

EMPERORS LAST WAR

EASTERN FRONT 1914

1. INTRODUCTION
2. UNITS
3. GAME TURN
4. RESERVE MOVEMENT PHASE
5. MOVEMENT
6. LINES OF CONTROL
7. ATTACK
8. MORALE
9. RETREAT
10. ADVANCE
11. SECOND ATTACKS
12. CAVALRY
13. BORDERS
14. FRONTS
15. VICTORY CONDITIONS
- A. BATTLE OF GALICIA**
16. CONCEALMENT
17. PATROLS
18. RAIL TRANSPORT
19. REINFORCEMENTS
20. SECRET TRANSFER
21. HEADQUARTERS
- B. RUSSIAN STEAM-ROLLER**
22. SUPPLY
23. SPECIAL ATTACKS
24. TRENCHES
25. FORTRESSES
26. BRIDGEHEADS
27. CORPS SPLIT
- C. HINDENBURG'S OFFENSIVE**
28. UNITS ELIMINATIONS
29. SUPPLY LIMITS
30. MOBILISATION
31. LANDSTURM
32. POLISH LEGIONS
33. WESTERN FRONT REINFORCEMENTS
34. HASTENING OF REINFORCEMENTS
35. CAVALRY CONCENTRATION
36. OBJECTIVES
37. POLITICAL OBLIGATIONS
38. SEA TRANSPORT
39. CRUSHING VICTORY
40. CAMPAIGN 1914
- D. RESCUE**
- E. AUTUMNAL CRISIS**
- F. ALLIES**
41. BALKAN VARIANT
42. REORGANIZATION
43. RESERVISTS
44. FORTRESS WARSAW
45. TRANS-SIBERIAN RAILWAY
46. RUSSIAN RAILWAY EFFICIENCY
47. UNCERTAIN SUPPLY
48. CAPTURED ROLLING-STOCK
49. FREE SPLIT
50. MOBILIZATION PLANS' CHANGE

1. INTRODUCTION

"Emperors' Last War" is the game based on Eastern Front Campaign 1914. There are two sides - Russia and Central Powers (Austro-Hungary and Germany). One hex has 25 km in scale, one turn - 6 days.

1.1. THE GAME MAP

On the game map you will find the following:

- ATTACK'S SUCCESS CHANCE charts
- VICTORY POINTS track
- map divided into a field of hexagones (hereafter called hexes). Each hex is identified by number.

1.1.1. There are different type of terrain: clear, forest, lakeland, forest/lakeland, swamp, hills, mountains and fortress. It is presumed that there is one type of terrain on entire hex. Fortresses occupy the whole hex. Railroads and bridges connecting hexes are marked on the map, too.

1.1.2. There are obstacles on the map: small and big rivers, lakes, mountain's and highmountain's crest and fortifications, bridgeheads, state and front borders This lines and obstacles are considered to run along the hexsides.

1.1.3. Influence of terrain on movement and combat is described in the proper rules.

1.1.4. Names of the towns and cities are the then polish names or official names. Other language names are given in GEOGRAFICAL NAMES DICTIONARY.

1.2. RULES

Successive rules are numbered in this way: at the first general rule is given and then its developments and supplements. Developments have the same first numbers (e.g. rules 1.1 and 1.2 develop rule 1 and rules 1.1.1 and 1.1.2 develop rule 1.1). The Polish Errata is included to the English rules.

1.3. DICES

Twelve-sided dice is used in the game.

1.4. SCENARIOS

"Emperors' Last War" is in the matter of fact a game system which includes a few games with different levels of difficulty, called "scenarios". Scenario's rules are constructed in this way that more complicated one is developing the simpler one. Next scenarios are more and more

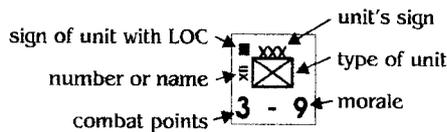
interesting and better simulate historical realities but their rules are more difficult. It is strongly suggested that players willing to play more complicated scenario should familiarize themselves with more simple one first. "Biting off more than one can chew" is a guaranteed way of finding total frustration.

2. UNITS

Counters represent military units (corps, divisions, etc.).

2.1. UNIT'S COUNTER

There are items on the unit:



All of these items are described in tables: UNIT'S SIZES, UNIT'S TYPES, ABBREVIATIONS and next rules.

2.1.1. German units are green, Austro-Hungarian units are blue, Polish Legions are grey and Russian unit are red. Black overprint is sign of second line units (8.4).

2.2. MARKERS

Markers are used to record information such as state of unit or situation in the game. They are described in the proper rules.

3. GAME TURN

Each Game-Turn consists of two Player-Turns. First is The Central Powers Player-Turn. Each Player-Turn consists of some Phases.

3.1. PHASES

Sequence of play consists of four constant phases. They are as follow:

- SUPPLY PHASE
- NORMAL ATTACK PHASE
- NORMAL MOVEMENT PHASE
- SECOND ATTACK PHASE

Each player can use a special, movable RESERVE MOVEMENT PHASE (4).

3.1.1. Actions of one phase can not be performed in another one.

3.1.2. End of Second Attack Phase is the end of the Player-Turn.

3.2. GAME-TURN MARKER

Game-Turn Marker is placed on Game-Turn Track on the map. Dates in the boxes are corresponding to the first days of turns.

SUPPLY PHASE:

player is distributing supply (22), rally disrupted units (8.8), doing reconaissance (16.1), build trenches (24), reconstruct units (28.1) and their concentrate cavalry (35) form Landsturm (31) and Legions (32).

NORMAL ATTACKS PHASE:

players units attack enemy units (7), during every attack retreats (9), morale check (8) and advances (10) are taking place.

NORMAL MOVEMENT PHASE:

player moves units (5) transports them on railroads (18) and sea (38) and enters reinforcements (19).

SECOND ATTACKS PHASE:

player units may attack a second time (11).

4. RESERVE MOVEMENT PHASE

Initiative, units engagement and having reserves to exploit success or to prevent a breakthrough is decisive in military operations. All of this complicated factors are simulated by the use of Reserve Movement Phase.

4.1. RESERVES

Unit is in reserve if it is adjacent to no enemy unit or if it is concealed (16).

4.1.1. Units separated by lake, sea or high mountain's crest are not treated as adjacent.

4.2. APPLICATION

Moment of Reserve Movement Phase application depends on player's will. Each player can do this one time in every Player-Turn. It can be done both in own Player-Turn and in Player-Turn of enemy. Player can always use his Reserve Movement Turn in Player-Turn of enemy. Player can use it in own Player-Turn if he don't use it in last enemy Player-Turn.

4.2.1. Reserve Movement Phase can be applied only between two other phases.

4.2.2. Moving Player has priority in making decision to apply Reserve Movement Phase.

4.2.3. Reserve Movement Phase cannot be applied just after enemy's Reserve Movement Phase.

4.2.4. Moments when it is possible to apply Reserve Movement Phase are as follow:

SUPPLY PHASE

reserve movement phase - own or enemy's

NORMAL ATTACK PHASE

reserve movement phase - own or enemy's

NORMAL MOVEMENT PHASE

reserve movement phase - own only

SECOND ATTACK PHASE

Design Note:

Application of Reserve Movement Phase is a key to this game. It can be used to regroup before your own attack (the most frequently way of applying), to piece together front line (after enemy attacks and before his moves), to withdraw (after own normal moves), to encircle engaged enemy units (before enemy attacks) or to exploit breakthrough (after own attack and normal moves). There are a few more possibilities of applying this phase making this game fluent and dynamic.

5. MOVEMENT

Player may move their units in movement phase (normal or reserve). Player may move units one at a time, hex by hex, in any direction or combination of directions he wishes, until he moves all the units he wishes to. In Normal Movement Phase player cannot move units which have been attacking in the same Player-Turn. In Reserve Movement Phase a player can move only this unit which on the beginning of the phase had been in reserve (rule 4). Unit's move in normal movement phase doesn't limit its move in reserve movement phase and vice versa.

5.1. MOVEMENT POINTS

Units move from hex to contiguous hex, expending movement points (MPs) for each hex entered. The MP costs of entering a hex depends on the terrain in the hex.

5.1.1. Units have the following movement allowances:

- infantry units -  - 3PM
- cavalry units -  - 4PM

5.1.2. The costs in MP to enter hex are as follow:

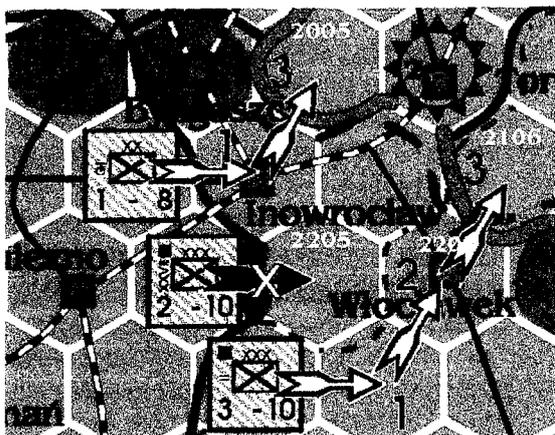
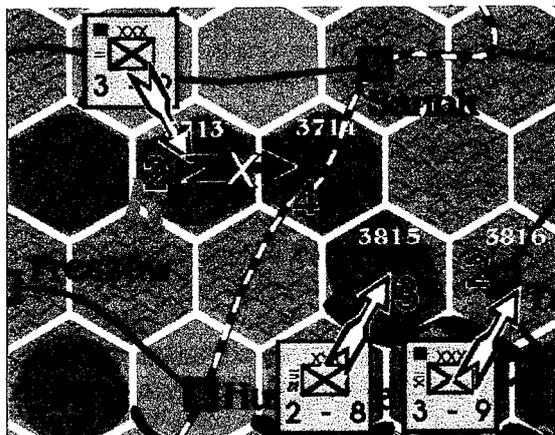
- clear 1MP
- difficult (forests, lakelands, hills) - 1MP
- very difficult (swamps, mountains, forest/lakelands) - 2MP
- crossing big river or mountains crest, additionally 1MP

5.1.3. Crossing small river or big river over bridge costs no additional MP.

5.1.4. Units may not cross lakes nor highmountains crests. Units may never enter nor pass through a hex containing an Enemy unit.

5.1.5. Other objects and lines require no MPs.

5.1.6. Units may never exceed its Movement Allowance.



5.2. MOVEMENT LIMITS

A unit may not spare MP for next phase nor gives its MP to other unit.

5.3. STACKING LIMITS

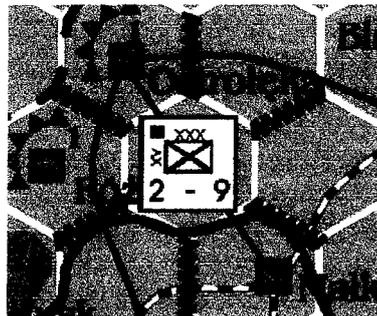
Each player may stack no more than 4 of his units per hex. Players may exceed stacking limits if their units have no other way in case of retreat (9). Player must remove overstacking units as soon as it is possible.

5.4. ALLIED UNITS

There are no limits in cooperation between German, Austro-Hungarian and Legion's units.

6. LINES OF CONTROL

Bigger and better organized units have Lines Of Control (LOC). LOC is a hexside between two hexes adjacent to the hex occupied by unit.



6.1. LOC'S SING

Units marked by black square in top right corner of the counter have LOC's only.

6.2. INFLUENCE OF ENEMY LOC

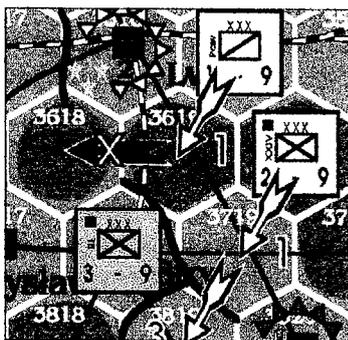
Influence of Enemy Line of Control (ELOC) on units movements depends on terrain's type. It does not depend on number of enemy units adjacent to hexsides.

6.2.1. Crossing ELOC costs additionally 1MP when unit enters into clear hex, difficult terrain or cross small river.

6.2.2. ELOC makes crossing big river, mountains crest or entering very difficult terrain impossible.

Example

Russian XXIV Corps pays 1MP additionally entering hex 3819 because ELOC's presence. Small river doesn't causes additional costs. Pavlov Cavalry Corps can't



enter hex 3618 from hex 3619, because ELOC blocks entering swamps - very difficult terrain.

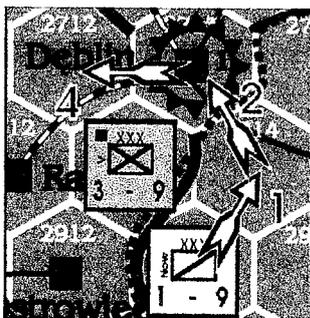
Exeption 1 - crossing is possible if destination hex had been occupied by other own unit at the beginning of that phase. Such move cost all unit's MPs and the unit may not attack in the closest attack phase.

Exeption 2 - retreat or movement in HQ direction

6.2.3. ELOC is ignored if both hexes between it exists are separated from enemy units with LOC by big river, lake, highmountain crest, fortress, bridgehead or own unit occupied fortified area.

Example

Novikov Cavalry Corps pays no additional movement cost entering hex 2814 nor Deblin, because big river separates enemy unit from hexes 2913 and 2814, and Deblin is Russian fortress. Hex 2712 isn't separate from enemy units, so entering this hex cost 1MP additionally.



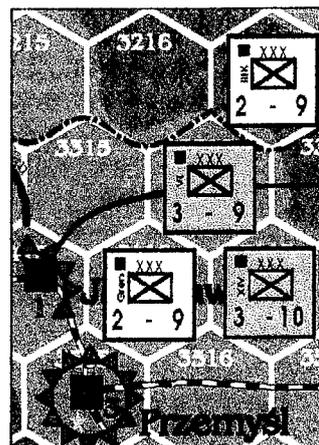
6.2.4. Presence of own LOC do not annul ELOC. Presence of own units on hexes neighbouring to ELOC do not annul its influence on movements but annul it for the purposes of encirclement (rule 6.3) and retreat (rule 9).

6.3. ENCIRCLEMENT

Unit of group of units are in encirclement when it is surrounded by enemy units or LOC on all sides. For purposes of this rule railhexes across wch enemy can make rail shifts are treated as occupied by enemy units. Lakes, highmountains crests, Romanian border, seashore and map edges on enemy territory are treated as ELOC.

Example

Russian Grenadier Corps is encircled, because Przemysl and Jaroslaw are Austro-Hungarian fortifications treated as units. Austro-Hungarian VI Corps in not encircled, because presence of XIV Corps annul ELOC between hexes occupied these corps.



7. ATTACK

Attack procedure consists of stating attacked hex, announcing attacking units and determining combat result.

7.1. ATTACK PRE-CONDITIONS

Units can attack only enemy units on adjacent hex. The entire hex is attacked, it means all of enemy units on this hex.

7.1.1. More than one unit may participate in attack. Units attacking together may attack from more than one hex. Stacking units are not forced to attack together and may attack different hexes.

7.1.2. One hex may be attacked more than one time. Unit can participate in only one attack.

7.1.3. Unit is never forced to attack.

7.1.4. Unit may not perform attack across lakes, sea and highmountains crests.

7.2. ATTACK RESOLUTION

Player announces attacking units, attacked hex and determines combat result. If attack succeeded defender's units retreat (9), make

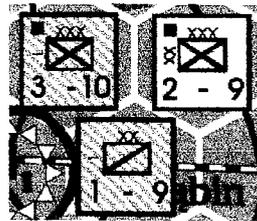
morale check (8) and then attacking units can perform advance (10). Only after finishing all the attack procedures player can perform next attack.

7.3. COMBAT RESULT

To determine combat result the attacking player adds up the combat points of attacking units (attacker strength) and the combat points of defending units (defender strength). He finds in the Attack's Success Chance chart column with attacker's strength and row with defender's strength. The number in intersection is the Attack's Success Chance. Now player rolls die. If result is equal or less then Attack's Success Chance - the attack succeeds. Successful attack consequences retreat of defender and possibility of advance. Result higher then Attack's Success Chance reflects the attacker's failure. All units remain on the same hexes.

Example

German I Corps and 1st Cavalry Division are attacking Russian XX Corps. Attacking units have 4 combat points together. Attack's Success Chance equals 8. Attack



succeeds with results 1-8 and fails with result 9-12.

7.3.1. Attacking or defending forces, stronger then 8 CP, count as 8 CP.

7.4. ATTACK'S SUCCESS CHANCE MODIFICATIONS

Attack's success chance can decrease or increase depending on circumstances. All modifiers are cumulative.

7.4.1. Attack's success chance reduces as follow:

- in attack on difficult terrain hex - by 1
- in attack on very difficult terrain hex - by 2
- in attack from very difficult terrain hex - by 1
- in attack across small river - by 1
- in attack across big river - by 2
- in attack across mountain's crest - by 2

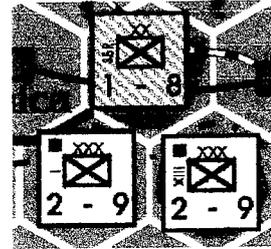
Difficult terrain it's forest, lakeland or hills. Very difficult terrain it's mountains, swamp or forest/lakeland.

7.4.2. Presence of bridge over the big river has no influence on success chance. Section of big river with bridge is treated as other sections of big river.

7.4.3. If units attack from two hexes and only part of them is attacking with a modification attack's success chance reduces when half or more combat points attack with this modification.

Example

Russian I Corps together with XIII Corps attacks German 35th Reserve Infantry Division. Without modification attack with strength relation 4:1 has success chance 10. 35th RID

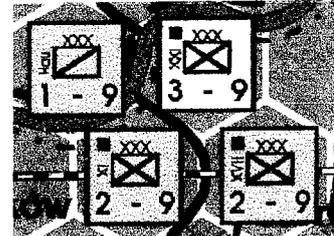


defends on forest hex what reduces success chance to 9. From the other side XIII Corps attacks from swamps and because half of attacking combat points comes from this corps success chance reduces to 8.

7.4.4. If units attack from more than two hexes and with different modifications player should count modifications for each hex separately. Modification for entire attack is the worst modification for half or most attacking combat points.

Example

Austro-Hungarian VII, XI Corps and Hauer's Cavalry Corps attack Russian XXI Corps. Without modifications attack with strength relation



5:3 has success chance 7. Because of attack across the small river there is "-1" modifier for XI Corps and because of attack across big river there is "-2" modifier for Hauer's Corps. 3 combat points have at least "-1" modifier, and it's a half of attacking forces. Application this modification reduces success chance to 6.

7.4.5. Attack on encircled units raise attack's success chance by 2.

7.4.6. Only thanks to modifications it is possible to attack without success with attack's success chance 12.

8. MORALE

If attack succeeds defender take MORALE CHECK. He rolls die for every attacked unit. Result higher then its MORALE (see 2.1) consequence unit's DISRUPTION. Unit's morale depends on attack and retreat conditions. All modifiers are cumulative.

Design note

Morale check is taken after retreat (9), but to understand rules of retreat is necessary to know morale rules first.

8.1. DISRUPTED UNITS

Disrupted units are marked by marker:



Disrupted units have the same movement allowances and morale as they have before disruption, but have less combat strength. Disrupted units have no LOC's.

8.1.1. Disrupted units have half of their normal strength, round off down. If more than one such units take part in combat, rounding off is made after summarizing their CP's.

Example:

Strength of disrupted corps with 3CP's and disrupted division with 1CP is 2CP's.

8.1.2. Disrupted unit with normal strength 1 standing alone has strength 1 when attacked, independent from quantity of them, but attack's success chance increases by 2. Such unit can not attack alone.

8.1.3. Disrupted units are subject of morale check, too. In the case of fail morale check they are eliminated.

8.2. STRENGTH RELATION

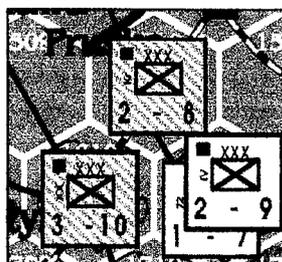
In the some cells in Attack's Success Chance chart besides the red number player can find a number in the lower corner - morale modification followed strength relation. Negative number means reduction of attacked units morale, positive number - increasing of attacked units morale. Lack of the number means lack of such modification.

8.3. MORAL ADVANTAGE

If between attacking units there is a unit with morale higher than each of units on attacked hex, morale of attacked units reduces by 1.

Example

German XX Corps and Corps "Königsberg" attack Russian IV Corps and 72nd ID. Because XX Corps morale is higher than morale of both Russian units in morale check after successful attack "-1" modifier is applied. Morale of XX Corps is in that case 8 and 72nd ID's morale is 6.



8.4. SECOND LINE UNITS

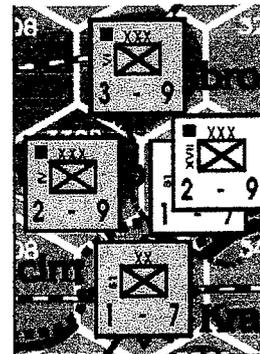
Units with morale 5 or 7 (Russians reserve divisions and units of Central Powers Landsturm units) have less military worth. If

between attacking units there is even one such unit morale of attacked units increases by 1.

Example

Austro-Hungarian IV and VI Corps with 51st ID attack Russian XVII Corps and 81st ID.

Austro-Hungarian 51st ID is second line unit, so in morale check after successful attack Russian units morale increase by 1 - XVII Corps from 9 to 10 and 81st ID from 7 to 8.



8.5. ATTACK ON PREVAILING FORCES

If sum of attacking units combat points is lower then sum of defender's combat points in case of unsuccessful attack all attacking units must take morale check with their morale reduced by defender's superiority in combat points.

8.6. SURRENDER

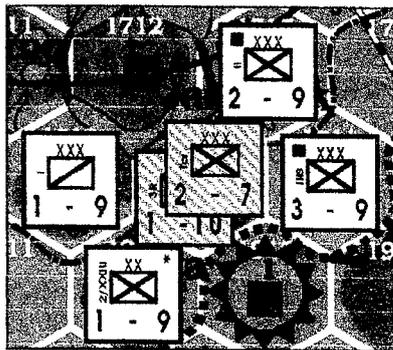
If successfully attacked unit occupy isolated hex - is totally surrounded by enemy units, sea, lakes or highmountains crests - its morale is additionally reduces by 4. In the case of disruption it is eliminated. If it pass morale check all units remain on the same hexes.

8.6.1. If group of units have been successfully attacked on isolated hex defender take morale check for undisrupted unit with the highest morale (with modifications as above). If that unit fail morale check the whole group surrenders. If that unit pass morale check defender is taken morale check for every unit left. In case of fail morale check those units are disrupted but stay on their hex.

Example

Russian units: II Corps, III Siberian Corps, I Cavalry Corps and 2nd ID attack German Corps "Thorn" and 3rd RID. Without modifications attack with strength relation 7:3 has success chance 9. German units are encircled what increase success chance to 11, but they defend on swamps what reduces it to 9 again. After successful attack German units cannot retreat, because they cannot cross lake and fortress is treated as enemy unit. Defender take morale check for 3rd RID (this unit has higher morale than Corps "Thorn"). Its morale reduces by 1 (attack with relation 7:3) and when checking surrender additionally by 4 - so it's 5. With results 6-12 both units are eliminated. With results 1-5 3rd RID remains on the hex undisrupted, but morale of second unit is checking. The same modifiers are applied -

Corps "Thom" morale reduces to 2. There is no effects with results 1 and 2. With results 3-12 unit remains on the hex but it is disrupted.



8.6.2. Successfully attacked disrupted units on isolated hex are eliminated.

8.7. UNSUCCESSFUL ESCAPE

If units end their player-turn in surrounding player check possibility of surrender as above, reducing their morale by 4. There is only one morale check for the group of units occupying one hex - they all surrender or have no losses. If there is a group of units on more than one hex in surrounding every hex is checking separately.

8.8. RALLYING OF DISRUPTED UNITS

In every supply phase both players may attempt to rally disrupted units. To rally, a disrupted unit must roll its morale number or less with 2D. Disruption marker is removed from rallied unit and unit recover normal strength. Attempt of rallying is voluntary.

8.8.1. Moving Player has priority in making decision to rally. In case of failure rallying player can attempt to rally his unit in next supply phase - until he succeeds.

8.8.2. Morale of units rallying in the presence of enemy (unit, fortress or bridgehead) on adjacent hex reduces by 4. Morale of units rallying in distance less than 4 hexes from enemy and not adjacent to him reduces by 2.

9. RETREAT

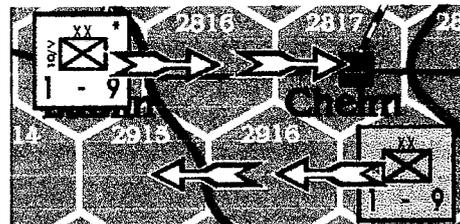
Immediately after successful attack all defending units have to retreat two hexes away. If unit retreat across ELOC, big rivers and mountains crests or cannot retreat in CORRECT RETREAT DIRECTION its morale reduces. Morale modifications are counting for each hex of retreat separately and summarized.

9.1. STRAIGHT WAY OF RETREAT

Unit cannot go back to attacked hex nor second hex of retreat cannot be adjacent to attacked hex.

9.2. CORRECT RETREAT DIRECTION

West is correct retreat direction of Central Powers' units and east is correct retreat direction of Russians' units. Retreat in incorrect direction reduces unit's morale by 1 for every hex.



9.3. TERRAIN DIFFICULTIES

Retreat across big river, mountains crest or into the very difficult terrain hex reduces morale by 1. Presence of bridge over big river has no influence.

Example

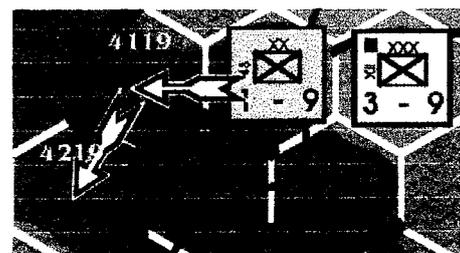
After successful attack of Russian XII Corps, Austro-Hungarian 43rd ID retreats. Its morale is reduced by 1 as a result of to hex 4119, because it is mountain hex. Retreat to hex 4219 reduces unit's morale by 3:

retreat into mountain hex - by 1

retreat in wrong direction (crossing highmountains' crest is prohibited) - by 1

retreat across mountain crest - by 1.

All this modifiers totally reduce unit's morale by 4 (to 5).

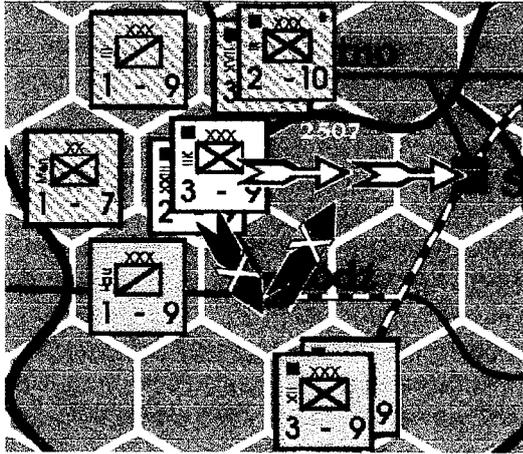


9.4. RETREAT ACROSS ELOC

If retreat to hex is connected with crossing ELOC unit's morale reduces by 2 in the case of one ELOC. If retreat to hex is connected with crossing ELOC's of more than one unit, morale is reduced by 1 for each next ELOC.

Example

Central Powers units attack Russian XXIII Corps and II Caucasian Corps with strength relation 8:5. After successful attack Russian units retreat in correct direction, but they have to cross ELOC's. Their morale reduces by 3 - 2 for the first ELOC and 1 for the next. Modifiers resulting morale advantage and second line units attack annul mutually. Russian corps morale for taking morale check is 6. Russian units can not avoid crossing ELOC retreating first to Łódź and then into the hex 2507, because in this case second hex of retreat is adjacent to attacked hex.



9.4.1. Retreat across ELOC and additionally across big river, mountains crest or to very difficult terrain hex is forbidden. Expection -

9.4.2. For this rule presence of other, not taking part in retreat, unit on destination hex annul ELOC.

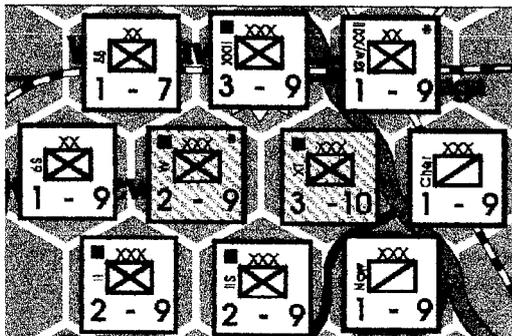
9.5. RETREAT IN ENCIRCLEMENT

Morale of units beginning their retreat in encirclement reduces by 1, and morale of units ending their retreat in encirclement reduces additionally by 1 too (these modifiers do not apply to checking surrender - 8.6).

9.5.1. If unit may retreat only one hex its morale reduces by 3.

Example

German XI Corps is attacked by units with total strength 8 and has to retreat. Retreat into the hex occupied by Woysch's Corps is in correct direction and presence of this unit annuls ELOC. Farther retreat is impossible so unit's morale reduces by 3. Both in attacked hex and at the end of retreat XI Corps is encircled so its morale reduces additionally by 2. Modifier for attack with strength relation 8:3 is "-2". Total morale modification is "-7", so XI Corps' morale reduces to 3.



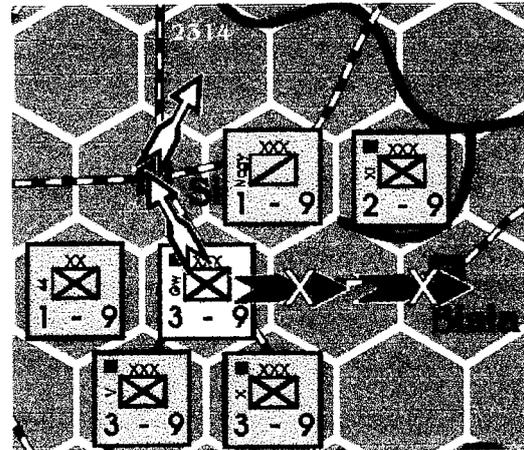
9.5.2. If unit can not retreat at all it takes surrender check - see 8.6.

9.6. MINIMALIZATION OF LOSSES

If there is more than one way of retreat unit have to retreat in such way where morale modifications are the lowest.

Example

Russian Guard Corps' morale might have reduced by 4 in the case of retreat straight to the east (it is two times across ELOC). In the case on retreat into the hex 2314 unit's morale reduces only by 2 (it is two times in wrong direction), so unit has to retreat this way.

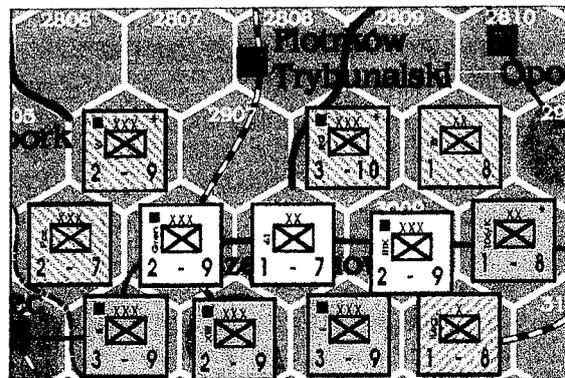


9.7. ENCIRCLEMENT AVOIDING

If unit's way of retreat ends on encircled hex, player can always choose another way, if it leads out of encirclement.

Example

If Russian Grenadier Corps retreats to east, its morale reduces by 2 (beginning and end in encirclement; correct direction, ELOC's annuled by presence of own units). Retreat to hex 2808 causes "-7" modifiers (two times across ELOC and wrong direction, beginning in encirclement). The first way is better one, but its ends in encirclement. Player can choose second one.

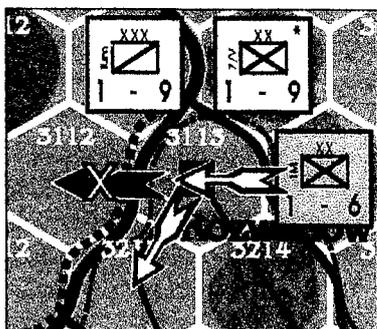


9.8. ENEMY AVOIDING

If there is more than one way of retreat with the same morale modifications unit have to choose first way leading to hex nonadjacent to enemy. Next unit have to retreat in correct retreat direction.

Example

For Austro-Hungarian unit both retreats (into the hex 3112 and into the hex 3213) result reducing morale by 1, because on the first way it has to cross big river and on the second it retreats in wrong direction. On the hex 3112 unit will be adjacent to enemy, so it has to retreat into the hex 3213).

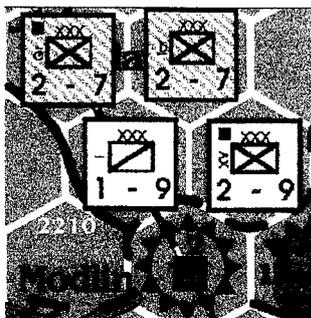


10. ADVANCE

After successful attack and enemy retreat or elimination attacking units may advance. First hex must be attacked hex. Movement allowance for all units is 2MP. A unit can always enter attacked hex but it is never forced to advance after combat.

Example

German "Thorn" and "Graudenz" Corps successfully attacked Russian I Cavalry Corps. After its retreat they may advance. "Thorn" Corps may enter only attacked hex, because this move costs 2 MP resulting influence of XIII Corps ELOC. "Graudenz" Corps may move into the hex 2210 because it isn't cross any ELOC.



11. SECOND ATTACKS

In the SECOND ATTACKS PHASE all units can attack in the same way as in NORMAL ATTACKS PHASE, but with following alternations:

- to determine ATTACK'S SUCCESS CHANCE players use SECOND ATTACKS chart
 - units retreat only one hex
 - units can advance attacked hex only
- All modifications stay the same.

12. CAVALRY

Cavalry units have lower possibility of holding terrain - attack's success chance in the case of such units defending without infantry support

increases by 1. Thanks to their mobility cavalry can perform DELAYING ACTION.

12.1. DELAYING ACTION

Attacked cavalry units occupying hex without infantry units may withdraw without fighting. In that case they don't take morale check. Delaying action is voluntary, but can be performed only if attacked units can retreat in correct direction or units are commanded (). Disrupted units can not make delaying action.

13. MAP EDGES

Map edges on enemy territory are treated as enemy units. Units forced to retreat across map edges on own or allied territory are removed from map, but they appear in next player-turn as reinforcements (). Crossing Romanian border is forbidden. Romanian border blocks retreat like sea, lakes or highmountain's crest.

14. FRONTS

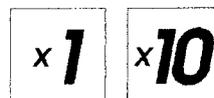
Map is divided into 3 fronts: Eastprussian front on the north, Polish front in the centre and Galician front on the south. This division has a lot of consequences given in the next rules.

15. VICTORY POINTS

The winner is determined by the number of VICTORY POINTS (VP). Players earn VP during all the game. Every scenario has own rules define conditions of earning VP.

15.1. VP TRACK

To count earning VP players use VP Track on map and markers:



VP Track is common - earning VP for one player means loss of his opponent VP.

15.2. TERRITORIAL OBJECTIVES

VP for controlling objectives defined by scenarios' rules are earned at the end of Russians' normal movement phase.

15.3. VICTORY LEVEL

Victory level depends on quantity of VP at the end of the game:

- if no side have more then 4VP the game is a draw
- 5 - 14 VP's: Marginal Victory
- 15 - 24 VP's: Operational Victory
- 25 or more VP's: Strategic Victory

Stop! You have known all procedures needed to play scenario Battle of Galicia. You have to read rules A.1-A.5 which apply only to this scenario. Play it several times to familiarize yourself with basic rules before advancing to the more involved scenarios.

A. BATTLE OF GALICIA

In the last decade of August concentrated Austro-Hungarian and Russian armies go to the first battle. Emperor's corps attack in the direction of Lublin and Chełm, for Tsar's army main objective is Lwów.

The game contains 4 turns - from the turn 22.VIII to the turn 9.IX.

A.1. THE GAME AREA

The game is played on Galician front and on the part of Polish front east of Vistula River. Units forced to retreat outside of this area must back as soon as possible.

A.2. REINFORCEMENTS

All reinforcement units enter the play are placed on given hex during the first movement phase in own, given Player-Turn.

A.2.1. If given hex is enemy occupied or adjacent to enemy unit reinforcements are placed on the nearest town nonadjacent to enemy.

A.3. FORTIFICATIONS

Units can not enter hexes with enemy fortress nor bridgeheads. Attack's success chance reduces by 4 in the case of attack on units on such hex, but attacking units can not enter attacked hex too. In the case of attack on fortified area attack's success chance reduces by 2.

A.4. FORTRESS DIRECTION RETREAT

Central Powers units can retreat in Przemyśl(3515) direction and Russian units in Brześć(2418) or Dęblin(2713) direction as in correct direction.

A.5. ATTACK OF ENCIRCLED UNITS

Attack' success chance reduces by 2 when attacking unit is encircled.

A.6. VICTORY CONDITIONS

Russian objectives:

- Lwów(3518) - 6VP's
- Stanisławów(3920) - 2VP's
- every Russian unit west of San River - 1VP

Central Powers objectives:

- Lublin(2815) - 2VP's
- Kowel(2820) - 2VP's
- Chełm(2817) - 1VP

Players get VP's for:

- disruption of enemy units (even repeated one)
- equal its strength
- elimination of encircled enemy units - tripled its strength
- unsuccessful enemy attack - 1VP.

16. CONCEALMENT

Undisrupted, both players' units, nonadjacent to enemy units, fortresses nor bridgeheads at the end of every player-turn's normal movement phase can be reversed. Until RECONAISSANCE opposing player cannot inspect concealed unit. All units beginning game without contact with enemy may start play concealed.

16.1. RECONAISSANCE

In own supply phase every undisrupted unit with LOC or undisrupted cavalry unit may reconaissance concealed enemy units on one adjacent hex. Reconaissance units are reversed to normal side up. Reconaissance is voluntary. Reconaissance is impossible across sea, lake or highmountain's crest.

16.2. REVELATION

Concealed units are revealed when reconaissance, attack or being attacked. Player may reveal own unit voluntary, but only in his own phase.

16.3. CONCEALED UNITS ACTION

Concealed units have no LOC. All concealed units have movement allowance 3MP's and they are reserves even adjacent to enemy. Concealed cavalry unit can move in 4MP's distance if it become revealed.

16.4. SURPRISE

If more then half combat points of attacking units come from units concealed in the moment of attack, defender's morale reduces by 1. If attack on concealed enemy units appears attack without chance of success (attack's success chance after modifications is 0 or less) all attacking units are automatically disrupted. This units don't take morale check if attack on prevailing forces (8.7).

17. PATROLS

Player can enter to the game "dummy" or "Blank" counters called PATROL units. There is 8 Central Powers' patrols and 6 Russian patrols in the game.



17.1. PATROLS' ACTION

Patrols act in the game only concealed. Reconnaissanced patrols are immediately removed from the map. Concealed patrols are treated as concealed normal units. If attacked units appear patrols attacking units can make normal advance. Patrols are counted to stacking limits. Patrols can be voluntary reveal only during own movement phase.

17.2. ENTER THE MAP

At the end of each normal movement phase both players can put patrols on his concealed units nonadjacent to enemy. Patrols can be put at the beginning of the game on concealed units or may enter the game as reinforcements (19). Revealed patrols may enter the game again as soon as possible.

18. RAILROAD TRANSFER

Units may move with a special procedure called railroad transfer.

18.1. CONDITIONS OF RAILROAD TRANSFER

Units may move this way only between two towns connected with railroads nonadjacent to enemy units, fortresses and bridgeheads. Unit may never transfer to or from town adjacent to enemy.

18.2. TOWNS CONTROL

For this rule is important, whose player unit was the last in a given town, that means which player control the town. Units may never transfer to a town controlled by enemy at the beginning of current phase. If players have trouble to keep remembering who controls towns on a front area, they may use "DISRUPTED" counters to mark Russian towns.

18.3. CAPACITY OF RAILROADS

There are two kinds of railroads, trunk-line and the normal one. Through the each part of trunk-line two units may be moved during the phase and through the normal railroad one. Only one unit may finish or start transfer in town connected only by normal railroads, contrary to towns connected by at least one trunk-line which is two.

18.3.1. In the enemy's country (for example Russian Player on German or Austro-Hungarian territory) trunk-lines are considered as normal railroads (which means that only one unit may be transferred through each part). Transfer through normal railroads inside enemy country is prohibited.

18.4. RAILROAD TRANSFER POINTS

Each player has different quantity of Railroad Transfer Points (RTP). Player pays 1RTP if he transfer unit inside one front, and he pays 1RTP

extra for every front on which unit moves more than 1 hex.

Example

The unit transfer from Warsaw(2411) to Kowno(1117) costs 2 RTP's. The unit transfer from Poznań(2301) to Kraków (3409) cost only one RTP, because unit moves only one hex on Galician front. The unit transfer from Lwów(3518) to Królewiec(1210) costs 3 RTP's because unit moves more than 1 hex on every 3 fronts.

18.4.1. Russian Player has got 3 RTP's in each movement phase or he may use 6 RTP's but in the next movement phase he may not transfer units.

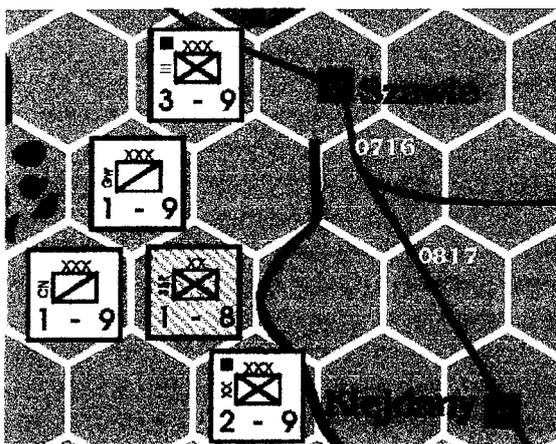
18.4.2. Central Powers Player has got 5 RTP's in each movement phase or he may use 10 RTP's but in the next movement phase he may not transfer units.

18.5. REAR AREAS

Hexsides of railhex are treated as LOC for encircled purposes, if there is possibility of railroad transfer through that hexes.

Example

Russians can transfer their units using railway Szawle - Kiejdany, because no enemy unit is adjacent to this railway. German 35th RID is encircled, because hexsides of 0716 and 0817 hexes are treated as Russian LOC.



19. REINFORCEMENTS

All reinforcement units enter the play using the railroad transfer procedure during the first movement phase in own, given Player-Turn. Unit can enter on any front. It costs 1RTP for each unit (even patrol). Players are not forced to use reinforcements. They can use them later, even during own reserve movement phase of enemy Player-Turn.

20. SECRET TRANSFER

Player may kept in secret where he want to transfer his unit. This procedure is called SECRET TRANSFER. Name of the town (only one per movement phase) he must write down in secret and all units he wants to secret transfer must be placed on special field down of the board (they can be concealed this moment). During first movement phase of next own player-turn player shows the name of the secret transfer town and he put secret transfer unit into this place. This unit may move during this phase.

20.1. SECRET TRANSFER LIMITS

The secret transfer town and town from unit is transfered must be connected with the friendly game map margin. The unit secret transfer costs 2 RTP's except reinforcement unit which is 1.

20.2. NUMBER OF UNITS

Player may secret transfered more then one unit. If he transfer more units than can be unloaded in choosen town, additionaly units are placed into nearest towns where the railroad transfer is possible.

20.3. ENEMY'S INTERFERENCE

The secret transfer town may be taken by enemy befor the player has chance to put there his units or enemy unit can enter adjacent hex. In this case he must put these units into nearest towns where the railroad transfer is possible and they can not move during this phase.

20.4. INTELLIGENT SERVICE

Player making secret transef must roll die at the end of his player-turn. If Central Powers make secret transfer, results 11 or 12 mean, that Russian intelligent service has detected the secret transfer town - Player must show its name to opponent. Other results - name is keep secret. Russian secrte transfer town is revealed with results 10-12.

20.5. PATROLS ANNEXATION

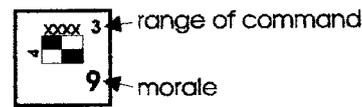
During the movement when the player are placing secret transfered units on the game map, he can add some patrol units into them. It cost 1 RTP for each.

20.6. TRANSFER DELAY

Players are not forced to placed secret transfered units on the map in the nearest phase. They can delay it, but the intelligent service procedure must be repeated. In the minetime new units can be attach to units already transfered. However their must be transfered to the same town.

21. ARMY'S HEADQUARTERS

Army's Headquarter units (HQ) decide about commanding and give new options of move and retreat.



21.1. COMMANDING

Unit is commanded if it is within the range of command of its own HQ and neither these units (commanded and HQ) are not encircled. Terrain type and presence enemy units or ELOC's have no influence on command range if they don't result encirclement. Command is checking at moment, when it's important.

21.1.1. When attacking, units out of command have half of their normal strength, round off down. If more than one such units take part in attack, rounding off is made after summarizing thier CP's. ICP unit can not attack alone when it's out of command.

21.1.2. Morale of units beginning or ending their retreat out of command reduces the same way like units beginning or ending their retreat in encirclement.

21.1.3. Units out of command can not be rallied.

21.2. HQ ACTIONS

HQ's have movement allowances equal its command range. For combat purposes HQ's is treated as disrupted unit with strength 1. Attack on lonly disrupted HQ is always successful. Russian HQ's can not be concealed. Concealed HQ don't command units.

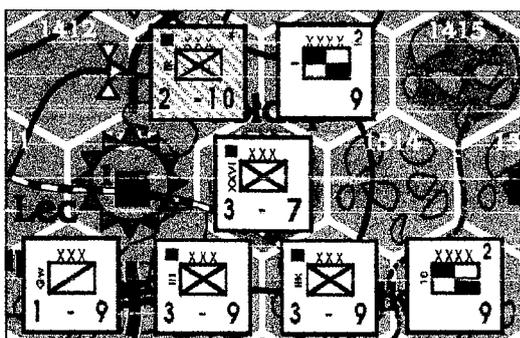
21.3. HQ DISRUPTION

In the case of HQ disruption player must take morale check of all units are within this HQ command range in the moment of attack (except units being commanded by other closer HQ). All concealed units which must be checked are revealed. Morale of checked units reduces by number equal HQ's command range. Such procedure is taken even in the case of HQ's surrender or repeated disruption but each unit can be checked only one time during Player-Turn as result of HQ disruption, even more than one HQ is disrupted near by.

Example

After German I Reserve Corps attack HQ of Russian 1st Army became disrupted. Morale checking is taken for III and XXVI Corps. Guard Cavalry Corps is out of I Army command range, and 10th Army HQ is closer to II Caucasian Corps than I Army. Corps morale

reduces by 2 (HQ command range) - III Corps' morale to 7 and XXVI Corps' morale to 5.



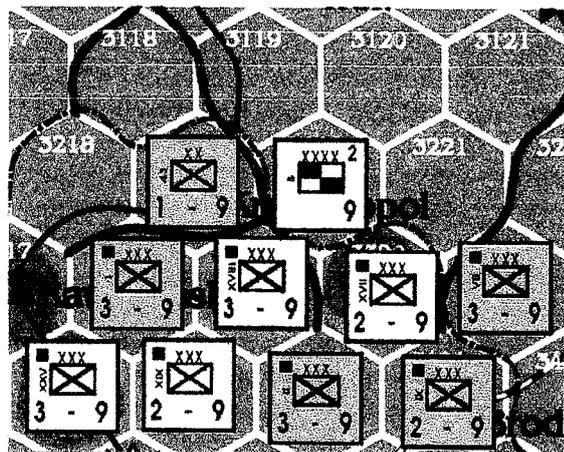
21.3.1. Disrupted HQ can not command units.

21.4. REATRET IN HQ DIRECTION

Units other than HQ's, being within HQ's command range and retreating in its direction are treated as units retreating in correct direction. If player decide that unit retreats one of these ways (in HQ direction or geografic direction) it must concern of both hexes of retreat, except situation when changing direction reduces morale modifications.

Example

Russian XIX Corps retreats at first on XVIII Corps, in HQ direction. Second hex of retreat must be HQ's hex, because changing retreat direction for geografical do not reduces morale modifications (both retreats are in correct direction and out of ELOC's). XXV Corps retreats to the east into the hex occupied by XIX Corps. It can not be treated from as retreat in 5th Army HQ's direction, because units at beginning is out of its command range. Next step of retreat - to hex with XVIII Corps - is HQ's direction retreat, because it reduces morale modifications. Change XVIII Corps after retreat into HQ's hex can retreat to the east as in correct direction. XVII Corps retreats in HQ's direction first, but later it must retreat in wrong direction

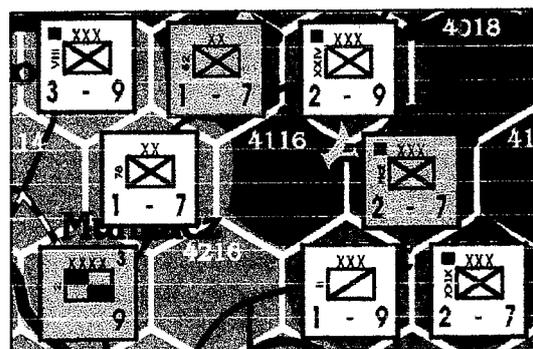


21.5. MOVEMENT IN HQ'S DIRECTION

Undisrupted units which are within the range of command of own HQ and moving in his direction may cross ELOC when enter very difficult terrain or cross big river or mountain crest (6.2.2). It is possible in retreat in HQ,s diredtion, too. Units after such movement or retreat are automatically disrupted.

Example

Austro-Hungarian Hoffman's Corps may move or retreat into hex 4116, because it is within command range of 2nd Army HQ and this move is in HQ direction. 52nd ID cannot such move or retreat, because this move isn't in HQ direction for it.



21.6. ALLIED UNITS COMMANDING

At least one German units may be commanded by Austro-Hungarian HQ's and mutually. If two or more units are out of own command and within range of command of allied HQ player can choose commanded one in every moment, but he cannot change this choise in the same turn. For purposes of commanding Polish Legions are treated as Austro-Hungarian units.

Stop! You have known all procedures, which are needed to play scenario Russian Steam-Roller. You have to read rules B.1-B.5 which apply only to this scenario. Play it several times to familiarize yourself with new rules before advancing to the more involved scenarios.

B. RUSSIAN STEAM-ROLLER

At the beginning of November "Russian steam-roller" starts to roll on the west. German and Austro-Hungarian armies try to find the way to stop it by deep withdraw and counter-offensive of concentrated forces.

The game contains 4 turns - from the turn 2.XI to the turn 20.XI.

B.1. THE GAME AREA

The game is played on Polish front. Units forced to retreat outside of this area, or starting play on neighbouring hexes must back as soon as possible.

B.2. SPECIAL REINFORCEMENTS

Reinforcement units which have given hex number are placed on this hex during the first movement phase in own, given Player-Turn. These units can move in this phase, except it is reserve movement phase and the hex is adjacent to enemy.

B.2.1. Russian corps with "Górna Wisła" designation, enter the play across any sector of this river between Kraków and Dęblin (inclusively), free of ELOC, inside own HQ's range. This units must pay cost of crossing the river.

B.2.2. Russian corps with "Dolna Wisła" designation, enter the play across any sector of this river between Toruń and Modlin (inclusively), free of ELOC, inside own HQ's range. This units must pay cost of crossing the river.

B.2.3. German units with "secret transfer" designation enter the play according this rule, in secret transfer town choosen one turn before. If units just in the play make secret transfer at this time, this reinforcements join them.

B.2.4. Units with "kolej" designation enter as normal reinforcements, according rule 19.

B.3. FORTIFICATIONS

Like in rule A.3, units can not enter hexes with enemy fortress, bridgeheads nor fortified areas. Attack's success chance reduces by 4 in the case of attack on units on such hex, but attacking units can not enter attaced hex too. In the case of attack on fortified area attack's success chance reduces by 2.

B.4. PATROLS NUMBER

For this scenario number of usable patrols reduces to 6 for Central Powers and 4 for Russia.

B.5. VICTORY CONDITIONS

Russian objectives:

Katowice - 10VP

Gliwice - 6PZ

other towns on Central Powers territory - 2PZ

Central Powers objectives:

Łódź - 2PZ

B.5.1. Central Powers Player win strategic victory and the game is over, when his units conquer Warszawa(2411).

B.5.2. Russian Player win strategic victory and the game is over, when commanded Russian units come to the west end of map.

B.5.3. Palyers get VP's for:

- disruption of enemy units (even repeated one)
- equal its strength
- elimination of encircled enemy units - duded its strength
- unsuccessful enemy attack - 1VP.

22. SUPPLY

Supply level is counted for each front apart on SUPPLY TRACK's. The markers are used to it:



Supply tracks are printed is two sets - one inside box and second on optional scenarios charts. Each player should place his track beside board, choosing this one, which is more comfortable for him.

At the beginning of own supply phase player gets SUPPLY POINTS (SP) and distributes them to fronts. Initial levels of supply and quantity of got SP's are given in scenario rules. Distributed SP's can not be transfer from one front to another. One front in one turn can not get more than 8 SP's. Spending of SP's depend on TYPE OF ACTION. Supply level can not exceed 24 at the end of supply phase.

22.1. TYPE OF ACTION

Units on the front make OPERATIONAL PAUSE if they don't attack on it. They perform LIMITED ACTION if they make one or two attacks and they are on the OFFENSIVE if they attack more than two times. In the case of operational pause, units can not reconnaise and in the case of limited action, they can reconnaise enemy units on two hexes. There is no limits of reconnaised hexes on offensive.

22.2. COSTS OF ACTION

Operational pause costs no SP. Limited action cost 3 SP's and offensive 9 SP's. Player can pay these costs in the time of distributing supply or in the moment of attack, changing type of action to more expensive.

22.2.1. Hexes adjacent to border between two fronts are treated for this rule as common hexes. Attacking player decides to which of fronts, units on these hexes belong.

22.3. COSTS OF FAILURE

If attack failed and die result was odd, attacker loses 1SP on this front, where attack take place. If defending units had 4CP or more, unsuccessful attack always costs 1SP, and odd result causes loosing of 1SP additionaly.

22.4. COSTS OF RALLY

In the case of successful rally of disrupted unit player must spend as many SP's as unit strength or command range on adequate front. If player has adequate supply level lower then disrupted unit strength or command range he can not try to rally.

22.5. SUPPLY CRISIS

If player's supply level on the front is 6 or less, attack's success chance of his units reduces by 2, and attack's success chance of enemy units increases by 1. Units may not attack when supply level is 0. In the case of supply level 6 or less, 2 SP's is required to increase supply level by 1, until supply level 7.

23. SPECIAL ATTACKS

Players can increase attack's success chance using DESPAIR ATTACK (Central Powers) or FURIOUS ATTACK (Russians). Central Powers Player can use ARTILLERY SUPPORT too. If there are concealed units on attacked hex player must decide to use these options before revelation.

23.1. ARTILLERY SUPPORT

Central Powers Player can support 3 attacks in Player-Turn - one for each front. Supported attack's success chance increases by 1 and morale of attacked units reduces by 1. Supported attack costs 1 SP extra on adequate front. Attack can be supported if at least one unit is commanded.

23.2. FURIOUS ATTACK

Furious attack's success chance increases by 2, but all attacking units must take morale check, no matter result. This checking is taken after retreat but before advances. Morale of checking units reduces by 2. Only group of units with total strength 4 or more can attack furiously.

23.3. DESPAIR ATTACK

Despair attack's success chance increases by 2, but undependent of its result attacking units with strength at least 2CP and morale 10 or 11 must be disrupted. Despair attack can not be done if no such unit takes part in it. Attacking player chooses disrupted units.

23.4. NUMER OF ATTACKS

Russian Player can make one furious attack in Player-Turn and Central Powers can make one despair attack.

24. TRENCHES

Infantry corps may build trench's lines. One unit may build only 1 trench during the Player-

Turn. Player must take decision to build a trench in own supply phase. It costs 1 SP for each trench marker. Building trench units can not move or attack during Player-Turn. Trench markers can not be moved during the game. Attack's success chance, in the case of attack the hex with trench, across the trench's line, reduces by 1, no matter who built the trench.

24.1. FORTIFIED AREAS

Fortified areas are already built trench's lines. Fortifications around Warszawa and Lwów reduce attack's success chance by 2.

24.2. TRENCH DESTROYING

Infantry corps may destroy trench on its hex during supply phase. It cost no SP, but unit can not move or attack during Player-Turn. Fortified areas may not be destroyed.

24.3. MANDZHURIA EXPERIENCIES

Russian army, after experiences of war with Japan 1904-1905, payed bigger attention to field fortifications. Two Russian corps on one hex may build trench without cost in SP.

25. FORTRESS

Units can not enter enemy fortress during movement phase. Fortress has its own garrison, and it can defend even there is no normal unit inside. Each fortress has its strength, printed on the hex. Morale of empty fortress is 6.

25.1. ISOLATION

Fortress is isolated when it is encircled and when it isn't in command range of any own HQ. Units inside isolated fortress can not leave it across ELOC, except advance. Units attacking from isolated fortress must take morale check no matter attack's result.

25.2. ATTACK AGAINST FORTRESS

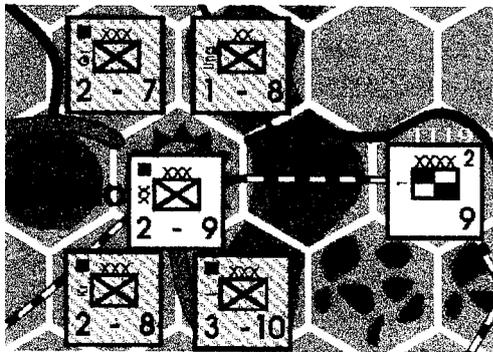
Defender strength is a sum of fortress strength and defending units strength. Attack's procedure has two steps. The first is normal attack procedure. When it succeeds defender takes morale check for his unit with the highest morale (except disrupted units with initial strength 1 and HQ's). Its morale increases by fortress strength. If this unit disrupt fortress is captured - units inside fortress isolated or totally encircled by enemy units are eliminated, units in unisolated fortress must retreat and are all disrupted. If unit with the highest morale pass morale check all defending units remain in fortress, even disrupted one in isolated fortress.

25.2.1. There is no modifiers of attack's success chance in attack against fortress, except artillery support.

25.2.2. There is no modifiers of defender's morale, except modifiers which are result of strength relation, moral advantage and artillery support. Morale of units in encircled fortress and morale of units defending allied fortress reduce by 1.

Example

German units with a total strength of 8, supported by artillery, attack on fortress of Kowno, defending by Russian XX Corps. Total defender strength is 4 - 2 of corps and 2 of fortress. Attack's success chance (modified by artillery support) is 9. In the case of success XX Corps' morale is checked. It is increase by fortress' strength (by 2) and reduces by 4 (1 because of strength relation, 1 because of German moral advantage, 1 because encirclement and 1 because of artillery support). Using of second line units has no influence on defender's morale in attack against fortress. Modified XX Corps' morale is 7. When the result is 8-12 fortress is taken and disrupted XX Corps retreats. In the case of no HQ's on the hex 1119, the fortress is isolated XX Corps can not retreat and it is eliminated after disruption.



25.3. CAPTURED FORTRESS

Captured fortress is marked by reversed trench marker and from this moment is treated like fortified area (24.1). Attack's success chance in attack on it, reduces by former fortress strength. Fortress can not be fixed.

25.4. COMMANDING INSIDE FORTRESS

Units inside fortress are always commanded, but they can not rally if it is encircled.

25.5. SIEGE

Units inside fortress are not subject of unsuccessful escape (8.7), until sum of their CP's is not more then 2. If Player's units with strength of more then 2 are inside encircled fortress (or inside pocket with fortress) at end of Player-Turn, capitulation check isn't made through as many turns as fortress strength. If encirclement still exists, Player check morale of one chosen unit at end of every Player-Turn. It increases by fortress strength and reduces by strength of all units inside pocket.

In case of failing morale check fortress and all units surrender.

25.6. ABANDONED FORTRESS

Units inside attacked, isolated fortress can abandon it, if they are not encircled by enemy units from all sides. Presence of fortress is ignored - attack is resolved by normal procedure. If attack succeeds, defender can retreat and fortress is captured.

26. BRIDGEHEAD

In the case of frontal attack bridgehead is treated as fortress. The same way it is treated in the case of conquest and for purposes of commanding. If bridgeheads are encircled, units inside are not treated as units inside fortress. Presence of bridgehead has no influence on combat, if all attacking units attack from bridgehead's rear.

26.1. ATTACK FROM BOTH SIDES

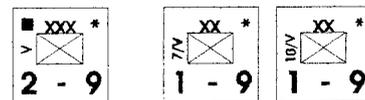
If part of attacking unit attack from rear and part of them attack frontally, bridgehead strength is added to normal units strength, but attack is perform by normal procedure, rather then fortress one.

26.2. CAPTURE WITHOUT COMBAT

Bridgehead without normal unit can be captured from rear without combat, both movement and attack phase. Capturing unit must be revealed if it's concealed.

27. CORPS SPLIT

Some corps can be split up into independent divisions. These divisions can rejoin corps. Divisions becoming from split corps have as theirs formation designation theirs numbers and number of maternal corps. Such divisions and corps have a starlets in righth top corner.



Corps split and rejoining can be done in own supply phase or at begining of first movement phase of own player-turn. Disrupted corps can not be split and disrupted division can not rejoin corps. In the case of concealed corps partition, divisions can remain concealed. In the case of rejoining one of corps, divisions can be replaced by other unit with the same strength, morale and nationality. Some corps begin play as split.

Stop! You have read all procedures which are needed to play scenario Hindenburg's Offensive. You have to read rules A.1-A.5 which apply only to this scenario. Play it several times to familiarize yourself with new rules before advancing to the campaign game.

C. HINDENBURG'S OFFENSIVE

Victories of Tannenberg and Masurian Lakes allow Germans to support hardly pressed ally. Russians must decide - to continue Galician offensive or to weather Germans west of Vistula River.

The game contains 6 turns - from the turn 27.IX to the turn 27.X

C.1. THE GAME AREA

The game is played on both Galician and Polish fronts. Units forced to retreat outside of this area must back as soon as possible.

C.2. CAVALRY SCREEN

Three Russian cavalry corps are placed on hexes chosen by Russian Player from list on scenario chart. On these hexes can be also placed Russian patrols.

C.3. SPECIAL REINFORCEMENTS

Russian units with "secret transfer" designation enter the play according this rule, in secret transfer town chosen one turn before. If units just in the play make secret transfer at this time, this reinforcements join them.

C.4. SUPPLY LIMITS

Central Powers Player gets 16 SP's in turn and Russian Player 12 SP's. Initial supply level are as shown:

front	Galician	Polish
Central Powers	8	16
Russia	14	8

C.5. VICTORY CONDITIONS

Central Powers' objectives:

- Lwów(3518), Warszawa(2411) - 6VP's
- Stanisławów(3920), Lublin(2815), Dęblin(2713) - 2VP's

Russian objectives:

- Przemyśl(3515), Katowice(3306), Gliwice(3305) - 8VP's
- Łódź(2820), Nowy Sącz(3611), Tamów(3412) - 2VP's
- every unit on German territory or Hungarian Lowland (clear terrain south of Capathians) - 1VP
- siege of Przemyśl - 1VP

C.7.1. Players get VP's for:

- elimination of enemy unit by repeated disruption - equal its strength
- elimination of encircled enemy units - tripled its strength
- enemy supply crisis at the end of the game - 5VP's for front.

28. UNIT'S ELIMINATION

In campaign game not all of the eliminated units are treated in the same way. Units eliminated by double disruption may be reconstructed, if in the moment of elimination they have not been encircled. Units eliminated by surrender or double disruption in encirclement cannot be reconstructed. Player get the same number of VP's as strength or command range of enemy unit reversible eliminated. For irreversible enemy unit elimination player get two times more VP's than strength or command range.

28.1. UNITS RECONSTRUCTION

Reconstructed unit may be placed on the own state territory, in town, in the distance at least 3 hexes from enemy units, in supply phase of second player-turn after elimination. Unit reconstruction require spending as many SP's as double unit's strength or command range on adequate front. Reconstructed unit is disrupted. This unit may rally normally but not in the same player-turn in which have been reconstructed.

28.2. UNITS DISSOLUTION

Austro-Hungarian divisions with morale 5 or 7 and Russian divisions with morale 7 can be dissolve in own supply phase. For each dissolved unit, disrupted or undisrupted, player get 2 SP's on accurate front. Dissolved units cannot be reconstructed. Player cannot make offensive on front where division have been dissolved. Dissolving units doesn't give VP's to enemy.

28.3. ENLISTING

If dissolved unit stack with disrupted corps from the same army, player can enlist division into this corps instead of increase supply level. Corps is rallied immediately without additional SP's cost, even having strength 3. Division cannot be enlisted into corps which attempt to rally in the same phase.

28.4. MARSH UNITS

Austro-Hungarian units with morale 5 can not be rally when disrupted.

29. SUPPLY LIMIT

Central Powers Player get 20 SP's and Russian Player get 14 SP's in every own player-turn. Central Powers Player can get 2SP's additionally at the cost of 1 VP or he can get 4SP's at the cost of 2 VP's. He can resign 2 or 4 SP's getting 1 or 2 VP's instead of them.

29.1. INITIAL LEVEL

Initial supply level are as follow:

front	Galician	Polish	Eastprussian
Central Power	12	7	12
Russia	12	7	16

30. MOBILIZATION

Austro-Hungarian and Russian first turn reinforcements are assigned to towns according to mobilization plan. In the first movement phase they must be transfer to those towns. There no transfer limits in this phase, but no other Austro-Hungarian nor Russian units can be transport. German units can be transported by rail inside one front only.

30.1. CAVALRY PROTECTION

Central Powers units cannot cross Russian border in the first turn, except Polish front.

31. LANDSTURM

Beginning from turn 3.IX in every own supply phase Central Powers may form one Landsturm unit or army HQ. Campaign OdB informs about what units and where can be formed. Units with note "Nizina Węgierska" (Hungarian Lowland) may be formed in every town nonadjacent to enemy on clear hex south of Karpaty (Carpatian Mountains). Units with note "Terytorium Niemiec" (German Territory) may be formed in Germany on the same conditions. Unit forming costs as many SP's as its strength or command range on proper front.

32. POLISH LEGIONS

Beginning from turn 3.IX, Central Powers Palyer rolls die at supply phase. Result 7 or less means possibility of one Legion brigade forming. Every Russian *objective* (36) captured by Central Powers increases this chance by 1. Every Austro-Hungarian *objective* reduces it by 1. Brigades enter the game in their numbers succesion, no more then one per turn. After forming of every brigade, chance for forming next is reduced by 2. Formed brigades are placed like Landsturm, in Kraków (3409), Lwów (3515), Kielce (3011) or Warszawa (2411).

33. WESTERN FRONT REINFORCEMENTS

Germany General Staff, fighting on two fronts, anticipates gradual transfer forces from the west to the east. Campaign Chart informs what units can be bring on. Central Powers Player can decide to bring on western front reinforcements at the end of every own Player-Turn. Player writes down bringing units secretly.

33.1. BRINGING SUCCESSION

Units possible to bring on are divided into numbered reinforcements pools. Units from next pool can be bring on if both units from previous pool have been bringing on. It's volunteer which unit from this pool will be bring on first. Player may bring on units up to 10 strength points in one turn.

33.2. ENTERING

Units written down to be bring on enter the game as secret transfer (20) in first movement phase of next Central Powers Player-Turn. Final transfer station must be written down secretly too. Revelation of secret transfer by intelligence reveals bringing units identity too.

33.2.1. Bringing western front reinforcements does not count against transfer points limit.

33.3. WESTERN FRONT REINFORCEMENTS TRACK

Western Front Reinforcements Track, placed on Campaign Chart, is used to counting costs of hastening and profits of delay bringing on units. 10 counters are spread out on it.



Central Powers Player spreads out this counters from cell adequate to turn 22.VIII in quantity equals number in cell.

33.3.1. Player have to take off as many counters as bringing units strength from cell adequate to current turn in the moment of entering reinforcements. If there isn't enough counters on this cell rest of them should be moved from next cells. Moving one counter by one turn costs one VP. Counters taken off are placed on track again, like in primary placing, beginning from the closest free cell.

Example

Central Powers Player decided to bring on XI Corps from the West at the end of his Player-Turn 16.VIII. Player writes down this information with the name of choosen station. This information are revealed in first movement phase Central Powers Player-Turn 22.VIII and the corps entering game. It has 3 combat points and because of it from Western Front Reinforcements Track 3 conters must be taken off. There is one counter on cell adequate to turn 22.VIII. Missing 2 counters must be moved

from cell 21.IX. They should be moved 5 turns and it cost Central Powers 10 VP's. Now, there are 5 counters left on cell 21.IX and one on cell 27.IX and cell 3.X. 3 taken off counters are placed on cells 9.X, 15.X and 21.X.

33.3.2. If Central Powers Player-Turn ends and there are unused counters on adequate cell, those counters are moved to next turn cell. For every counter moving this way Central Powers get two VP.

34. HASTENING OF REINFORCEMENTS

Beginning of turn 15.X Russian Player can make decision of hastening his reinforcements given on Campaign Chart. Hastening of one unit by one turn, reduces number of getting SP's by 1. Beginning of this turn delaying of reinforcements gives Palyer 1SP for one unit. Decision of hastening or delaying reinforcements can be made in supply phase only. Any unit can be choose to hastening. Only reinforcements expected in given turn can be delayed. If Player got SP for delayed reinforcement, he can't enter it in reserve movement phase during enemy Player-Turn.

35. CAVALRY CONCENTRATION

Beginning from turn 3.IX players in own supply phases can attempt concentrate their cavalry corpses. Campaign OdB informs about corpses assigned to Austro-Hungarian and Russian HQ's. Player roll 1D for every HQ's given in OdB and present on the board. In turn 3.IX concentration succeed with results 1-6. Cavalry corpses which concentration succeed are put on its HQ's hex and can act normally. If concentration fail player can attempt do it again in next turns. Probability of success increase by 2 in every next turn (e.g. 9.IX it is 1-8). Corps concentrated on HQ hex nonadjacent to enemy may be conceal at once.

36. OBJECTIVES

There are objectives marked on the map. At the end of Russian normal movement phase player, controlling more objectives on enemy territory than opponent conquered his own objectives, gets as many VP's as his advantage. Hexes with 2 or 3 stars are treated as 2 or 3 objectives. Objective can be conquered only by a real unit - not by patrols.

36.1. RUSSIAN ASPIRATIONS

On Campaign Game-Turn Track, ciphers are placed on every cell with the date. If Russian advantage in controlling objectives is lower than such cipher, Central Powers Player gets as

many VP's as many objectives are missing to limit.

Example

In turn 15.X Russians control Lwów(3518) and Stanisławów(3920) and Cenral Powers control Łódź(2607) so Russians control 4 objectives and Central Powers 1. In this case Russians get 3 VP's, but their limit for this turn is 4 - one point more. Central Powers get 1VP. Finaly Russians get 2 VP's.

Errata:

Russian aspirations in turns 2-26.XII are 4.

37. POLITICAL OBLIGATIONS

Alliance obligations in the face of France force Russian Player to take risk offensive against East Prussia. Pressure of Kaiser's Court oblige German Staff to defending East Prussia stronger than its followed from its military and economic importance.

37.1. HASTY OFFENSIVE

Russian Player have to take an offensive on Eastprussian MOT in every first 3 turns.

37.2. JUNKERS' PRESSURE

If Russian army conquer even one objective on German territory, in the closest Central Powers Player-Turn this player have to decide to bring on first two western front reinforcements (33) pools. If it happens before 21.IX Russian Player gets 10VP's.

37.3. LIBERATION OF PRUSSIA

If there is no Russian HQ on German territory at the end of Russian normal movement phase, Cenral Powers Player gets 3 VP's.

37.4. SILESIA INDUSTRY

If commanded Russian units captured both Katowice and Gliwice, Russian Player gets 10VP's. It happens once.

37.5. PRUSSIAN PRIDE

Austo-Hungarian units and Polish Legions can not enter German territory on Eastprussian front voluntary.

37.6. DUAL MONARCHY CRISIS

If commanded Russian units captured 3 Oobjectives on Hungarian Lowland, Russian Player gets 10VP's. It happens once.

38. SEA TRANSPORT

German units can be transport from one port to the other. Transport is performed in movement phase and it costs all unit's MP's. Inone turn player can transport one unit. Unit can not be transported to the port adjacent to enemy unit.

Unit transporting from such port is automatically disrupted if this port is not a fortress.

38.1. SEA SUPPLY

If German units are surrounded, but there is a port inside the caldron, they are not treated as encircled. Modification of attack's success chance in the attack on them is "+1", modification of their attack is "-1", and their after attack morale reduces by 1.

38.2. PORTS' BLOCKADE

Ports of Królewiec and Elbląg can not be used if Russian units captures Pilawa. Port of Królewiec is blocked if Russians controls hexes 1209 and 1309. Port of Elbląg is blocked if Russians controls hexes 1408 or 1308.

39. CRUSHING VICTORY

Central Powers win crushing victory if at the beginning of his own Player-Turn Central Powers Player has 4 commanded infantry corps or nonencircled HQ north of Dvina River or on the last hexes rows on east edge of the map. Russia win crushing victory if at the beginning of his own Player-Turn Russian Player has 4 commanded infantry corps or nonencircled HQ south of Danube River or on the last hexes rows on west edge of the map. Crushing victory takes place when Central Powers conquer Riga or Russians conquer Budapest, Poznań or Wrocław. In the case of crushing victory game is over.

40. CAMPAIGN 1914

All campaign rules allow simulating of Eastern Front struggles from first encounters to winter stabilization.

40.1. CAMPAIGN CHART AND OdB

Starting placement of units already in play is given on OdB Chart, also numbers of rules managing entering other units. Campaign Chart is used to turn recording and gives detail informations on entering. Using OdB Players place their units on map and Campaign Chart.

40.2. STABILIZATION

Beginning from the turn 2.XII front line can stabilize. If losing player doesn't declare offensive on any front in his supply phase, the game is over. The game ends automatically after turn 26.XII.

ADDITIONAL SCENARIOS

Three additional scenarios: Rescue, Autumnal Crisis and Allies can be played using all campaign rules, campaign chart and victory conditions.

D. RESCUE

Scenario begins from turn 27.IX. Rules C.2, C.5 and C.6 form scenario „Hindenburg's Offensive" are valid. Initial supply levels are as follow:

front	Galician	Polish	Eastprussian
Central Power	8	16	16
Russia	14	8	6

E. AUTUMNAL CRISIS

Scenario begins from turn 2.XI. Rules C.5 and C.6 form scenario „Hindenburg's Offensive" are valid. Initial supply levels are as follow:

front	Galician	Polish	Eastprussian
Central Power	7	10	20
Russia	12	14	8

F. ALLIES

Campaign game can be played by 3 Players – Russian Player, German Player and Austro-Hungarian Player. Additional rules are used, when Central Powers Players can not find agreement.

F.1. DIVISION OF COMMAND

Each Player commands all units, which are commanded by his army HQ's and all own army units out of command. Player can always move his army units commanded by allied HQ, but only westward.

F.2. SUPPLY DIVISION

Each Player receives 10SP's per turn and can get additional 2SP's. Front limits are still valid.

F.3. RAILWAY TRANSFERS

German Player gets 3RTP's and Austro-Hungarian Player 2RTP's per phase (dubled when assembled in one phase). Players can transfer allied units using their RTP.

F.4. LANDSTURM

German Player has priority in Landsturm forming. If he does not form any unit, Austro-Hungarian Player can form his own.

F.5. BALKAN REINFORCEMENTS

If German Player does not make decision to bring on his troops from West, Austro-Hungarian can make decision to bring on his units from 6th and 7th pool, using all Western Front Reinforcements rules. Such decision cost Central Powers additional 3 VP.

F.6. SPECIAL ATTACKS PRIORITY

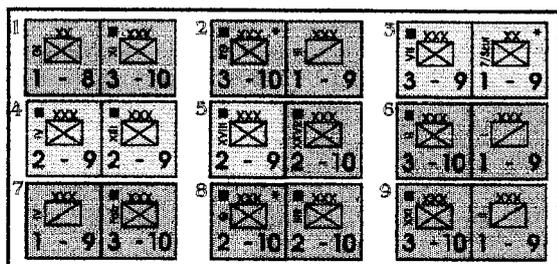
German Player has priority to using special attacks.

OPTIONS

Following rules can be used with the consent of both players. They can use all of them, commonly selected or decide, that each player chooses one option for his army. When rules 47-50 are used only for this side, which choosed it.

41. BALKAN VARIANT

Austro-Hungarian IV and VII Corps of 2nd Army remain on Balkan front at beginning of the war. Number of WFR counters on 27.IX turn increases to 10, on 3.X turn increases to 2, and on 2-20.XII turns deereases to 0. New Western Front Reinforcements pool is as follow:



42. REORGANIZATION

Austro-Hungarian marsh units (four divisions with morale of 5) are out of the game. Instead of them Corps „Szumay” arrives as reinforcement on turn 22.VIII. It can not be split. 7th and 51st ID act independently.

43. RESERVISTS

Beginning from turn 3.IX Central Power player can point to two Landsturm units, which he plans to form. Next he rolls die for each of them. Odd resault gives possibility to form unit, even – does not. HQ's forming is normal – second unit can not be trying to form.

44. FORTRESS WARSAW

Fortress Warsaw is not canceled – this hex is treaten as normal ring fortress with strength 2. Russian XXVII Corps and 79th ID are. fortress garrison – their counters are out of the game.

45. TRANSSIBERIAN RAILWAY

Russia concerns rolling-stock on Siberia, to bring on siberian troops faster. Russian RTP's number is deerease to 2 per phase. Earlier reinforcements:

- 21.IX – IV Siberian Corps
- 27.IX – 3rd Siberian Rifle Division
- 9.X – II Cavalry Corps
- 15.X – XXX Corps

46. RUSSIAN RAILWAY EFFICIENCY

Every turn form 22.VIII to 9.X Russian Player rolls die to check how many units he can recieve as reinforcements. Succession base on Campaign Cart, including succession in row. Number of reinforcements is as follow:

result	22.VIII - 15.IX	21.IX - 9.X
1	6	2
2	5	2
3	5	2
4	5	2
5	4	2
6	4	1
7	4	1
8	4	1
9	3	1
10	3	1
11	3	0
12	2	0

47. UNCERTAIN SUPPLY

Number of recieving SP's is not fixed, but depends on die roll. Before 15th of October Central Powers recieve 15SP + 1D*SP each turn. Russians recieve 10SP + 1D*SP. From turn 15th of October Central Powers recieve 12SP + 1D*SP, Russians – 7SP + 1D*SP. Each Player makes die roll for each turn separately. All possibilities of delaying and hustening supply and forces are the same. If Central Powers recieve more than 24SP, when Landsturm forming and trench building is not count for 8SP's limit per front.

48. CAPTURED ROLLING-STOCK

Normal railways on enemy territory, leading to captured objectives by shortest way, can be used to rail transfer like normal railways on own territory. Each such transfer needs 2 RTP's and 1 SP from proper front.

49. FREE SPLIT

Any corps can be split, if there is corps with same strength, morale and nationality between corps which can be split in normal rules. Divisions of that corps are used to that. Any two divisions can be joint, if there is possibility to join divisions with same parameters. Number of counters is limit of such split and join. This rule is not used for German Reserve Guards Corps.

50. MOBILIZATION PLANS' CHANGE

Units entering game using rule 30 have no fixed discharge towns, but they have fixed arrived railways or places of concentrations. All of them can be rail

transferred at turn 16.VIII. There is no RTP limits but limits based on railway capacity are still valid.

ROSJANIE

2 - 9	2 - 9	3 - 9
1727		3627
3 - 9	3 - 9	2 - 9
3327	3127	0623
2 - 9	3 - 9	2 - 9
1527	2327	4027
3 - 9	2 - 9	9
0727		2727
9	9	9
0623	1527	3327

SPRZYMIERZENI

3 - 9	3 - 9
4300	4611
3 - 9	3 - 9
4301	4012
2 - 9	3 - 9
3800	4618
3 - 10	2 - 9
4606	3900
2 - 7	1 - 9
3602	4606

Design Credits:

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LEGEND

- cel wojny - objective
- twierdza - fortress
- przyczolek mostowy - bridgehead
- rejon umocniony - fortified area
- magistrala kolejowa - trunk-line
- linia zwykla - railroad
- miescowosc - town
- jezioro - lake
- granica panstwa - state border
- granica frontow - front border
- duza rzeka - big river
- mala rzeka - small river
- grzbiet gorski - mountain crest
- grzbiet wysokogorski - highmountain crest
- morze - see
- las - forest
- puszcza - forest/lakeland
- pojezierze - lakeland
- blota - swamp
- pogorze - hills
- gory - mountains

- ATAKI ZWYKLE - NORMAL ATTACKS
- ATAKI POWTORNE - SECOND ATTACKS
- TOR PUNKTOW ZWYCIESTWA - VP TRACK
- TAJNA KONCENTRACJA - SECRET TRANSFER
- TOR ZAOPATRZENIA - SUPPLY TRACK

INDEX

ABANDONED FORTRESS	25.6	HUNGARIAN LOWLAND	31, 37.6
ADVANCE	10	INTELLIGENT SERVICE	20.4, 22.6, 33.2
ALLIED UNITS	5.4, 21.6	ISOLATION OF FORTRESS	25.1
ARMY'S HEADQUARTERS	21	JUNKERS' PRESSURE	37.2
ARTILLERY SUPPORT	23.1	LANDSTURM	31
ATTACK ACROSS TRENCHES	24	LIBERATION OF PRUSSIA	37.3
ATTACK AGAINST BRIDGEHEAD	26	LIMITED ACTIONS	22.1
ATTACK AGAINST CAVALRY	12	LINE OF CONTROL	6, 18.5
ATTACK AGAINST FORTRESS	25.2	MANDZHURIA EXPERIENCIES	24.3
ATTACK AGAINST HQ	21.2, 21.3	MARCH UNITS	28.4
ATTACK DURING SUPPLY CRISIS	22.5	MINIMALISATION OF LOSSES	9.6
ATTACK OF SECOND LINE UNITS	8.4	MOBILIZATION	30
ATTACK ON PREVAILING FORCES	8.5	MORAL ADVANTAGE	8.3
ATTACK OUT OF COMMAND	21.1.1	MORALE	8
ATTACK	7	MORALE - MODIFICATIONS OF RETREAT	9.2-7
ATTACK'S SUCCESS CHANCE	7.4	MOVEMENT IN HQ'S DIRECTION	21.5
MODIFICATIONS		MOVEMENT POINTS	5.1
BOARD BORDERS	13	OBJECTIVES	15.2
BRIDGEHEAD	26	OBJECTIVES	36
CAPTURED FORTRESS	25.3	PATROLS ANNEXATION	20.5
CAVALRY - CONCENTRATION	35	PATROLS	17
CAVALRY - MOVEMENT POSSIBILITIES	5.1.1	POLISH LEGIONS	32
CAVALRY PROTECTION	30.1	POLITICAL OBLIGATIONS	37
CAVALRY	12	PORTS' BLOCKADE	38.2
COMBAT POINTS	7.3	PRUSSIAN PRIDE	37.5
COMMANDING INSIDE FORTRESS	25.4	RAILROAD TRANSFER	18
COMMANDING	21.1	RALLYING OF DISRUPTED UNITS	8.8
CONCEALMENT	16	REAR AREAS	18.5
CORPS SPLIT	27	REATRET IN HQ DIRECTION	21.4
CORRECT RETREAT DIRECTION	9.2	RECONNAISSANCE	16.1
COSTS OF ACTION	22.2	RECONSTRUCTION	28.1
COSTS OF FAILURE	22.3	REINFORCEMENTS	19
COSTS OF RALLY	22.4	RESERVE MOVEMENT PHASE	4
CRUSHING VICTORY	39	RETREAT ACROSS ELOC	9.4
DELAYING ACTIONS	12.1	RETREAT	9
DESPAIR ATTACK	23.3	REVELATION	16.2
DISRUPTED UNITS	8.1	RUSSIAN ASPIRATIONS	36.1
DISSOLUTION	28.2	SEA TRANSPORT	38
DUAL MONARCHY CRISIS	37.6	SECOND ATTACK	11
ELIMINATION BY DOUBLED DISRUPTION	8.1.3	SECOND LINE UNITS - ATTACK	8.4
ELIMINATION BY SURRENDER	8.6	SECOND LINE UNITS - SIGN	2.1.1
ELIMINATION BY UNSUCCESSFUL	8.7	SECRET TRANSFER	20
ESCAPE		SIEGE	25.5
ELIMINATION	28	SILESIA IN INDUSTRY	37.4
ENCIRCLEMENT - ATTACK'S	7.4.5	SPECIAL ATTACKS	25
MODIFICATIONS		STABILIZATION	40.2
ENCIRCLEMENT - RETREAT	9.5	STACKING LIMITS	5.3
ENCIRCLEMENT AVOIDING	9.7	SUPPLY - SEA	38.1
ENCIRCLEMENT	6.3	SUPPLY CRISIS	22.5
ENEMY AVOIDING	9.8	SUPPLY LIMITS	29
ENLISTING	28.3	SUPPLY	22
FORTIFIED AREAS	24.1	SURPRISING ATTACK	16.4
FORTRESS	25	SURRENDER	8.6
FRONTS DURING RAILROAD TRANSFER	18.4	TRENCHES	24
FRONTS	14	TRUNK-LINE	18.3
FURIOUS ATTACK	23.2	TYPE OF ACTION	22.1
HASTENING OF REINFERCEMENTS	34	UNSUCCESSFUL ESCAPE	8.7
HASTY OFFENSIVE	37.1	VICTORY POINTS	15
HQ'S DISRUPTION	21.3	WESTERN FRONT REINFORCEMENTS	33

ATTACK'S SUCCESS CHANCE MODIFICATIONS

attack on difficult terrain hex	-1
attack on very difficult terrain hex	-2
attack from very difficult terrain hex	-1
attack across small river	-1
attack across big river or mountain's crest	-2
attack on encircled units	+2
attack on units in supply crisis	+1
attack of units in supply crisis	-2
attack on units supplied by sea	+1
attack of units supplied by sea	-1
attack on cavalry units	+1
artillery support	+1
furious or despair attack	+2

MORALE MODIFICATIONS

wrong direction retreat	-1
retreat into very difficult terrain	-1
retreat across big river	-1
retreat across mountain crest	-1
retreat across one ELOC	-2
for every next ELOC	-1
start of retreat in encirclement or out of command	-1
end of retreat in encirclement or out of command	-1
moral advantage	-1
second line unit attack	+1
only one hex of retreat is possible	-3
surrender checking	-4
surprise	-1

MOVEMENT COST

clear	1MP
difficult terrain	1MP
very difficult terrain	2MP
small river	no costs
big river	+1MP
big river over bridge	no costs
mountain crest	+1MP

highmountain crest	prohibited
lake	prohibited
ELOC and clear terrain	+1MP
ELOC and difficult terrain	+1MP
ELOC and very difficult terrain	prohibited
ELOC on small river	+1MP
ELOC on big river or mountain crest	prohibited

PHASES

supply phase
reserve movement phase - own or enemy*
attack phase
reserve movement phase - own or enemy*
normal movement phase
own reserve movement phase *
second attack phase
* only possibility - depends on Player will

RETREAT OBLIGATIONS

1 - lowest morale penalties
2 - most conforable to correct retreat direction
3 - to hex not aligable to enemy units nor forts
! - way leading out of encirclement can always be choosen
! - second hex of retreat can not be aligable to attacked hex

SPECIAL ATTACKS

Artillery support - Central Powers only - attack's success: +1, defender's morale: -1, cost: 1SP
Despair attack - Central Powers only - attack's success: +2, dusrupted 2CP of units with morale 10 or 11
Furious attack - Russia only - attack's success: +2, morale check for all attackin units modified by "-2"

TERRAIN TYPES

very difficult: mountains, marsh, forest/lakeland
difficult: hills, lakeland, forest

TYPES OF UNITS

X - brigade
XX - division
XXX - corps
XXXX - army

RAIL TRANSFER LIMITS

Central Powers	5RTP
Russia	3RTP

SUPPLY LIMITS

Central Powers	20SP
Russia	15SP

COST OF ACTION

operational pause	0SP
limited action	3SP
offensive	9SP

COST OF FAILURE

odd result	1SP
even result	0SP
attack against 4CP or more	+1SP

ABBREVIATIONS

Br - Bredow	K - Caucasian	Paw - Pavlov
Cher - Cherpantier	KKub - Kuban Cossacks	PB - Pflanze-Baltin
CN - Khan of Nakhichevan	Kr - Krautwald	Poz - Posen
Drag - Dragomirov	Kröl - Königsberg	R - Reserve
Erd - Erdelli	Kum - Kumner	RG - Guards Reserve
Fab - Fabeck	Kus - Kusmanek	S - Siberian
G - Gerock	L - Landwehr	Strz - Rifles
Gl - Goltz	Leg - Legions	Szur - Szurmay
Gr - Graudenz	Lehm - Lehman	Tor - Thorn
Gren - Grenadiers	M - March	Tum - Tumilov
Gw - Guards	Men - Menges	Turk - Turkiestan
Hau - Hauer	Nik - Nikić	Ung - Unger
Hof - Hoffman	Now - Novikov	W - Woyrsch