed as per Tannenberg and Galicia rulebook section 7-10 whenever the Central Powers player moves one of the Austro-Hungarian Headquarters from the Serbian Front to the Galicia Front, or whenever the Pflanzler HQ appears as reinforcement. In any of these cases, the supply points from the Kov HQ are given to the HQ that causes its removal.

11-5 The German forces sent to aid the Austro-Hungarian army on map 5-5 at the start of the game in 1914 are released from their restriction (that is, staying in

close proximity of the Austro-Hungarian 1st Army HQ) when the German 9th Army HQ arrives as a reinforcement.

11-6 Players may not transfer units and supply points between maps 4-5 and 5-5 until the 1st turn of September 1914. Units and supply points may be transferred to maps 4-5 and 5-5 from other maps at any time.

11-7 Austro-Hungarian HQs may expend supply for German Landwehr units in 1914 only.

11-8 The pre-planned objective rules found in Tannenberg and Galicia rulebook sections 7-1 to 7-5 are only in force for through the end of the 4th September turn (the length of the stand alone Galicia scenario).

11-9 OPTIONAL The 'Army Objective' rules given for the Austro-Hungarian and Russian forces in the Galicia scenario are ignored. Players may move their forces as they wish.

11-10 The Austro-Hungarian 61st and 62nd 2-4 Inf Xs may combine to form the 31st 4-4 Inf XX at the end of any movement phase if they are in the same hex. Similarly, the 13th and 14th 1-4 Inf Xs can combine at any time to form the 7th 3-4 Inf XX (at full strength).

11-11 The Entente player does not receive special reinforcements according to Serbian and Romania rulebook section 13-2. It is the Entente player's decision what Russian forces to send into Romania, and when to do it.

11-12 The Entente player may send forces by rail between maps 4-5E, map 5-5, and map 6-6. Such forces sent by rail remain entrained while off-map, and count against rail capacity during that time. It takes 2 turns to move by rail between maps 5-5 and 6-6 or between maps 4-5E and 5-5. It takes 4 turns to move by rail between maps 4-5E and 6-6. Any such rail movement is from an active rail hex belonging to the Russian rail network that is on a map edge.

11-13 There are no restrictions on the use of Russian Guard units (rule 6-3 is void).

11-14 Russian Artillery 'surprise' (as per section 6-4) is valid against Austro-Hungarian forces only for a single turn. The Russian player decides when this turn is. This may be any turn, but only after May of 1915, and only after Austria-

Hungary has suffered at least 485 Demoralization Points.

11-15 OPTIONAL A single Austro-Hungarian army may fall into the same sad state as the Austro-Hungarian 4th army in 1916. After May 1915, and after Austria-Hungary has suffered at least 485 Demoralization Points, two dice are rolled during the Monthly Special Turn for each Austro-Hungarian army controlling forces in Russian Zones of Control. On a roll of '2', the HQ falls into the 'sad state' described by section 6-5. The units controlled by this HQ (the Austro-Hungarian units closer to it than to another Austro-Hungarian Headquarters) cannot disengage from Russian ZOCs unless the Russians move away. The Headquarter itself becomes immobile. The effects of section 6-5 are suffered by the hapless Austro-Hungarian army the first turn that the Russians use 'Artillery Surprise'. The first Austro-Hungarian army to become subject to this effect is the ONLY Headquarter to be so affected.

Replacement of lost Headquarters, Engineers, Artillery, and Mountain Units

11-16 This game does not provide for the production or rebuild of Headquarters and Engineers. Instead, Headquarters or Engineer units that are destroyed reappear as reinforcements three full months after they are destroyed. So if such a unit is destroyed on the 3 September turn, it would appear again as a reinforcement on the 4 December turn.

11-17 In this game, lost artillery strength points may be replaced by the use of double the number of infantry replacement strength points. Replaced artillery strength points must be of the same nationality as the used infantry replacements.

11-18 Croat RPL units may be used to rebuild Croatian mountain type units. Austrian RPL units may be used to rebuild Austrian mountain type units.

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting their and

waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player.

11-19 Germany may not have more than 200 Supply Points total in its Headquarters on the Eastern Front during 1915 and no more than 250 starting 1916.

11-20 Austria-Hungary may not have more than 100 Supply Points total in its Headquarters on the Eastern Front during 1915 and no more than 125 starting 1916.

11-21 Russia may not have more than 125 Supply Points total in its Headquarters on the Eastern Front during 1915 and no more than 175 starting 1916.

11-22 Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game.

11-23 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

11-24 No Headquarter of a minor country (Serbia, Bulgaria, Romania) may ever contain more than 25 Supply Points. (This prevents major powers from 'dumping' excess supply to minors).

11-25 For each supply point spent on attacking artillery, a supply point must be expended on infantry within two turns of the original artillery expenditure.

Relationship between Austria-Hungary and Germany.

Austria-Hungary was not a vassal of Germany. Austria-Hungary considered herself an equal partner with Germany within the Central Powers. She had her own interests, and desired to maintain hegemony over the area that she believed to be within her sphere of influence. German forces were welcome in such areas only after Austria-Hungary had suffered serious military setbacks and huge losses of prestige. Even then, German assistance was accepted grudgingly. The following rules reflect this situation.

11-26 The Austro-Hungarian 'Sphere of Influence' includes all of original Austro-

Hungarian territory, Serbia, Romania, Albania, and any hex outside of these areas that is two hexes or less away from an active rail line belonging to the Austro-Hungarian rail network. German forces may only operate within the Austro-Hungarian 'Sphere of Influence' as described by the following rules:

11-27 In any of these rules describing the limits of German forces within the Austro-Hungarian 'Sphere of Influence', Headquarters, Artillery, and Engineers do not count. These units may be freely moved by either nationality anywhere the Central Powers player desires. Cavalry divisions and other non-divisional units (brigades and regiments) count as half divisions. RPL units count as full divisions, as do divisions of any reduced strength.

11-28 The German and Austro-Hungarian armies had an 'exchange' program at the start of the war. Under this program, up to four divisions may be exchanged between the control of German and Austro-Hungarian armies, allowing the exchanged German forces to operate within the Austro-Hungarian 'Sphere of Influence'. The four German divisions exchanged to Austro-Hungarian control may only operate on map 5-5 (Galicia).

11-29 When Austria-Hungary has accumulated 250 Demoralization Points, an additional twelve German divisions may operate within the Austro-Hungarian 'Sphere of Influence'. These twelve divisions may only be present for a six month period. The clock on this six month period begins with the start of the next turn after Austria-Hungary has taken the 250 DM.

11-30 Once Austria-Hungary suffers 'Shaken National Moral', there is no limit to the number of German units that may operate within the Austro-Hungarian 'Sphere of Influence'. Should the Central Powers player desire, he may trigger this himself by moving the Austro-Hungarian DM level to this point and declaring this undesirable state.

Triggering 'Grave Threat to Mother Russia'

Senior German military leadership prior to and during World War One realized that Russia was something of a 'Sleeping Giant'. They understood that deep penetration into Russian territory would

probably trigger a psychological response among Russians that would lead them to drastically increased efforts to resist and beat back the invader. Hindenburg himself threatened to resign at one point when asked to go farther into Russian territory than he thought wise. The lessons of Napoleon's campaigns were not lost on these leaders. The following rule in the East Front Duration Game reflects this. (Note that in the full campaign game on World War One will give the players the option to move deep into Russia and take the risk of triggering the heightened Russian response).

11-31 Central Powers forces in this game may not move across the Daugava river (this river flows through Riga and south of the city of Daugavpils), they cannot cross the 1919 border of Russia (from hex 0401 on map 4-5E to hex 4902 on map 5-5), nor may they go farther east than the 4800 hexrow of map 5-5, nor may they move across the Dneister river (in front of Odessa) on map 6-6.

11-32 Demoralization Points in this game are accumulated by Austria-Hungary, Germany, Russia, Romania, and Bulgaria. They are NOT accumulated by Serbia, Montenegro, or Turkey.

11-33 In addition to the normal accumulation of DM points, Austria-Hungary accumulates DM points due to lack of imported food, and casualties on the Italian Front. Starting with the Monthly Special Turn of January 1915, Austria-Hungary accumulates 3 DM points each Monthly Special turn for the duration of the game (due to lack of imports). Starting with the Monthly Special Turn of May 1915, Austria-Hungary accumulates an additional 5 DM points each Monthly Special turn for the duration of the game (due to losses on the Italian Front).

11-34 Some cities were captured during, and then retaken by their original owners in the course of the war. Thus, capturing these cities again during a campaign game will yield no additional DM points (in individual scenarios these cities do count for DM points). In the 1915 scenario, these cities are Allenstein (hex 1611) on map 4-5 and Radom (hex 2203) and Kielce (hex 2106) on map 5-5. In the 1916 scenario these cities are Allenstein (hex 1611) on map 4-5 and Tarnow (hex 2311), Przemysl (hex 3111), Lemberg (hexes 3509 and 3609), and Stanislaw (hex 4013) on map 5-5.

11-35 Russia receives DM points only for the losses of urban hexsides comprising Warsaw, Minsk, Riga and Odessa. It takes no DM points for the losses of other personnel centers. Russia also receives 3 DM per month due to losses on the Caucasus front, starting with November 1914.

Effects of Accumulated Demoralization

11-36 There are three progressive results that can occur to a country as a result of accumulating too many DM points. These effects are 'Shaken National Morale', 'Economic Collapse', and 'Surrender'. The amount of accumulated DM that it takes to trigger each of these results depends on the country.

11-37 The effects of 'Shaken National Morale' and of 'Economic Collapse' are reductions in the amount of supply and replacement units received as reinforcements. The effect of 'Surrender' is the immediate removal of all units of that nationality being immediately removed from play.

11-38 Austria-Hungary suffers 'Shaken National Morale' whenever it accumulates 550 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

| | |
|--------------------|---------------|
| Economic Collapse: | |
| 1914: | 375 DM points |
| 1915 | 525 DM points |
| 1916 | 600 DM points |
| 1917 | 700 DM points |

| | |
|------------|---------------|
| Surrender: | |
| 1914: | 450 DM points |
| 1915 | 600 DM points |
| 1916 | 700 DM points |
| 1917 | 800 DM points |

Austria-Hungary will also surrender at any point that an Entente infantry unit occupies either hex comprising Budapest.

11-39 Russia suffers 'Shaken National Morale' whenever it accumulates 600 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

| | |
|--------------------|---------------|
| Economic Collapse: | |
| 1914: | 800 DM points |
| 1915 | 850 DM points |
| 1916 | 900 DM points |
| 1917 | 950 DM points |

| | |
|------------|----------------|
| Surrender: | |
| 1914: | 950 DM points |
| 1915 | 1000 DM points |
| 1916 | 1050 DM points |
| 1917 | 1100 DM points |

11-40 Romania does not experience 'Shaken National Morale' or 'Economic Collapse'. It surrenders when it suffers 250 DM points.

11-41 Bulgaria does not suffer 'Shaken National Morale', 'Economic Collapse', or 'Surrender' in the course of this game. However, there are limits to the amount of losses it can take on the Eastern Front. This limit is 50 DM points. Bulgarian forces are removed from this game if this limit is reached.

11-42 Germany will not suffer any negative effects due to operations on the Eastern Front. However, the Entente player will receive benefits for excessive German losses (see Victory Conditions).

Serbia

11-43 Serbian forces are set up according to Serbia and Romania rulebook section 4-2. In addition to these forces, the nine 1-4 infantry regiments (III) are immediately deployed according to Serbia and Romania rulebook section 11-4 whenever any of the following conditions exist:

1. Bulgaria joins the Central Powers.
2. When any Central Powers unit crosses the Ibar, W. Morava, or Nisava rivers.
3. When any Central Powers unit enters Albania.
4. When any German unit moves adjacent to Serbian territory as described by the 1914 Serbian border.

11-44 Unless otherwise specified, Serbian reinforcements appear in any Serb-controlled city in Serbia.

11-45 The Serbian new unit reinforcement schedule can be found in section 15-6.

11-46 From the start of January 1915 until Serbian forces are removed from play, Serbia receives:
1st Turn of January, April, July, October:
5 Supply Points
1st Turn of January, April, July, October:
1 x 2-3 Inf RPL

11-47 The Serbian ‘Bran’, ‘Sok2’, and ‘Kraj’ divisions do not arrive as reinforcements, but they may be built from replacements or other units starting in 1915.

The Macedonian Front

11-48 The Eastern Front Duration Game does not portray the events and possibilities of the ‘Macedonian’ front that developed after the fall of Serbia. This is not really possible until Duration games involving the Western, Italian, and Turkish fronts (especially Gallipoli) are available. In the Eastern Front Duration Game, the Central Powers player is just required to withdraw forces from play that were used to ‘cover’ the Greek border and later the Entente enclaves in Greece.

11-49 When all Serbian cities are controlled by the Central Powers player, All Serbian and Montenegrin units are removed from play, and the Central Powers player must remove the following units from play:

- A German HQ
- A German 5-5 Inf XX
- Eight Strength points of Austro-Hungarian infantry and/or mountain units.
- Two Bulgarian HQs
- Eight full strength Bulgarian infantry divisions (note that a Bulgarian infantry division has three brigades).

The German Units removed may be part of the German & Austro-Hungarian ‘exchange program’ so as to not necessarily trigger the effects of additional German assistance to Austria-Hungary.

11-50 There are no French or British reinforcements in Greece in the East Front Duration Game, and Greece joining the Entente is NOT an option.

Bulgaria

11-51 Bulgaria joins the Central Powers at the start of the next turn after any Central Powers unit is adjacent to Nish (map 6-5 hex 2413), or the start of the next turn after any Central Powers unit occupies Belgrade (map 6-5 hex 1607) after the 1 April 1915 turn, or on the 2 October 1915 turn, whichever of the three possible conditions comes first.

11-52 Bulgarian neutrality cannot be violated by either player prior to its joining the Central Powers.

11-53 The Bulgarian army is set up according to Serbia and Romania rulebook sections 11-3 and 14-4 when Bulgaria becomes a belligerent. The exceptions to these sections are that the units of the 1st infantry division (1/1, 2/1, and 3/1), the 1/6 infantry brigade, the 1st cavalry division, and the 1st engineer regiment are set up according to 11-3, and NOT according to 14-4 (units are not in two different places at the same time).

11-54 The Bulgarian reinforcement schedule can be found in section 15-5.

Romania

11-55 Romania joins the Entente after Austria-Hungary suffers ‘Shaken National Morale’ due to Demoralization. At the instant that Austria-Hungary is ‘Shaken’, a single die is rolled. Two is added to the die roll. The result is the number of complete turns that must pass until Romania becomes an active Entente belligerent. Example, in the course of the 3 Jun 1916 turn, Austria-Hungary accumulates enough Demoralization points to become ‘Shaken’. A die roll of two means that four complete turns must pass before Romania becomes a belligerent. This means that the Entente player can move Romanian forces starting on the 1 July 1916 turn.

11-56 The Romanian army is set up according to Serbia and Romania rulebook section 14-1 when Romania becomes a belligerent.

11-57 Romanian reinforcements appear on map 6-6 hex 1901 unless otherwise specified.

11-58 The Romanian new unit reinforcement schedule can be found in section 15-7.

11-59 From the start of the fourth full month after Romania enter the war, Romania receives:

1st Turn of January, April, July, October:
5 Supply Points

1st Turn of February, March, May, June, August, September, November, December:

1 x 2-3 Inf XX RPL

Ottoman Reinforcements

11-60 Ottoman Reinforcements may be placed on any rail line on a map edge in Bulgaria.

11-61 The Ottoman reinforcement schedule can be found in section 15-4.

Russian Reinforcements

11-62 Unless otherwise specified, Russian reinforcements arrive in any Russian city or any rail line on a map edge in Russia.

11-63 The Russian new unit reinforcement schedule can be found in section 15-1.

11-64 From the start of December 1914 until Russia suffers ‘Shaken National Morale’, Russia receives:

1st Turn of Month: 20 Supply Points

Odd Turns of Month:

1 x 3-3 Inf XX RPL

Even turns of Month:

2 x 3-3 Inf XX RPL

11-65 After Russia suffers ‘Shaken National Morale’ until Russia suffers ‘Economic Collapse’, Russia receives:

1st Turn of Month: 15 Supply Points

All Turns of Month:

1 x 3-3 Inf XX RPL

11-66 After Russia suffers ‘Economic Collapse’, Russia receives:

1st Turn of Month: 5 Supply Points

Even Turns of Month:

1 x 3-3 Inf XX RPL

11-67 During even turns of a month (or just the 2nd and 6th turns of a month after Russia suffers ‘Shaken National Morale’) until all reinforcement divisions marked with an asterisk (101-127) are created, Russia must take a 2-3 Inf XX RPL in lieu of the normal 3-3 Inf XX RPL. The divisions marked with an asterisk can only be created by removing two Opolchenie Inf Xs, using one 2-3 Inf X RPL, or removing two strength points from any on-map unit(s). Once all reinforcement divisions with an asterisk have been created, 3-3 Inf XX RPL units may replace infantry losses from any Russian unit.

German Reinforcements

11-68 Unless otherwise specified, German reinforcements arrive in any German city or any rail line on a map edge in Germany.

11-69 The German new unit reinforcement schedule can be found in section 15-2.

11-70 During January 1915, Germany receives:

1st Turn of Month:
1 x 5-4 Inf XX RPL

11-71 From the start of February 1915 until the end of April 1915, Germany receives:

1st Turn of Month: 40 Supply Points
1st Turn of Month:
1 x 5-4 Inf XX RPL

11-72 From the start of May 1915 until the end of October 1915, Germany receives:

1st Turn of Month: 40 Supply Points
Odd Turns of Month:
1 x 5-4 Inf XX RPL

11-73 Starting November 1915, Germany receives:

1st Turn of Month: 10 Supply Points
1st Turn of Month:
1 x 5-4 Inf XX RPL

11-74 For the six months after Austria-Hungary suffers 'Shaken National Morale', Germany receives:

1st Turn of Odd Month: 50 Supply Points
1st Turn of Even Month: 40 Supply Points
1st Turn of Month:
1 x 5-4 Inf XX RPL

If Russia has suffered 'economic collapse' (or suffers 'economic collapse' during the six month period), Germany does not receive the reinforcements described above. German reinforcements go back to their previous level (see 11-72 or earlier) once the six month period is over.

11-75 Should multiple conditions be applicable, Germany receives reinforcements according to the highest rate.

A u s t r o - H u n g a r i a n R e i n f o r c e m e n t s

11-76 Unless otherwise specified, Austro-Hungarian reinforcements arrive in any Austro-Hungarian or any rail line on a map edge in Austria-Hungary.

11-77 The Austro-Hungarian new unit reinforcement schedule can be found in section 15-3.

11-78 From the start of January 1915 until the end of the April 1915, Austria-Hungary receives:

1st Turn of Month: 25 Supply Points

1st, 2nd, 3rd, 5th, 6th, 7th Turns of Even Month:

1 x Inf XX RPL
1st, 3rd, 4th, 5th, 7th Turns of Odd Month:

1 x Inf XX RPL

11-79 From the start of the May 1915 Monthly Special Turn until the end of the game, Austria-Hungary receives:

1st Turn of Month: 15 Supply Points
Odd Turns of Even Month:
1 x Inf XX RPL
Even Turns of Odd Month:
1 x Inf XX RPL

11-80 From the point that Austria-Hungary suffers 'Shaken National Morale' Austria-Hungary receives:

1st Turn of Odd Month: 10 Supply Points
1st Turn of Even Month: 5 Supply Points
1st, 5th Turns of Month:
1 x Inf XX RPL

11-81 From the point that Austria-Hungary suffers 'Economic Collapse' Austria-Hungary receives reinforcements each month according to the following schedule:

1st Turn of Odd Month: 5 Supply Points
1st Turn of Month:
1 x Inf XX RPL

11-82 Should multiple conditions be applicable, Austria-Hungary receives reinforcements according to the lowest rate.

11-83 The 'national origin' of Austro-Hungarian RPL divisions received as reinforcements is based on the following rotating schedule (repeat first after last):

UNTIL May 1915:

First: 1 x 4-3 Inf XX RPL
Second: 1 x 3-3 Inf XX RPL
Third: 1 x 2-3 Inf XX RPL (Croat)
Fourth: 1 x 2-3 Inf XX RPL (Czech)
Fifth: 1 x 4-3 Inf XX RPL
Sixth: 2 x 2-3 Inf XX RPL (Croat)
Seventh: 1 x 3-3 Inf XX RPL
Eighth: 1 x 2-3 Inf XX RPL (Polish)

STARTING May 1915:

First: 1 x 4-3 Inf XX RPL
Second: 1 x 3-3 Inf XX RPL
Third: 1 x 2-3 Inf XX RPL (Czech)
Fourth: 4 strength points of Austrian and/or Hungarian RPL (player's choice)
Fifth: 1 x 2-3 Inf XX RPL (Polish)

The first replacement in May should be the 'fourth' in the above schedule.

V i c t o r y C o n d i t i o n s

Victory in this game is dependent on the comparison of how well the opposing major powers (Germany and Austria-Hungary in contrast to Russia) do in meeting their major war objectives.

Major Russian objectives in the war included the following:

- Protect Serbia from Austro-Hungarian aggression.
- Punish Austria-Hungary for aggression against Serbia.
- Relieve German pressure on France.

In assessing how well Russia does in relation to these objectives, we can look at the following measures of Russian success:

- How many German troops are drawn away from the Schlieffen Plan by early war operations against East Prussia, and later by how much of German resources are sapped away from the Western Front by operations in the East.
- How long is Serbia able to resist Austro-Hungarian pressure.
- How long does it take to put Austria-Hungary in an undesirable condition.
- How many losses the Germans take on the Eastern Front.

Major Austro-Hungarian objectives in the war included the following:

- Punish Serbia.
- Punish Russia for intervening in the Austro-Hungarian versus Serbian conflict.
- Maintain the Austro-Hungarian 'Sphere of Influence'.

In assessing how well Austria-Hungary does in relation to these objectives, we can look at the following measures of Austro-Hungarian success:

- How long does it take to subdue Serbia.
- How long does it take to put Russia in an undesirable condition.
- Receive as little assistance as possible from the Germans in the area of the Austro-Hungarian 'Sphere of Influence'.

Major German objectives in the war included the following:

- Minimal resource requirements for the Eastern Front until after the subjugation of France.
- Protect German territory from Russian aggression.
- Knock Russia out of the war while taking as few losses as possible.

In assessing how well Germany does in relation to these objectives, we can look

at the following measures of German success:

- Minimizing the amount of resources drawn off of the Schlieffen Plan execution.
- How long does it take to put Russia in an undesirable condition.
- Maintain Austria-Hungary as a war ally.

Victory Points are awarded according to the following schedule which reflects the degree to which these objectives are met. Victory itself is determined by comparing the opposing victory point totals. Positive VP accumulation is in favor of the Russians, while negative or lower VP accumulation is in favor of the Central Powers.

The Victory Point Schedule contains six areas for which victory points are awarded.

1. VP for the amount of forces drawn away from fighting in France in 1914. Divide the number of points achieved by the Russians according to rule 33-20 by fifteen. Round to the nearest integer. Result is the number of VP awarded.

2. VP for the length of time that Serbia holds out. VP are awarded based on the time at which all Serbian forces are removed from play according to the rules governing the 'Macedonian Front'. 5 VP are awarded for Serbia holding out until 1916. 4 VP are awarded for Serbia holding out until the second half of 1915. 3 VP are awarded for Serbia holding out until the first half of 1915. 2 VP are awarded for Serbia holding out until November or December of 1914. 1 VP is awarded for Serbia holding out until October of 1914. No VP are awarded for Serbia falling earlier.

3. VP for German military assistance of Austria-Hungary. VP are awarded based on the time at which Germany sends forces above the four division exchange into the Austro-Hungarian 'Sphere of Influence'. The VPs are awarded based on the point in time at which additional German forces actually cross into the Austro-Hungarian 'Sphere of Influence', not the time at which they could do so. 5 VP are awarded for use of German assistance in August through October of 1914. 4 VP are awarded use of German assistance in November 1914 through March of 1915. 3 VP are awarded for use of German assistance in April through June of 1915. 2 VP are awarded for use of German assistance

later in 1915. 1 VP is awarded for use of German assistance in 1916 or 1917.

4. VP for German Demoralization Points. VP are awarded based on the number of Demoralization Points that German accumulates in the course of the game. One VP is awarded for every 50 DM points taken by Germany. Round to the nearest 50 (round up to next fifty for 25 or 75).

5. VP for the time at which Austria-Hungary suffers negative effects of DM accumulation. VP are awarded based on the point in time at which Austria-Hungary experiences any of the first two conditions related to DM point accumulation, 'Shaken National Morale', and 'Economic Collapse'. 5 VP are awarded if the change in condition occurs in 1914 or the first half of 1915. 4 VP are awarded if the change in condition occurs in the second half of 1915. 3 VP are awarded if the change happens in the first half of 1916. 2 VP are awarded if the change happens in the second half of 1916. 1 VP is awarded if the change happens in 1916.

Example: Austria-Hungary suffers 550 DM in August of 1915, triggering Shaken National Morale. Austria-Hungary suffers 775 DM in May 1916, triggering Economic Collapse. By the above schedule, 4 VP are awarded for the time at which 'Shaken National Morale' occurs, and an additional 3 VP are awarded for the time at which 'Economic Collapse' occurs.

6. VP for the time at which Russia suffers negative effects of DM accumulation. VP are awarded based on the point in time at which Russia experiences any of the three conditions related to DM point accumulation, 'Shaken National Morale', 'Economic Collapse', and Surrender. Note that the VPs awarded for these events are NEGATIVE. The time is dependent on year and quarter. First quarter (abbreviated '1Q') is January, February, and March; second quarter is April, May, and June; and so on.

| Time of Occurrence | VP Awarded |
|--------------------|------------|
| 3Q 1914 | -17 VP |
| 4Q 1914 | -16 VP |
| 1Q 1915 | -15 VP |
| 2Q 1915 | -14VP |
| 3Q 1915 | -13VP |
| 4Q 1915 | -12VP |
| 1Q 1916 | -11VP |

| | |
|---------|-------|
| 2Q 1916 | -10VP |
| 3Q 1916 | -9VP |
| 4Q 1916 | -8VP |
| 1Q 1917 | -7VP |
| 2Q 1917 | -6VP |
| 3Q 1917 | -5 VP |
| 4Q 1917 | -4VP |

Central Powers Decisive Victory: The Total of VPs is less than -15.

Central Powers Substantial Victory: The Total of VPs is less than -7, but greater than or equal to -15.

Central Powers Marginal Victory: The Total of VPs is less than -3, but greater than or equal to -6.

Entente Marginal Victory: The Total of VPs is greater than or equal to -2, but less than 5.

Entente Substantial Victory: The Total of VPs is greater than or equal to 5, but less than 10.

Entente Decisive Victory: The Total of VPs is greater than or equal to 10

Automatic End of Game

The Game ends immediately when either Austria-Hungary or Russia surrenders (or when a player forfeits due to failure to expend supply). Victory conditions are calculated at the point that either Russia or Austria-Hungary surrenders. In the case of Austro-Hungarian surrender, the final Victory Level achieved through VP addition is shifted 1 to the favor of the Entente for each year prior to 1918 in which this occurs (a 1916 Austro-Hungarian surrender would mean a shift of 2, for example, from Entente Marginal to Entente Decisive Victory).

12. 1915 East Front Duration Game

12-1 This game is played from the starting point of the Gorlice-Tarnow scenario through to the end of October 1917.

12-2 Forces for both players on the Russian Front are set up according to the set up instructions for the Gorlice-Tarnow Breakthrough scenario instructions.

12-3 In addition to these forces, there are Austro-Hungarian and Serbian Forces set

up on the Serbian Front. The Austro-Hungarian forces available are those described by Serbia and Romania rulebook section 11-1, but with the following exceptions: None of the artillery, none of the engineers, without the following brigades: Ybl, Schs, Full, Hau, Mrz, and the 3rd HQ replaced by the 6th (with 10 supply points). The Serbian and Montenegrin forces are those described by Serbia and Romania rulebook section 11-4 and 11-5, with the change that six of the 3-4 strength divisions are set up as 2-4 (reduced strength) instead and Serbian HQs contain a combined total of 15 supply points (distributed as Entente player wishes).

12-4 In setting up the Serbian Front, Serbian and Montenegrin forces are set up in the exact locations described by Serbia and Romania rulebook section 11-4 and 11-5. The Austro-Hungarian forces are set up anywhere in Austria-Hungary on map 6-5 the Central Powers player desires.

13. 1916 East Front Duration Game

13-1 This game is played from the starting point of the 1916 Brusilov Offensive 'Wide Scope' scenario through to the end of October 1917.

13-2 Forces for both players on the Russian Front are set up according to the set up instructions for the 1916 Brusilov Offensive 'Wide Scope' scenario instructions.

13-3 The Macedonian Front has been activated.

14. Combined East Front Mobilization Schedules

The Following is a compilation of the Mobilization Schedules for all East Front scenarios that start in August of 1914. In this compilation **TB** refers to units involved in *Tannenberg: Eagles in the East*, **G** refers to units involved in *Galicja: The Forgotten Cauldron*, and **S** refers to units involved in *SERBIA the DEFIANT*. Hexes refer to hexes on the map associated with the particular scenario.

1914

August Turn 3

Central Powers Mobilization

TB German Units

All 8-5 Inf XX
All 2-6 Cav XX

S Austro-Hungarian Units

All Inf units except those with a L unit designation (see special rules for 2nd Army units).

All Mtn units.
All Cav units.

Entente Mobilization

TB Russian Units

All infantry units under the control of the 1st Army HQ (but not the HQ unit)

All 1-6 Cav XX

S Serbian Units

All units

S Montenegrin Units

All units

August Turn 4

Central Powers Mobilization

TB German Units

All 5-5 Inf XX
All XXXX HQ

G German Units

All 2-4 Inf X

G Austro-Hungarian Units

All units set up on or between hexrows 15xx to 20xx (except for 0-3 Eng Reg)

S Austro-Hungarian Units

All XXXX HQ
All Inf units with a L designation

Entente Mobilization

TB Russian Units

All infantry units under the control of the 2nd Army HQ
1st XXXX HQ

G Russian Units

All 1-6 Cav XX

August Turn 5

Central Powers Mobilization

TB German Units

All 2-4 or 1-4 Inf X
All 0-3 Eng III

G Austro-Hungarian Units

All units under the control of the 1st Army HQ (including the HQ unit)

Infantry units in hexes 2910, 3010, and 3112

All 1-6 Cav XX

Entente Mobilization

TB Russian Units

2nd XXXX HQ

All artillery units

All engineer units

G Russian Units

All Inf units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

August Turn 6

Central Powers Mobilization

G Austro-Hungarian Units

4th XXXX HQ

Units in hexrows 30xx to 35xx (inclusive)

All infantry units under the control of the 3rd and Kov Army HQ

(except Brigades in hexes 3609 and 4615). **All such units of**

the 3rd and Kov Armies have their movement allowance halved on this turn.

Entente Mobilization

G Russian Units

All units under the control of the 4th Army HQ

All XXXX HQs

August Turn 7

Central Powers Mobilization

G Austro-Hungarian Units

All other units having not yet completed mobilization

15. Combined East Front Reinforcement Schedules

15-1 Russian Reinforcement Schedule

4 August 1914

1 x 1-6 Cav XX 5

5 August 1914

Map 5-5

2 x 1-6 Cav XX 8 3003
Ca 2502

6 August 1914

Map 4-5

3 x 3-4 Inf XX 64R, 76R, 84R 2909

2 x 3-4 Inf XX 63R, 77R 2119

3 x 3-4 Inf XX 53R, 54R, 73R 2703

2 x 3-4 Inf XX 57R, 72R 2805

Map 5-5

1 x 1-6 Cav XX 1KK 4808

1 x 2-3 Art X 3 4303

1 x 2-3 Art X 4 2803

1 x 2-3 Art X 5 3202

7 August 1914

Map 4-5

1 x 3-4 Inf XX 79R 2119

1 x 1-6 Cav XX 4DK 2909

Map 5-5

2 x 4-4 Inf XX 23, 37 2502

2 x 3-4 Inf XX 75R, 81R 3202

1 x 3-4 Inf XX 82R 2502

1 x 3-4 Inf XX 58R 4303

1 x 3-4 Inf XX 65R 4808

1 September 1914

Map 4-5

2 x 5-4 Inf XX 7Sib, 8Sib 2119

1 x 4-4 Inf XX 11Sib 2119

4 x 2-4 Inf X 1Fin, 2Fin, 3Fin, 4Fin 2909

3 x 2-4 Inf X 1Tur, 2Tur, 3Tur 2119

Map 5-5

9th XXXX HQ 2502

2 x 5-4 Inf XX 1G, 2G 2803

2 x 4-4 Inf XX 21, 52 3003

1 x 3-4 Inf XX 83R 2803

2 September 1914

Map 4-5

10th XXXX HQ 2119

1 x 3-4 Inf XX 68R 2703

3 September 1914

Map 5-5

1 x 3-4 Inf XX 71R 4808

1 x 2-4 Inf X GRfl 2502

4 September 1914

1 x 1-6 Cav XX 1T K

22x 1-4 Inf X See Opolchenie Rule

Map 4-5

1 x 3-4 Inf XX 59R 2119

1 x 3-3 Inf XX RPL 3612

Opolchenie Rule: On the 4 September 1914 Turn, the Russian player can place the 22 Opolchenie infantry brigades on the maps. One brigade is placed in every town or city hex. These brigades are not free to move or attack until released. If attacked before they are released, they defend normally and can freely move afterwards if they survive the attack. Starting with September turn 5, the Russian player can release four of these brigades in this turn and every subsequent turn. Once released, they can attack and move normally. Units released by an enemy attack don't count towards the four per turn limit. The Opolchenie brigades are 1-4 Inf X 1, 2, 4, 7, 8, 11, 14, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 40, 45, 47, 81, 84.

5 September 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 2-3 Art X 8 4808

1 x 3-3 Inf XX RPL 4804

6 September 1914

Map 4-5

2 x 4-4 Inf XX 51, CaGren 2703

1 x 3-3 Inf XX RPL 3612

7 September 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

1 October 1914

Map 4-5

5 Supply Points

1 x 3-3 Inf XX RPL 3612

Map 5-5

5 Supply Points

1 x 3-3 Inf XX RPL 4804

2 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

3 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

4 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

5 October 1914

Map 4-5

2 x 5-4 Inf XX 1Sib, 2Sib 2909

2 x 4-4 Inf XX 50, 6Sib 2909

1 x 1-6 Cav XX GK 2909

1 x 2-3 Art X 1Sib 2909

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

6 October 1914

Map 4-5

2 x 5-4 Inf XX 4Sib, 5Sib 2909

2 x 3-4 Inf XX 13RSib, 14RSib 2909

1 x 2-3 Art X 2Sib 2909

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 1-6 Cav XX Ur K 4804

1 x 3-3 Inf XX RPL 4804

7 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3612

Map 5-5

2 x 1-6 Cav XX Or K, 2C K 4808

1 x 2-4 Inf X 2 Rfl 4808

1 x 3-3 Inf XX RPL 4804

1 November 1914

1 x 4-4 Inf XX 12R Sib

Map 4-5

5 Supply Points

1 x 3-3 Inf XX RPL 3401

Map 5-5

5 Supply Points

1 x 3-3 Inf XX RPL 4804

2 November 1914

11 XXXX HQ

1 x 3-4 Inf XX 74R

2 x 2-3 Art X 9, 10
 2 x 0-3 Eng III 2/NW, 2/SW
 1 x 1-6 Cav XX CaN K

Map 4-5

1 x 3-3 Inf XX RPL 3401
 1 x 3-3 Inf XX RPL 3612

3 November 1914

1 x 3-4 Inf XX 67R

Map 4-5

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

4 November 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

5 November 1914

1 x 4-4 Inf XX 10Sib

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

6 November 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

7 November 1914

1 x 3-4 Inf XX 55R

1 x 1-6 Cav XX 1Tu K

Map 4-5

1 x 3-3 Inf XX RPL 3612

1 December 1914

1 x 2-3 Art X 11

5 December 1914

1 x 1-6 Cav XX 1TbK

1 January 1915

Replace:

6 x 2-4 Inf X GRfl, 1Rfl, 2Rfl, 3Rfl,
 4Rfl, 5Rfl

With:

6 x 4-4 Inf XX GRfl, 1Rfl, 2Rfl, 3Rfl,
 4Rfl, 5Rfl

7 January 1915

12 XXXX HQ

1 x 2-3 Art X 12

1 February 1915

2 x 4-4 Inf XX 3Sib, 9Sib

3 February 1915

1 x 3-4 Inf XX 62R

4 March 1915

1 x 1-6 Cav XX T K

Withdrawals:

2 x 1-6 Cav XX Ca, TbK

Any reinforcement marked * (divisions 104, 105, 111, 112, 114-116, 120, 122-124) requires the player to remove any two Opolochenie brigades to place the marked unit on map. If no more Opolochenie brigades remain in play, two strength points must be expended to place the marked unit in play. The two strength points can be taken by reducing units in play or using RPL units.

1 April 1915

1 x 3-4 Inf XX 104*

3 x 2-3 Art X 6, 7, 14

4 April 1915

1 x 2-3 Art X 15

5 April 1915

1 x 3-4 Inf XX 1TR

1 May 1915

Replace:

1 x 2-4 Inf X 1CaR

With:

1 x 4-4 Inf XX 1CaR

3 May 1915

2 x 4-4 Inf XX 20, 3CaR

2 x 2-4 Inf X 1Ku, 2Ku

5 May 1915

1 x 3-4 Inf XX 124*

7 May 1915

1 x 1-6 Cav XX C

1 June 1915

1 x 3-4 Inf XX 103

Replace:

1 x 1-6 Cav XX GK

With:

1 x 2-6 Cav XX 3G

4 June 1915

13 XXXX HQ

2 July 1915

2 x 3-4 Inf XX 114*, 2TR

5 July 1915

2 x 3-4 Inf XX 118, 119

1 August 1915

1 x 3-4 Inf XX 102

Replace:

4 x 2-4 Inf X 1Fin, 2Fin,
 3Fin, 4Fin

With:

4 x 4-4 Inf XX 1Fin, 2Fin,
 3Fin, 4Fin

3 August 1915

1 x 3-4 Inf XX 105*

1 x 2-3 Art X 13

4 August 1915

2 x 3-4 Inf XX 111*, Bor

7 August 1915

1 x 0-3 Eng III 1/WF

Replace:

2 x 0-3 Eng III NW, 2/NW

With:

2 x 0-3 Eng III 1/NF, 2/NF

2 September 1915

2 x 3-4 Inf XX 101, 106

3 September 1915

1 x 3-4 Inf XX 107

4 September 1915

1 x 3-4 Inf XX 108

6 September 1915

3 x 3-4 Inf XX 109, 110, 125

2 October 1915

1 x 0-3 Eng III 2/WF

3 November 1915

1 x 3-4 Inf XX 3TR

1 December 1915

2 x 3-4 Inf XX 112*, 113

2 December 1915

2 x 3-4 Inf XX 115*, 116*

3 December 1915

3 x 3-4 Inf XX 117, 120*, 121

4 December 1915

7 XXXX HQ

2 x 3-4 Inf XX 122*, 123*

5 December 1915

1 x 3-4 Inf XX 126

6 December 1915

1 x 3-4 Inf XX 127

2 January 1916

Replace:

5 x 2-4 Inf X 1Tur, 2Tur, 3Tur
1Ku, 2Ku

With:

3 x 3-4 Inf XX 1Tur, 2Tur, 3Tur

7 January 1916

1 x 1-4 Inf X Pol

1 x 2-3 Art X 16

7 February 1916

1 x 3-4 Inf XX 100

1 March 1916

2 x 1-4 Inf X Reb, SVB

1 x 1-6 Cav XX 6D K

3 March 1916

1 x 2-3 Art X 17

3 April 1916

1 x 1-6 Cav XX Us K

1 May 1916

2 x 1-6 Cav XX TbK, Sib K

3 May 1916

Withdrawals:

1 x 3-4 Inf XX (127)

4 May 1916

1 x 1-6 Cav XX TR K

6 May 1916

Withdrawals:

1 x 3-4 Inf XX (123)

4 June 1916

1 x 3-4 Inf XX SerbV

5 July 1916

Sp XXXX HQ

3 October 1916

2 x 1-4 Inf X 1Lett, 2Lett

1 x 0-3 Eng III Carp

4 Oct 1916

2 x 1-4 Inf XX 7Tur, 8Tur

6 October 1916

Dobr XXXX HQ

2 November 1916

2 x 2-4 Inf XX 128, 129

3 November 1916

2 x 2-4 Inf XX 130, 131

1 x 0-3 Eng III Rom

4 November 1916

2 x 2-4 Inf XX 132, 133

5 November 1916

2 x 2-4 Inf XX 134, 135

6 November 1916

2 x 2-4 Inf XX 136, 137

7 November 1916

2 x 2-4 Inf XX 138

1 December 1916

Replace:

Dobr XXXX HQ

With:

6th XXXX HQ

3 January 1917

1 x 2-4 Inf XX Est

4 January 1917

Replace:

1 x 1-4 Inf X Pol

With:

1 x 2-4 Inf XX Pol

4 January 1917

These units can be built by the Russian player under the following conditions.

For every strength point removed from an existing unit, two divisions from the list below can be taken as reinforcements.

Only one strength point can be removed from any single division. A division can't be eliminated by removal of the strength point. The two divisions selected must be of the same type as the division from where the strength point was removed (i.e. a strength point from a line division must be used to build two line divisions, a rifle strength point to build two rifle divisions, etc.). New units must be built in numeral order. **A total of four (4) divisions can be built in one turn.**

Line divisions 1-4 Inf XX: 151, 153, 154, 155, 156, 157, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194

*Rifle divisions 1-4 Inf XX: 6Rfl, 7Rfl, 8Rfl.

These units can be built by the Russian player under the following conditions.

For every two strength points removed from an existing unit, two divisions from the list below can be taken as reinforcements. The two strength points can be from two different divisions.

Siberian divisions 2-4 Inf XX: 15Sib, 16Sib, 17Sib, 18Sib, 19Sib, 20Sib, 21Sib, 22Sib.

Finnish divisions 2-4 Inf XX: 5Fin, 6Fin

*Grenadier divisions 2-4 Inf XX: 5Gren, 6Gren, 2CaGr

Unit types marked * have an odd number of divisions available to be built. 2 strength points will build all three rifle divisions. 3 strength points will build all three grenadier divisions (1 strength point for each division).

2 February 1917

1 x 2-4 Inf X Czech

3 February 1917

1 x 1-4 Inf XX 4TR

5 February 1917

1 x 1-4 Inf XX 5TR

2 June 1917

Replace:

1 x 2-4 Inf X Czech

With:

1 x 3-4 Inf XX 1Czech

1 September 1917

1 x 3-4 Inf XX 2Czech

15-2 German Reinforcement Schedule

Reinforcements preceded by an asterisk (*) can possibly arrive earlier by the provisions of Tannenberg and Galicia rulebook section 3-2. Units on the list in rule 3-2 that have not yet arrived as reinforcements by the 1 December 1914 turn arrive on that turn.

7 August 1914

2 x 2-4 Inf X 33Lw, 34Lw

(These arrive at map 4-5 hex 0816)

6 September 1914

9th XXXX HQ (with 40sp)

1 x 5-4 Inf XX RPL

1 October 1914

20 Supply Points

3 October 1914

1 x 5-4 Inf XX RPL

4 October 1914

2 x 5-5 Inf XX 49R, 50R

6 October 1914

1 x 5-4 Inf XX RPL

7 October 1914

1 x 2-4 Inf X West

1 November 191420 Supply Points
Wrsh XXXX HQ (with 20sp)
1 x 5-4 Inf XX RPL**2 November 1914**

*4 x 2-6 Cav XX 2, 5, 6, 9

3 November 1914

1 x 5-4 Inf XX RPL

5 November 1914*2 x 8-5 Inf XX 3, 4
2 x 5-5 Inf XX 47R, 48R
*1 x 2-6 Cav XX 4
1 x 5-4 Inf XX RPL**7 November 1914**1 x 8-5 Inf XX 26
1 x 5-4 Inf XX RPL**1 December 1914**1 x 6-5 Inf XX 25R
Replace:
2 x 2-4 Inf X 22Lw, 23Lw
With:
1 x 4-4 Inf XX 4Lw**2 December 1914**2 x 5-5 Inf XX 5R, 6R
2 x 3-4 Art III 11, 39R**1 January 1915**

1 x 3-4 Art III 38R

2 January 1915

Sud XXXX HQ

6 January 1915

2 x 5-5 Inf XX 75R, 76R

7 January 191510th XXXX HQ
2 x 5-5 Inf XX 77R, 78R
1 x 4-4 Inf XX 17Lw**1 February 1915**4 x 5-5 Inf XX 31, 42, 79R, 80R
1 x 2-4 Inf X Pfe
1 x 0-3 Eng III 8**3 February 1915**

Gall XXXX HQ

1 March 1915Kraft XXX HQ
2 x 3-4 Art III 1 K, Komb
Replace:
1 x 2-4 Inf X 19Lw
With:
1 x 4-4 Inf XX Br Lw**1 April 1915**1 x 5-5 Inf XX 82R
2 x 2-6 Cav XX Ba, 3
1 x 8-2 Siege I 1
1 x 3-4 Art III 7R
Replace:
2 x 2-4 Inf X 6Lw, 34Lw
With:
1 x 4-4 Inf XX 1Lw**3 April 1915**

11th XXXX HQ

5 April 19152 x 8-5 Inf XX 1 Gd, 2 Gd
2 x 8-5 Inf XX 19, 20**6 April 1915**Lau XXXX HQ
1 x 6-5 Inf XX 11Ba
1 x 5-5 Inf XX 81R
Replace:
1 x 5-4 Inf XX RPL
With:
1 x 5-5 Inf XX 119**2 May 1915**1 x 5-5 Inf XX 56
Replace:
1 x 5-4 Inf XX RPL
With:
1 x 5-5 Mtn XX 101**3 May 1915**1 x 6-5 Inf XX 4 Gd
Replace:
1 x 5-4 Inf XX RPL
With:
1 x 6-5 Inf XX 105**5 May 1915**Replace:
2 x 5-4 Inf XX RPL
With:1 x 5-5 Mtn XX 103
1 x 5-5 Inf XX 108**1 June 1915**1 x 5-5 Inf XX 8BR
1 x 8-2 Siege I 2
1 x 0-3 Eng III 10
Replace:
2 x 2-4 Inf X 17LE, 18Lw
With:
1 x 4-4 Inf XX 3Lw**3 June 1915**1 x 5-5 Inf XX 43R
Replace:
2 x 5-4 Inf XX RPL
With:
2 x 5-5 Inf XX 107, 109**4 June 1915**

2 x 5-5 Inf XX 43R, 44R

6 June 1915Withdrawals:
2 x 5-5 Inf XX 8BR, 56**1 July 1915**1 x 0-3 Eng III 12
Replace:
Lau XXXX HQ
With:
Nie XXXX HQ**2 July 1915**1 x 2-6 Cav XX Gd
1 x 5-5 Inf XX 46R**4 July 1915**Replace:
1 x 2-4 Inf X 21Lw
With:
1 x 4-4 Inf XX 14Lw**6 July 1915**

2 x 5-5 Inf XX 54, 58

1 August 19151 x 5-5 Inf XX 115
Replace:
1 x 2-4 Inf X 9Lw
With:
1 x 4-4 Inf XX 10Lw**2 August 1915**Replace:
Gall XXXXHQ
With:
12 XXXX HQ

1 September 1915

Replace:

1 x 2-4 Inf XX (understrength) Br Lw
3 x 2-4 Inf X 33Lw, 69E, 70Lw

With:

2 x 4-4 Inf XX 11Lw, 85Lw

Withdrawals:

1 x 3-4 Art III 1 K

3 September 1915**Withdrawals:**

2 x 8-5 Inf XX 1 Gd, 20

1 x 5-5 Inf XX 43R

4 September 1915**Withdrawals:**

1 x 3-4 Art III Komb

5 September 1915**Withdrawals:**

1 x 8-5 Inf XX 19

6 September 1915**Withdrawals:**

1 x 8-5 Inf XX 2 Gd

7 September 1915

2 x 3-4 Art III 8 K, 10R

Withdrawals:

8 XXXX HQ

1 x 8-5 Inf XX 38

1 x 5-5 Inf XX 54

1 October 1915

Grna XXXX HQ

1 x 8-5 Inf XX 6

Replace:

1 x 2-4 Inf X 2Lw

With:

1 x 4-4 Inf XX 16Lw

Withdrawals:

1 x 8-5 Inf XX 4

2 October 1915**Withdrawals:**

1 x 6-5 Inf XX 4Gd

1 x 5-5 Inf XX 50R

2 x 8-5 Inf XX 35, 36

3 October 1915**Withdrawals:**

1 x 8-5 Inf XX 1GR

1 x 5-5 Inf XX 58

7 October 1915

Shltz XXXX HQ

3 November 1915

2 x 4-5 Mtn X 1AlpK, 2AlpK

4 November 1915

1 x 6-5 Inf XX 16

5 November 1915**Withdrawals:**

1 x 8-5 Inf XX 6

7 November 1915

Replace:

Nie XXXX HQ

With:

8th XXXX HQ

Withdrawals:

1 x 8-5 Inf XX 26

6 January 1916**Withdrawals:**

1 x 5-5 Inf XX 44R

7 January 1916**Withdrawals:**

1 x 5-5 Inf XX 31

2 February 1916**Withdrawals:**

1 x 6-5 Inf XX 11Ba

1 March 1916**Withdrawals:**

1 x 8-5 Inf XX 1

4 March 1916**Withdrawals:**

2 x 4-5 Mtn X 1AlpK, 2AlpK

2 April 1916**Withdrawals:**

1 x 8-5 Inf XX 3Gd

6 April 1916**Withdrawals:**

1 x 5-5 Mtn XX 103

2 June 1916

1 x 2-4 Inf XX Ru

4 June 1916

2 x 8-5 Inf XX 19, 20

5 June 1916

1 x 6-5 Inf XX 11Ba

1 x 5-5 Inf XX 43R

2 July 1916

1 x 5-5 Inf XX 121

4 July 1916

2 x 5-5 Inf XX 200, 216

7 July 1916

1 x 5-5 Inf XX 10Ba

2 August 1916

1 x 8-5 Inf XX 1

1 x 5-5 Inf XX 197

3 August 1916

3 x 5-5 Inf XX 195, 199, 217

4 August 1916

1 x 5-5 Inf XX 117

1 September 1916

1 x 8-5 Inf XX 3 Gd

3 x 2-5 Inf III 1/187, 2/187, 3/187

3 x 3-5 Mtn III 1AlpK, 2AlpK,
3AlpK**2 September 1916**

1 x 5-5 Inf XX 208

7 September 1916

2 x 5-5 Inf XX 218, 8BR

4 October 1916

1 x 5-5 Inf XX 12Ba

6 October 1916

1 x 5-5 Inf XX 218

7 October 1916**Withdrawals:**

1 x 5-5 Inf XX 199

1 November 1916

1 x 2-6 Bic X 2 Rdf

Withdrawals:

1 x 5-5 Inf XX 208

2 November 1916

1 x 5-5 Inf XX 215

Withdrawals:

2 x 8-5 Inf XX 19, 20

1 x 5-5 Inf XX 43R

4 November 1916

1 x 6-5 Inf XX 15

1 x 5-5 Inf XX 53R

Withdrawals:

1 x 2-4 Inf X Ru

5 November 1916**Withdrawals:**

1 x 8-5 Inf XX 3 Gd

7 November 1916

1 x 5-5 Inf XX 225

Withdrawals:

1 x 5-5 Inf XX 79R

2 December 1916**Withdrawals:**

1 x 5-5 Inf XX 25R

3 December 1916**Withdrawals:**

1 x 8-5 Inf XX 37

6 December 1916**Withdrawals:**

1 x 8-5 Inf XX 42

1 x 5-5 Inf XX 80R

7 December 1916**Withdrawals:**

1 x 2-6 Cav XX 2

1 January 1917

1 x 8-5 Inf XX 12

2 January 1917

1 x 5-5 Inf XX 5 Es

1 x 4-4 Inf XX BL

Withdrawals:

1 x 6-5 Inf XX 11Ba

3 January 1917**Withdrawals:**

1 x 5-5 Inf XX 49R

4 January 1917**Withdrawals:**

1 x 4-6 Cav XX 7

5 January 1917**Withdrawals:**

1 x 5-5 Inf XX 41

1 February 1917**Withdrawals:**

3 x 2-5 Inf III 1/187, 2/187, 3/187

2 February 1917**Withdrawals:**

1 x 8-5 Inf XX 2

1 x 2-6 Cav XX 6

2 March 1917

1 x 4-4 Inf XX 237

3 March 1917

1 x 4-4 Inf XX 241

7 March 1917

1 x 4-4 Inf XX 15Lw

Withdrawals:

1 x 5-5 Inf XX 87

1 April 1917

1 x 5-5 Inf XX 232

2 April 1917**Withdrawals:**3 x 3-5 Mtn III 1AlpK, 2AlpK,
3AlpK**3 April 1917****Withdrawals:**

1 x 6-5 Inf XX 15

4 April 1917

1 x 5-5 Inf XX 212

Withdrawals:

2 x 5-5 Inf XX 195, 5R

5 April 1917

1 x 6-5 Inf XX 25

1 x 5-5 Inf XX 58

7 April 1917

2 x 5-5 Inf XX 14Ba, 195

1 May 1917

1 x 5-5 Inf XX 19R

2 May 1917**Withdrawals:**

3 x 5-5 Inf XX 6R, 47R, 119

3 May 1917

1 x 5-5 Inf XX 21

Withdrawals:

2 x 5-5 Inf XX 3R, 10Ba

4 May 1917

1 x 5-5 Inf XX 15R

5 May 1917

1 x 4-4 Inf XX 23Lw

6 May 1917

1 x 5-5 Inf XX 223

Withdrawals:

1 x 8-5 Inf XX 12

1 x 6-5 Inf XX 16

2 x 5-5 Inf XX 36R, 121

7 May 1917

1 x 5-5 Inf XX 4 Es

1 x 4-4 Inf XX 47Lw

2 June 1917

1 x 7-5 Mtn XX 12Lw

2 x 4-4 Inf XX 7Lw, 21Lw

3 June 1917

1 x 8-5 Inf XX 2

1 July 1917

Shfr XXXX HQ

1 x 8-5 Inf XX 6

2 July 1917

2 x 9-5 Inf XX 1 Gd, 2 Gd

1 x 5-5 Inf XX 5

4 July 1917

1 x 8-5 Inf XX 20

6 July 1917

1 x 7-5 Inf XX G Es

1 x 4-4 Inf XX 96

1 September 1917**Withdrawals:**

1 x 7-5 Inf XX G Es

2 September 1917

1 x 5-5 Inf XX 6R

Withdrawals:

1 x 8-5 Inf XX 2 Gd

3 September 1917**Withdrawals:**

1 x 8-5 Inf XX 20

1 x 5-5 Inf XX 19R

4 September 1917

1 x 5-5 Inf XX 33 R

5 September 1917**Withdrawals:**

1 x 8-5 Inf XX 5

1 x 5-5 Inf XX 200

6 September 1917

1 x 6-5 Inf XX 219

Withdrawals:

1 x 5-5 Inf XX 21

1 October 1917

1 x 5-5 Inf XX 23R

2 October 1917

1 x 7-5 Inf XX B Es

Withdrawals:

1 x 8-5 Inf XX 6

3 x 5-5 Inf XX 117, 1R, 8BR

4 October 1917**Withdrawals:**

2 x 8-5 Inf XX 1 Gd, 2 Gd

In the Central Powers Reinforcement Phase following the determination that Romania will become an active Entente belligerent, Germany Receives:

Dnbe XXXX HQ

1 x 2-5 Inf X Brd

The following reinforcements arrive on a turn calculated from the turn in which

Romania becomes an active Entente belligerent:

Turn +1

3 x 3-5 Mtn III 1 Alp K, 2 Alp K,
3 Alp K
3 x 2-5 Inf III 1/187, 2/187, 3/187
(the above units only arrive at this time if they have not yet arrived on the Eastern Front).
1 x 1-6 Cav X Sbrgn

Turn +5

Mrgn XXX HQ
1 x 3-4 Art III 52

Turn +10

1 x 4-6 Cav XX 7
3 x 1-6 Cav X 3, 5, 8

Turn +15

Staabs XXX HQ
1 x 4-6 Cav XX Goltz
1 x 3-4 Art III 1 R

On any turn after Central Powers forces occupy all hexes of Warsaw (map 4-5 hexes 2018, 2019, 2119), and the Russian fortress of Novogeorgsk (map 4-5 hex 1918) is destroyed, the German player may remove any of the following fortifications and replace them with the corresponding 5-5 Inf XX (reduced strength 3-5 Inf XX for Marienburg), plus an RPL unit of strength five in the case of Posen, Thorn, and Breslau, or an RPL unit of strength two in the case of Graudenz and Kulm:

| Fortress | Hex | Unit |
|------------|------|------|
| Posen | 0420 | 83 |
| Graudenz | 1114 | 84 |
| Kulm | 0915 | 87 |
| Marienburg | 1111 | 86 |
| Thorn | 1016 | 89 |
| Breslau | 0607 | 88 |

15-3 Austro-Hungarian Reinforcement Schedule

NOTE - August through November 1914 Reinforcements appear on Map 5-5 unless otherwise specified.

7 August 1914

3 x 1-4 Inf X 36L, 97L, 103L
1 x 5-4 Inf XX 44 3609
1 x 4-4 Inf XX 20 3912

3 September 1914

1 x 1-4 Inf X 102L 1204
Map 6-5
1 x 1-4 Inf X 9LE 1204

4 September 1914

Map 6-5
1 x 3*-R (-) Flottilla Enns 1204

5 September 1914

2 x 2-4 Inf X 205L, 206L
1 x 4-3 Inf XX RPL

6 September 1914

1 x 3-3 Inf XX RPL

7 September 1914

1 x 2-3 Inf XX RPL (Pol) 1204
Map 6-5
1 x 1-4 Inf X 8LE

1 October 1914

10 Supply Points
1 x 2-4 Inf X 131
1 x 4-3 Inf XX RPL

2 October 1914

2 x 3-4(-) Inf XX 51, 56
1 x 3-3 Inf XX RPL

3 October 1914

3 x 3-4(-) Inf XX 52, 54, 55
1 x 2-3 Inf XX RPL (Cz)
Map 6-5
1 x 2-4 Mtn X 17M 0813
2 x 1-4 Mtn X 15M, 16M 0813

4 October 1914

2 x 0-3 Eng III 1, 5
1 x 4-3 Inf XX RPL
1 x 3*-R (-) Flottilla Enns
The 1 x 3*-R* Enns should be used to bring the existing understrength Enns counter to full strength, or to bring an eliminated 3-R* Enns back from the dead pile.

5 October 1914

1 x 3-3 Inf XX RPL

6 October 1914

1 x 2-3 Inf XX RPL (Pol)

7 October 1914

1 x 4-3 Inf XX RPL

1 November 1914

10 Supply Points
1 x 3-3 Inf XX RPL

2 November 1914

1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Cz)

3 November 1914

1 x 3-3 Inf XX RPL

4 November 1914

1 x 2-4 Mtn X 18M
1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Pol)

5 November 1914

1 x 3-3 Inf XX RPL

6 November 1914

1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Cz)

7 November 1914

1 x 3-3 Inf XX RPL

1 December 1914

Pflzr XXXX HQ
1 x 1-4 Mtn X 19M
1 x 2-4 Inf X 12L

6 December 1914

1 x 2-4 Inf X 128L

1 January 1915

8 x 4-3 Siege I 1, 2, 3, 4, 5, 6, 7,
2M
2 x 1-4 Inf X Frt A, Petw

7 January 1915

2 x 2-4 Inf X Papp, 132
1 x 1-4 Inf X Frt B

1 February 1915

2 x 4-3 Siege I 8, 9

1 March 1915

1 x 2-4 Art III Jan
2 x 1-4 Inf X Zvor, 200

1 April 1915

2 x 1-4 Inf X Bijl, 201
1 x 1-4 Inf X 2Po Lgn

4 April 1915

1 x 3-4(-) Inf XX 62

1 May 1915

1 x 2-4 Inf X Ybl
1 x 2-4 Art III 3
Replace:
Pflzr XXXX HQ
With:
7th XXXX HQ

3 May 1915

1 x 2-4 Inf X 202L

Withdrawals:

2 x 2-4 Mtn X 2M, 6M

2 x 1-4 Mtn X 3M, 15M

5 May 1915**Withdrawals:**

2 x 4-4 Inf XX 17, 20

2 x 1-4 Mtn X 11M, 12M

6 May 1915**Withdrawals:**6 x 1-4 Mtn X 1M, 4M, 5M, 7M,
8M, 13M**1 June 1915**

1 x 2-4 Inf X Schs

4 June 1915**Withdrawals:**

1 x 5-4 Inf XX 44

1 July 1915

1 x 2-4 Inf X Full

1 x 2-4 Art III 8

2 July 1915

1 x 3*-R (-) Flotilla 'Almos'

Withdrawals:

1 x 2-4 Inf X 88K

2 x 2-4 Mtn X 9M, 18M

2 x 1-4 Mtn X 10M, 16M

3 July 1915**Withdrawals:**

1 x 5-4 Inf XX 8

1 x 2-4 Mtn X 17M

1 August 1915

1 x 0-3 Eng III 19

1 x 2-4 Inf X Hau

3 August 1915**Withdrawals:**

1 x 5-4 Inf XX 22

1 x 3-4 Inf XX 28

4 August 1915

1 x 1-4 Mtn X 21L M

Withdrawals:

1 x 2-4 Inf XX 106L

1 September 1915

1 x 2-4 Inf X Mrz

1 x 2-4 Art III 19

3 September 1915

4 x 2-4 Mtn X 2M, 6M, 9M, 18M

Withdrawals:

1 x 1-4 Mtn X 19M

4 September 1915

1 x 1-4 Mtn X 20L M

1 x 3*-R (-) Flotilla Almos

The 1 x 3-R* Almos should be used to bring the existing understrength Almos counter to full strength, or to bring an eliminated 3-R* Almos back from the dead pile.

4 October 1915

1 x 4-4 Inf XX 70

5 October 1915**Withdrawals:**

1 x 2-4 Inf X 206L

6 October 1915**Withdrawals:**

1 x 5-4 Inf XX 6

3 November 1915

1 x 1-4 Inf X 209L

Withdrawals:

1 x 3-4 Inf XX 9

2 December 1915**Withdrawals:**

1 x 3-4(-) Inf XX 62

4 January 1916

1 x 0-3 Eng III 17

1 x 3-4(-) Inf XX 53

3 February 1916**Withdrawals:**

4 x 2-4 Mtn X 2M, 6M, 9M, 18M

2 March 1916**Withdrawals:**

1 x 3-4 Inf XX 43

3 March 1916**Withdrawals:**

1 x 5-4 Inf XX 3

1 x 4-4 Inf XX 34

1 x 3-4 Inf XX 42

4 March 1916**Withdrawals:**

1 x 3-4 Inf XX 10

1 May 1916

1 x 0-3 Eng III Dnbe

3 June 1916

1 x 2-4 Mtn X 6M

2 x 1-4 Mtn X 16M, 19M

4 June 1916

1 x 2-4 Inf X 210L

3 x 1-4 Mtn X 10M, 11M, 12M

6 June 1916

1 x 3-4(-) Inf XX 74

2 July 1916

1 x 5-4 Inf XX 44

2 x 2-4 Mtn X 9M, 18M

5 July 1916

1 x 4-4 Inf XX 34

6 July 1916

1 x 2-4 Inf XX 106L

6 October 1916**Withdrawals:**

1 x 5-4 Inf XX 14

4 December 1916**Withdrawals:**

1 x 4-4 Inf XX 41

2 February 1917**Withdrawals:**

1 x 3-4 Inf XX 7

2 April 1917**Withdrawals:**

1 x 2-4 Inf XX 106L

3 May 1917**Withdrawals:**

1 x 4-4 Inf XX 35

1 x 3-4 Inf XX 24

4 June 1917

1 x 3-4 Inf XX 7

1 x 3-4(-) Inf XX 62

Withdrawals:

2 x 3-4 Inf XX 12, 21

4 August 1917**Withdrawals:**

1 x 3-4(-) Inf XX 53

5 August 1917**Withdrawals:**

1 x 3-4 Inf XX 19

6 August 1917**Withdrawals:**

1 x 5-4 Inf XX 13

7 August 1917**Withdrawals:**

1 x 2-6 Cav XX 1

1 September 1917**Withdrawals:**

1 x 3-4(-) Inf XX 55

2 September 1917**Withdrawals:**

1 x 5-4 Inf XX 33
2 x 3-4 Inf XX 4, 29

The following reinforcements arrive on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn -2 (2 turns BEFORE Romania becomes an active belligerent):

5 x 2-4 Inf X 141, 142, 143, 144, 145

Turn +5

1 x 2-4 Art III 1

Turn +9

1 x 2-4 Art III Grk

15-4 Ottoman Reinforcement Schedule**3 August 1916**

2 x 4-4 Inf XX 19, 20

2 September 1916

1 x 3-4 Inf XX 25

4 September 1916

1 x 3-4 Inf XX 15

2 November 1916

1 x 3-4 Inf XX 26

1 April 1917**Withdrawals:**

1 x 3-4 Inf XX 26

3 June 1917**Withdrawals:**

1 x 4-4 Inf XX 19

2 August 1917**Withdrawals:**

1 x 4-4 Inf XX 20

1 October 1917**Withdrawals:**

1 x 3-4 Inf XX 25

15-5 Bulgarian Reinforcement Schedule

The following reinforcements arrive on map 6-6 on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +9

1 x 2-3 Inf X RPL 1223

Turn +13

1 x 2-3 Inf X RPL 1223

Turn +18

1 x 2-3 Inf X RPL 1223

15-6 Serbian Reinforcement Schedule**3 September 1914**

1 x 2-3 Inf XX RPL 2413

3 November 1914

1 x 2-3 Inf XX RPL 2413

1 December 1914

5 Supply Points

15-7 Romanian Reinforcement Schedule

The arrival of Romanian Reinforcements is calculated from the turn on which Romania becomes an active Entente belligerent:

Turn +3

1 x 2-3 Inf XX RPL

Turn +8

10 Supply Points
1 x 1-4 Inf X 7 1717

Turn +12

1 x 2-3 Inf XX RPL

Turn +15

10 Supply Points
1 x 2-3 Inf XX RPL

Counter Abbreviations

Russian Units

BD *Border Division*, Cauc *Caucasian*, CaGren *Caucasian Grenadier*, CaK *Caucasian Cossack*, CR *Caucasian Rifles*, Comb *Combined*, DK *Don Cossack*, Fin *Finnish*, G *Guard*, GRfl

Guard Rifle, Gren - *Grenadier*, KK *Kuban Cossack*, Or K *Orenburg Cossack*, R *Reserve*, Sib *Siberian*, Sib R *Siberian Reserve*, TK *Terek Cossack*, TR *Trans-Amur*, TRK *Trans-Amur Cossack*, TBK *Transbaikal Cossack*, Tur *Turkistan*, Ur K *Ural Cossack*, Uss K *Ussuri Cossack*

Business in the Trenches

by
COL David Schroeder

Business in the Trenches shows how you can apply the lessons of the Great War to the business battlefield.

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TERRAIN EFFECTS CHART

| Terrain Type | Movement Point Cost to Cross Hexside or Enter Hex | Combat Effects on Attacks | Combat Effects on Counterattacks |
|--------------------------------------|--|--|--|
| Ocean | Prohibited | Prohibited | Prohibited |
| Clear | 1 MP | None | None |
| Broken | 1 MP | -1 Die Roll | None |
| Hilly | 1 MP | -2 Die Roll | +1 Die Roll |
| Desert | See Osmanli Harbi 3-1 to 3-4 | See Osmanli Harbi 3-1 to 3-4 | See Osmanli Harbi 3-1 to 3-4 |
| Woods | 2 MP | -2 Die Roll | +1 Die Roll |
| Flood Plain | See Osmanli Harbi 12-7, 12-8 | See Osmanli Harbi 12-7, 12-8 | See Osmanli Harbi 12-7, 12-8 |
| Swamp | 3 MP | -2 Die Roll | +1 Die Roll |
| Rough | 3 MP | -3 Die Roll | +1 Die Roll |
| Wooded Rough | 4 MP | -4 Die Roll | +2 Die Roll |
| Mountain | 6 MP | Halve Attacker Strength | +3 Die Roll |
| Alpine | Prohibited | Halve Attacker Strength | +3 Die Roll |
| Suburban | Treat as Clear | None | None |
| Urban | 1 MP | Halve Attacker Strength | +3 Die Roll |
| Lake | Prohibited | Prohibited | Prohibited |
| Major River / Suez Canal / Bosphorus | +3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC | Halve Attacker Strength if all Attacking Units attacking across Major River hexsides | +3 Die Roll if all Attacking Units attacking across Major River hexsides |
| River | +1 MP | -2 Die Roll if all Attacking Units attacking across River hexsides | +1 Die Roll if all Attacking Units attacking across River hexsides |
| City (Both Types) | No Additional Cost | None | None |
| Industrial and Resource Centers | No Additional Cost | None | None |
| Port | No Additional Cost | None | None |
| Rail Line | -1 MP (if cost of hexside 3 MP or more before adjustment) | None | None |
| Single Track Rail Line | -1 MP (if cost of hexside 4 MP or more before adjustment) | None | None |
| Megahex Line | Not Used in Scenarios | None | None |
| Megahex Center | Not Used in Scenarios | None | None |
| Trench Marker | +2 MP for entering hex | -2 Die Roll | None |
| Devastation Marker | +2 MP for entering hex | None | None |
| Hindenburg Line Marker | +2 MP for entering hex | -3 Die Roll | None |

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