

Scenario Specific Rules and Instructions

Sterling Edition

For:

Tannenberg: Eagles in the East and Galicia: The Forgotten Cauldron

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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: *Tannenberg: Eagles in the East* and *Galicia: The Forgotten Cauldron*. 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 to form a larger game. This same scenario instruction booklet is included with each of these games.

Tannenberg: Eagles in the East depicts the Campaigns in East Prussia in 1914. *Galicia: The Forgotten Cauldron* depicts the Campaigns in Southern Poland in 1914.

3. Tannenberg Scenario Specific Rules

Note - All Rules in the following section apply to playing a Tannenberg scenario alone.

Map: 4-5.

First Turn: Turn 3 of August 1914.
Last Turn: Turn 4 of September 1914.

Combatants: Germany vs. Russia.

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

Rail Capacities:
The German Rail Network has a capacity of 12 divisions in this scenario. It may not be used until turn 6 of August and is halved until Turn 1 of September.

The Russian Rail Network has a capacity of 5 divisions in this scenario. It may not be used until Turn 1 of September, and is halved until Turn 3 of September.

The Russian ‘Steamroller’

(Rules 3-1 and 3-2 are optional, but put players under the same constraints as their historical counterparts)

The Russian forces involved in this scenario moved as quickly as possible into German territory to panic the German High Command into moving

units from the Western Front to meet them. The effect of this pressure is simulated in this scenario by forcing the German Player to take reinforcements based on Russian forces in German territory at the end of the 5th turn of August. The following two rules reflect the Russians acting towards this purpose, and the effect such efforts have:

3-1 The objective for all Russian infantry units during the 3rd through 5th turns of August is Konigsberg (hex 1506). All Russian infantry units must move as close as possible to Konigsberg (in terms of movement points along a path between themselves and Konigsberg that does not consider enemy units or Zones of Control) when they move during this period. This 'path' used in calculating distance to Konigsberg cannot be traced through hexes containing a German fortress. For ease in making these calculations, hexes 1512, 2204, and 2205 are all 8 movement points distant from Konigsberg. These three hexes are the usual places units will move toward. Note that Russian cavalry units may move wherever the Russian player desires and that all units are released from their movement restrictions on Turn 6 of August.

3-2 The German player is forced to take reinforcements based on the proximity of Russian Infantry units to Konigsberg. To determine the amount of German Reinforcements, the Russian player is awarded 'points' based on the location of his infantry units inside Germany at the end of the 5th August turn. These points are awarded according to the following schedule:

5 points for every infantry division in a hex inside Germany that is less than 8 movement points away from Konigsberg.

3 points for every infantry division in a hex inside Germany that is 8 movement points away from Konigsberg (ex. Hexes 1512, 2204, and 2205).

2 points for every infantry division in a hex inside Germany that is 9 movement points away from Konigsberg.

1 point for every infantry division in a hex inside Germany that is 10 movement points away from Konigsberg.

For purposes of these calculations, a Russian division's actual strength is not taken into account (it could be at reduced

strength and count the same as a full strength division). Brigades count as half a division.

Based on the 'point calculation' made, the German Player must take Reinforcements according to the following schedule:

Less than 20 points: No reinforcements.

20-22 points: A 2-6 Cav XX.

23-26 points: An 8-5 Inf XX.

27 - 30 points: An 8-5 Inf XX and a 2-6 Cav XX.

31-33 points: Two 8-5 Inf XX (one at half strength) and a 2-6 Cav XX.

34-36 points: Two 8-5 Inf XX and a 2-6 Cav XX.

37-40 points: Three 8-5 Inf XX and a 2-6 Cav XX.

41-43 points: A 9-5 Inf XX, three 8-5 Inf XX (one at half strength), a 2-6 Cav XX

44-46 points: A 9-5 Inf XX, three 8-5 Inf XX, and a 2-6 Cav XX.

47-50 points: A 9-5 Inf XX, four 8-5 Inf XX, and a 2-6 Cav XX.

51-53 points: A 9-5 Inf XX, four 8-5 Inf XX, and two 2-6 Cav XX.

54-56 points: A 9-5 Inf XX, five 8-5 Inf XX, and two 2-6 Cav XX.

57-60 points: A 9-5 Inf XX, five 8-5 Inf XX, and six 2-6 Cav XX.

61 or more points: A 9-5 Inf XX, five 8-5 Inf XX, five 2-4 Ldw X, and six 2-6 Cav XX.

These reinforcements are taken from the following 'pool' of units:

9-5 - 3G

8-5 - 1GR, 22, 38, 3, 4

2-6 - 8, 4, 5, 6, 2, 9

2-4 - 18Lw, 17LE, 21Lw, 22Lw, 23Lw

These reinforcements arrive during the German Reinforcement Arrival Phase of the 1st September turn. They are placed in hex 0118 and are considered to have already paid the Movement Point cost of entraining. They may be placed in excess of the stacking limit in the arrival hex, but must comply with the stacking rules once moved.

A unit taken as a reinforcement from the pool of units listed above cannot be taken later as a reinforcement. Other units are NOT sent in its stead. It is considered to have been sent earlier.

Victory Conditions

In addition to the standard Demoralization point schedule (see DM

Schedule, Standard Rulebook, Rule 26-3) Demoralization points are taken by players in this scenario for the following additional instances:

½ German DM point - Each Strength Point of Reinforcements forced to be taken by the German player due to Russian positions on the 5 August turn (round fractions down for total DM points in this category).

2 German DM points - Each turn in September the Russian player occupies or controls a hex that counted toward points in forcing German West Front reinforcements.

German Decisive Victory: Russia suffers 50+ more Demoralization points than Germany suffers.

German Substantial Victory: Russia suffers 30-49 more Demoralization points than Germany suffers.

German Marginal Victory: Russia suffers 11-29 more Demoralization points than Germany suffers.

Russian Marginal Victory: Germany suffers 0-9 more Demoralization points than Russia suffers.

Russian Substantial Victory: Germany suffers 10-19 more Demoralization points than Russia suffers.

Russian Decisive Victory: Germany suffers 20+ more Demoralization points than Russia suffers.

4. Tannenberg Scenario Set-Up Instructions

4-1 Russian Set-Up

1st Army. The following units start the game under 1st Army control.

Hex	Unit	Designation
2504	1 x 1-6 Cav XX	3
2506	1 x 1-6 Cav XX	2
2508	1 x 1-6 Cav XX	1
2703	1st XXXX HQ	(50sp)
	1 x 2-3 Art X	1
	2 x 1-6 Cav XX	1G, 2G
	1 x 2-4 Inf X	5Rfl
	2 x 4-4 Inf XX	28, 29
2805	2 x 4-4 Inf XX	25, 27
2909	2 x 4-4 Inf XX	26, 43
3007	2 x 4-4 Inf XX	30, 40

2nd Army. The following units start the game under 2nd Army control.

Hex	Unit	Designation
1517	1 x 1-6 Cav XX	15
1815	1 x 1-6 Cav XX	6
1918	3 x 5-4 Inf XX	1, 3G, 36
	3 x 4-4 Inf XX	2, 6, 8
2018	1x 0-3 Eng III	NW
	1 x 2-3 Art X	2
	2 x 4-4 Inf XX	22, 24
2019	2nd XXXX HQ	(50sp)
	1 x 2-4 Inf X	1Rfl
2114	2 x 4-4 Inf XX	4, 16
2410	1 x 1-6 Cav XX	4

Fortresses

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

4-2 German Set-Up

8th Army. The following units start the game under 8th Army control.

Hex	Unit	Designation
0420	1 x 5-5 Inf XX	3R
	2 x 2-4 Inf X	6Lw, 19Lw
1016	1 x 5-5 Inf XX	35RE
1114	2 x 2-4 Inf X	69E, 70Lw
1212	2 x 8-5 Inf XX	35, 36
1506	1 x 0-3 Eng III	17
	3 x 2-4 Inf X	KonE, 1Lw, 9Lw
1611	8th XXXX HQ	(100sp)
	2 x 8-5 Inf XX	37, 41
1908	2 x 5-5 Inf XX	1R, 36R
2003	1 x 2-4 Inf X	2Lw
2006	2 x 8-5 Inf XX	1, 2
2009	1 x 1-4 Inf X	LotzL
2305	1 x 2-6 Cav XX	1

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)	Marienburg	1111
(16)	Graudenz	1114
(4)	Pillau	1307
(24)	Konigsberg	1506
(8)		1712
(8)		1811
(16)	Lotzen	2009
(8)		2010
(8)		2011

5. Tannenberg Scenario Mobilization Schedule

Units are not available to move or attack until they have completed mobilization in this scenario. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

Russian units may not use column movement on the turn that they complete mobilization.

AUGUST

Turn 3

German Units

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

Russian Units

All infantry units under the control of the 1st Army HQ (but not the HQ unit)
All 1-6 Cav XX

Turn 4

German Units

All 5-5 Inf XX
All XXXX HQ

Russian Units

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

Turn 5

German Units

All other units

Russian Units

All other units

6. Tannenberg Scenario Reinforcement Schedules

6-1 Russian Reinforcement Schedule

6 August 1914

3 x 3-4 Inf XX	64R, 76R, 84R	2909
2 x 3-4 Inf XX	63R, 77R	2119
2 x 3-4 Inf XX	54R, 73R	2703
2 x 3-4 Inf XX	57R, 72R	2805

7 August 1914

1 x 3-4 Inf XX	79R	2119
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1 September 1914

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

2 September 1914

10th XXXX HQ		2119
1 x 3-4 Inf XX	68R	2703

4 September 1914

1 x 3-4 Inf XX	59R	2119
1 x 3-3 Inf XX	RPL	3612

Reinforcements after this point are only used in Linked Scenarios.

5 September 1914

1 x 3-3 Inf XX	RPL	3401
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6 September 1914

2 x 4-4 Inf XX	51, CaGren	2703
1 x 3-3 Inf XX	RPL	3612

7 September 1914

1 x 3-3 Inf XX	RPL	3401
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1 October 1914

5 Supply Points		
1 x 3-3 Inf XX	RPL	3612

2 October 1914

1 x 3-3 Inf XX RPL 3401

3 October 1914

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

4 October 1914

1 x 3-3 Inf XX RPL 3612

5 October 1914

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

1 x 1-6 Cav XX G K 2909

1 x 3-3 Inf XX RPL 3401

6 October 1914

2 x 3-4 Inf XX 13RSib, 2909

14RSib

1 x 1-6 Cav XX 4D K 2909

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

7 October 1914

1 x 3-3 Inf XX RPL 3612

1 November 1914

5 Supply Points

1 x 3-3 Inf XX RPL 3401

2 November 1914

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

3 November 1914

1 x 3-3 Inf XX RPL 3612

4 November 1914

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

5 November 1914

1 x 3-3 Inf XX RPL 3401

6 November 1914

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

7 November 1914

1 x 3-4 Inf XX 55R 2909

1 x 3-3 Inf XX RPL 3612

6-2 German Reinforcement Schedule

Units preceded by an asterisk (*) arrive only if playing a linked scenario not involving *The Schlieffen Plan*.

7 August 1914

2 x 2-4 Inf X 33Lw, 34Lw 0816

Reinforcements after this point are only used in Linked Scenarios.

6 September 1914

9th XXXX HQ (40 SP) 0607(Gal map)

1 x 5-4 Inf XX RPL 0118

1 October 1914

10 Supply Points

3 October 1914

1 x 5-4 Inf XX RPL 0118

4 October 1914

2 x 5-5 Inf XX 49R, 50R 0118

6 October 1914

1 x 5-4 Inf XX RPL 0118

1 November 1914

20 Supply Points

Wrsh XXXX HQ (20 SP)

0607(Gal map)

1 x 5-4 Inf XX RPL 0118

2 November 1914

*4 x 2-6 Cav XX 2, 5, 6, 9 0118

3 November 1914

1 x 5-4 Inf XX RPL 0118

5 November 1914

*2 x 8-5 Inf XX 3, 4 0118

*1 x 2-6 Cav XX 4 0118

2 x 5-5 Inf XX 47R, 48R 0118

1 x 5-4 Inf XX RPL 0118

7 November 1914

1 x 5-4 Inf XX RPL 0118

7. Galicia Scenario Specific Rules

Note - All Rules in the following section apply to playing a Galicia scenario alone.

Map: 5-5.

First Turn: Turn 4 of August 1914.

Last Turn: Turn 4 of September 1914.

Combatants: Austria-Hungary and Germany vs. Russia.

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

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 7 divisions in this scenario. It may not be used until turn 1 of September and is halved until Turn 3 of September.

The Russian Rail Network has a capacity of 5 divisions in this scenario. It may not be used until turn 1 of September and is halved until Turn 3 of September.

The German Rail Network has no capacity in this scenario.

Preplanned Objectives

(Rules 7-1 through 7-5 are optional, but they put players under the same constraints as their historical counterparts)

The forces of both countries involved in this scenario mobilized and acted automatically in accordance with plans drawn up well before the war began. To reflect this situation, the following special rules are in force for the course of the scenario:

7-1 Units are controlled by the Headquarters under which they are set-up according to the set-up instructions for the scenario. Reinforcements are controlled by the Headquarters they are nearest (in terms of movement points) when they are placed on the map.

7-2 The listed Headquarters must move as close to the objective (as given below) during their Movement Phases. In doing so, they are never required to enter an enemy ZOC, but may do so if the player wishes. Infantry units belonging to the HQ (as specified by the setup instructions) must be as close to the objective as the HQ or closer. In doing so, they are not required to move out of the unreduced supply range of the HQ, but may do so if the player desires. An army's units must move to occupy its objective. Sitting outside a vacant objective is not allowed. Also, units may opt not to move if they start the Movement Phase in an enemy ZOC. [Note - throughout this rule "closeness" is measured in terms of hexes, NOT movement points]

Independent infantry brigades and cavalry units of either side are not constrained by this rule. These units may move wherever they wish.

7-3 The objective of each Army is given below:

<u>Army</u>	<u>Objective Hex</u>
AH 1st	2803 (Lublin)
AH 4th	3203 (Cholm) OR 3601 (Kowel)
AH 3rd	any enemy ZOC
AH Kov or 2nd	any enemy ZOC
Russian 3rd	3609 (Lemberg)
Russian 4th	3111 (Przemysl) OR 1911 (Crackow)
Russian 5th	3111 (Przemysl)
Russian 8th	3609 (Lemberg) OR 4013 (Stanislaw)
Russian 9th	3111 (Przemysl) OR 1911 (Crackow)

The objective of any unit under the control of the Austro-Hungarian 2nd, 3rd, or Kov Armies is an enemy Zone of Control. When the units under the control of these armies move, they must make every effort to enter an enemy ZOC. If they cannot, they must move as close as possible to an enemy unit (in terms of hexes between them and the nearest enemy unit).

If an army has two objectives, Individual units under the control of that army may choose which objective they will move toward.

Should the objective(s) of a Russian Army be obtained, the Army's new objective is Przemysl (hex 3111).

7-4 Russian units under control of a specific army are not required to move toward their objective if there is an enemy unit within 2 hexes of the placement hex of that army's Headquarters (example, units of the Russian 4th army can move wherever the Russian player desires if there is an Austro-Hungarian unit within two hexes of Lublin).

7-5 All Austro-Hungarian units are released from the requirement to move towards their objectives after Russian units control any objectives given for Russian armies.

7-6 The Austro-Hungarian 1st and 4th armies must spend at least 8 supply points each on attacks by forces they control during the 6th August 1914 turn if possible. The Austro-Hungarian 1st, 4th, and 3rd armies must spend at least 8 supply points each on attacks by forces they control during the 7th August 1914 turn if possible. Every effort must be

made by the Austro-Hungarian player to insure these attacks are carried out.

Special Restrictions

7-7 The German units in the scenario are under the control of the Austro-Hungarian 1st Army. These units must move to be within the 4 movement point supply range of this army's Headquarters as soon as possible. Once inside this supply range, they may not voluntarily leave it.

7-8 Austro-Hungarian Headquarters may expend supply for German Landwehr units during 1914, but do so at Austro-Hungarian expenditure rates.

7-9 One Austro-Hungarian infantry brigade must remain in one of the Przemysl fortress hexes at all times. The Przemysl fortresses may not be abandoned (removed) at any time.

7-10 During the Central Powers Reinforcement Arrival Phase of the 7th August turn, the Austro-Hungarian player receives the 2nd Army HQ as a reinforcement. At the time this unit is placed, the Austro-Hungarian Kov HQ is removed from the map (if it is still there). As the Kov HQ is removed, any supply points in its possession are added to those of the 2nd Army HQ.

Victory Conditions

In addition to the standard Demoralization point schedule (see DM Schedule, Standard Rulebook, Rule 28-3), Demoralization points are taken by players in this scenario for the following additional instances:

2 Austro-Hungarian DM points - each turn a Russian unit is in a hex south of the Carpathians that contains at least one clear hexside (these are hexes with hex numbers that end with 16 or higher).

1 Austro-Hungarian DM point - each German strength point lost in combat (two if the loss is by surrender).

No Russian DM points are accumulated for occupation of town centers on or west of hexrow 25xx. No Austro-Hungarian DM points are accumulated for occupation of town centers on or east of hexrow 40xx.

Austro-Hungarian Decisive Victory: Russia suffers 25+ more Demoralization points than Austria-Hungary suffers.

Austro-Hungarian Substantial Victory: Russia suffers 0-24 more Demoralization points than Austria-Hungary suffers.

Austro-Hungarian Marginal Victory: Austria-Hungary suffers 1-25 more Demoralization points than Russia suffers.

Russian Marginal Victory: Austria-Hungary suffers 40-59 more Demoralization points than Russia suffers.

Russian Substantial Victory: Austria-Hungary suffers 60-79 more Demoralization points than Russia suffers.

Russian Decisive Victory: Austria-Hungary suffers 80+ more Demoralization points than Russia suffers.

8. Galicia Scenario Set-Up Instructions

8-1 Russian Set-Up

3rd Army. The following units start the game under 3rd Army control.

Hex	Unit	Designation
3903	1 x 1-6 Cav XX	7
3904	2 x 4-4 Inf XX	33, 44
4105	4 x 4-4 Inf XX	5, 11, 32, 42
4204	1 x 1-6 Cav XX 2 x 4-4 Inf XX	9 9, 31
4303	3rd XXXX HQ 1x 0-3 Eng III 3 x 3-4 Inf XX	(50sp) SW 60R, 69R, 78R
	1 x 1-6 Cav XX	11
4304	1 x 1-6 Cav XX	3Ca K

4th Army. The following units start the game under 4th Army control.

Hex	Unit	Designation
2704	2 x 4-4 Inf XX	18, 45
2802	1 x 1-6 Cav XX	14
2803	4th XXXX HQ 2 x 3-4 Inf XX 1 x 1-6 Cav XX	(50sp) 70R, 80R 13
2804	2 x 4-4 Inf XX	41, 47

2904 2 x 4-4 Inf XX 1Gren,
2Gren

5th Army. The following units start the game under 5th Army control.

Hex	Unit	Designation
3202	5th XXXX HQ 4 x 4-4 Inf XX	(40sp) 46, 3Gren, 17, 38
	1 x 3-4 Inf XX	56R
	1 x 1-6 Cav XX	1D K
3302	2 x 1-6 Cav XX	3D K, 5D K
3503	1 x 1-6 Cav XX	16
3504	2 x 4-4 Inf XX	7, 10
	1 x 3-4 Inf XX	61R
3603	2 x 5-4 Inf XX	3, 35

8th Army. The following units start the game under 8th Army control.

Hex	Unit	Designation
4710	2 x 4-4 Inf XX	13, 34
4712	4 x 4-4 Inf XX	12, 19 48, 49
4809	1 x 1-6 Cav XX	10
4810	8th XXXX HQ 2 x 1-6 Cav XX	(40sp) 12, 2K K
4811	2 x 4-4 Inf XX	14, 15
4813	1 x 2-4 Inf X	3Rfl
4815	1 x 2-4 Inf X	4Rfl

Fortresses

Size	Name	Hex
(12)	Ivangorod	2502
(6)	Luck	3904
(6)	Dubno	4204
(6)	Rovno	4303

8-2 Austro-Hungarian Set-Up

1st Army. The following units start the game under 1st Army control.

Hex	Unit	Designation
1511	1 x 2-4 Inf XX	106L
1610	1 x 2-4 Inf XX	95L
1611	1 x 2-4 Inf X	100L
1911	1 x 0-3 Eng III 1 x 1-4 Inf X	3 Pol Lgn
2011	1 x 1-6 Cav XX	7
2311	1 x 2-4 Inf X	1L
2509	1st XXXX HQ	(40sp)
2510	2 x 1-4 Inf X	101L, 110L
2607	2 x 3-4 Inf XX 1 x 1-6 Cav XX	5, 12 3
2707	1 x 5-4 Inf XX 1 x 3-4 Inf XX	14 46
2807	2 x 3-4 Inf XX 1 x 1-6 Cav XX	2, 24 9

2808 1 x 5-4 Inf XX 33
1 x 4-4 Inf XX 37
2809 1 x 3-4 Inf XX 45

4th Army. The following units start the game under 4th Army control.

Hex	Unit	Designation
2910	1 x 5-4 Inf XX 1 x 3-4 Inf XX	13 4
3010	1 x 5-4 Inf XX 1 x 3-4 Inf XX	25 10
3110	4th XXXX HQ 1 x 3-4 Inf XX	(40sp) 26
3111	1 x 0-3 Eng III 1 x 1-4 Inf X	2 111L
3112	3 x 4-4 Inf XX	15, 27, 39
3210	1 x 3-4 Inf XX	19
3308	1 x 1-6 Cav XX	6
3409	1 x 5-4 Inf XX 1 x 4-4 Inf XX	8 41
3509	1 x 5-4 Inf XX	3

3rd Army. The following units start the game under 3rd Army control.

Hex	Unit	Designation
3607	1 x 1-6 Cav XX	2
3609	3rd XXXX HQ 1 x 3-4 Inf XX 1 x 1-4 Inf X 1 x 1-6 Cav XX	(40sp) 30 93L 11
3612	1 x 2-4 Inf X	108L
3710	1 x 5-4 Inf XX 1 x 3-4 Inf XX	6 28
3711	1 x 5-4 Inf XX 1 x 2-4 Inf X	22 88K
3712	1 x 2-4 Inf X	105L
3808	1 x 1-6 Cav XX	4
3811	1 x 4-4 Inf XX	35
3912	1 x 4-4 Inf XX	16
4010	1 x 3-4 Inf XX	11

Kov Army. The following units start the game under Kovess Army control.

Hex	Unit	Designation
4013	Kov XXXX HQ	(20sp)
4014	1 x 4-4 Inf XX	38
4515	1 x 3-4 Inf XX	43
4014	1 x 1-4 Inf X	40L
4615	1 x 1-4 Inf X	35L
4209	1 x 1-6 Cav XX	8
4212	1 x 1-6 Cav XX	5
4413	1 x 1-6 Cav XX	1

Fortresses

Size	Name	Hex
(30)	Przemysl	3110
(30)	Przemysl	3111
(24)	Krackow	1911

8-3 German Set-Up

Hex	Unit	Designation
0401	2 x 2-4 Inf X	17LE, 18Lw
0607	3 x 2-4 Inf X	21Lw, 22Lw, 23Lw

Fortresses

Size	Name	Hex
(24)	Breslau	0607

9. Galicia Scenario Mobilization Schedule

Units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

Austro-Hungarian and Russian units may not use column movement on the turn they complete mobilization.

AUGUST

Turn 4

Austro-Hungarian Units

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

German Units

All 2-4 Inf X

Russian Units

All 1-6 Cav XX

Turn 5

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

Russian Units

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

Turn 6**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.**

Russian Units

All other units

Turn 7**Austro-Hungarian Units**

All other units.

10. Galicia Scenario Reinforcement Schedules

10-1 Russian Reinforcement Schedule

7 August 1914

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
	58R	4303
	65R	4808
2 x 1-6 Cav XX	5, C	2502
1 x 1-6 Cav XX	8	3003

1 September 1914

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

3 September 1914

1 x 3-4 Inf XX	71R	4808
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4 September 1914

2 x 1-6 Cav XX	1K K, 1T K	4808
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Reinforcements after this point are only used in Linked Scenarios.

5 September 1914

1 x 3-3 Inf XX	RPL	4804
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7 September 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

1 October 1914

5 Supply Points		
1 x 3-3 Inf XX	RPL	4804

2 October 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

4 October 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

5 October 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

6 October 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

7 October 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

1 November 1914

5 Supply Points		
1 x 3-3 Inf XX	RPL	4804

3 November 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

4 November 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

5 November 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

6 November 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

7 November 1914

1 x 3-3 Inf XX	RPL	4804
----------------	-----	------

10-2 Austro-Hungarian Reinforcement Schedule

7 August 1914

1 x 5-4 Inf XX	44	3609
2 x 4-4 Inf XX	20, 34	3912
1 x 4-4 Inf XX	17	3811
	23	3509
1 x 1-4 Inf X	36L	2807
	97L	3509
	103L	4013
2nd XXXX HQ	(20 SP)	3612

(See rule 7-10 on 2nd XXXX HQ)

1 September 1914

1 x 1-6 Cav XX	10	3110
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2 September 1914

2 x 4-4 Inf XX	31, 32	3612
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3 September 1914

1 x 1-4 Inf X	102L	3312
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Reinforcements after this point are only used in Linked Scenarios.

5 September 1914

1 x 4-3 Inf XX	RPL	1213
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6 September 1914

1 x 3-3 Inf XX	RPL	1213
----------------	-----	------

7 September 1914

1 x 2-3 Inf XX	RPL (Pol)	1911
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1 October 1914

10 Supply Points		
1 x 4-3 Inf XX	RPL	1213

2 October 1914

1 x 3-3 Inf XX	RPL	1213
----------------	-----	------

3 October 1914

1 x 2-3 Inf XX	RPL (Cz)	1213
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4 October 1914

1 x 0-3 Eng III	5	1213
1 x 4-3 Inf XX	RPL	1213

5 October 1914

1 x 3-3 Inf XX	RPL	1213
----------------	-----	------

6 October 1914

1 x 2-3 Inf XX	RPL (Pol)	1911
----------------	-----------	------

7 October 1914

1 x 4-3 Inf XX	RPL	1213
----------------	-----	------

1 November 1914

10 Supply Points		
1 x 3-3 Inf XX	RPL	1213

2 November 1914

1 x 4-3 Inf XX	RPL	1213
1 x 2-3 Inf XX	RPL (Cz)	1213

3 November 1914

1 x 3-3 Inf XX	RPL	1213
----------------	-----	------

4 November 1914

1 x 4-3 Inf XX	RPL	1213
1 x 2-3 Inf XX	RPL (Pol)	1911

5 November 1914

1 x 3-3 Inf XX	RPL	1213
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6 November 1914

1 x 4-3 Inf XX RPL 1213
 1 x 2-3 Inf XX RPL (Cz) 1213

7 November 1914

1 x 3-3 Inf XX RPL 1213

11. Scenario Linking Rules

The following possibilities exist for linking the three scenarios described in this this Rule booklet:

The Schlieffen Plan and Tannenberg
 Tannenberg and Galicia
 All 3 played together.

When multiple scenarios are linked together, 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.

12. Linking The Schlieffen Plan and Tannenberg

12-1 This linked game is played for the length specified by *The Schlieffen Plan* scenario, but the Tannenberg area is only used through the end of the turn specified by the Tannenberg scenario. This means that the game is played on the Western Front through the end of the 5th November turn, but on the Eastern Front only through the end of the 4th September turn.

Exceptions and Additions

The rules for each scenario are still in force, with the following exceptions and additional rules:

12-2 The removal of German forces from the Western Front for transfer to the Eastern Front still occurs during the Central Powers Reinforcement Arrival Phase of the 6th August turn. But now the Strength Point totals to be removed are determined by the Tannenberg scenario rules. The only difference is that the designation of the units withdrawn from the Western Front does not matter, only the Strength Point totals, and that all withdrawn units be taken from within 5 hexes of the 2nd Army HQ. Units withdrawn appear on map 4-5 on the 1st September turn (as per the rules for the Tannenberg scenario).

12-3 The Landwehr brigades that may also be forced to be taken as reinforcements are NOT taken from the 2nd Army HQ vicinity (they went to Galicia, and would have been recalled from there). They are placed as any regular reinforcements.

12-4 Only the units called on by the Tannenberg scenario rules to be sent from the Western Front to the Eastern Front may be transferred between the two fronts.

12-5 Units or supplies set-up on, received as reinforcements on, or sent to map 4-5 (the Eastern Front) may not be transferred to map 5-3 (the Western Front).

12-6 The German rail capacity may not be used until turn 6 of August (except as specified for artillery units according to *The Schlieffen Plan* scenario rules) and is halved until Turn 1 of September. It may be used on any map or combination of maps.

12-7 Units moved from the Western to Eastern Fronts count against the German Rail capacity during the 6th and 7th August and the 1st September turn.

12-8 The German Rail Capacity is reduced from 20 divisions to 15 divisions on the 5th September turn.

Victory Conditions:

These are the same as per *The Schlieffen Plan* and Tannenberg scenario rules. This means that the Germans and the Entente could have different levels of victory on different fronts (as was the case historically).

13. Linking Tannenberg and Galicia

Maps: 4-5 and 5-5.

First Turn: Turn 3 of August 1914.

Last Turn: Turn 7 of November 1914.

Combatants: Germany and Austria-Hungary vs. Russia.

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

Rail Capacities:

The German Rail Network has a capacity of 12 divisions in this scenario. 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 7 divisions in this scenario. It may not be used until turn 1 of September and is halved until Turn 3 of September.

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.

Exceptions and Additions

The rules for each scenario are still in force, with the following exceptions and additional rules:

13-1 The German forces sent to aid the Austro-Hungarian army 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.

13-2 Players may not transfer units and supply points between maps 4-5 and 5-5 until the 1st turn of September 1914.

13-3 Austro-Hungarian HQs may expend supply for German Landwehr units during 1914, but do so at Austro-Hungarian expenditure rates.

13-4 If used, the pre-planned objective rules found in rules 7-1 to 7-5 are only in force through the end of the 4th September turn (the length of the stand alone Galicia scenario).

Victory Conditions

In addition to the standard Demoralization point schedule (see DM Schedule, Standard Rulebook, Rule 26-3), Demoralization points are taken by players in this scenario for the following additional instances:

½ Central Powers DM point - Each Strength Point of Reinforcements forced to be taken by the German player due to Russian positions on the 5 August turn.

2 Central Powers DM points - Each turn in September turns 1-4 that the Russian

player occupies or controls a hex that counted toward points in forcing German West Front reinforcements.

2 Central Powers DM points - each turn a Russian unit is in a hex south of the Carpathians that contains at least one clear hexside (these are hexes with hex numbers that end with 16 or higher).

No Russian DM points are accumulated for occupation of town centers west of hexrow 20xx.

Central Powers Decisive Victory: Russia suffers 210+ more Demoralization points than the Central Powers suffer.

Central Powers Substantial Victory: Russia suffers 135-209 more Demoralization points than the Central Powers suffer

Central Powers Marginal Victory: Russia suffers 85-134 more Demoralization points than the Central Powers suffer

Russian Marginal Victory: Russia suffers 0-32 more Demoralization points than the Central Powers suffer or the Central Powers suffer 1-17 more Demoralization points than Russia suffers.

Russian Substantial Victory: The Central Powers suffer 18-62 more Demoralization points than Russia suffers.

Russian Decisive Victory: The Central Powers suffer 63+ more Demoralization points than Russia suffers.

14. Linking The Schlieffen Plan, Tannenberg, and Galicia

Maps: 5-3, 4-5, and 5-5.

First Turn: Turn 1 of August 1914.

Last Turn: Turn 7 of November 1914.

Combatants: Germany and Austria-Hungary vs. Great Britain, France, Belgium, and Russia.

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

Rail Capacity Changes:

The German Rail Network has a capacity of 20 divisions. It may not be used until turn 6 of August (except as specified for artillery units according to *The Schlieffen Plan* scenario rules) 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 7 divisions in this scenario. It may not be used until turn 1 of September and is halved until Turn 3 of September.

The French Rail Network has a capacity of 15 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Belgian Rail Network has a capacity of 5 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

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.

Exceptions and Additions

The rules for each scenario are still in force, with the following exceptions and additional rules:

14-1 The Russian or Entente player is not forced to move units of the Russian 1st and 2nd Armies towards Konigsberg during August. He may move these forces as he wishes.

14-2 The German or Central Powers player is not forced to move units from the 2nd Army HQ vicinity to the Eastern Front.

14-3 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.

14-4 Only Austro-Hungarian siege artillery units may be sent to map 5-3. Other Austro-Hungarian units are restricted to maps 4-5 and 5-5.

14-5 Units moving from the Western Front (map 5-3) to the Eastern Front (maps 4-5 and 5-5) spend an entire turn entrained and off any map. Units move

between rail hexes of the German Rail network on the eastern edge of map 5-3 and rail hexes of the German Rail network on the western edge of maps 4-5 and 5-5. They are placed on the Eastern Front during the Reinforcement Phase of the next turn. This means that if a unit is moved off the map by rail during the 4th turn of September, it would stay off the maps during the 5th September turn, and would appear on the other Front on the 6th September turn. The same process is used for moving from the Eastern Front to the Western Front.

14-6 Austro-Hungarian HQs may expend supply for German Landwehr units during 1914, but do so at Austro-Hungarian expenditure rates.

14-7 The German player does not receive reinforcements on the Tannenberg Reinforcement Schedule that are preceded by an asterisk (*). These units were transfers from the Western to the Eastern Front. They are only available to a linked Tannenberg & Galicia game.

14-8 If used, the pre-planned objective rules found in rules 7-1 to 7-5 are only in force through the end of the 4th September turn (the length of the stand alone Galicia scenario).

Victory Conditions

In addition to the standard Demoralization point schedule, (see DM Schedule, Standard Rulebook, Rule 26-3) Demoralization points are taken by players in this scenario for the following additional instances:

200 Entente DM points - All 3 Paris hexes are German controlled or isolated from the rest of France by German units or German ZOCs in hexes not occupied by Entente ground combat units.

100 Entente DM points - German units are 2 or fewer hexes away from any of the three Paris hexes at the end of the game.

50 Entente DM points - German units are 4 or fewer hexes away from any of the three Paris hexes at the end of the game.

50 Central Powers DM points - German units are never 6 or fewer hexes away from any of the three Paris hexes at any time during the game.

100 Central Powers DM points - German units are never 8 or fewer hexes away from any of the three Paris hexes at any time during the game.

150 Central Powers DM points - German units are never 10 or fewer hexes away from any of the three Paris hexes at any time during the game.

2 Central Powers DM points - each turn a Russian unit is in a hex south of the Carpathians that contains at least one clear hexside (these are hexes with hex numbers that end with 16 or higher).

No Russian DM points are accumulated for occupation of town centers west of hexrow 20xx.

Central Powers Decisive Victory: The Entente suffers 440+ more Demoralization points than the Central Powers suffer

Central Powers Substantial Victory: The Entente suffers 290-439 more Demoralization points than the Central Powers suffer

Central Powers Marginal Victory: The Entente suffers 190-289 more Demoralization points than the Central Powers suffer

Entente Marginal Victory: The Entente suffers 1-98 more Demoralization points than the Central Powers suffer or the Central Powers suffer 0-2 more Demoralization points than the Entente suffers.

Entente Substantial Victory: The Central Powers suffer 3-87 more Demoralization points than the Entente suffers.

Entente Decisive Victory: The Central Powers suffer 88+ more Demoralization points than the Entente suffers.

15. Series Notes

The Schlieffen Plan, *Tannenberg: Eagles in the East*, and *Galicja: The Forgotten Cauldron* are the first games of the 'Der Weltkrieg' series of simulations. It is meant to be able to fit together with the other games of the simulation so that players can simulate all of WW I, WW II, Contemporary, or Future Conflicts across all of Europe, North Africa, and the Middle East.

Players can even use the series to simulate from 1914 to the present and beyond, all using the same systems. All of these games are already done. A complete set of maps already exists, as do all of the rules (I happen to have the only copy).

The maps provided with each scenario contain many features that are not used in the scenario, but will be used as the map is used as part of larger and more complex simulations. Such features as Industrial and Resource Centers, Megahexes, and Macrohexes will be used in these larger scale games.

All of the games of the 'Der Weltkrieg' series will use the same basic rules. So a player will spend less preparation time and more playing time.

One note on playability before you go on. Historical designations are put on all the units because players like to know that kind of thing. They have no impact on play at all. If, in the interest of setting up the game faster, players wish to ignore unit designations, they should feel free to do so.

16. Combined Schedules

The Following is a compilation of the Mobilization and Reinforcement Schedules for all 3 scenarios described in this rulebook. In this compilation **TSP** refers to units involved in *The Schlieffen Plan*, **TB** refers to units involved in *Tannenberg: Eagles in the East*, and **G** refers to units involved in *Galicja: The Forgotten Cauldron*. Hexes refer to hexes on the map associated with the particular scenario. German units preceded by an asterisk (*) are reinforcements only for playing a linked game not involving *The Schlieffen Plan*. British units listed as appearing at 'Any Port' are placed according to the associated scenario's reinforcement schedule.

August Turn 1

Central Powers Mobilization

TSP German Units

All 8-2 Siege I

All 4-3 Siege I (note that these are

Austro-Hungarian units under German control)

Any two 8-5 Inf XX under 1st Army control

Any one 8-5 Inf XX under 2nd Army control

Any 2-6 Cav XX under 1st Army control

Entente Mobilization

TSP French Units

The three 1-6 Cav XX in hex 1913

August Turn 2

Central Powers Mobilization

TSP German Units

All 2-6 Cav XX

Any one 9-5 or one 8-5 Inf XX under the control of each of the following HQs: 1st Army, 2nd Army, 3rd Army, 4th Army

Entente Mobilization

TSP French Units

All 1-6 Cav XX

Any one 6-4 Inf XX in or adjacent to hex 2723 (Belfort)

TSP Belgian Units

The 2-6 Cav XX

August Turn 3

Central Powers Mobilization

TSP German Units

All XXXX HQ

All 3-4 Art III

All 9-5 or 8-5 Inf XX

All 5-5 Inf XX under 1st Army or 2nd Army control

TB German Units

All 8-5 Inf XX

All 2-6 Cav XX

Entente Mobilization

TSP French Units

All XXXX HQ

All 3-4 Art III

All 6-4 Inf XX

All 7-4 Inf XX

Any one 4-4 Inf XX in or adjacent to hex 2723 (Belfort)

TSP Belgian Units

All units and XXXX HQ

TB Russian Units

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

All 1-6 Cav XX

Entente Reinforcements**TSP French**

1 x 6-5 Mtn XX 44M 2325

August Turn 4**Central Powers Mobilization****TSP German Units**

All 0-3 Eng III

All 6-5 or 5-5 Inf XX

All 2-5 Inf X

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)

Entente Mobilization**TSP British Units**

All units and XXXX HQ

(movement halved on turn four, fractions rounded up)

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

Entente Reinforcements**TSP French Units**

2 x 7-4 Inf XX 37Al, 38Al 1925

4 x 4-4 Inf XX 64R, 65R, 74R, 75R 2325

1 x 4-4 Inf XX 76R 0125

August Turn 5**Central Powers Mobilization****TSP German Units**

All 3-4 or 2-4 Inf X

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

Central Powers**Reinforcements****TSP German Units**

4 x 7-5 Inf XX GEs, 4Es 2715

8Es, 10Es

2 x 7-5 Inf XX 19Es, BEs 3018

1 x 3-5 Inf X 55Es 2715

Entente Mobilization**TSP French Units**

All 0-3 Eng III

All 4-4 or 3-4 Inf XX

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)

Entente Reinforcements**TSP French Units**

1 x 7-4 Inf XX 45Al 1925

TSP British Units

1 x 2-6 Cav XX 2 1409

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.**

Central Powers Reinforcement**TSP German Units**

2 x 6-5 Inf XX 17R, 18R 2801

1 x 0-3 Eng III 31 2801

2 x 2-4 Inf X 37Lw, 38Lw 2801

Entente Mobilization**G Russian Units**

All units under the control of the 4th Army HQ

All XXXX HQs

Entente Reinforcements**TSP French Units**

1 x 7-5 Inf XX Mrc 1826

1 x 3-5 Mar X Mar 0113

4 x 3-4 Inf XX 85T, 86T 0717

89T, 92T

6th XXXX HQ 0811

TSP British Units

1 x 9-5 Inf XX 4 1210

1 x 3-5 Inf X 19 1208

TB Russian Units

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

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

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

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

G Russian Units

1 x 2-3 Art X 3 4303

1 x 2-3 Art X 4 2803

1 x 2-3 Art X 5 3202

August Turn 7**Central Powers Mobilization****G Austro-Hungarian Units**

All other units having not yet completed mobilization

Central Powers Reinforcement**TB German Units**

2 x 2-4 Inf X 33Lw, 34Lw 0816

G Austro-Hungarian Units

1 x 5-4 Inf XX 44 3609

2 x 4-4 Inf XX 20, 34 3912

1 x 4-4 Inf XX 17 3811

23 3509

1 x 1-4 Inf X 36L 2807

97L 3509

103L 4013

2nd XXXX HQ* (20 SP) 3612

This unit replaces the Kov HQ

Entente Reinforcements**TSP French Units**

1 x 3-4 Inf X	Mrc	0717
1 x 1-4 Inf X	185T	0717
9th XXXX HQ		1515

TB Russian Units

1 x 3-4 Inf XX	79R	2119
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G Russian Units

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
	58R	4303
	65R	4808
2 x 1-6 Cav XX	5, C	2502
1 x 1-6 Cav XX	8	3003

September Turn 1**Central Powers Reinforcement****TSP German Units**

50 Supply Points

G Austro-Hungarian Units

1 x 1-6 Cav XX	10	3110
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Entente Reinforcements**TB Russian Units**

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	2909
	3Fin, 4Fin	
2 x 2-4 Inf X	1Tur, 2Tur	2119

G Russian Units

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

September Turn 2**Central Powers Reinforcement****TSP German Units**

50 Supply Points

1 x 4-5 Mar XX	1Ma	2801
Strnz XXXX HQ		3312

G Austro-Hungarian Units

2 x 4-4 Inf XX	31, 32	3612
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Entente Reinforcements**TB Russian Units**

10th XXXX HQ		2119
1 x 3-4 Inf XX	68R	2703

September Turn 3**Central Powers Reinforcement****Turn 3 G AuHu**

1 x 1-4 Inf X	102L	3312
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Entente Reinforcements**TSP French Units**

2 x 3-4 Inf XX	87T, 91T	0717
1 x 3-4 Inf X	1Col	1826

TSP British Units

1 x 9-5 Inf XX	6	Any Port
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G Russian Units

1 x 3-4 Inf XX	71R	4808
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September Turn 4**Central Powers Reinforcement****TSP German Units**

50 Supply Points

4 x 2-4 Inf X	1RE, 2RE	2603
	26Lw, 41Lw	

Entente Reinforcements**TSP French Units**

4 x 3-4 Inf XX	Mlct, Brbt	0717
	d'Vst, Fayll	

TB Russian Units

1 x 3-4 Inf XX	59R	2119
1 x 3-3 Inf XX	RPL	3612

G Russian Units

2 x 1-6 Cav XX	1K K, 1T K	4808
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September Turn 5**Central Powers Reinforcement****TSP German Units**

50 Supply Points

1 x 2-4 Inf X	14Lw	31181
x 5-4 Inf XX	RPL	2703

G Austro-Hungarian Units

1 x 4-3 Inf XX	RPL	1213
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Entente Reinforcements**TB Russian Units**

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

G Russian Units

1 x 3-3 Inf XX	RPL	4804
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September Turn 6**Central Powers Reinforcement****TSP German Units**

50 Supply Points

1 x 5-4 Inf XX	RPL	2703
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TB German Units

1 x 5-4 Inf XX	RPL	0118
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G German Units

9th XXXX HQ	(40 SP)	0607
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G Austro-Hungarian Units

1 x 3-3 Inf XX	RPL	1213
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Entente Reinforcements**TB Russian Units**

2 x 4-4 Inf XX	51, CaGren	2703
1 x 3-3 Inf XX	RPL	3612

September Turn 7**Central Powers Reinforcement****TSP German Units**

1 x 5-4 Inf XX	RPL	2703
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G Austro-Hungarian Units

1 x 2-3 Inf XX	RPL (Pol)	1911
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Entente Reinforcements**TSP French Units**

2 x 4-3 Inf XX	RPL	0125
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TB Russian Units

1 x 3-3 Inf XX	RPL	3401
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G Russian Units

1 x 3-3 Inf XX	RPL	4804
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October Turn 1**Central Powers Reinforcement****TSP German Units**

60 Supply Points

1 x 4-3 Siege I	2M	3608
Fkhsn XXXX HQ		3316
Gaede XXXX HQ		3121
1 x 5-4 Inf XX	RPL	2703

TB German Units

20 Supply Points

G Austro-Hungarian Units

10 Supply Points

1 x 4-3 Inf XX	RPL	1213
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Entente Reinforcements**TSP French Units**

20 Supply Points
 10th XXXX HQ 0811
 2 x 4-3 Inf XX RPL 0125

TSP British Units

10 Supply Points
 1 x 3-5 Mar X Nvl Any Port
 1 x 7-4 Inf XX RPL Any Port

TB Russian Units

5 Supply Points
 1 x 3-3 Inf XX RPL 3612

G Russian Units

5 Supply Points
 1 x 3-3 Inf XX RPL 4804

October Turn 2**Central Powers Reinforcement****TSP German Units**

6 x 5-5 Inf XX 43R, 44R 2603
 45R, 46R
 47R, 48R
 1 x 2-4 Inf X 51Lw 3118

G Austro-Hungarian Units

1 x 3-3 Inf XX RPL 1213

Entente Reinforcements**TSP French Units**

2 x 4-3 Inf XX RPL 0125

TSP British Units

1 x 9-5 Inf XX 7 Any Port
 1 x 2-6 Cav XX 3 Any Port
 1 x 3-4 Inf XX Mrt 1826

TB Russian Units

1 x 3-3 Inf XX RPL 3401

G Russian Units

1 x 3-3 Inf XX RPL 4804

October Turn 3**Central Powers Reinforcement****TSP German Units**

4 x 5-5 Inf XX 51R, 52R 2603
 53R, 54R
 1 x 2-4 Inf X 30Lw 2603
 1 x 5-4 Inf XX RPL 2703

TB German Units

1 x 5-4 Inf XX RPL 0118

G Austro-Hungarian Units

1 x 2-3 Inf XX RPL (Cz) 1213

Entente Reinforcements**TSP French Units**

8th XXXX HQ 0507
 2 x 4-3 Inf XX RPL 0125

TSP British Units

1 x 1-6 Cav XX Ind 1826

TB Russian Units

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

October Turn 4**Central Powers Reinforcement****TB German Units**

2 x 5-5 Inf XX 49R, 50R 0118

G Austro-Hungarian Units

1 x 0-3 Eng III 5 1213
 1 x 4-3 Inf XX RPL 1213

Entente Reinforcements**TSP French Units**

2 x 4-3 Inf XX RPL 0125

TSP British Units

1 x 3-4 Inf XX Lhr 1826

TB Russian Units

1 x 3-3 Inf XX RPL 3612

G Russian Units

1 x 3-3 Inf XX RPL 4804

October Turn 5**Central Powers Reinforcement****TSP German Units**

1 x 5-5 Inf XX 6BR 3616
 1 x 5-4 Inf XX RPL 2703

G Austro-Hungarian Units

1 x 3-3 Inf XX RPL 1213

Entente Reinforcements**TSP French Units**

2 x 4-3 Inf XX RPL 0125

TB Russian Units

2 x 4-4 Inf XX 50, 6Sib 2909
 1 x 1-6 Cav XX G K 2909
 1 x 3-3 Inf XX RPL 3401

G Russian Units

1 x 3-3 Inf XX RPL 4804

October Turn 6**Central Powers Reinforcement****TB German Units**

1 x 5-4 Inf XX RPL 0118

G Austro-Hungarian Units

1 x 2-3 Inf XX RPL (Pol) 1911

Entente Reinforcements**TSP French**

2 x 4-3 Inf XX RPL 0125

TB Russian Units

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

1 x 1-6 Cav XX 4D K 2909

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

G Russian Units

1 x 3-3 Inf XX RPL 4804

October Turn 7**Central Powers Reinforcement****TSP German Units**

1 x 5-4 Inf XX RPL 2703

G Austro-Hungarian Units

1 x 4-3 Inf XX RPL 1213

Entente Reinforcements**TSP French Units**

2 x 4-3 Inf XX RPL 0125

TB Russian Units

1 x 3-3 Inf XX RPL 3612

G Russian Units

1 x 3-3 Inf XX RPL 4804

November Turn 1**Central Powers Reinforcement****TSP German Units**

60 Supply Points
 1 x 4-3 Siege I 6 3608
 1 x 5-4 Inf XX RPL 2703

TB German Units
40 Supply Points
1 x 5-4 Inf XX RPL 0118

G German Units
Wrsh XXXX HQ (10 SP) 0607

G Austro-Hungarian Units
10 Supply Points
1 x 3-3 Inf XX RPL 1213

Entente Reinforcements
TSP French Units
25 Supply Points
3 x 4-3 Inf XX RPL 0125

TSP British Units
10 Supply Points
1 x 7-4 Inf XX RPL Any Port

TB Russian Units
5 Supply Points
1 x 3-3 Inf XX RPL 3401

G Russian Units
5 Supply Points
1 x 3-3 Inf XX RPL 4804

November Turn 2

Central Powers Reinforcement
TSP German Units
1 x 5-4 Inf XX RPL 2703

TB German Units
*4 x 2-6 Cav XX 2, 5, 6, 9 0118

G Austro-Hungarian Units
1 x 4-3 Inf XX RPL 1213
1 x 2-3 Inf XX RPL (Cz) 1213

Entente Reinforcements
TSP French Units
3 x 4-3 Inf XX RPL 0125

TB Russian Units
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

November Turn 3

Central Powers Reinforcement
TSP German Units
1 x 5-4 Inf XX RPL 2703

TB German Units
1 x 5-4 Inf XX RPL 0118

G Austro-Hungarian Units
1 x 3-3 Inf XX RPL 1213

Entente Reinforcements
TSP French Units
3 x 4-3 Inf XX RPL 0125

TB Russian Units
1 x 3-3 Inf XX RPL 3612

G Russian Units
1 x 3-3 Inf XX RPL 4804

November Turn 4

Central Powers Reinforcement
TSP German Units
1 x 4-3 Siege I 7 3608
2 x 5-4 Inf XX RPL 2703

G Austro-Hungarian Units
1 x 4-3 Inf XX RPL 1213
1 x 2-3 Inf XX RPL (Pol) 1911

Entente Reinforcements
TSP French Units
3 x 4-3 Inf XX RPL 0125

TSP British Units
1 x 9-5 Inf XX 8 Any Port

TB Russian Units
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

G Russian Units
1 x 3-3 Inf XX RPL 4804

November Turn 5

Central Powers Reinforcement
TSP German Units
1 x 4-5 Mar XX 2Ma 2801
2 x 5-4 Inf XX RPL 2703

TB German Units
*2 x 8-5 Inf XX 3, 4 0118
*1 x 2-6 Cav XX 4 0118
2 x 5-5 Inf XX 47R, 48R 0118
1 x 5-4 Inf XX RPL 0118

G Austro-Hungarian Units
1 x 3-3 Inf XX RPL 1213

Entente Reinforcements
TSP French Units
3 x 4-3 Inf XX RPL 0125

TB Russian Units
1 x 3-3 Inf XX RPL 3401

G Russian Units
1 x 3-3 Inf XX RPL 4804

November Turn 6

Central Powers Reinforcement
G Austro-Hungarian Units
1 x 4-3 Inf XX RPL 1213
1 x 2-3 Inf XX RPL (Cz) 1213

Entente Reinforcements
TB Russian Units
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

G Russian Units
1 x 3-3 Inf XX RPL 4804

November Turn 7

Central Powers Reinforcement
TB German Units
1 x 5-4 Inf XX RPL 0118

G Austro-Hungarian Units
1 x 3-3 Inf XX RPL 1213

Entente Reinforcements
TB Russian Units
1 x 3-4 Inf XX 55R 2909
1 x 3-3 Inf XX RPL 3612

G Russian Units
1 x 3-3 Inf XX RPL 4804

Counter Abbreviations

Many designations and names are abbreviated on counters due to limited space. The abbreviations have the following meanings (given in italics below):

German Units
R - *Reserve*, Lw - *Landwehr*; Gd - *Guard*, GR - *Guard Reserve*, E - *Ersatz*, RE - *Reserve Ersatz*, KonE - *Konigsberg Ersatz*, LotzL - *Lotzen Landwehr*, LE - *Landwehr Ersatz*, Wrsh - *Woysrsch*

German Fortresses
Mrnbg - *Marienburg*, Grdz - *Graudenz*,
Kngbg - *Konigsberg*, Ltzn - *Lotzen*

Austro-Hungarian Units
M - *Motorized*, L - *Landwehr*, Pol Lgn -
Polish Legion, K - *Kaiser Schutz*, Kov -
Kovess, Pflzr - *Pflanzer-Baltin*

Austro-Hungarian Fortresses
Przmsl - *Przemysl*, Krackw - *Krackow*
Russian Units
NW - *Northwest Front*, SW - *Southwest*
Front, G - *Guard*, Rfl - *Rifle*, R -
Reserve, Sib - *Siberian*, Fin - *Finnish*,
Turk - *Turkestan*, CaGren - *Caucasian*
Grenadier, R Sib - *Reserve Siberian*, G
K - *Guard Cossack*, D K - *Don Cossack*,
CaK - *Caucasian Cossack*, Gren -
Grenadier, K K - *Kubestan Cossack*, C -
Combined, T K - *Terek Cossack*

Russian Fortresses
Wrsaw - *Warsaw*, Rshan - *Roshan*,
Ostlnk - *Ostrolenka*, Lmsha - *Lomsha*,
Osswjz - *Ossowjez*, Grdno - *Grodno*,
Bst-Liv - *Brest Litovsk*, Nvgrsk - *Novo*
Georgievsk, Pultsk - *Pultusk*

Background

Tannenberg, August 1914:

The mobilization of Austria Hungary has a domino effect, triggering the mobilization of Russia and Germany in turn. The shows of strength and determination quickly degenerate into open conflict between the grand Empires of old Europe.

The Germans mass their forces in the west against Russia's ally France, according to The Schlieffen plan. Against Russia itself, the Germans have only the weak 8th Army. The planned action for this force is a retirement across the Vistula river, abandoning the ancient territory of East Prussia to the Slavic Hordes.

Russia mobilizes far more quickly than expected. Desirous to help her ally France, Russia moves immediately to the offensive. This is done even before troops and animals are properly prepared and provisioned. Two Russian armies converge on East Prussia, the 1st under Rennenkampf from the East, the 2nd under Samsonov from the South.

Rather than retire, the German 8th Army moves to face the most immediate threat. Unable to repel the invasion of the Russian Steamroller, the situation in East Prussia looks bleak for the Germans. The High Command panics, sacks the Army

Commander, and pulls units out of the fighting from the right wing of the Schlieffen Plan to send as reinforcements.

The new command team of the 8th Army, Hindenburg and Ludendorff, agree to already developed plans to move away from one Russian Army and move to envelope the other which is moving up from the South. The result is the decisive battle of Tannenberg and the destruction of any Russian threat to East Prussia for the foreseeable future.

Yet the success on the East Front comes at a high price. Units critical to the success of the Schlieffen Plan are sent to the East. Could they have been decisive if used against the French?

Galicja, August 1914:

Austria Hungary is determined to punish Serbia for the assassination of the ArchDuke Ferdinand in Sarajevo. Conrad von Hotzendorf, the Austro-Hungarian commander vows to attack and put the defiant Serbs in their place.

With the mobilization of Russia, Serbia's great protector, the Austro-Hungarian army does not have adequate forces both to defend against the Russians and to conduct operations against Serbia. Forces that Conrad wishes to use against the Serbians have to be moved north to the Russian frontier due to political pressures from a government that sees the all too real possibility of cossacks entering Budapest. Conrad will not be dissuaded, and he orders the local commander, Potiorek, to go ahead with the invasion of Serbia with the two weak armies left in the theater.

The initial Austro-Hungarian offensive goes poorly as the battle experienced, and well led, Serb army, together with their tough Montenegrin allies, throw the collection of invading Hungarian, Czech, Croatian, and Bosnian troops back across the frontiers. Soon Serbia is in a position to counter invade Austria-Hungary. Sarajevo itself comes close to being captured. The Serbs even have the gall to conduct a crossing of the mighty Danube into the lowlands of southern Hungary.

The Austro-Hungarians regroup and try again later in the year. Massing to the northwest of Serbia, the re-enter the country and are successful in driving the Serbs to the south, even capturing the Serb capitol of Belgrade. But the success is bought at a high price. Depleted

Austro-Hungarian units with tenuous supply lines are now the only ones in contact with the Serb forces. The Serbs now counter attack, Belgrade is retaken and the Austro-Hungarians are again driven from Serbian soil.

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.

Business in the Trenches combines compelling military history with insightful business analogies. It demonstrates clearly how companies grapple with the same problems as the armies of World War One. *Business in the Trenches* describes how you can leverage the experiences of the Great War.

Business in the Trenches takes readers through a number of fascinating stories from World War One, a time of dramatic change in warfare. It draws parallels between the problems faced by armies on the battlefield, and the problems facing businesses today. *Business in the Trenches* unravels the mystery of why World War One turned into the quagmire it did, and how most organizations today follow similar paths for the same reasons. Most importantly, it provides detailed and practical advice on how to deal with specific challenges and achieve breakthrough success.

Business in the Trenches demonstrates that while times may change, human nature does not. This is especially true in the high pressure worlds of business and warfare. Common sense yet controversial theories about World War One decisions show them to be eerily similar to those made in business today. The same forces motivate people, and they still make similar choices for similar reasons. Understanding what produces victory or disaster, and why, enables you to succeed where most fail.

Available at
www.businessinthetrenches.com

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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