

# 1914 EAST PRUSSIA THE WORLD UNDONE



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**1.0 INTRODUCTION**

The World Undone is a series of WW1 games covering the start of the Great War in 1914. The mechanics are inspired by the classic SPI game 'The Marne' by the late John Young, which elegantly models the mobile period of WW1. The simplicity of the rules makes it suitable as an introductory wargame and advanced rules allow players to more accurately model the history involved. These games seek to evoke the same sense of immersion in the SPI games of yore, where a spartan but elegantly functional aesthetic allows players to focus on the situation at hand, as opposed to rules and overhead.

**2.0 ABBREVIATIONS AND GLOSSARY**

The World Undone (TWU) uses several terms frequently; experienced wargamers may be familiar with some of these terms.

**Control** The last player to occupy or move through a hex is said to control that hex. At the start of the game, all hexes in Germany are under German control while all hexes in Russia are under Russian control.

**CRT** Combat Results Table

**DRM** Die Roll Modifier

**EZOC** Enemy Zone of Control – ZOC projected by an enemy unit

**LOS** Line of Supply

**MA** Movement Allowance, a unit's initial number of MP available to be used each movement phase

**MP** Movement Points

**Markers** TWU uses several markers to denote special status on either hexes or

units, including Entrained, Fortress Destroyed, and Control.

**Phasing** The player whose turn currently it is

**Non-phasing** The other player whose turn currently it is not

**SP** Strength Points

**TEC** Terrain Effects Chart

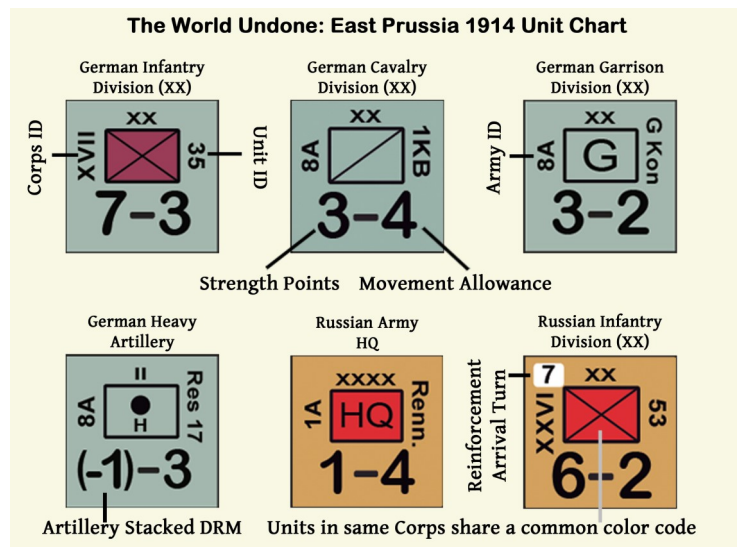
**VP** Victory Points

**ZOC** Zone of Control

**3.0 IMPORTANT CONCEPTS**

**3.1 Units**

TWU features 4 unit types; infantry, cavalry, heavy artillery, and Headquarters (HQ). The 3 German garrison units are considered infantry. The Russians are divided into two separate armies - the First Army and the Second Army - which have restrictions as to their co-operation (see 7.2).



In the lower right corner of each counter is the unit's Movement Allowance (MA). For infantry, cavalry and HQ units the value in the lower left corner of its counter is its Strength Points (SP).

Heavy artillery units instead have a (-1), which is a Die Roll Modifier (**DRM**) that only applies in combat if stacked with other units; otherwise, if alone in a hex, a heavy artillery unit defends with an SP value of 1 (and may not attack). Units that arrive as reinforcements have the turn of their arrival in the top left corner of their counter.

### 3.2 Stacking

Stacking refers to placing one unit on top of another in the same hex. Up to 3 infantry and/or cavalry may stack in a single hex. In addition, each hex may have 1 heavy artillery unit and 1 HQ. Stacking limits are only enforced at the end of movement, hence units may temporarily overstack during movement and also after combat as a result of a retreat. If a hex is overstacked at the end of a friendly movement phase the excess units are eliminated (owning player's choice except in the case of overstacking as a result of retreat).

### 3.3 Zones of Control

Each unit projects a Zone of Control (**ZOC**) into the 6 hexes immediately adjacent to it. **Exceptions:** a unit ZOC does not project into an enemy fortress hex or across a river hexside. There are several German fortresses printed on the map; they also project a ZOC (each of which is printed on the map) that are treated the same as unit ZOCs **except** fortress ZOCs do extend over river hexsides. A Russian unit may never move into an undestroyed fortress hex.

A unit must stop moving if it enters an EZOC. If a unit begins its movement in an EZOC it may freely exit and continue moving normally. However, it may not move directly from the EZOC hex into another EZOC hex unless the destination hex is occupied by a friendly unit, in which case the unit may move into that hex but must then stop. A unit that retreats into an EZOC not occupied by a

friendly unit is eliminated. A ZOC does not change the control of a hex (see victory conditions 8.0); control is only conferred by physical presence of a unit in a hex.

### 3.4 Line of Supply

A unit must be able to trace a Line of Supply (**LOS**) to perform movement and combat at full capacity. A LOS is a line of adjacent hexes, unobstructed by the presence of enemy units or unoccupied EZOCs, traced from a friendly supply source to the unit in question. The presence of a friendly unit in an EZOC negates the EZOC for the purposes of tracing LOS. A German LOS may be up to 40 hexes only, while a Russian LOS is of unlimited length. Terrain has no effect on a German LOS, but a Russian LOS cannot be traced through a forest or swamp hex (Note: the existence of rail lines has no effect as the Russians cannot use rails). However, LOS can be traced into such a hex, so a Russian unit in such a hex can be prevented from tracing a LOS. German sources of supply are the western map edge or Konigsberg. The Russian source of supply is the eastern map edge. Players may not trace supply through enemy-controlled hexes.

A unit unable to trace a LOS when it begins its own movement deducts 1 from its MA for that phase. A unit unable to trace a LOS when resolving combat has its SP halved (round down) for that combat (**exception:** a unit in a fortress hex does not need to trace a LOS for combat).

### 3.5 Attacker Disruption

Units which attack in the First Combat Phase are flipped over to their disrupted side and may not participate in either the Second Movement Phase or Second Combat Phase. They are flipped back to their front side at the end of their side's Second Combat Phase.

#### 4.0 GAME TURN SEQUENCE OF PLAY

- **Russian Player Turn**
  - o *First Movement Phase*
  - o *First Combat Phase*
  - o *Second Movement Phase*
  - o *Second Combat Phase*
  
- **German Player Turn**
  - o *First Movement Phase*
  - o *First Combat Phase*
  - o *Second Movement Phase*
  - o *Second Combat Phase*
  
- **Advance Game Turn Marker.**

#### 5.0 MOVEMENT

In a Movement Phase, all, some or none of the phasing player's units may be moved; **exception:** disrupted units may not move (which can occur only in the Second Movement Phase).

At the instant a unit begins to move, it must check to see if it can trace a LOS; if it cannot, its MA is reduced by 1 for the current movement phase. A unit then spends 1 MP for each adjacent hex entered, plus the MP cost for any terrain in the hex being moved into and the hexside crossed (see the TEC on the map). The unit must stop when it has spent MP equal to its MA, but it can choose to stop before that. A unit may always move at least 1 hex as long as the unit does not violate any standard movement rules (e.g. in relation to impassable terrain or ZOCs). A Russian unit may not move into an undestroyed fortress hex.

Units may move individually or as a stack; in the latter case although no unit may continue moving once it has spent all of its MP, the stack may drop off units as it moves, allowing higher-MA units to continue moving if desired. A dropped-off unit can move no further in that phase (even if it has MP remaining) but it can receive an 'MP Reserved' marker if eligible. A stack may not pick up units as it moves.

#### 5.1 Reserve Movement

A certain number of units for each side may save unspent MP for later use (*unlike nearly every other wargame in existence*). The MP may be saved only in the First Movement Phase and if used they must be used in the Second Movement Phase, with any unspent MP lost at the end of the Second Movement Phase. Saving MP for the Second Movement Phase is called Reserve Movement and is recorded by placing the relevant 'MP Reserved' marker on the units. Up to 5 German stacks may perform Reserve Movement each turn, but only 1 Russian stack from each of the two Russian First and Second armies may use Reserve Movement each turn.

An 'MP Reserved' marker is placed on a hex containing a single unit or a stack. The marker applies to all units in that hex, therefore any subsequent units entering that hex must be eligible to receive the marker (a unit may have more MP remaining than indicated on the marker, but the extra MP are lost). In the Second Movement Phase the units under an 'MP Reserved' marker are not required to move together as a stack, they may move separately.

Any units with an 'MP Reserved' marker may participate in the First Combat Phase but if they do so then the marker is removed, and the units that participated in the combat will become disrupted as normal and cannot move in the Sec-

ond Movement Phase. Any other units in the stack that did not participate in the combat will also lose their reserve movement benefit (as there is only one marker per hex and it will be removed by participating in the combat) but they will not be disrupted and remain eligible to move normally in the Second Movement Phase.

*A unit with an MA of 3 could spend 0, 1, or 2 MP in the First Movement Phase, receive either a 3, 2 or 1 'MP Reserved' marker, respectively, and then add that number of reserved MP to its total MA (resulting in a temporary MA of 6, 5 or 4, respectively) for the Second Movement Phase. For example, the unit moves 1 hex in the First Movement Phase and then stops and receives a '2 MP Reserved' marker. If it does not participate in combat, then it has an MA of 5 to use in the Second Movement Phase. Another unit with an MA of 3 that is 2 hexes away could not move into and stay in the hex with the marker (although it would not be prevented from moving through the hex if it had sufficient MP remaining to do so) as it would only have 1 MP remaining. Yet another unit, this time with an MA of 4 and adjacent to the hex with the marker could move into the hex and remain there, but it would only have 2 MP reserved, so the extra 1 MP it did not use would be lost.*

## 5.2 Rail Movement

Only a German unit may use rail movement. It costs 1 MP to entrain, 1 MP to move an unlimited distance along uncut, friendly-controlled, connected railway hexes, and 1 MP to detrain. A unit may not entrain, detrain, nor use rail movement in an EZOC. A unit may remain entrained at the end of a movement phase.

From turn 1 to turn 3, up to 2 units may be entrained each turn. From turn 3 until the end of the game, up to 5 units may be entrained each turn (although see optional rule 10.6.1).

## 5.2.1 Cutting/Repairing Rail Lines

A Russian infantry unit may spend 1 MP while in a rail hex in order to cut the rail line, placing a 'Rail Cut' marker in the hex. A German infantry unit in a hex with a 'Rail Cut' marker may spend 1 MP to repair the rail line (and remove the marker). The unit performing the repair must be able to trace a LOS when in the hex, but the unit cutting the rail line does not require a LOS. Rail lines may be cut or repaired while in an EZOC. Units using the optional Forced March (see 10.3) may not cut rail lines.

## 5.3 Reinforcements

A unit designated as a reinforcement enters the map in the First Movement Phase on the turn indicated on its counter. It enters from its side's map edge, paying the appropriate MP for the first hex entered. German reinforcements may enter already entrained (so do not need to spend the 1 MP to entrain) and use rail movement (and count as normal against the limit for the number of units that may be entrained each turn).

## 6.0 COMBAT

During each combat phase, friendly units adjacent to enemy units or fortresses may choose to attack those hexes, but combat is never mandatory. However, if a unit chooses to attack then all enemy units in its ZOC must be attacked that phase, whether by that unit or by other friendly units. To resolve each individual combat each participating unit checks to see if it can trace a LOS, and then the total modified SP for the attacker is compared to that of the defender to create a ratio (rounded down in favor of the defender - *for example, 14 SP attacking 5 SP is 2:1*). The calculated ratio shows which column to use on the relevant Combat Results Table (**CRT** - there are two different CRTs printed on the map; one for the Russians attacking

and one for the Germans attacking). The attacker rolls a single die, which is modified by appropriate DRMs and cross-indexed with the ratio column on the CRT to provide a result, which includes eliminations, exchanges, retreats and advances. After each individual combat is completed in the First Combat Phase (only), all participating attacking units become disrupted.

### 6.1 Participating Units

All defending units in a hex must be combined into a single total SP; the units may not be attacked individually. Any units in the phasing (i.e. attacking) army that are adjacent to the defender may participate in the attack, and all of the participating attacking units' SP are combined into a single total. Units in the same hex may choose to attack different defending hexes. If the defender is in more than one hex and all attacking units are adjacent to all defending units, then it may be resolved as a single combat, summing all SP from all attacking hexes and comparing to the sum of all SP from all defending hexes. A defending unit in a fortress hex adds the fortress SP (printed on the map) to the total defending SP.

### 6.2 Combat Supply

At the start of any individual combat, each participating unit must check to see if it can trace a LOS. If unable to do so then its SP is halved (rounded up) for the upcoming combat. A fortress and any unit defending in a fortress do not need to trace a LOS for combat.

### 6.3 Die Roll Modifiers (DRMs)

The combat die roll may be modified by terrain (see the TEC on the map), if the attacker is making a flanking attack, and by heavy artillery; all DRMs are cumulative.

A forest or swamp in the defending hex adds a DRM of +1 or +2, respectively. If river hexsides are between all attackers and all defenders, then there is a DRM of +3; if any unit is not attacking across a river hexside then the DRM is not applied.

A flanking attack receives a -1 DRM and occurs where all the hexes adjacent to the defending hex(es) are either occupied by the participating attacking units or in the ZOC of the participating attacking units. Only units attacking in this individual combat are considered and the presence of defending units has no effect.

Any heavy artillery attacking with a unit participating in the combat can apply its DRM to the combat, -1 for attackers and +1 for defenders.

### 6.4 Combat Result Explanation

- **AE** – Attacker Eliminated
- **A#** – Attacker Retreat (# of hexes)
- **EX** – Exchange: Defender Eliminated, Attacker eliminates SP equal to at least half the Defender's total, all units remain in place.
- **D#** – Defender Retreat
- **DE** – Defender Eliminated

### 6.5 Retreat After Combat

Units may be called on to retreat as a result of combat. Units must remain as a stack, must retreat towards their edge of the board, must avoid EZOCs unless the EZOC is occupied by a friendly unit, and must not cross river hexsides. Units unable to do so are instead eliminated. Units are allowed to overstack during a retreat, but if an overstacked hex is in a subsequent combat, the over-

stacked units do not contribute towards the combat and are eliminated if the original units in the hex suffer an adverse result.

## 6.6 Advance After Combat

After any combat, any or all victorious infantry and cavalry units may advance into any hex completely vacated by enemy units and into a hex the enemy retreated through (i.e. they may advance more than one hex). The advancing units may each advance separately. Both attacking and defending units may advance (*not just attacking units like most other wargames*). After the initial Advance After Combat into the combat hex, units that continue to advance must stop upon entering an EZOC.

**Exceptions:** Defending units may not advance across river hexsides; HQ, heavy artillery and any overstacked units may not advance after combat.

If the defending hex contained a fortress, it is destroyed if an attacking Russian unit advances into the hex. Once destroyed a fortress cannot be rebuilt; the symbol of the fortress and its ZOCs printed on the map are ignored for the remainder of the game, and the SP of the fortress is counted for VP purposes.

## 7.0 SPECIAL RULES

These special rules take precedence over any previous rules to simulate various historical aspects of the campaign.

### 7.1 First Turn

The first turn of the game begins with the German Second Movement Phase followed by the German Second Combat Phase. German units must make at least 3 separate attacks, at a minimum combat ratio of 2:1, against units of the Russian

First Army (*this is to simulate the German attack at Gumbinen, but you can choose to attack elsewhere*). Failure to do so means the Russians immediately gain 50 VP. After the German Second Combat Phase, the game continues as normal with the turn 2 Russian First Movement Phase.

### 7.2 Russian Rivalries

Russian units from the First and Second armies may not move within 3 hexes of one another (i.e. there always must be at least 3 hexes between units from each army) until at least 20 in supply infantry SP from the Russian Second army ends a game turn within 10 hexes of Königsberg, at which time this restriction is removed for the remainder of the game.

## 8.0 VICTORY CONDITIONS

At the end of the game each side determines its total VP, which are earned from controlling towns and cities (the VP gained are printed on the map) and by eliminating enemy units or fortresses (1 VP per SP).

If one player's VP total is three times or more the VP total of the other player, then the former player has won a Significant Victory. If one player's VP total is two times or more the VP total of the other player, then the former player has won a Minor Victory. Otherwise the game is a draw.

## 9.0 SCENARIOS

There are four scenarios; the Historical setup, the 1905 Schlieffen variant, the Russian Ninth Army variant, and the Masurian Lakes. The format for the setup of each unit in the scenarios is **Hex: Unit ID (SP-MA) Type**



**9.1 Historical Setup**

This scenario covers the Tannenberg campaign, starting with the German attack on Gumbinnen on turn 1 and finishing on turn 26 with the close of the battle of the Masurian Lakes.

**9.1.1 Historical German Setup**

**5514:** 8A Ldw2 (1-3) Cav

**5716:** 8A 1KB (3-4) Cav

**5717:** 8A 41KB (3-4) Cav

**5617:** 8A 2KB (3-4) Cav

**5418:** I 2 (9-3) Inf

**5319:** I 1 (9-3) Inf

**5320:** XVII 36 (7-3) Inf

**5321:** XVII 35 (7-3) Inf

**4822:** IR 1R (6-3) Inf

**4723:** IR 36R (6-3) Inf

**4624:** 8A 3R (6-3) Inf

**4025:** 8A G Boyn (2-2) Gar

**3826:** 8A Ldw6 (1-3) Inf

**2626:** XX 37 (6-3) Inf

**2226:** XX 41 (5-3) Inf

**1826:** II LdwK Ldw3 (4-3) Inf

**1526:** II Ldwk Ldw4 (4-3) Inf

**1023:** 8A HRG (2-2) Gar

**0620:** 8A G Grau (1-2) Gar

Place all German reinforcements on their indicated entry turn on the Game Turn Track.

**9.1.2 Historical Russian Setup*****First Army***

**5714:** IC 3C (3-3) Cav

**5916:** IC 1GC (1-3) Cav

**5818:** IC 2GC (2-3) Cav

**5619:** XX 29 (5-2) Inf

**5621:** 1A 1HA [(-1)-2] Art,

**5520:** XX 28 (5-2) Inf, 1A 2HA [(-1)-2] Art

**5421:** III 25 (5-2) Inf

**5422:** III 27 (5-2) Inf

**4924:** IV 40 (5-2) Inf

**4824:** IV 30 (5-2) Inf

**4826:** IV 5 Sch (3-3) Inf

**4628:** IC 2C (3-3) Cav

**4329:** IC 1C (3-3) Cav

**4029:** II 26 (5-2) Inf, II 43 (5-2) Inf

***Second Army***

**2930:** 2A 4C (3-3) Cav

**2932:** VI 16 (5-2) Inf

**2932:** VI 4 (5-1) Inf

**2831:** 2A 3HA [(-1)-2] Art

**2532:** XIII 36 (5-2) Inf

**2523:** XIII 1 (5-2) Inf

**2232:** XV 6 (5-2) Inf

**2233:** XV 8 (5-2) Inf

**2033:** XIII 2 (5-2) Inf

**1931:** 2A 6C (3-3) Cav

**1932:** I 22 (5-2) Inf

**1933:** I 24 (5-2) Inf

**1531:** 2A 15C (3-3) Cav

Place all Russian reinforcements on their indicated entry turn on the Game Turn Track.

## 9.2 1905 Schlieffen Plan Variant

This variant assumes that the Germans remained within the original confines of the Schlieffen Plan and kept more forces with von Kluck's First Army on the Western Front.

### 9.2.1 Schlieffen Plan Setup

Use the same setup as the historical scenario, except German units from the XX and XVIII corps are not used for the entire game. The German player is awarded 50 VP at the start of the game. The special rule for the first turn (7.1) is modified such that it instead begins on the German First Movement Phase and there is no requirement to undertake a minimum number of attacks against the Russian First Army. It is recommended that players play with the optional rule for Replacements (10.5).

### 9.3 Russian Ninth Army Variant

This variant allows the Russian player to experiment with what may have been achievable had they sent the Ninth Army to East Prussia in-

stead of to Galicia. This option will make it more difficult for the Germans, almost impossibly so if combining this variant with the Schlieffen Plan (*which you can totally do, who will stop you?*). The Ninth Army will be 'attached' to the Second Army and all units will be considered the same as Second Army units. They enter the map as reinforcements on the Russian First Movement Phase of turn 2.

### 9.4 Masurian Lakes

*The battle of the Masurian Lakes is mostly seen as an afterthought by most historians given the decisive action surrounding Tannenberg. While the Russian First Army had begun to retreat after receiving word of Samsonov's catastrophic defeat, Germany was not about to let Russia leave Germany unmolested after Cossacks had thoroughly raided the vast majority of the cultural Prussian homeland. Hindenburg and Ludendorff, with characteristically decisive initiative, again moved the German army by rail back to the suburbs outside of Konigsberg and tasked the 8<sup>th</sup> army with counterattacking the Russian army out of East Prussia. This scenario can be played within an hour or two once familiar with the basic procedures of the game, probably longer if using hidden movement.*

- The game starts on turn 19 (note the red 'M' on the Game Turn Track) and ends on turn 26.
- German LOS is of unlimited length instead of the standard 40-hex limit.
- It is recommended that the optional rule for Replacements (10.5) is not used in this scenario.
- The German player only wins the scenario if there are no Russian units remaining within East Prussia by the end of the game. Russian units forced to retreat off-map are considered eliminated. Otherwise, it is considered a Russian victory (*I use the term victory loosely here, purely in game turns, it would have been historically*

*impossible for Russia to manage an outright political victory at this point).*

### German Setup

**4407:** 8A G Kon (3-2) Inf

**4310:** II LdwK Ldw3 (4-3) Inf

**4209:** II LdwK Ldw4 (4-3) Inf

**4111:** OHL HR Po (3-2) Gar

**4113:** GR 1GR (8-3) Inf

**4114:** GR 3G (8-3) Inf

**4014:** IR 36R (6-3) Inf

**4018:** XI 22 (6-3) Inf

**3919:** XI 38 (6-3) Inf

**3920:** XX 37 (6-3) Inf

**3922:** XX 41 (5-3) Inf

**4224:** XVII 36 (7-3) Inf

**4025:** 8A G Boyn (2-2) Gar

**4326:** XVII 35 (7-3) Inf

**4427:** I 2 (9-3) Inf

**4529:** I 1 (9-3) Inf

**4531:** OHL 8K (3-4) Cav

**4432:** 8A 41KB (304) Cav \*

**Optional (see 10.6) 3521:** 8A H-L (1-4) HQ

\* This cavalry unit is fixed in place at the start of the scenario and cannot move (*it was assigned to cover the flank of the German force, watching for remnants*

*of the Russian Second Army*). Starting with the second turn of the scenario (turn 20) at the beginning of the German First Movement Phase, roll 1d6; if the result is a 5 or 6, the 41KB cavalry unit is released from flank duty and may move freely. The unit also will be released at any time if a Russian unit moves adjacent to it.

### Russian Setup

All Russian units are from the First Army only.

**4608:** XXVI 53 (6-2) Inf

**4610:** XXVI 55 (6-2) Inf

**4911:** XX 28 (5-2) Inf

**4713:** IC 1GC (1-3) Cav

**4514:** III 25 (5-2) Inf

**4315:** III 27 (5-2) Inf

**5015:** XXVI 54 (6-2) Inf

**4916:** 1A 2HA [(-1)-2], 1A 1HA [(-1)-2], **Optional (see 10.6):** 1A Renn. (1-4) HQ

**4317:** IV 30 (5-2) Inf

**4617:** XX 29 (5-2) Inf

**4418:** IV 40 (5-2) Inf

**4219:** XXVI 57 (6-2) Inf

**4520:** IC 2GC (2-3) Cav

**4220:** II 26 (5-2) Inf

**4720:** XXVI 72 (6-2) Inf

**4423:** II 43 (5-2) Inf

**4625:** XXVI 76 (6-2) Inf

4827: IC 1C (3-3) Cav

## 10.0 OPTIONAL RULES

The following rules are optional; while more historical they may affect the balance of the game, and thus are recommended for solo players (*with the exception of the Hidden Movement rule obviously, unless you are like me and have an awful short-term memory*).

### 10.1 Hidden Movement

The backside of all units features a symbol specific to the unit's nationality. Players may flip all units on map over to their backsides to hide the identity of each unit. Players may inspect the front side of each enemy unit that is adjacent to a friendly unit. Included in the counter mix are 5 dummy units for each side, which you may use to add uncertainty, tricking your opponent into thinking you may have strong units where you in fact have none. German dummy units have an MA of 3 and Russian dummy units have an MA of 2. Once revealed dummy units are removed from the map and may re-enter the map as reinforcements the following turn. When using this rule disrupted units may be rotated 45-90 degrees instead of being flipped.

### 10.2 Cavalry Exceptions

Cavalry behaved differently from infantry in 1914; they never attacked infantry head on and had less auxiliary support than the average infantry unit (*i.e. they were relatively useless except for probing/recon*). The following rules reflect this.

#### 10.2.1 Cavalry v. Infantry

Cavalry may never attack enemy infantry unless a friendly infantry is also involved in the

attack. Cavalry defends as normal when attacked by infantry (but see 10.2.2).

#### 10.2.2 Cavalry Retreat Before Combat

When cavalry is attacked by infantry units only (the presence of heavy artillery has no effect), the cavalry may choose to retreat 1-2 hexes before the combat is resolved. If there are cavalry with the attackers, the defending cavalry may still retreat before combat if it rolls a die and scores 1-3, otherwise it must fight the combat. Each defending cavalry chooses whether to retreat before combat individually and may only do so if not stacked with infantry or heavy artillery. Attacking infantry and cavalry units may advance into any hexes which the retreating cavalry vacated during its retreat before combat, but the attacking units are disrupted as if they had attacked normally regardless of whether they advance or not (also see 10.2.3). Attacking cavalry may also choose to retreat before combat, using the same process as above.

*(Important: Attacking cavalry units which successfully retreat before combat, free up adjacent friendly forces also adjacent to the same enemy force from having to attack that force during the combat phase (defending units can be temporarily disrupted to reflect this). This tactic explicitly models the probing/reconnaissance abilities of cavalry.)*

#### 10.2.3 Cavalry Hex Control

Cavalry units only control a hex while they occupy it unless they spend 1 MP while inside the hex they wish to control. This means that once a friendly cavalry unit moves out of a hex, control reverts to the side that previously controlled the hex (which may be the same side) unless the cavalry spent the 1 MP while in the hex.

### 10.3 Forced March

During either or both movement phases, a unit may increase its MA by 1 if it declares a forced march at the start of its movement. Units making a forced march may not enter an EZOC nor a hex adjacent to an enemy unit (*like an enemy across a river hex, for example*) and are not eligible for reserve movement. Force Marching units may not cut rail lines (see 5.2.1)

### 10.4 Refugee Congestion

On the first 4 turns of the game, a unit must pay +1 MP to move into any town or city hex.

### 10.5 Replacements

When a unit is eliminated, roll a die and the unit will return as a reinforcement in that many turns. When using this rule, the players will need to keep a record of SP lost for VP purposes. (*Design Note: in playtesting, I found that players would behave more historically cautious if they knew that their units could not return, though using replacements is the more historically accurate option*).

### 10.6 Army Headquarters (HQ)

An HQ functions just like a normal unit (*but is fairly useless*). Players may choose to model some of the historical effects of the commanders using the following rules. If an HQ is eliminated in combat, there are negative consequences.

#### 10.6.1 German HQs

The German player starts with von Prittwitz in Königsberg during turns 1-2, the German player may not use Rail Movement. On turn 3 von Prittwitz is exchanged for Hindenburg-Ludendorff and this restriction is removed. If a German HQ is eliminated in combat, the Russian player immedi-

ately wins the game (*historically, these HQs remained in Königsberg*).

#### 10.6.2 Russian HQs

The Russian player begins with 2 Army HQs; Rennenkampf for the First Army and Samsonov for the Second Army. If Rennenkampf is eliminated in combat, all units of the First Army may not move for 1-3 turns, and the same effect for the Second army if Samsonov is eliminated. At the beginning of the first Russian turn after an HQ has been eliminated, the Russian player rolls 1d6, if the result is a 1, the army may move normally. Two turns after an HQ has been eliminated, the Russian player needs a 1-3 in order to move the affected army, and on the third turn after the HQ elimination the affected army may move again normally.

##### 10.6.2.1 Samsonov's Suicide Roll

As soon as the Russian Second Army loses 25 or more SP, the Russian player rolls 1d6; on a 1-4, Samsonov tragically kills himself (reflecting the historical disaster of the Battle of Tannenberg), otherwise he survives. If Samsonov kills himself, the Second Army may not move during either movement phase the turn after he dies. The turn after that the restriction on cooperation between the First and Second Armies is removed. If he survives, Samsonov regains his nerve and inspires his remaining units to fight on; each unit in the Second Army may add 1 to both their SP and MA for the remainder of that turn and the following turn. The restriction on cooperation between the First and Second Armies remains in place, however.

### 11.0 DESIGNER NOTES

*The Tannenberg campaign and the ensuing battles of the Masurian lakes were the initial situations that got me interested in wargaming in general. While many like to think that the overwhelming German victory in*

East Prussia was a foregone conclusion, this was not the case at all. The campaign started with a German defeat at Gumbinen. von Prittwitz, commander of the 8<sup>th</sup> Army, became thoroughly disturbed and decided to completely abandon East Prussia and started to retreat towards inner Germany.

It was only once Hindenburg and Ludendorff (hereby referred to as H-L) replaced von Prittwitz in the east did the German army in the east begin to show signs of life and initiative. Observing that the first Russian army was advancing very slowly and cautiously toward Königsberg, H-L decided to move the entirety of German forces in northeastern Prussia by rail to its center, leaving only a cavalry screen to defend the approach to Königsberg. Additionally, this being the infancy of electronic communications, the Russian army frequently transmitted orders without doing so in code, and on an open channel, giving H-L an exceptionally detailed picture of everything the Russians were doing (not unlike the full battlefield space awareness unavoidable in non-double-blind wargames).

H-L, confident that the first Russian Army would continue on a predictable pace, left North-East Prussia defended by a thin cavalry screen and moved the bulk of their forces, some of the finest in the Prussian army, by rail toward the more rapidly advancing Russian Second Army. The Russian Second Army was advancing into East Prussia with relative urgency compared to the Russian First Army. The Second Army at one point had to stop marching because they had completely outrun their supply train and had to wait for them to catch up. To make things more precarious for the Second Army, they were lacking in cavalry, not giving them a chance to properly reconnoiter the Prussian heartland.

Meanwhile, H-L had amassed a huge force alongside both flanks of the Russian Forces. Decisively on the 26<sup>th</sup> of August 1914, H-L engaged their forces and completely turned the flank of the Russian Second army who were unable to respond. Their lines of communications

were cut in a single stroke. In a mere 4 days, the Second Army had been nearly annihilated, over 150,000 Russians were captured, killed or wounded in addition to losing to the Germans some 350 guns, with only about 10,000 escaping the German pincer attack. Samsonov, who had been a respected and storied commander in the Russian army, attaining distinction during the Russo Japanese wars of 1904-05, calmly rode a horse into the forest and shot himself in despair over the disaster.

The German army would then go to redeploy to North East Prussia as the First Army, led by Rennenkampf, reached the outskirts and rural suburbs of Königsberg. At this point, word had reached Rennenkampf of the Second Army's fate and he had no choice but to retreat back toward Russia. H-L weren't going to allow the First Army to retreat unmolested and maneuvered to begin what became the First Battle of the Masurian Lakes, a fairly straightforward battle where the Germans were effectively able to harass the Russians on their way out of East Prussia, taking a few Russian cities in the process.

The two Russian armies functioned in effect as two completely separate entities. The whole point of the Russian plan was for both armies to advance in unison so that they could unite around the middle of East Prussia, cut off Königsberg from the rest of Germany, and settle in for a siege. Ironically, the Russian army ran a Kriegspiel (19<sup>th</sup> century Prussian wargame) putting their plan to practice, and they were defeated in detail by the officers playing the Germans. Instead of altering their plans, somewhat humorously for wargame designers, the Russian staff rewrote the rules of the wargame to favor their forces, after which their plan went off without a hitch.

More salaciously, rumors spread by Ludendorff about the relationship between Rennenkampf and Samsonov forged much of the basis for an unproven assumption that the two men hated one another. While an episode about the men punching one another may be true

or not, I think more of the Russians problems had to do with the plan of the two-pronged invasion itself, with each of the armies isolated by dense Prussian marshland. The original result of the wargame played by the Russian staff is telling as to the failures of the Russian invasion.

Since and before the time of Alexander the Great, the main lifeblood by which an army operates is via its supply train. Men do not function at full capacity when hungry, thirsty, or unable to find ammunition for their guns and artillery. At the time, the Russian rail gauges were completely incompatible with the German/European rail gauges. Worse yet, most of the Russian rail network the Second Army drew supply from ended uselessly inside Russian steppe, forcing the supply trains to often take a day's long trip to reach the front. Combine this with the fact that the two Russian armies were unable to communicate with one another, and you have a potentially devastating situation for the more isolated army.

Rather than chalk up the inability to cooperate and communicate to personal animus, I think the reason was more technological, geographical and structural (organization wise). The technological aspect was described above, but the main failure was to develop an efficient means of delivering supply due to the lack of a sophisticated rail network. Geographically, the terrain between the two armies was completely miserable, relatively speaking. Much of it was dense marsh and swamp-land and it being August, these areas were particularly uncomfortable. Without a sophisticated means of electronic communications, there was no way the two Russian commanders could ever have an idea of what the other one was doing given they would be relying on a relatively antiquated means of communication. Even had the Russians developed a code to mask their communications, the technology was not reliable enough to be used to operational effect. Finally, with these two problems in mind, which should have been apparent with the first Russian staff run wargame, the third solu-

tion could have possibly been mitigated by subordinating the two Russian armies to an overall theater command. Having a singular authority in their rear could have allowed for greater coordination between the two armies, given it would be easier to communicate with (and draw supply from) an HQ in friendly territory. This is only my humble opinion, but I think the Russian Imperial army gets a bit of a bad reputation. For all their strategic shortcomings, their infantry and their officers fought exceptionally well and bravely, given the lack of support, or frankly competence, from the leaders they relied on.

All of this history is effectively baked into the mechanics of the game, especially the movement allowances and double turn structure. The German player, while having powerful units, does not have many. The loss of a 9-3 unit can be devastating, so the German player cannot be reckless with his forces. The Russian player can afford to be more reckless, but not too much more reckless. An aggressive First Army can create a number of problems for the Germans. Both players will need to balance when to commit their forces as opposed to maneuver but will need to do so at a pace which complements the relative strengths and weaknesses of the side they are playing.

**German CRT**

**Russian CRT**

GER	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1
0	A2	A1	A1	D1	D1	D2	D2	D3	DE	DE	DE
1	A3	A2	A1	A1	D1	D1	D2	D2	D3	DE	DE
2	AE	A3	A2	A1	A1	D1	D1	D2	D2	D3	DE
3	AE	AE	A3	A2	A1	A1	D1	D1	D2	D2	D3
4	AE	AE	AE	A3	A2	A1	A1	D1	D1	D2	D2
5	AE	AE	AE	AE	A3	A2	A1	A1	D1	D1	D2
6	AE	AE	AE	AE	AE	A3	A2	A1	A1	D1	D1
7	AE	AE	AE	AE	AE	AE	A3	A2	A1	A1	EX
8	AE	AE	AE	AE	AE	AE	AE	A3	A2	EX	EX
9+	AE	AE	AE	AE	AE	AE	AE	AE	EX	EX	EX

RUS	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1
0	A3	A2	A2	A1	D1	D1	D2	D2	D3	DE	DE
1	A3	A3	A2	A2	A1	D1	D1	D2	D2	D3	DE
2	AE	A3	A3	A2	A2	A1	D1	D1	D2	D2	D3
3	AE	AE	A3	A3	A2	A2	A1	D1	D1	D1	D2
4	AE	AE	AE	A3	A3	A2	A2	A1	D1	D1	D1
5	AE	AE	AE	AE	A3	A3	A2	A2	A1	A1	D1
6	AE	AE	AE	AE	AE	A3	A3	A2	A2	A2	EX
7	AE	AE	AE	AE	AE	AE	A3	A3	A2	EX	EX
8	AE	AE	AE	AE	AE	AE	AE	A3	EX	EX	EX
9+	AE	AE	AE	AE	AE	AE	AE	EX	EX	EX	EX

**Terrain Effects Chart**

Terrain	Movement	Combat DRM
Clear	1	-
Forest	NE	+1
Cities & Towns	NE	NE
Rivers	+1	+3
Swamps	2	+2
Fortresses	OT	See Fortification Rules
Lake	Blocks Movement	Blocks Combat
Rail (GER only)	1/4 (Entrained)	NE

Notes  
 NE = No Effect OT = Other Terrain  
 - Units that retreat across river hexides are eliminated  
 - ZOCs do not extend across River hexsides  
 - Undestroyed German fortresses project a ZOC which blocks Russian Movement  
 - Rail is treated as OT unless the German player is using Rail Movement

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