

FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

TANNENBERG: EAST PRUSSIA, AUGUST 1914

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10.0 INTRODUCTION

10.1 Scope of the Game

In August 1914, two Russian armies, Rennenkampf's *First* and Samsonov's *Second*, invaded the German province of East Prussia. The lone German army there, Hindenburg's *Eighth*, had to rely on interior lines and railroads to concentrate against each Russian army in turn. The historical outcome was the destruction of Samsonov's army at Tannenberg, but it need not have been so. This game focuses on the southern half of the campaign, with the northern half factored into the victory conditions. Those victory conditions vary with the strategic options chosen by each player so neither knows the other's intent.

10.2 Game Scale

Each hex represents 3 miles (5 kilometers). Each turn represents one day. Units are infantry brigades (6,000-8,000 men), cavalry divisions (2,500-3,000 men), and artillery regiments or brigades (up to 50 cannon). Headquarters units represent the command and logistical apparatus supporting the combat units.

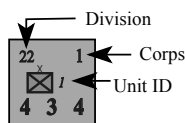
10.3 Standard Rule Modifications

The time, unit, and hex scales, plus the pace of foot-borne operations, necessitate the following changes to the standard rules.

2.3.1 How to Read Units. In addition to a unit's ID, its division and corps ID (if any) are noted. A division ID of "-" means the unit belongs to no division, while a corps ID of "A" is controlled directly by its army HQ (see 13.0). The distinctions are important for combat (15.4) and replacement (15.5).

2.3.2 Definitions. All units in the game are "leg" units.

2.3 & 4.1 Mobile Movement Phase. Any unit starting a mobile movement phase not in an EZOC may move during that phase (in addition to movement during the regular



Unit Identification

movement phase). Its movement allowance is halved (round fractions up). Infiltration (5.1.2) may not be used during mobile movement.

2.3 & 4.1 Mobile Combat Phase. All units may attack normally during their mobile combat phase (in addition to attacking during the regular combat phase). Treat all **Exchange** results as **No Effect**.

5.2 Effects of Terrain (on Movement).

See the terrain key on the map for the movement cost of each type of terrain.

5.3 Stacking Restrictions. At the end of a phase, a single hex may contain one headquarters (15.0) or artillery unit (14.0), plus any two other units. All units in a stack attack, defend, and retreat together. Units advance individually.

6.0 Zones of Control. Cavalry zones of control affect movement only; ignore them during retreat after combat. Headquarters (15.0) and artillery units (14.0) have no zones of control.

7.0 & 7.1 Multi-Hex Combat. Attacker in one hex always may attack a single defending hex while ignoring other adjacent defending units. A single defending hex may not be attacked by attackers in more than one hex if there is an unattacked defender adjacent to both the defender and one of the attacking units. That adjacent defender need not be attacked, but the attacking unit may not join in the combat against the first defender.

7.6 Combat Resolution. Several combat results are modified:

De: eliminates one step per unit in the hex, but artillery and HQ lose a step only if

there are no infantry or cavalry units in the hex. All surviving units retreat one hex.

D2, D3, A2, A3: treat as D1 or A1 (and see below).

Attacker Retreat: attacking units may retreat 1 hex after any result not requiring an attacker retreat.

7.7 Retreat. All retreats in the game are limited to one hex (treat as A1 or D1). Friendly units negate enemy zones of control for purposes of retreat. A retreating unit may stop on the friendly unit if within stacking limits; if that hex is attacked in a subsequent combat, the retreated unit *does* participate. If desired by the owning player or if the retreating units would cause the hex to be overstacked, the retreating unit may retreat a second hex. A unit unable to offer stiff resistance (see 7.8 below) and unable to reach a safe hex after a one or two-hex retreat is captured (see 12.2).

7.7.2 Displacement is not used.

7.8 Stiff Resistance is not automatic. If a player wishes to sacrifice a step to prevent a unit's retreat, roll one die and compare the result to the unit's defense strength. If greater, the unit must retreat; if less than or equal to, the unit loses a step and the retreat is not made. If a stack is required to retreat, choose one unit to make the check; if successful, that unit must lose the step.

7.9 Advance After Combat is limited to a length of one hex. Any/all participating attackers may advance into the vacated defender's hex or any adjacent vacant hex.

8.0 Fire Support is replaced by artillery (16.0).

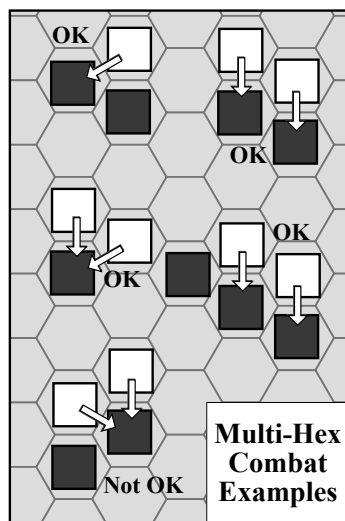
11.0 SET UP

11.1 Set Up

Each player determines the strategy he will follow (12.0). Place the Turn marker in the first box of the TRT. Sort the opposing forces by corps and division and set them up per 11.3 & 11.4. The Russian player is the first player. The game begins with the Russian Movement Phase of Turn One and ends after the German mobile combat phase of Turn Nine.

11.2 Hex Control

At the beginning of the game, the German player controls all hexes on the map except the Russian entry hexes. Thereafter, a hex changes control each time an opposing unit enters it;



Multi-Hex
Combat
Examples

control may change any number of times per game. See 13.2 for control of railroads.

11.3 Russian Initial Deployment

No Russian units start on the map; they all arrive as reinforcements (11.5).

11.4 German Initial Deployment

Place the seven counters comprising 20th Corps plus the 70 Lw Brigade in or adjacent to any town or city hex on the German side of the border. All remaining units arrive as reinforcements (11.7). Artillery and HQ may be set up in either mode (15.2, 16.2).

11.5 Russian Reinforcements

All Russian unit arrival is noted in a box on the map. Each Turn One reinforcement unit must arrive on one of the Russian entry hexes (11.7) identified for its corps/division. All remaining units arrive on the turn indicated at Mlawa (2523), or one turn later at either Myszyniec (2508) or Chorzele (2515). The arrival of the three counters of the 3rd Guard Division (23rd Corps) is determined by a die roll at the beginning of each Russian regular movement phase. If the result is less than the turn number, the division arrives.

11.6 German Reinforcements

All German unit arrival is noted in a box on the map. Except for those units starting on the map, each unit has one turn identified for availability and another for entry. On a unit's turn of availability, the German player must decide one of the following for each unit; once the decision is made, it is irrevocable.

- 1) It is placed in the In Transit box (see 13.0).
- 2) It is redeployed (see 15.0).
- 3) It will arrive on its entry turn at either the east (E) or West (W) entry area.

11.7 Reinforcement Entry

Entry hexes are marked for either Russian or German entry (see the map). The German hexes are divided into two zones: West (1228 to 1929 inclusive) and East (0105 to 0901 inclusive). A unit scheduled to appear on a given turn at a given entry area may be placed in any hex of that area during the regular movement phase of that turn. It may not be placed in an enemy-occupied hex. Placement costs one-half of the unit's movement allowance, rounding up. Thereafter, it operates normally. The entry hex effect applies only to entering units; all other units treat them as clear hexes.

German Arrival by Rail. A German unit in the "In Transit box" may arrive by rail movement (13.0) or may be placed on or adjacent to any German-controlled map-edge rail hex from 0901 to 1828 inclusive. Placement costs half the unit's movement allowance and counts against the German rail movement limit for that turn.

12.0 STRATEGIES

12.1 Choice of Strategy & Level of Victory

Each player has three strategy options (12.3 & 12.4). Select and record the options secretly, to be revealed at the end of the game. Players earn victory points (VP) by controlling objective hexes identified by each strategy. Both players may score VP for capturing or eliminating enemy units (12.2). The German player may score points by redeploying (12.5). At the end of the game, compare the VP totals; the player with the larger total is the winner. The qualitative outcomes are:

- +0 = A Draw.** Neither player has achieved anything of note; the campaign plods on.
- +1 VP = A Modest Victory.** The campaign for East Prussia will continue, but the winner has gained the upper hand.
- +2 VP = A Substantial Victory.** The campaign for East Prussia is not quite over, but now it is the winner's to lose.
- +3 VP = A Decisive Victory.** The campaign for East Prussia is won; depending on who scores the win, operations now will move toward Berlin or Warsaw. The historical result was a German decisive victory.
- +4 = An Epic Victory,** a victory of such proportions that the course of the war is appreciably changed from its historical course.

12.2 VP for Captured or Eliminated Units

Each player scores one-fifth VP for each captured enemy unit (see 7.7 in 10.3), and for each unit eliminated at the end of the game (units eliminated but returned to the map with replacements do not count). Round up fractions (so 1-5 units = 1 VP, 6-10 = 2 VP, and so on).

12.3 Russian Strategies

Juncture. The Russians aim only to establish a connection between *First* and *Second Armies* until their mobilization is complete. Score 1 VP each for control of Bartenstein (0106), Korschen (0503), and/or Rastenburg (0901). Score 1 VP if the Russians control a contiguous rail line from Mlawa to the east map edge.

Lesser Envelopment (the historical strategy).

While *Rennenkampf* engages *Eighth Army*, *Samsonov* drives north to threaten its flank and rear. Score 1 VP each for control of Bartenstein (0106), Heilsburg (0210), and/or Allenstein (1015). Score 1 VP if the Russians control a contiguous rail line from Mlawa to the north map edge.

Greater Envelopment. As above but more ambitious as *Samsonov* now is directed toward the Vistula, far deeper behind *Eighth Army*. Score 1 VP each for control of Deutsche-Eylau (0828), Osterode (0922), and/or Allenstein (1015). Score 1 VP if the Russians control a contiguous rail line from Mlawa to the west map edge.

12.4 German Strategies

Covering Battle. The Germans will sacrifice East Prussia—temporarily—to gain time. *Eighth Army* must hold open the railroads

to the Vistula. Score 1 VP for control of the double-track line from 0401 to 0929. Score 1 VP if no Russian unit ends the game north of the 15xx hexrow.

Rennenkampf First. *Eighth Army* must deal a damaging blow to *Samsonov* before turning east. Score 2 VP if no Russian unit ends the game east of the xx11 hex in hexrows 01xx through 09xx inclusive.

Battle of Annihilation (the historical choice). *Eighth Army* concentrates to destroy *Samsonov*. Score 1 VP if no Russian HQ or artillery unit is north of the Germany-Russia border.

12.5 VP for German Redeployment

To calculate German VP for redeployment (see 17.0), determine the number of turns each redeployed division has been redeployed. For example, if the 1st Division is redeployed on Turn Two, it would have been redeployed for eight turns (Two through Nine). Divide the total for all redeployed divisions by 10, rounding up fractions of ½ or more, to get the VP score (so 1-4 redeployment turns = 0 VP, 5-14 = 1 VP, and so on).

13.0 RAIL MOVEMENT

13.1 Rail Capacity

The German player only has the ability to transport units by rail. During each regular movement phase, the German may move by rail any two counters, or any one stack, or one pair of hidden movement markers (see 14.0).

13.2 Controlled Rail Lines

The control of a hex containing a rail line is determined as for any other hex (12.4), but a player is considered to control a rail hex between two controlled towns on the same line unless it is occupied by an enemy unit or EZOC.

13.3 Rail Movement of a Single Unit

A lone unit moving by rail may entrain on any German-controlled rail hex and move through any number of contiguous German-controlled rail hexes to detrain on a final German-controlled rail hex. A unit may enter or leave the map by rail via any German-controlled map-edge rail hex. Off-map rail movement must either start or end in the In Transit box; a unit may not move off-map from one and reenter by another in the same turn. At no time during that phase may the unit enter or leave a Russian ZOC. Rail movement uses half the unit's movement allowance; the other half may be expended before or after rail movement, but may not be divided between the two.

13.4 Rail Movement of Stacks

A stack of units moving by rail moves the same way as a single unit with two exceptions. 1) The stack must start and end its move in either the In Transit box or in a town or city on the rail line. 2) The stack's rail move may utilize only double-tracked rail hexes.

14.0 HIDDEN MOVEMENT

14.1 Hidden Movement Counters & Boxes

The German player has eight hidden movement

(HM) boxes on the map (labeled I through VIII), the Russian player has one. Each box has one associated counter to represent units placed in the box and one dummy counter. A box may contain up to four counters (infantry, cavalry, artillery, and/or HQ). A player may put an HM marker into play during set up or at the beginning of any friendly movement phase. Place the chosen counters in the box and deploy the HM markers, face up, as though each represented the units.

14.2 Deploying HM Markers

During setup, only units arriving on the map at the same time and place may be placed in a box. During a movement phase, place a pair of HM markers in a hex where they would not be revealed (14.4) and remove any four units from that hex and/or any adjacent hex.

14.3 HM Movement & Stacking

Each marker moves like any other unit. The two markers from one box may stack together, but not with other units. Neither marker may be moved into a hex where it will be revealed (14.4). If a German HM marker is moved by rail, the other marker associated with that box may but need not be moved by rail on the same turn.

14.4 Revealing & Deploying Hidden Units

A marker may be revealed voluntarily at the beginning of any of the owning player's movement phases. Remove both markers and place the units in the location of the real marker; if on the map, the units must be placed in or adjacent to the marker's hex. A marker also is revealed the instant it comes within three hexes (two intervening hexes) of an enemy cavalry unit or within two hexes (one intervening hex) of any other enemy unit. Remove the markers and place the units as above. If a marker is revealed by enemy movement, temporarily halt that movement while the units are deployed. Markers may be reused.

15.0 HEADQUARTERS

15.1 HQs

HQs are important for command control (15.3 & 15.4) and replacements (15.5). Except as provided in this section, they are treated in all ways like other units.

Reverse Printing. HQs have only one step; the reverse side indicates a different mode (15.2).

ZOC. HQs have no zone of control.

Infiltration. HQ cannot infiltrate unless accompanying an infiltrating infantry or cavalry unit.

Control. A corps HQ controls all units in its corps; for example, the German *1st Corps* HQ controls both the *1st Division* and *2nd Division*, but not the *35th Division*. An army HQ controls all friendly units.

15.2 HQ Mode

The front of an HQ represents an HQ in supplied mode; the back is the HQ in unsupplied mode. An HQ is flipped to its unsupplied side whenever it is in an EZOC without infantry or cavalry, or

retreats, or after combat (15.3). A player may voluntarily flip it to its unsupplied side at the beginning of a friendly movement phase. To flip it back to its supplied side, roll one die for it at the beginning of a friendly regular movement phase. It becomes supplied on a roll of "1" or "2" Subtract one from the die roll for each of the following: 1) if the HQ is in a town or city hex, and/or 2) if the HQ is on a rail hex and can trace a friendly-controlled rail route back to a friendly-controlled map-edge rail hex. An HQ in a town or city with a valid rail route would flip on a roll of 1 to 4.

15.3 HQs in Combat

While attacking, a supplied HQ may add its attack factor to an attacking subordinate unit stacked with or adjacent to the HQ. Only one HQ can be added to attacking units in a single hex, but one can be added to each hex in a multi-hex combat. Flip the HQ to its unsupplied side after the combat. HQs never advance after combat. An HQ adds its defense factor to the defense of its hex like any other unit. An HQ must be the last step lost in a hex.

15.4 Divisional Integrity & Command Control

Only units of one division may attack at full strength in a single combat. The attack factors of participating independent units and units belonging to other divisions are halved, rounding up (if multiple units, halve all and round up once). All units subordinate to an HQ (regardless of mode) and stacked with or adjacent to it are treated as belonging to a single division for this purpose.

15.5 Replacements

Each HQ (supplied or unsupplied) may replace one lost infantry (only) step for a subordinate unit at the beginning of each friendly mobile movement phase. If the replacement is for a reduced unit, it must be stacked with or adjacent to the HQ. Ignore EZOC. Flip the depleted unit back to its front side; it may not move in that phase. A replacement step may be used to return an eliminated (but not captured) unit to the map. Place the unit in or adjacent to the HQs hex. It may not be placed in an EZOC and may not move in that phase.

16.0 ARTILLERY

16.1 Artillery Units

Except as provided in this section, artillery are treated in all ways like infantry.

Reverse Printing: artillery has only one step; the reverse side indicates a different mode (16.2).

ZOC. Artillery has no zone of control.

Infiltration. Artillery cannot infiltrate unless accompanying an infiltrating infantry or cavalry unit.

16.2 Artillery Mode

The front of an artillery unit represents it in supplied mode; the back is the unit in unsupplied mode. It is flipped to its unsupplied side whenever it is in an EZOC without infantry

or cavalry, or moves into a woods hex (either type), or retreats, or after combat (15.3). It is flipped back to its supplied side in the same manner as an unsupplied HQ (15.2).

16.3 Artillery Combat

Artillery flips after combat; if already flipped, there is no additional effect. It cannot advance after combat. It must be the last step lost except for an HQ.

17.0 REDEPLOYMENT

17.1 Redeployment

Redeployment applies to German divisions in use off-map. Only the nine German field divisions (*1, 2, 35, 36, 37, 41, 1R, 3R, 36R*) may be redeployed. A division may be deployed only on its turn of availability or from the In Transit box. At the beginning of a regular movement phase in which the entire division is in the In Transit box, it may be moved to that turn's box on the TRT. It remains there until the end of the game when VP are calculated. All units of the division must be redeployed together; however, a division may have one and only one unit eliminated at the time of redeployment. The eliminated unit is treated as being with the division (but is not replaced).

17.2 Recall of Redeployed Divisions

A redeployed division may be recalled to the game map at the beginning of a German regular movement phase by moving it from the TRT to the In Transit box. The time the unit spent up to that point redeployed does not count for VP.

18.0 CAVALRY

A cavalry unit not in an EZOC may retreat when an enemy unit enters its ZOC. Temporarily halt the enemy movement and roll one die; the cavalry unit must retreat that number of hexes. The enemy unit then continues its movement. A cavalry unit may withdraw any number of times per phase or game.

19.0 GAME NOTES

19.1 Designer's Notes

Tannenberg was the type of battle everyone expected in 1914: a decisive conclusion to a mobile campaign. The *F&M* system was designed to represent motorized warfare so two crucial changes were needed to represent the foot-bound mobility of 1914. The mandatory combat requirement rewards players for maintaining a continuous front; attackers cannot gang up on one unit. The negation of EZOC by friendly units during a retreat prevents it from being a death trap; a well-deployed force will have supports in place to protect a retreating unit. The addition of logistics is necessitated by the time scale, but is kept simple by limiting it to HQs and artillery; both are necessary to keep combat power high.

19.2 Player Notes

Neither player can win without dominating the center of the map for at least a part of the game. This requires concentration of forces and aggressive action. On the other hand, neither player will win without some dispersion

to pursue far-flung objectives (or to convince the other player of an intention to do so). The German must balance redeployment with on-map presence, using hidden movement to keep the Russian guessing. One effective technique is to place a marker (real or dummy) on the map with the other in redeployment to obscure your chosen strategy. The Russian player must seek combat, but avoid a major battle with a single corps. Use cavalry aggressively to smoke out the German dummies, and take every opportunity to knock out isolated German units.

19.0 Orders of Battle

Abbreviations. FA = Field Artillery, B = Brigade, C = Cavalry, D = Division, Gd = Guards, I = Infantry, Lw = Landwehr, Pr = Provisional, R = Reserve

German Eighth Army (part)

1st Corps

1st ID: 1st & 2nd IB, 1st FAB
2nd ID: 3rd & 4th IB, 2nd FAB

17th Corps

35th ID: 70th & 87th IB, 35th FAB
36th ID: 69th & 71st IB, 36th FAB

20th Corps

37th ID: 73rd & 75th IB, 37th FAB
41st ID: 72nd & 74th IB, 41st FAB

1st Reserve Corps

1st RID: 1st & 72nd RIB, 1st RFAB
36th RID: 69th & 70th RIB, 36th RFAB

Independent Units

3rd RID: 5th & 6th RIB, 3rd RFAB
35th RID: 5th & 20th LwB
Division von der Goltz: 33rd & 34th
 2nd & 6th, & 70th LwB
 69th PrIB

The 35th RID was the fortress garrison from Thorn and not equipped like the other reserve divisions. The 69th PIB was a group of Ersatz battalions from the fortress at Graudenz. It and the 70th LB were temporarily grouped as Division Unger. Infantry brigades averaged 6,000 men; active divisions and corps each controlled 6,000 artillery and support troops, reserve divisions and corps about 3,000.

Russian Second Army

1st Corps: 22nd & 24th ID
6th Corps: 4th & 16th ID
13th Corps: 1st & 36th ID
15th Corps: 6th & 8th ID
23rd Corps: 3rd GID & 2nd ID

Independent Units

4th, 6th, & 15th CD
 1st Rifle Brigade
 2nd Heavy Artillery Brigade

Each infantry division had two brigades, numbered 1st and 2nd, and a small artillery brigade carrying the same number as the division. Brigades had close to 8,000 men each, counting supernumeraries. Divisions and corps had about 4,000 artillery and support troops.

TANNENBERG CRT

Terrain Type Combat Differential (attacking strength minus defending strength)

City, Gap, Fortress	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
River, Woods	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Light Woods	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Clears	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = One-step or depleted defending units are eliminated; two-step defending units are depleted and retreat one hex. Attacking units may retreat one hex.

D2, D3 = The defending unit must retreat one hex (or attempt stiff resistance; see 7.8 and 10.3). Attacking units may retreat one hex.

Ex (regular combat phase) = Each side loses one step, either eliminating a one-step unit or depleting a two-step unit. Attacking units may retreat one hex.

Ex (mobile combat phase) = No effect. Attacking units may retreat one hex.

A1, A2, A3 = The attacking unit(s) must retreat one hex (or attempt stiff resistance; see 7.8 and 10.3).

(A) = One attacking unit must be depleted or eliminated if already depleted; surviving attackers may retreat one hex.

Ae = One-step or depleted attacking units are eliminated; two-step attacking units are depleted and retreat one hex.

• = No effect.

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