

Exclusive Game Rules

THE COSSACKS ARE COMING!

THE EXCLUSIVE RULES ADD TO OR MODIFY THE STANDARD RULES. WHEREVER THERE IS A CONFLICT OF INTERPRETATION BETWEEN A STANDARD RULE AND AN EXCLUSIVE RULE, THE EXCLUSIVE RULE TAKES PRECEDENCE.

1.0 General Rules

The Cossacks are Coming! covers the 1914 campaign which took place in Prussia between Imperial Germany and Imperial Russia.

1.1 Game Scale

The scale of the map is five miles to the hex (eight kilometers) measured from hexside to hexside. The game scale assumes that approximately one-third of a days worth of activity by a trained infantry formation would consist of passing through one clear hex on the map. The various related scales, movement rates and categories derive from this basic premise.

Each Strength Point (SP) in an Infantry Combat Class unit represents roughly 1000 to 1500 soldiers. In a German Cavalry Combat Class unit each SP represents roughly 450 to 600 soldiers. In a Russian Cavalry unit each SP represents roughly 600 to 900 soldiers. Each specialist SPs (e.g. engineers) or elite infantry SPs (e.g. German Jägers) represents roughly 1,000 soldiers per SP.

A Machine Gun Factor (MGF) of one represents roughly 6 to 8 heavy machine guns per SP. Fractional MGFs represent proportionately fewer heavy machine guns.

The composition of SPs in Artillery Class and Headquarters Class units depends on the type of artillery. Field artillery SPs represent 2 to 3 batteries. Heavy artillery SPs represent 2 batteries per SP. Super heavy artillery SPs (BF of 7 or 8) represent 1 to 2 batteries per SP. All Barrage Factors, in both Artillery Class and Headquarters Class units, are based on the millimeter (mm) of the predominant gun or howitzer available in that unit. Barrage Factors (BF) of 2 represent batteries with a caliber less than (<) 65mm; BF of 3 <95mm; BF of 4 <135mm; BF of 5 <170mm; BF of 6 <220mm; BF of 7 <330mm; BF of 8 represent batteries with a caliber greater than 330mm. BFs are sometimes reduced to reflect lack of equipment, aged equipment or poor training. BFs are sometimes increased to reflect additional equipment or different calibers present in a unit. Therefore some German Landwehr formations have Artillery Class units with BF of 2 even though the predominant caliber in those units was 77mm; this lower BF reflects the lack of batteries attached to these formations. Russian Field Artillery Class units have a BF of 4 even

though the predominant caliber in those units was 76mm; this reflects the number of guns (8) per battery attached to these formations. German artillery brigades add 1 to the Barrage Value of any combat they expend an AP in; this bonus reflects the presence of a 105mm artillery battalion (BF of 4) with the three 77mm artillery battalions (BF of 3) in each artillery brigade (this 105mm artillery battalion is also the reason for the indirect artillery unit type these brigades possess).

SPs in Fortress Class units represent one major fort or a combination of several smaller forts and batteries in a hex. BF and MGF in Fortress Class units represent an amalgamation of all the weaponry available in the forts and batteries for that unit. The MGF does not represent purely machine guns but can represent an infantry garrison. Therefore a Fortress Class unit with an MGF of 1 may represent roughly 10 heavy machine guns or may represent a garrison of roughly 1500 infantry men or a combination of the two.

Each airplane unit in this game represents one squadron (roughly four to six airplanes). Each balloon unit represents one or more balloon formations.

1.2 Who's Who

Troop units and command counters have a pattern of upper and lower case identifiers. Army-sized primary formations have their identifier spelled out in italicized upper-case letters; Corps-sized primary formations in Roman numerals or upper-case letters; Division and brigade-sized primary formations in Arabic numerals and primarily lower-case letters and contains the abbreviation "div" or "bd"; And fortress garrison primary formations have the fortress name as an identifier written in upper and lower-case letters.

1.21 Troop Unit Colors: The backside of the counters bears an Imperial crest of each nation. HQ units bear a thin red band at top of the counter.

1.22 Command Counter Colors: The command counters feature the troop's national flag or symbol between the unit identifier and the morale rating. Command counters with an Attachment Limit bear a thin white band at top of the counter.

Russian:

Imperial Russian: Black, orange, white horizontal tricolor.

Finland: Blue cross on white field.

German:

Prussian: Black, white, black horizontal tricolor.

Saxon: White over green bicolor.

1.23 Symbols: Some units have special drawings in place of normal unit type symbols. Airplane units have silhouettes. Balloon units have a balloon symbol. Fortress units have a

fortress symbol. Leaders have a profile on their counter.

1.3 Abbreviations

The following abbreviations are used throughout these rules and on the counters. These abbreviations may be used in both upper and lower case.

For All Sides:

Accum: Accumulated
AP: Ammunition Points
Art: Artillery
Bd: Brigade
BE: Brigade Equivalent
Bt: Artillery Battery
C, Cav.: Cavalry
Det: Detachment
Div: Division
GD: Guard
HQ: Headquarters
HQHB: Headquarters Holding Box
Inf: Infantry
LOC: Line Of Communication
MRC: Maintenance Rating Check
Replace.: Replacement
REP: Replacement Points
RP: Rail Points
RR: Railroad

Russian:

F: Finnish
fn gd: Frontier Guard
hvy: Heavy
O: Opolchenie (3rd line troops)
R: Reserve (2nd line troops)
rf: Rifle
S: Siberian
T or tk: Turkestani

German:

e: Ersatz (3rd line troops)
gz, grdz: Graudenz
KÖNIG, kg: Königsberg
ls: Landsturm (3rd line troops)
LW: Landwehr (3rd line troops)
OHL: Army Supreme Command
OBO: Army Supreme Command East
R: Reserve (2nd line troops)

1.4 Friendly Map Edges

The map edges considered friendly to the German player are those that fall within the borders of Germany (except those east of the Baltic Sea). Map edges considered friendly to the Russian player are those that fall within the borders of Russia.

1.41 Off-Map Rail Movement: Only the Russian player may engage in off-map rail movement. The Russian may only use off-map rail movement on the railroad line between hexes 60.46, 53.45 and 46.46. The distances between these hexes is marked on the southern

map edge. Units performing off-map rail movement count against Railroad Capacity.

EXAMPLE: Assume a Russian unit would like to travel from hex 52.44 (Rozan) to hex 60.46 using off-map rail movement. The distance travelled would include 6 single-track railroad line hexes to reach the off-map RR station (exit at hex 53.45), plus 5 double-track railroad line hexes to reach Praga, plus 8 single-track railroad line hexes to reach the RR station in hex 60.46. In total the unit would travel on 14 single-track hexes and 5 double-track hexes.

1.42 Off-Map Non-Rail Movement: Units not in Rail Mode may voluntarily move or retreat off the map to escape destruction. A unit that moves off the map may not return to play for the duration of the game.

NOTE: There is no Naval Movement in The Cossacks are Coming!

1.5 Reinforcements

If reinforcements are indicated as arriving on the third impulse in a Game Turn, and the player with the initiative determines that the Game Turn has only two impulses, the reinforcements appear during the second impulse.

1.6 Special Mission Order Diagrams

In *The Cossacks are Coming!* the Russian Second Army Chart (titled Special NW Front Army Chart) and German Eighth Army Chart have a Mission Order Diagram printed on the bottom left-hand side. Formations attached to these armies are restricted by these Mission Order diagrams. All other formations, attached either to the strategic chart or other army charts are restricted by the Mission Order Diagrams found on their nation's strategic chart.

2.0 INITIATIVE AND IMPULSE DETERMINATION

Having the Initiative is a powerful asset in controlling game tempo. Special rules governing initiative in *The Cossacks are Coming!* are outlined below. The standard rules concerning Initiative and Impulse Determination are 5.2 and 6.0. In *The Cossacks are Coming!* the Russian player is the FIRST player every turn.

2.1 Impulses

The opening of World War One found both sides unprepared to fully utilize the modern methods of warfare. Therefore, no player may declare more than three impulses in a game turn and no one impulse may be more than five days long.

2.2 Initiative Determination

The Russian player automatically has the

initiative in turn 2. Beginning with turn 3 the standard initiative determination procedure is followed with the modifications found below.

2.21 Initiative Die Roll Modifiers: The following conditions modify the Initiative determination die roll:

A. Advance Mission Orders: The side with the most armies with an Advance Mission Order receives plus one (+1) on the die.

B. Retire Mission Orders: The side with the most armies on the Retire Mission Order receives minus one (-1) on the die.

C. Prisoner Points: The side with the most Prisoner Points receives a modifier of plus one (+1).

D. Hindenburg: When Hindenburg is in play the German player receives a modifier of plus one (+1).

3.0 SUPPLY RANGES, SUPPLY SOURCES AND TRACING SUPPLY

Supply is traced from the unit seeking supply to the supply source. (See Standard Rule 7.22)

Designer's Note: The German General Hoffmann estimated that a German Army "would come to a standstill when it got about a hundred kilometers from a railway." He calculated that a Russian army's supply range from a railway was twenty kilometers further "in consequence, firstly of their exceedingly modest requirements, and secondly of their great want of consideration for their horses."

3.1 Supply Ranges

Supply ranges for German and Russian units differ slightly.

German: German Supply Class units and units from Primary Formations attached to a corps-sized formation or any-sized cavalry Primary Formation have a supply range of 6 hexes. The supply range for all other units (those attached to infantry division-sized or smaller independent formations) is 3 hexes.

Russian: Russian Supply Class units and units from Primary Formations attached to a corps-sized formation or any-sized cavalry Primary Formation have a supply range of 7 hexes. The supply range for all other units (those attached to infantry division-sized or smaller independent formations) is 3 hexes.

NOTE: A unit that has the Command Counter of its Primary Formation on a Corps Command Track is attached to that corps. Independent Formations are those with their Command Counters on an Independent Formations Track and detachment units beyond an HQ's CCR.

3.11 Railroad Lines: When tracing supply along contiguous friendly operational railroad line hexes count each railroad line hex as one-half a hex.

3.12 Swamp Hexes: When tracing supply through a hex containing swamp terrain count each hex as 2 hexes, unless it is being traced along a contiguous roadway or railroad line.

3.2 Tracing Supply Terrain Restrictions

3.21 Grand and Major River Hexsides: Supply may not be traced over a Grand or Major river hexside except where an intact bridge, pontoon bridge, or ferry crossing is located.

3.22 Lakes and the Baltic Sea: Supply may not be traced across a lake hexside nor through a Baltic Sea hex or hexside.

PILLAU EXCEPTION: The German player can trace supply normally from hex 66.19 to hex 67.18, as if not separated by the Baltic Sea.

3.3 Additional Supply Sources

3.31 Fortress Units with Supply Symbols: Friendly Fortress Class units with supply symbols may supply any friendly unit on or adjacent to the Fortress unit. The friendly unit need not be Posted to the fortress unit to receive supply. **EXCEPTION:** The German Boyen Fortress Class unit. (See *Exclusive Rule 10.42*)
NOTE: Only Posted units receive Command Control and AP replacement benefits from a fortress. (See Exclusive Rule 7.3)

3.32 Baltic Sea Ports: Every city, town or village in a Baltic Sea coastal hex is considered a sea port. Any German-controlled Baltic Sea port hex may supply one German division-sized formation within 3 hexes. The Baltic Sea ports of Danzig, Elbing and Königsberg may supply up to three German corps-sized formations within 6 hexes (the corps train unit must be stacked in the city hex) or six division-sized formations within 3 hexes.

3.4 Main Depot and Supply Unit Locations

Main Depot and Army Supply units must be stacked on a Railroad Station hex to be eligible to be in and provide supply. (See *Railroad Stations Exclusive Rule 4.3*)

3.5 Army Base Marker Locations

A German Army Base marker may be placed upon any double-track RR line exiting the map into Germany. A maximum of 2 Russian Army Base markers may be placed upon any double-track RR line exiting the map into Russia. A maximum of one Russian Army Base marker may be placed on any single-track RR line hex exiting the map into Russia.

3.6 The Russian Praga Depot

The Russian Depot unit with formation identifier PRAGA sets up off-map in Praga (See *southern map edge*). The Praga Depot unit is considered attached to the Second Army and has the same characteristics as the SECOND Army Main Depot unit (see *Standard Rule 7.23.C.1*) with two exceptions: 1) it is always in supply (it has no Army Base), and 2) it may

not move. Notice that the PRAGA unit is 8 hexes from the map edge at 60.46 (inclusive).

NOTE: The Russian player may trace supply normally along the off-map railroad lines between hexes 60.46, 53.45 and 46.46.

4.0 RAILROAD MOVEMENT

4.1 Railroad Movement Rate

The railroad movement rate is the number of hexes that may be moved per MP while in Rail Mode. The railroad movement rate for all nations is 24 hexes per MP on a Double-Track railroad line and 12 hexes per MP on a Single-Track railroad line.

4.11 LOC Rail Movement Encumbrance: The railroad movement rate is halved when moving over that part of an army's LOC that is between an army's Army Supply unit and the army's Main Depot.

4.12 Russian Rail Movement inside Germany: The Russian player's use of railroad lines inside Germany is restricted. Only Supply Class units may move in Rail Mode inside Germany.

4.2 Railroad Capacity

The railroad capacity of a side is the number of rail points (RPs) it receives per turn. One Rail Point (RP) allows one Brigade Equivalent (BE) to expend one Movement Point (MP) in Rail Mode. Each scenario lists the number of RPs available to each side.

EXAMPLE: A formation with a total of three BE moving two movement points in Rail Mode would consume six Rail Points (3 BE x 2 MP = 6 RP).

4.21 Special Formation and Unit Characteristics: The following rules affect the calculation of BEs for Railroad movement.

A. Infantry Division-Sized Formation's Logistical Troops: Each division-sized infantry formation moving in Rail Mode, adds one BE for the logistical troops presumed to be organic to the formation.

B. Artillery Units: Each Artillery BE in the game counts as two BE for moving in Rail Mode.

EXAMPLE: An infantry division with two infantry brigades, a cavalry regiment, an artillery brigade and a heavy artillery regiment attached costs 6½ BEs to move by rail: 2 BEs for the infantry brigades, ½ BE for the cavalry regiment, 2 BE for the artillery brigade (1 BE is doubled for artillery), 1 BE for the heavy artillery regiment (½ BE is doubled for artillery), and 1 BE for the presumed logistical troops of the infantry division.

C. German Cavalry Divisions: Each German Cavalry division-sized formation consisting of

3 cavalry brigades subtracts 1 BE from its size for purposes of Rail Mode movement.

EXAMPLE: A German cavalry division with three cavalry brigade units (or one three-brigade unit) and a HQ unit would equal a total of 3 BE to move by rail; 2 BE for the three cavalry brigades (3 minus 1), 1 BE for the divisional HQ.

Designer's Note: German cavalry divisions were organized in 3 brigades while Russian divisions had only 2 brigades, but the divisions all contained the same number of squadrons.

4.3 Railroad Stations

Units may only entrain and detrain in hexes with Railroad Stations. Railroad Stations are found in hexes where Railroad Station, City, Town or Village symbols are connected to a railroad line. Each Railroad Station has a daily Brigade Equivalent (BE) capacity. No more than the maximum number of BEs may be entrained or detrained at the Railroad Station per day.

EXAMPLE: The current impulse consists of 2 days, and a railroad station's daily capacity is 3 BEs. A Formation could entrain or detrain 6 BEs that impulse.

4.31 Railroad Station Capacities: The daily BE capacity for a city is 6 BEs. For a Town, Village or RR Station it is 3 BEs.

A. MP Cost to Entrain/Detrain: In a City each BE costs ½ MP to entrain or detrain; in all other station types it costs 1 MP per BE to entrain or detrain.

B. Procedure: If only one formation is attempting to entrain or detrain in a hex during an impulse, multiply the number of BEs in the formation by the MP cost to entrain/detrain.

If 2 or more formations attempt to entrain or detrain in a hex during an impulse, the formations must be queued. The first formation in the queue is unaffected by the other formations. Each additional formation must take into consideration the amount of time (MPs) the preceding formation(s) have expended entraining or detraining.

FIRST EXAMPLE: Two formations stacked in the same hex at the beginning of an impulse wish to enter Rail Mode. The first formation, consisting of one BE, expends 1 MP and rails off. The second formation begins entraining with one less MP available.

SECOND EXAMPLE: Two formations of 3 BEs each are stacked in a Town, and both intend to entrain during the impulse. It is a 3 day impulse, so there are 6 MPs in the March Segment. The first formation uses 3 MPs to entrain and rails off. The second formation can entrain but has no additional MPs available, having expended 3 MPs waiting for the first formation to entrain, and needing 3 MPs to entrain itself.

THIRD EXAMPLE: Two formations wish to use the same RR station to entrain during an impulse. One formation is stacked in the RR

station while the other must march 2 MPs to enter the hex. The first formation consists of 2 BEs, so the second formation is not delayed, because it arrives as the first finishes entraining. If the first formation consisted of 3 BEs, the second would have to lose 1 MP waiting for the first.

C. Determining Formations for Rail Mode:

The friendly player may determine which units in a stack constitute a formation for entraining and detraining purposes. Once Entrained a formation must maintain its structure and detrain together.

EXAMPLE: A corps-sized formation has 2 division-sized Primary Formations attached, with a total of 7 units. The corps could entrain as one formation, as 3 separate Primary Formations, or as up to 7 separate formations, one for each unit. The player organizes the queue and proceeds to entrain.

4.32 Destination Hexes (optional): Upon entraining, formations must designate a destination hex before moving in Rail Mode. The destination hex may be any railroad station in friendly controlled territory, a minimum of 3 hexes away from enemy units. Once a destination has been designated the formation must proceed by rail as directly as possible to the destination. If the destination hex becomes enemy-controlled, a new destination hex must be designated immediately, within 10 hexes of the old destination and on the same rail line. Upon arriving at the destination the units must detrain and may not entrain again in the same impulse. Reinforcements arriving in Rail Mode must have a destination hex designated before they enter the map.

NOTE: This rule need only be used if a player attempts to keep a strategic reserve in Rail Mode. Player's are not allowed to entrain units without immediately moving them to a specific destination and detraining them.

Designer's Note: A typical German corps-sized formation moving in Rail Mode would require roughly 140 trains. These 140 trains would take roughly four to five days to load. Typically, the last trains would be loading days after the first trains had already unloaded at the destination. Once a commander chose a destination for a formation he was unable to change that destination.

4.4 Railroad Track Characteristics

There are two types of railroad lines in the game: Double-Track and Single-Track. All railroad tracks may be used for rail movement and to trace supply. Players will note that there may be more than one railroad line running through a hex; railroad lines are not traced by hex but by the railroad lines drawn on the map.

4.41 Russian Off-Map Railroad Line: The off-map railroad line between hexes 60.46, 53.45 and 46.46 may be used by the Russian player as a normal railroad line in all respects. The length of the rail line, in hexes, is marked on each section.

4.5 RR Engineer Points and Railroad Tasks

The number of RR Engineer Points each side receives per day is found in each Scenario. Railroad Tasks are explained in Standard Rule 8.13.

4.51 RR Task Cost - Preparation: In *The Cossacks are Coming!* the only RR Task is Preparation. It costs 1 RR Engineer point to prepare one hex of railroad.

5.0 COMBAT RULES

5.1 Combat Restrictions

A formation may only attack once per Combat Segment. If any part of a formation conducts a Barrage Attack it may not Fire Attack in the same Combat Segment. A hex may only be attacked once per Combat Segment — by Barrage or Fire, not both.

Designer's Note: The prohibition on Barrage Attacking and Fire Attacking the same hex in the same combat segment reflects the poor state of artillery coordination in 1914.

5.2 Barrage Attack Limitations

In *The Cossacks are Coming!* Artillery Class units may only Barrage Attack during the Initial Combat Segment of the Combat Phase. (*See exceptions below*) Additionally, a Barrage Attack made against any unit except a Fortress Class unit must be followed by a Fire Attack against the same hex in the Final Combat Segment. The obligation to Fire Attack can not be fulfilled with the Probe Combat Option. If the target of a Barrage Attack chooses to retreat, the barraging formation is no longer obligated to Fire Attack the hex. EXCEPTION: Enemy units on the opposite bank of a Major or Grand River do not have to be Fire Attacked in the Final Combat Segment following a Barrage Attack.

5.21 Fortresses and Barrage Attack Exceptions: The following are exceptions to Exclusive Rule 5.2.

A. Barraging Fortresses Exception: Formations may Barrage Attack an enemy Fortress Class unit during the Final Combat Segment. A Barrage Attack against a Fortress Class unit during the Initial Combat Segment need not be followed by a Fire Attack during the Final Combat Segment.

B. Posted Unit Exception: Artillery Class units Posted to a Fortress Class unit may Barrage Attack during both the Initial and Final Combat Segments. A Barrage Attack made by an artillery unit of a formation Posted to a Fortress Class unit during the Initial Combat Segment need not be followed by a Fire Attack during the Final Combat Segment.

6.0 SPECIAL UNIT RULES

6.1 Motorized Infantry Units

Motorized infantry units (those with an M movement rating) must always move and be stacked with another Combat Class unit, unless they are at least 3 hexes behind friendly lines.

SPECIAL RULE: The German 1c div and 8c div motorized infantry units begin some scenarios attached to the 35th division (35 div) or 37th division (37 div) respectively. These units may remain attached to the 35 div or 37 div for as long as desired. Once detached and assigned to the 1c div or 8c div these units may not have their attachment changed again.

6.11 Motorized Infantry Retreats: Motorized infantry units may not retreat across an unbridged major or grand river hexside, except at a friendly controlled Ferry crossing. A retreat over an unbridged major or grand river hexside, either as a result of combat or withdrawal before combat, causes a motorized unit to abandon its motor vehicles. Motorized infantry that abandon their vehicles are immediately removed from play. Units removed from play in this manner can be brought back into play with one Specialist REP.

6.2 Heavy Artillery Units

Heavy artillery units have a range of two hexes for Barrage Attack. When firing at a two hex range halve all heavy artillery SPs. Heavy artillery units may only participate in Fire Attacks against adjacent hexes. Heavy artillery units that conduct a Barrage Attack against an enemy unit cause a +1 die roll modifier when resolving any defender MCs.

6.3 Cavalry Formations

6.31 Double Command Radius: During Game Turns 2, 3 and 4 (only) a Corps HQ unit may double its Command Control Radius to command a cavalry formation.

EXAMPLE: Assume the 5th Cavalry division (5 c div) is attached to the III Corps. The III Corps' HQ unit has a CCR of 2. If the 5th Cavalry division's HQ unit were within 4 hexes of the III Corps HQ unit it would be in command control.

6.32 Cavalry Fatigue Morale Checks: Starting with the second impulse of Turn 3, cavalry formations with units that move or conduct reconnaissance must take a cavalry fatigue MC. The MC is taken at the conclusion of the formation's march. The MC is modified by +1 for each MP used moving or conducting reconnaissance. Note this excludes MPs expended placing a combat marker, entering replacement mode, recovering morale levels, entraining/detraining or entrenching in a hex. If the cavalry formation fails its Cavalry Fatigue MC, reduce its ML by one for each number that

its current ML was exceeded by. Motorized units' movement is not taken into account for this rule. EXCEPTION: The German 1st Cavalry Division (1c div) is exempt from this rule as long as it remains inside Germany.

6.4 Air Units

There are two types of Air Units in *The Cossacks are Coming!* Airplane units and balloon units.

6.41 Airplane Units: Airplane units may perform all missions listed in the standard rules. Airplane units must be stacked in a HQHB except when executing the Air Reconnaissance or Artillery Spotting missions. (*See standard rules 8.81 and 10.42.C.3*)

When an Airplane unit performs the Air Transfer operation (*see standard rule 8.81.B*) it is moved from HQHB to HQHB. The airplane unit may not currently be isolated. Upon reassignment, place the airplane unit in the new HQHB flipped over to show the "Air Unit Used" side.

A. Formation Restrictions: Airplane units attached to a corps may only perform the Artillery Spotting operation for units that are attached to the same corps-sized formation. (The airplane unit's formation attachment must be the same as at least one of the artillery class units participating in the combat.) Airplane units attached directly to an Army HQ (in the Army HQHB) may only perform the Artillery Spotting mission for Independent Army formations.

EXAMPLE: An airplane unit is stacked in the XI Corps HQHB and is therefore attached to that corps. The airplane unit can only perform the Artillery Spotting operation for artillery units attached to the XI Corps.

6.42 Balloon Units: Balloon units can perform the Air Reconnaissance or Artillery Spotting missions against any unit within two hexes of the town or city hex named on the balloon unit counter.

A. Formation Restrictions: Balloon units may not change their formation attachment. Balloon units may perform the Artillery Spotting operation for units of the same formation only. (The Balloon unit's Primary Formation attachment must be the same as at least one of the artillery class units participating in the combat.)

B. Maintenance Rating Check (MRC): Balloon units need not make a MRC. During the Ready Air Units Step of the Supply and Command Phase flip each "Balloon Unit Used" face-up.

6.5 Organic Combat Units

6.51 Artillery Organic Combat Units: Organic Combat Units (OCU) composed of artillery SPs in Corps HQ units are Indirect Artillery Class units. OCUs composed of artillery SPs in Cavalry Division HQ units are Direct Artillery Class units. (*See Barrage Factor in Standard Rule 2.23*)

6.52 Cavalry Organic Combat Units: Some Combat Class units have printed Cavalry OCU indicators (C) indicating the presence of cavalry directly subordinate to them. Cavalry OCUs in *The Cossacks are Coming!* represent less than one SP worth of cavalry. They may not be used in combat. For the purpose of contesting a reconnaissance, Cavalry OCU counts as ½ a SP. Cavalry OCUs may not be detached.

6.6 Pontoon Bridges

Each player in the game has a limited number of Pontoon bridge markers. Pontoon bridges may only be placed across Major and Grand River hexsides. They may not be placed across a river hexside adjacent to an enemy combat class unit. Once placed, a Pontoon bridge is considered a bridge for all purposes. Pontoon bridge markers may be voluntarily removed by the owning player at any time during a friendly March or Counter-March Segment, and must be removed involuntarily anytime an enemy unit moves adjacent.

6.61 Procedure: Only Corps HQ units and Combat Engineer units can place a Pontoon Bridge Marker by expending 3 MPs. Record the laying of a Pontoon Bridge by placing a Pontoon Bridge Marker with the arrow pointing toward the designated hexside.

7.0 FORTRESSES

The Standard Rule concerning Fortresses is 13.2. For the definition of “Posted” see Standard Rule 13.23.

7.1 General Characteristics

7.11 Maximum Range: Fortress Class units have a Barrage Attack range of one hex.

7.12 Fortress Class Units and the Army Mission: Units stacked in the same hex with a Fortress Class unit may act as if their MO is flexible.

7.2 Fortress Units Barrage Limit

A fortress unit may expend a maximum of 3 APs per impulse. A fortress unit stacked alone in a hex and subjected to a Fire Attack need not expend an AP to use its full BF.

Procedure: Place an Ammo Marker on the fortress unit on the game map so that the number of APs it has expended can be tracked. A Fortress Class unit with an “Out of Ammo” AP marker may no longer expend AP. The AP marker is removed during the friendly Supply and Command Segment.

7.3 Fortress Units with Supply Symbol

Fortress units with supply symbol provide additional benefits to nearby friendly units.

7.31 Fortress Supply: A fortress unit with a supply symbol may supply units in the same hex or adjacent hexes. A unit need not be Posted to the fortress unit to receive supply. A formation on or adjacent to the fortress unit is exempt from the effects of isolation.

7.32 Posted Units Command Benefit: A unit Posted to a Fortress Class unit with a supply symbol is considered to be in Command Control.

7.33 Posted Units AP Benefits: A formation containing Artillery Class units that is Posted to a Fortress Class unit with a supply symbol may replace expended APs regardless of its formation attachment.

NOTE: Normally only Army formations that are in supply and in an army with Main Depot Capability 2 may replace APs.

A. AP Expenditure Exception: Independent Strategic Formations may expend APs when Posted to a fortress unit with a supply symbol that expends an AP. (This is an exception to Standard Rule 3.14.D.)

8.0 TERRAIN EFFECTS

8.1 Road Movement

Only a unit in Road Mode may use roads, and only if the moving unit is following a contiguous road line. Units moving along adjacent contiguous road lines pay the cost of the road, ignoring the other terrain in the hex and ignoring hexside terrain features.

8.2 Rivers

There are three types of rivers in *The Cossacks are Coming!* Minor, Major and Grand. Canals are treated as minor rivers for all game purposes. Grand Rivers are treated as Major rivers due to low water levels until the first Heavy Rain weather turn. (*see 9.14*) In some locations a river will make a sharp turn and a hexside will have two river symbols; treat this as one river symbol.

8.21 Bridges and Ferry Crossings: Only units in Road Mode may use bridges and ferry crossings. Bridges (Roadway, Railroad & Pontoon) and Ferry Crossings negate river hexside MP costs. Bridges and Ferry Crossings may only be utilized if both sides of the river are friendly controlled. Control of a hex is defined in Standard Rule 3.7.

NOTE: A Bridge is considered to be wherever a road or railroad crosses a river hexside.

8.22 ZOC: ZOCs do not extend across Major or Grand Rivers.

8.23 Fire Combat: If all attacking combat class units are attacking across river hexsides (Minor, Major or Grand), shift the odds column one to the left in favor of the defender. (*See the TEC*)

A. Major River: Combat and Artillery class units conducting a Fire attack across a Major River hexside have their SPs halved. (*See the TEC*)

B. Grand River: Combat and Artillery class units conducting a Fire attack across a Grand River hexside have their SPs quartered. Artillery class units conducting a Barrage attack across a Grand River hexside have their SPs halved. (*See the TEC*)

8.3 Special Terrain Feature - Pillau

German units may move and trace supply normally between the hex containing Pillau (hex 66.18) and hex 67.18 (adjacent). A maximum of 3 BE may move between the two hexes per day. It costs 3 MPs to move from Pillau to hex 67.18 and vice-versa. (*See the TEC*) Fire Combat may not take place between the Pillau hex and hex 67.18.

8.4 Permanent Entrenchments Printed on Map

There are permanent entrenchments printed on the map. (*See the TEC*)

8.41 Reduced Effect of Permanent Entrenchments: Permanent Entrenchments printed on the map do not begin the game with their full effectiveness. The TEC lists the benefit of Permanent Entrenchments as 5 column shifts to the left on the BCRT and FCRT, along with 5 subtracted from a defending unit’s morale check die roll. (*See the TEC*) During Turns 2, 3, and 4 permanent entrenchments have a reduced effectiveness. Starting on Turn 5 the benefit of permanent entrenchments rises to 5 (as printed on the TEC) and remains so for the rest of the game.

A. Game Turns 2, 3 and 4: Permanent Entrenchments provide a modifier equal to the current Game Turn. For example on turn 2 all permanent entrenchments provide a column shift to the left of 2, along with 2 subtracted from a morale check die roll. On turn 3 this would rise to three.

8.42 Destruction of Permanent Entrenchments printed on the map: Permanent entrenchments printed on the map can be destroyed. A permanent entrenchment occupied by an enemy unit at any time during an impulse is destroyed and no longer provides any benefit. Players should note this on a piece of paper. To repair permanent entrenchments printed on the map that have been destroyed, follow the normal Construct Permanent Entrenchment procedure.

9.0 WEATHER

Weather is determined at the beginning of each impulse. The player with the initiative rolls one die prior to the first Player's Mission Order Segment. The resulting weather is recorded with the weather marker on the Time Chart.

9.1 Weather Categories and Effects

The following are the four types of weather possible in *The Cossacks are Coming!*

9.11 Clear: No special effects.

9.12 Summer Heat: A heat impulse has the following rules in effect: 1) Units add one to the die roll for Force-March morale checks. (See Standard Rule 9.12.B)

9.13 Light Rain: A light rain impulse has the following rules in effect: 1) Air units may not fly any kind of mission. 2) Artillery Class unit strength points are halved in barrage combat.

9.14 Heavy Rain: A heavy rain impulse has the following rules in effect: 1) All terrain costs except primary roads are doubled. 2) Reconnaissance costs are doubled. 3) MP costs to place combat markers are doubled. 4) Air units may not fly any kind of mission. 5) Artillery Class unit strength points are halved in fire and barrage combat.

In addition, the first time Heavy Rain is rolled on the weather table discontinue treating Grand rivers as Major rivers.

NOTE: While artillery SP totals are halved by rain, this does not reduce the Barrage Factors of the Artillery Class and Headquarters Class units making the barrage. This is critical when conducting attacks against Fortress Class units. (See Standard Rule 13.23.B)

10.0 THE GERMAN ARMED FORCES

10.1 The German Supreme Commander

The German player initially represents the German Supreme Commander at *OHL* (the German acronym for "Oberste Heeresleitung"). Initially this was Helmuth von Moltke and then Erich von Falkenhayn upon von Moltke's dismissal. The player next represents Paul von Hindenburg upon his arrival on the map no later than Turn 6. There is no *OHL* HQ class unit in the game, as the German Supreme Command is off-map in Western Europe.

10.11 Mission Orders: All Mission Orders (MO) to the Eighth Army and Strategic formations originate with the German Supreme Commander until the arrival of Hindenburg on the map, at which time they originate with him. Hindenburg does not have a MO preference therefore while Hindenburg commands the Eighth Army it automatically assumes the desired MO.

NOTE: Strategic formations may only be issued the Hold MO through the Mission Order Procedure. (See Standard Rule 3.12.C)

10.12 Mission Orders to Prittwitz: The German Supreme Commander at *OHL* (Moltke or Falkenhayn) must always issue Prittwitz (*EIGHTH*) the Flexible MO through the mission order procedure. Prittwitz automatically accepts the Flexible MO unless one of the following two conditions has been met: 1) at least 5 German SPs have been lost in combat, or 2) a Russian Corps HQ class unit attached to the Russian Second Army is inside Germany. If either condition has been met Prittwitz will attempt to follow his mission preference.

NOTE: Individual Corps leaders must attempt to exercise their own mission preference through the Mission Order Procedure. (See Standard Rule 7.14)

10.2 German Leaders

10.21 German Leader Replacement Event - Hindenburg replacing Prittwitz: The German Eighth Army commander Prittwitz is replaced if Prittwitz follows his Mission Order (MO) Preference (i.e. Retire) instead of following the MO given to him by the Supreme Commander. The Prittwitz counter is removed from play during the Mission Order Segment of the following impulse. Replace the Prittwitz leader counter with the Hindenburg leader counter when Prittwitz is removed from play, and place the Ludendorff (*EIGHTH*) Leader counter in the Eighth army's Army Staff box (but do not remove Hoffmann). The removal of Prittwitz triggers the West Front Reinforcements. If Prittwitz has not been replaced through Turn 5, automatically replace him on the first impulse of Turn 6.

A. German West Front Reinforcements: There are several units listed as "West Front Reinforcements". These are reinforcements taken from Germany's war in Western Europe.

1. Procedure: The West Front reinforcements arrive a minimum of three impulses after Prittwitz is replaced, in the impulse containing the tenth day after his replacement by Hindenburg. Entry hexes are listed on the German Reinforcement Chart.

Designer's Note: Historically, these formations arrived as reinforcements ten to fourteen days after General Hindenburg's promotion to command of the Eighth Army. Actual replacement of Prittwitz occurred Aug. 23rd, the reinforcements arrived between Sept. 2nd-6th.

B. Hindenburg Adds To The Initiative Die Roll: When Hindenburg enters play the German player adds one to the die roll used to determine Initiative for the remainder of the game.

10.22 German Staff Officers - Ludendorff and Hoffmann: The German leaders represented by the counters Ludendorff and Hoffmann are staff officers. They may not command formations. Their only effect is to double the Command Control Radius (CCR) of the Army HQ Class unit they are stacked

with. If both Ludendorff and Hoffmann are stacked in the same Army Staff Box, they quadruple the CCR of the army HQ unit. A Staff officer's attachment may not be changed during the game.

10.23 Francois' Special Mission Order Preference: The Francois Leader counter has a special Mission Order (MO) preference of Advance/Flexible (Adv/Flex). When the I Corps HQ unit is in Germany he has an Advance MO preference. When the unit is in Russia he has the Flexible MO preference.

10.3 Special German Divisions and Units

10.31 German 1st Cavalry Division: The German 1st Cavalry Division is exempt from Exclusive Rule 6.32, Cavalry Forage Morale Checks, as long as it remains inside Germany. Any unit outside Germany attached to the 1st Cavalry Division is not exempt.

10.32 The Graudenz (grdz div), 35 Reserve (35 r div) and Königsberg Landwehr (kg lw div) Divisions: The Graudenz division (grdz div), the 35 Reserve division (35 r div), and the Königsberg Landwehr division (kg lw div) can attach brigade-sized formations. The Command Counters for these three divisions have an attachment limit of one (or a ½) printed on them. They may attach one or two brigade-sized Landwehr (lw), Landsturm (ls) or Ersatz (e) formations only. Place the Command Counters of the attached brigades on the same command track as that of the division's Command Counter. The Graudenz, 35 Reserve and Königsberg Landwehr divisions may be attached to a corps.

NOTE: When attached to a corps, count only the division against attachment limits, not the attached brigades.

10.33 Strategic, Army and Corps Asset Units: Units that bear the Primary Formation identifier of an army or corps are considered Army and Corps Asset Units. (See Standard Rule 3.13.E) Army or Corps Asset Units may not be reassigned to other formations. Units that bear the Primary Formation identifier *OBO*, *masurian* and *ls XX* are considered Strategic Asset Units. (See Standard Rule 3.12D) There are no restrictions on Strategic Asset unit attachment.

A. Fortress Artillery: Artillery Class Units with the *OBO* Primary Formation identifier and a fortress designation on the right side of the unit counter are considered Strategic Asset units upon release from fortress garrison duty.

Designer's Note: The Königsberg OBO artillery units are not released during the game. These units are released during the game "Clash of Eagles, the Battle for Galicia and Poland, 1914".

B. ls XX and masurian Movement Restrictions: *masurian* units may not move further than twelve (12) hexes from Lötzen (hex 49.27) unless Lötzen is Russian controlled. *ls XX* units may not move more than twelve (12)

hexes from Allenstein (hex 61.30) unless Allenstein is Russian controlled.

10.34 Airplane Unit Attachment: There are no restrictions on airplane unit attachment. Airplane units may be assigned to any formation with a HQ Holding Box (HQHB). Note that this includes divisions with HQ class units.

10.4 German Fortresses and Garrisons

The German player has several formations that are considered Fortress Garrisons. These Fortress Garrison formations warrant special rules.

NOTE: Fortress Garrison formations may be "Released" from garrison duty during a scenario. (See the Unit Releases section of the scenario rules)

10.41 Fortress Garrisons Restrictions: Units of German fortress garrison formations may not voluntarily move more than two hexes from the fortress city or town they garrison (exception Königsberg, see 10.41.A below). If such a unit is involuntarily moved more than two hexes from the fortress city or town, it must move to within the two hex limit during the next friendly March or Counter-March Segment. A unit unable to do so is removed from play and is considered to be disbanded. If isolated when disbanded, all SPs and CPs are treated as Prisoner Points.

10.42 Special Fortress Rules: These special rules pertain to individual fortress complexes.

A. Fortress Königsberg: The following Primary Formations and asset units make up the Königsberg Fortress Garrison: KÖNIG, König, kg e div, 1 lw bd and OBO artillery units bearing the König designation (located on the right side of the unit counter).

1. Königsberg Fortress Area Hidden Deployment: The Königsberg Corps (KÖNIG) formation and any attached formations and asset units are bound by the following rules.

The KÖNIG HQ unit and all units attached to the Königsberg Corps may not leave the "Königsberg Fortress Area", unless the Russian player occupies the city of Königsberg (hex 60.17). The "Königsberg Fortress Area" is defined as the area bounded to the south-east by the permanent entrenchment line that stretches from Königsberg to Tapiau and Labiau, to the north-west by the Kurisches Haff, the Baltic Sea to Pillau, and then the Frisches Haff, including the four fortress units adjacent to Königsberg.

All units attached to the KÖNIG Corps may be kept off map in the Königsberg Fortress Area Holding Box. They are placed on map when a Russian unit moves adjacent to the "Königsberg Fortress Area," anywhere within the area, at the German player's discretion. No unit may be in the Königsberg Fortress Area Holding Box if a Russian unit is adjacent or within the Königsberg Fortress Area.

All units of formations attached to the

Königsberg (KÖNIG) Corps (including non Königsberg Fortress garrison units), that are within the "Königsberg Fortress Area", are always considered to be in Command Control.

B. Fortress Graudenz: The following Primary Formations and asset units make up the Graudenz Fortress Garrison: GRAUDENZ, Graudenz, gz lw bd and OBO artillery units bearing the Graudenz designation.

C. Fortress Marienburg: The OBO artillery unit bearing the Marienburg designation makes up the Marienburg Fortress Garrison.

10.43 Fortress Boyen Supply: The Fortress Boyen unit may act as a supply source for units of the lötzen bd and attached asset units (only). These units may draw supply from the Fortress Boyen unit if they are within 3 hexes. No other units may draw supply from the Boyen fortress unit. In addition lötzen bd units (and attached asset units) within 3 hexes of the Boyen Fortress unit are exempt from the effects of isolation. (*See Standard Rule 7.23.G*)

10.5 German Artillery and Ammunition

10.51 Two Heavy Artillery Units per Corps:

The German player is restricted to having no more than two Heavy Artillery Class units attached to a corps (or smaller formation) at any one time. This includes Heavy Artillery Class units attached to divisions or brigades attached to the corps, but not OCU's of Headquarters Class units. EXCEPTION: All Fortress Corps, while stacked upon a Fortress Class Unit or within the fortress city or town, are exempt from this restriction.

10.52 Available Ammunition: The maximum quantity of Ammo Points available to German formations is 3. When formations replace APs during the Command Phase of an impulse, they may replace 3 APs per Command Track. (*See standard rule 10.44*)

10.53 German Immobile Batteries: The Artillery Class units with a * Mobility Rating may not move nor change facing. Immobile batteries may expend an unlimited amount of APs per impulse. The German player may disband these batteries during his Mission Order Segment. Disband batteries do not count toward Russian Victory Points.

10.6 German Doctrinal Restrictions

10.61 German Entrenchments: The German player is not limited in the ability to construct entrenchments during turns 2 and 3. However, no German unit may begin constructing permanent entrenchments until Turn 4.

10.62 German Airplane Units and Artillery Spotting: No German airplane unit may conduct Artillery Spotting until Turn 5.

10.7 German LOC Garrisons

Each army-sized formation has a Line of Communication. (*See Standard Rule 2.75.C*) The Eighth Army must maintain a minimum of 4 Combat Class SPs in its LOC Box when its LOC extends outside Germany.

10.71 8 loc bd: The EIGHTH Army's Line-of-Communications Brigade (8 loc bd) may not be placed on the game map outside of Germany and does not fulfill the requirements of Exclusive Rule 10.7.

10.8 German Isolated Formation Exception

10.81 Isolated German Units: An isolated German unit is not penalized until it has been isolated for 2 consecutive impulses. Invert the Command Counter of an isolated German unit on the Army Chart, do not place it on the map. An isolated German unit is not penalized as long as its Command Counter remains inverted on the Army Chart. If a unit is isolated for a second straight impulse, place the inverted Command Counter on the map and treat the formation as isolated per Standard Rule 7.23.G.

10.9 Militia Units

Prussian towns and villages have their own local militia. During Game Turn 2, the moment a Russian unit moves adjacent to an eligible town or village, the German player takes a MC against a ML of 2 to see if the militia will defend the town or village. If successful, place a 1 SP militia unit in the town or village. A militia unit may never move and is eliminated by any LR due to combat (max. one hex pursuit after combat). It is always considered to be in supply.

10.91 Eligible Towns and Villages: All towns and villages are eligible until their militia has been eliminated. The militia is eliminated in two ways: 1) through combat, or 2) the town or village has been occupied by a Russian unit. Note on a piece of paper the towns and villages that have had their militia eliminated.

NOTE: The use of militia units is not limited by the counter mix.

11.0 THE RUSSIAN ARMED FORCES

11.1 The Russian Supreme Commander

The Russian player represents the Commander of the Northwest Front (*NW Front*), General Yakov Zhilinsky.

11.11 Mission Orders: All Mission Orders (MO) originate with the NW Front Commander.

NOTE: The effect of isolation on the MO procedure is found in Standard Rule 7.13.H.

11.2 Russian Leaders

11.21 Army and Corps Leader Replacement and Promotion Events: There are several events that may occur which trigger the replacement and promotion of Russian Army and Corps commanders.

A. Army HQ Isolated - Scheideman Replacing Samsonov: If the HQ unit of the *SECOND* Army is found to be isolated during the Russian Command Phase, the leader of the isolated army is replaced, (He commits suicide.)

In the Formation Attachment Step following the isolation of the Second army's HQ unit replace the Samsonov (*SECOND*) leader with the Scheideman (*SECOND*) leader (the flip-side of the Scheideman II counter). When Scheideman takes command of the Second Army, Slyusarenko takes command of the II Corps. Place the Slyusarenko (II) Leader counter (the flip-side of the Samsonov counter) in the HQHB of the II Corps.

B. I Corps – Dushkevich Replacing Artamonov: The I Corps commander Artamonov is replaced by Dushkevich during the Formation Attachment Step of the impulse following the replacement of Samsonov by Scheideman or when the Second Army has no corps HQ units (excluding isolated HQs) inside Prussia. Place the Dushkevich (I) Leader counter (the flip-side of the Artamonov counter) in the HQHB of the I Corps.

11.22 Artmanov's Special Mission Order Preference: The Artmanov Leader counter has a special Mission Order (MO) preference of Advance/Hold (Adv/Hold). When the I Corps HQ unit is in Russia he has an Advance MO preference. When the unit is in Germany he has the Hold MO preference.

11.23 Khan Nakhichevan: The cavalry corps commander Nakhichevan (IC), unlike other cavalry leaders, must participate in a modified MO procedure. All units of cavalry formations attached to the IC are affected by its results. The result of the MO procedure will be either Hold, if the Khan prevails, or Flexible, if his commander prevails.

11.24 Russian Staff Officers: The Russian leaders represented by the counters Mileant (*FIRST*) and Postovski (*SECOND*) are staff officers. They may not command formations. Their only effect is to add their MO preference (i.e. +1 Hold) to their army commander's MO preference when the Army commander is receiving a MO from the Front Commander during the Mission Order Segment. A Staff officer's attachment may not be changed during the game.

11.3 The Russian Strategic Plan: Modified Schedule 19, Case A

"The Russian plan of campaign provided for an immediate general offensive, without waiting for the arrival of belated troops from the interior of the country" [N. Golovine]. Russia promised France an offensive against Germany on the Northwest Front beginning on M+15.

11.31 Strategic Plan Mission Orders (MO): As long as the Strategic Plan is in effect, the NW Front Commander Zhilinsky is restricted in the MOs he may issue his subordinates. He must issue each Army-sized formation under his command the Modified Advance MO through the Mission Order procedure. This restriction is in effect until the NW Front has taken sufficient SP losses to abandon the Strategic Plan (see below). Once the NW Front has taken sufficient SP losses to be allowed to abandon the Strategic Plan, Zhilinsky may issue each Army-sized formation either the Modified Advance MO or the Hold MO through the Mission Order procedure, or he may order the entire NW Front to abandon the Strategic Plan.

NOTE: Strategic formations must be issued the Hold MO through the Mission Order Procedure. (See Standard Rule 3.12.C)

A. Special Event - Occupation of Elbing: If any impulse begins with the German city of Elbing (hex 71.24) occupied by a Russian unit, the NW Front Commander may consider the Strategic Plan void and is no longer restricted by any part of Rule 11.3.

B. Advance Mission Order - Strategic Plan Modification: Any unit of a Primary Formation on the Advance MO while the Strategic Plan is in force is bound by the following MO modification. The Modified Advance Mission Order is exactly the same as a Regular Advance MO with one significant modification: Units attached to formations on the Modified Advance Mission Order that are in Russia must expend ALL available MPs to move through hexsides designated as Advance hexsides, until an enemy ZOC is entered or the unit enters Germany. (Unit need not Force-March). A unit may not reenter a hex previously occupied during the same March or Counter-March Segment.

C. Strength Point Losses and Abandonment of the Strategic Plan: The Strategic Plan may not be abandoned under any circumstances before Turn 4. On Turn 4 and thereafter, if the NW Front has taken sufficient SP losses, the Russian player may abandon the Strategic Plan by announcing its abandonment at the beginning of the friendly Mission Order Segment. The Russian NW Front may abandon the Strategic Plan when 75 SPs have been lost or are currently isolated. SPs lost by Force Marching in the Counter-March Segment are counted.

D. Strategic Plan Abandoned: Upon abandonment of the Strategic Plan the Mission Order Procedure is temporarily suspended. All Front formations (including Strategic formations) are placed on the Retire Mission Order (MO). The Mission Order procedure remains suspended and all formations remain on the Retire MO for a minimum of four impulses, although the Russian Front commander may choose to continue to Retire indefinitely. Formation Attachments may not be changed while fulfilling the retire requirements following abandonment of the Strategic Plan.

After fulfilling the requirement to retire for four impulses, the Russian Front commander may end the temporary suspension of the Mission Order procedure by a declaration at the beginning of his Mission Order Segment. All formations are automatically placed on the Hold MO for one impulse. Following the Hold impulse the standard MO procedure is implemented normally.

11.32 Additional Effects of Abandonment:

A. Morale Level Effect: Upon abandonment of the Strategic Plan reduce the Morale Level of all Front formations with a ML greater than three by one level.

B. Special March Segment MC: During the March segment following the abandonment announcement all formations must check morale at the end of their movement. (LRs as per Standard Rule 11.21.B Force-March)

11.33 Russian Strategic Plan Attachment Restrictions: The following restrictions are in effect until abandonment of the Strategic Plan: 1) No more than two corps (with the exception of Fortress and Cavalry corps) may be placed on the NW Front Strategic chart; 2) The IC Corps must always have at least two cavalry Primary Formations attached.

11.34 Russian I Corps: Until the abandonment of the NW Front's Strategic Plan, the I Corps may not move farther than 4 hexes into Germany, and it may not move farther east than hex-row 57.xx.

Designer's Note: The Russian Supreme Commander was concerned with guarding the northern flank of the armies gathering in Warsaw. Accordingly, he attached the I Corps to the Second Army but forbade it and the attached 22nd and 23rd Divisions to move more than twenty miles into Germany, in case he needed to withdraw it south to defend Warsaw.

11.4 Special Russian Corps and Units

11.41 Reserve Corps: Russian Reserve corps-sized formations may only attach Reserve (r) and Opolchenie (o) formations.

11.42 Cavalry Corps: Russian cavalry corps-sized formations may only attach other cavalry (c) formations.

11.43 Dragoon Cavalry: All Russian Cavalry and Cossacks are considered Dragoons. Therefore, Russian cavalry strength while attacking is only halved, not reduced to one quarter. (See Standard Rule 10.34.A.1)

11.44 Russian Strategic and Corps Asset Units: Units that have the Primary Formation identifier of a corps are considered Corps Asset Units. (See Standard Rule 3.13.E) Corps Asset units may not be reassigned to other formations. Units that have the Primary Formation identifier *NW Front*, *1st Hvy* and *2nd Hvy* are considered Strategic Asset Units. (See Standard Rule 3.12.D) There are no restrictions on Strategic Asset unit attachment.

11.45 Airplane Unit Attachment: There are no restrictions on airplane unit attachment.

Airplane units may be assigned to any formation that has a HQ Holding Box (HQHB). Note that this includes divisions with HQ class units.

11.5 Russian Fortresses and Garrisons

11.51 Fortress Garrison Formations: The Russian player has 3 formations with the Primary Formation identifier of a fortress: KOVNO, Grodno div, and osowiec div. These formations are considered Fortress Garrison formations and warrant special rules. Units of Russian fortress garrison formations may not voluntarily move more than one hex from the fortress city, town or village they garrison. If such a unit is involuntarily moved more than one hex from the fortress city, town or village, it must move to within one hex during the next friendly March or Counter-March Segment. A unit unable to do so is removed from play and considered to be disbanded. If isolated when disbanded, all SPs and CPs are treated as Prisoner Points.

11.52 Fortress Garrisons Requirements: Stavka requires that certain Russian fortresses are garrisoned. To fulfill the requirement, units from Primary Formations with sufficient SPs that do not bear the fortress identifier must be Posted to one of the Fortress Class units of the fortress complex. If a formation attachment is necessary, a Primary Formation's Command Counter must be placed on the Command Track with the Command Counter of the fortress garrison. Two brigade-sized Primary Formations may substitute for a division-sized Primary Formation for purposes of this rule. SPs from any unit may be counted to meet the garrison SP requirements. Units of Primary Formations that are on map but have not been released during the scenario count toward fulfillment of garrison requirements.

A. Osowiec: The fortress of Osowiec must have at least 5 SPs Posted to it. This requirement may be fulfilled without a Primary Formation being attached to the Osowiec division.

B. Grodno: The fortress of Grodno must have at least one division-sized Primary Formation and a minimum of 8 SPs Posted to it.

C. Kovno: The fortress of Kovno must have at least 2 division-sized Primary Formations and a minimum of 16 SPs Posted to it.

NOTE: Additional garrison requirements are found in 11.8 below.

11.6 Russian Artillery and Ammunition

11.61 Two Heavy Artillery Units per Corps: The Russian player is restricted to having no more than two Heavy Artillery Class units attached to a corps (or smaller formation) at any one time. This includes Heavy Artillery class units attached to divisions or brigades that are attached to the corps. This rule does not apply to OCU Heavy Artillery Class units

attached to corps or division HQ units. **EXCEPTION:** The Kovno Corps (KOVNO), Grodno division (Grodno div) and Osowiec division (Osowiec div) are exempt from this restriction.

11.62 Available Ammunition:

A. Turns 2 to 4 - 3 Ammo Points: During Turns 2 through 4 the maximum number of Ammo Points available to Russian formations is 3. When formations replace APs during the Command Phase of an impulse, they may replace 3 APs per Command Track. (*See standard rule 10.44*)

B. Turns 5+ - 2 Ammo Points: Beginning on Turn 5, the maximum number of APs available to Russian formations is reduced to 2. When formations replace APs during the Command Phase of an impulse, they may replace 2 APs per command track.

11.7 Russian Doctrinal Restrictions

11.71 Russian Entrenchments: The Russian player is not limited in the ability of his units to construct entrenchments. However, Russian units may not construct permanent entrenchments at any time.

11.72 Russian Airplane Units and Artillery Spotting: Russian Airplane units may not conduct the Artillery Spotting mission.

11.73 Russian Wireless Communication: A Russian unit (or dummy unit) inside Germany is immediately revealed if it expends MPs and begins its Movement or Counter-Movement phase within 12 hexes of the German Eighth Army Headquarters unit, if the latter is not concealed. Russian dummy units within 12 hexes of the "unconcealed" Eighth Army HQ unit that are not stacked with a real unit during the Concealment Segment are revealed and removed.

NOTE: The German player should take care not to conceal his Army HQ unit if he wants to benefit from Russian Wireless Communication.

11.8 Russian LOC Garrisons

11.81 Army Line Of Communication: Each army-sized formation has a Line of Communication (see Standard Rule 2.75.C). Each Russian army-sized formation must maintain a minimum of four (4) combat class SPs in its Line Of Communication (LOC) Box when its LOC extends outside of Russia.

11.82 Civil Garrison - Bialystok: The city of Bialystok (hex 36.41) must have at least one brigade-sized Primary Formation with a minimum of 4 SPs Posted to it. Place the command counter on the Independent Formations track of the NW Front.

THIS IS THE END OF THE EXCLUSIVE RULES. THE FOLLOWING ARE THE SCENARIO RULES, WHICH LIST ALL INFORMATION NEEDED TO PLAY THE SCENARIOS.

12.0 SCENARIO EXPLANATION

The Cossacks are Coming! contains five scenarios ranging in length from one Combat Phase to 5 turns in length. (Player's will note that no scenario includes Game Turn 1. This is to allow the game to be synchronized with the game *Home Before the Leaves Fall*.) This "Scenario Explanation" section of the Scenario Rules provides an overview of the 9 parts to each scenario.

12.01 Historical Background and Summary Explanation: This contains a brief commentary by the designer on the significance of the scenario. It is assumed that players who want an in-depth assessment will do background reading, so the commentaries have been kept brief.

12.02 General Information Explanation: This section describes the map area in play. It informs the players which turn, impulse, and phase a scenario begins with, and in some cases the number of days already used in the Turn. The status of each player's Strategic Plan is noted.

12.03 Special Rules Explanation: This section covers any special rules in force during the scenario, such as the availability of various types of points on the Strategic Chart, replacement rates, special supply rules, the number of RR Engineer points (if available), special attachment restrictions, etc.

12.04 German Forces Set-Up Explanation: This section lists the location of the various markers and counters to be placed on the German Strategic and Army Charts, as well as the set-up location of German units on the map. (Note that this information may be on a Scenario Set-Up Chart.) The section begins by listing the Strategic Charts and Army Charts to be used in the scenario.

Each Strategic and Army Chart in play is capitalized and underlined (e.g. GERMAN STRATEGIC CHART or EIGHTH ARMY CHART). Below the Strategic Chart's title and information are the specifications for the Strategic Chart Command Tracks. Below an Army Chart's title and information, are the specifications for the Army Chart Command Tracks.

The title of each Command Track is underlined (e.g. XX Corps track).

Any Command Counters to be placed on the Command Tracks are listed.

When a formation is described its formation identifier, found at the top of their counter, is used. The formation identifier is followed by a parenthesized number, the Morale Level for that formation at the time of its entry in the scenario.

The parenthesized Morale Level number may be followed by bracketed numbers and letters. These are Strength Point reductions for the formation at the time of its entry into the scenario. The bracketed numerical designation

indicates the number of strength points reduced while the letter designation indicates whether the SPs reduced are from a Combat Class unit [-C] or an Artillery Class unit [-A].

The parenthesized Moral Level number and bracketed SP reduction may be followed by parenthesized information concerning absent and/or attached units. Note that the attachment of units from a different formation should be recorded on a separate piece of paper.

Following a formation's ML, SP reduction, and absent/attachment information is the formation's set-up hex(es) or Holding Box location.

Some formations include more than one unit. All units of a formation, those with identical formation identifier, are stacked together unless specifically listed as stacking in separate hexes or Holding boxes, or unless listed as absent in parenthesis.

NOTE: The term "all units of a formation" includes leaders, air units and any other units with the same formation identifier printed on the counter. Players are free to place units listed as stacked with a HQ Class unit in that Headquarters' Holding Box (HQHB).

There may be Detachment Units listed in a scenario set-up, or listed as reinforcements. A detachment (det) unit's identifier is followed by parenthesized information describing the detachment unit's size and originating unit designation (e.g., det z (2 SP from 40 div) means that the Detachment Z unit has 2 SPs which have been deducted from the 40th Division). All detachments should be properly recorded on the Detachment Chart. (*See Standard Rule 8.22*)

FIRST EXAMPLE: The formation described as IIC (8) [-IA] — XXXX in the Scenario Rules indicates that the Morale Level of the II Cavalry Corps (IIC) is 8 and the II Cavalry Corps HQ unit is placed in hex XXXX with a minus one SP marker.

SECOND EXAMPLE: The formation described as III (6) (III Cav. unit absent), 5 div (6) [-IC] — XXXX indicates that the ML of the III Corps and 5th division is 6, that all units with the III identifier, except the III Corps' 1 SP cavalry unit, and the 5th divisions units are placed in hex XXXX, and that the 5th division's infantry unit has a minus one SP marker. (Note: The III Corps' cavalry unit could be stacked in a different hex, could be a reinforcement, or could be entirely absent from the scenario.)

THIRD EXAMPLE: The formation described as 25 div (8) [-2C,-IA] — XXXX indicates that the ML of the 25th division is 8, the division's units are placed in hex XXXX, the infantry unit has a minus two SP marker, and the artillery unit has a minus one SP marker.

12.05 Russian Forces Set-Up Explanation: This section lists the location of the various markers and counters to be placed on the Russian Strategic and Army Charts, as well as the set-up location of Russian units on the map.

This section is organized the same as the German Forces Set-up section above.

12.06 Fortress Units Information Explanation: This section lists the Fortress and Immobile Battery units in play. The set-up hexes for these units are found in Exclusive Rule 14.0. If a fortress or immobile battery has suffered SP losses the Fortress unit's identifier will be followed by a bracketed SP loss number (e.g. [-2]).

12.07 Unit Releases: Included in this section are unit releases that take place during the scenario. Units listed here may not expend any MPs until released.

NOTE: Unit releases occur during the March and Counter-March Segments of a turn, after the Supply and Command Segment have been completed, so these units need not begin their movement in supply or command control.

12.08 Reinforcements and Withdrawals: Included in this section are any reinforcements or withdrawals that take place during the scenario. Army Charts that may become available to a player are listed here. The arrival information for each reinforcement will include a hex location. All reinforcements listed as arriving in a hex on the map edge arrive in Rail Mode. Reinforcements listed as appearing on map (not the map edge) are placed in Deployed Mode.

12.09 Victory Conditions Explanation: Victory conditions may be phrased in terms of casualties suffered and/or victory objectives captured or held. In some instances, victory objectives yield more points if obtained earlier in the game. Achieving victory conditions will give the players victory points, which provide an indication of level of victory. The terms of victory are crude at best in any game, and players are urged to rely on their own common sense and knowledge of history.

13.0 SCENARIOS IN PRUSSIA

13.1 Scenario 1 - The Battle of Stallupönen, August 17.

Introductory Scenario - Mutual Combat Phase only.

13.11 Historical Background and Summary: Because the Russian First Army was better organized in peacetime it got off to a quicker start than the Russian Second Army. The main body of the First Army reached the German border on August 16th. The German I Corps commander General Von Francois had deliberately disobeyed orders to wait behind the reconnoitered positions on the Angerapp River and had instead pushed his forward positions right up to the border. The opening battle of the campaign in East Prussia was fought in the

vicinity of the town of Stallupönen. Von Francois did not hope to stop the Russian advance with just his corps, but he did seek to throw the Russian advance off balance from the start. What ensued was a confused and see-saw battle. The Russian XX Corps (primarily the 29th Infantry Division) assaulted the town of Stallupönen along with the full III Corps (25th and 27th Infantry Divisions) and got the better of the German 1st Infantry Division there. However, a brigade of the German 2nd Infantry Division attacked the 27th Infantry Division in the flank and sent it back across the border. The following day the Germans retired to the area of Gumbinnen, setting the stage for a full scale battle between the German Eighth and Russian First armies.

13.12 General Information: The function of this scenario is to familiarize players with the combat system. There are many aspects of the game not touched on by this scenario. Don't worry about them, run through this scenario at least once to get a feel for what you can and cannot do with the combat mechanics. This scenario lasts one combat phase.

A. Map: Only the area described in where to place units is in play.

B. Game Turn: This scenario takes place on game turn two however only the combat period indicator is used. Place the combat step marker in the Phasing Player Barrage Step box of the Initial Combat Segment of the Mutual Combat Phase Cycle.

C. Phasing Player: Russian Player.

13.13 Special Rules: All units are in command and supply for purposes of the scenario.

13.14 German Forces Set-Up: Only the Eighth Army Chart is used in this scenario. Place the following command counters on the specified command track in the indicated box. Also place the following units (with markers) on the indicated hex.

EIGHTH ARMY CHART

I Corps track:

I (8), 1 div (9) — 41.19 with Intensive Combat marker.

2 div (8) [-4C,-2A] — 41.21 with Intensive Combat marker.

13.15 Russian Forces Set-Up: Only the First Army Chart is used in this scenario. Place the following command counters on the specified command track in the indicated box. Also place the following units (with markers) on the indicated hex.

FIRST ARMY CHART

XX Corps track:

XX (5) (XX Cav. unit absent), 29 div (5) [-3C] — 40.19 with Intensive Combat marker.

III Corps track:

III (5) (III Cav. unit absent), 25 div (5) — 40.20 with Intensive Combat marker.

27 div (5) [-1C] — 41.20 (facing hex 42.20) with Regular Combat marker.

IV Corps track:

40 div (5) [-2C] — 40.22 with Regular Combat marker.

13.16 Fortress Units Information: There are no fortress units present in this scenario.

13.17 Unit Releases: None.

13.18 Reinforcements and Withdrawals: None.

13.19 Victory Conditions: For every strength point loss or morale level reduction that a side suffers the opposing player gets one victory point. If the Russian player forces the German player's units out of Stallupönen the scenario is an automatic Russian victory. Otherwise the German player wins if he gets twice as many victory points as the Russian player. The Russian player wins if he gets more victory points than the German player. Any other result is a draw.

NOTE: The German units in Stallupönen will want to exercise the defender combat option of "Stand Fast" (see Standard Rule 10.34.B).

13.2 Scenario 2 - The Battle of Gumbinnen, August 16 - 22.

Game turn Two only.

13.21 Historical Background and Summary:

The battle of Stallupönen upset General Von Prittwitz's plans for the defense of East Prussia. Prittwitz had planned to defend the reconnoitered line of the Angerapp River against the Russian First Army. Instead, General Von Francois, who had advanced to Stallupönen in defiance of his orders, was now in position in front of Gumbinnen. Prittwitz couldn't allow Francois to engage the Russian First Army alone for a second time. Prittwitz hurled the XVII Corps, the I Reserve Corps and the Königsberg Fortress Division at the advancing First Army. In the north the Russian Cavalry Corps commander, General Khan Nakhichevan, had failed to advance with the rest of the Army uncovering the Russian right flank. The German I Corps with the 1st Cavalry Division brushed the Russian 1st Cavalry Brigade out of the way and hit the 28th Division in the flank and shattered them, the cavalry division advanced to Pillkallen, placing it ten miles in the Russian rear. In the center the XVII Corps hit the Russian III Corps supported by a howitzer group, the Russian barrage and fire defense sent the XVII Corps reeling back with 4,000 to 5,000 casualties. In the south there was a stalemate

around Goldap. Prittwitz was unnerved, especially in light of information received from the XX Corps in southern East Prussia that the Russian Second Army was advancing in force. Prittwitz phoned the German Supreme Commander, Von Moltke, and informed him that he was falling back to the Vistula River. Moltke was stunned, his attention was focused on the west where hundreds of German and French divisions were locked in combat, he decided to sack Prittwitz. An elderly German general, Von Hindenburg, was called out of retirement to replace Prittwitz and a chief of staff was found for him, a general by the name of Ludendorff. Ironically enough, Prittwitz's Operations Officer Hoffmann had already put into effect a plan whereby the German corps at Gumbinnen would rail and force-march to the south to face the new threat from the advancing Russian Second Army. When Hindenburg arrived on the scene he merely approved what Hoffmann had planned. Meanwhile General Rennenkampf was as unnerved by Gumbinnen as Prittwitz was. When the German corps withdrew he mistook it for a retreat to the Vistula. He wired his Front commander, General Zhilinsky, and urged him to have General Samsonov march Northwest to intercept the supposedly fleeing German army, instead of marching Northeast to link up with the First Army. The stage was set for the battle of Tannenberg.

13.22 General Information:

A. Map: The eastern half of the game map is in play (inclusive hex row 61.xx).

B. Game Turn: Place the game turn marker on the second turn. Place the current phase marker on the Russian Mission order Segment. The scenario's length is one game turn and is divided into three impulses of 3-2-2 days in length. Place the Impulse markers on Tues., Thurs. and Sat.

C. Strategic Plans: The Russian strategic plan has not been abandoned. Zhilinsky, the Russian NW Front commander, must attempt to give the modified advance MO to his subordinates (see Exclusive Rule 11.3). While the German OHL must attempt to give Prittwitz the Flexible MO (see Exclusive Rule 10.12).

NOTE: German OHL commander has a +3 Mission Order Modifier.

13.23 Special Rules: Disregard Rail Points in this scenario, no units may move in rail mode. German units may enter Rail Mode to fulfill victory conditions (once in rail mode remove them from the map). No unit may receive replacements during this scenario.

13.24 German Forces Set-Up: Only the Eighth Army Chart is used in this scenario. Place the following leaders and command counters either in the indicated box or on the specified command track in the indicated box. Also place

the following units on the indicated hex or holding box.

EIGHTH ARMY CHART

Commander Box: Prittwitz.

Army Staff Box: Hoffmann.

Mission Order Box: Flexible.

Main Depot Status Box: Maximum Double.

LOC Box: 8 loc bd (4).

Independent Formations track:

EIGHTH HQ (8) — 57.24.

2 lw bd (5) — 47.12.

1c div (8) (1 SP motorized-Inf. unit absent) — 41.17.

kg lw div (5) — 48.19.

3 r div (6) — 49.27.

6 lw bd (5) — 50.29.

lötzen bd (5), Inf. unit [-1C] — 46.29.

det k (1 SP from lötzen bd Inf. unit) — 49.27.

masurian MG units (one per hex) — 50.29, 51.30, 51.32.

I Corps track:

I (8) Francois — 43.19.

1 div (9) — 41.19.

2 div (8) [-4C,-2A] — 42.22.

det a (4 SP from 2 div), det e (2 SP from 2 div) — 42.25.

I corps train unit — 44.20.

I Reserve Corps track:

IR (6) Below, 1 r div (7), 36 r div (6), IR corps train unit — 49.24.

XVII Corps track:

XVII (8) Mackensen, 36 div (8) — 48.19.

35 div (8) (attached: 1c div 1 SP motorized-Inf. unit) — 50.21.

XVII corps train unit — 53.19.

Königsberg Corps track:

KÖNIG (5) (attached: 5 *OHO* artillery units with König designation), König (5), 1 lw bd (5), kg e div (5) within Königsberg Fortress Area Holding Box.

Army Supply Class units: Main Depot — 60.18, Army Base — 61.18, Supply Units — 53.22 and 56.26.

Place six (6) Dummy counters anywhere inside Germany at least one hex distance from the Russian border.

13.25 Russian Forces Set-Up: Only the Northwest Front Chart and First Army Chart are used. Place the following markers, leaders, and command counters either in the indicated box or on the specified command track in the indicated box. Also place the following units on the indicated hex or holding box.

NW FRONT CHART

Commander Box: Zhilinsky.

Independent Formations track:

NW FRONT HQ (5) — 36.41.

II Corps track:

II (5) (II Cav. unit absent), 26 div (5), 43 div (5), II corps train unit — 37.30.

NOTE: No formation other than the II Corps (II, 26 div, 43 div) may have its command counters placed on the Command tracks of the Strategic chart; all other formations must remain on the First Army chart.

FIRST ARMY CHART

Commander Box: Rennenkampf.

Army Staff Box: empty.

Mission Order Box: Advance.

Main Depot Status Box: Maximum Double.

LOC Box: det h (1 SP from 27 div), det e (3 SP from 28 div).

Independent Formations track:

FIRST HQ (5) — 37.21.

1c div (5) [-1C], 5 rf bd (5) — 40.26.

1c bd (5) — 37.15.

56 r div (4) (attached: 73 r div Art. unit) — reinforcement.

I Cavalry Corps track:

IC (5) Nakhichevan, 2c div (5) — 38.19.

1gd c div (6), 2gd c div (6) — 38.17.

3c div (5) — 39.19.

IC corps train unit — 36.19.

XX Corps track:

XX (5) (XX Cav. unit absent), 29 div (5) [-3C] — 38.18.

28 div (5) [-3C] — 37.17.

XX corps train unit — 36.19.

III Corps track:

III (5) (III Cav. unit absent), 25 div (5) — 38.20.

27 div (5) [-1C] — 38.21.

III corps train unit — 35.22.

IV Corps track:

IV (5) (IV Cav. unit absent), 30 div (5), det n (1 SP from 1c div) — 39.24.

40 div (5) [-2C] — 38.23.

det g (2 SP from 40 div) — 38.24.

IV corps train unit — 36.25.

Independent Units:

3/1st Hvy — 39.19.

Army Supply Class units: Main Depot — 28.16,

Army Base — 25.16, Supply Unit — 36.19.

Place five (5) Dummy counters anywhere inside Russia.

13.26 Fortress Units Information: The following fortress and immobile battery units are in play. See the Scenario 5 Set-up Charts for hex set-up information.

A. German: Boyen, Schimonken, Nikolaiken.

13.27 Unit Releases: All units attached to the following formations may not move until released during the following segments:

A. First Impulse, German March Segment:

XVII, 36 div (hex 48.19) and 35 div (hex 50.21).

13.28 Reinforcements and Withdrawals:

A. Second Impulse, Russian March Segment: det f (3 SP from 29 div) (hex 36.19 or 38.19). May not be placed adjacent to any German unit.

B. Third Impulse, Russian Mission Order Segment: 56 r div (hex 36.19 or 38.19). May not be placed adjacent to any German unit.

13.29 Victory Conditions: The German player must have the following formation's units in their indicated locations at the end of the scenario or he loses victory points. I Corps, 1st Infantry Division, 2nd Infantry Division in or west of Insterburg. XVII Corps, 35th Infantry Division, 36th Infantry Division within one hex of Bokellen. I Reserve Corps, 1st Reserve Division, 36th Reserve Division within one hex of Gerdauen. 3rd Reserve Division in Rail Mode. 6th Landwehr Brigade in Rail Mode or within one hex of Lötzen. The German player can move these units to their required location at any time during the game turn, as long as they are in their respective locations or modes at the end of the scenario.

Each player counts each Strength point lost by the enemy as 1 Victory point. Each player counts each Prisoner point on his track as 1 Victory point. For each unit of the First Army west of Insterburg the Russian player gets 1 Victory point. For each German formation that does not fulfill the requirements described below the Russian player receives 5 Victory points. If the German player has twice as many Victory points as the Russian player then the result is a German tactical Victory. If the German player has three times as many Victory points as the Russian player then the result is a German Strategic Victory. If the German player has more Victory points than the Russian, but not twice as many, then the Result is a Russian Tactical Victory. If the Russian player has more Victory points than the German player then the result is a Russian Strategic victory.

13.3 Scenario 3 - The Battle of Tannenberg, August 23 - 31.

Game Turn Three and the first impulse of Game Turn Four only.

13.31 Historical Background and Summary:

While the Russian First Army spent the first weeks of the campaign marching to the frontier, and engaging in the battles of Stallupönen and Gumbinnen. The Russian Second Army had needed more time to concentrate its forces. Consequently it was not until August 20th that it crossed the frontier. The original plan called for the Second army to advance to a position between Rastenburg and Bischofstein, where it would link up with the First Army. The

Russian high command, after receiving news of the battle of Gumbinnen, mistakenly thought the Eighth Army was retreating to the Vistula. Therefore the Second Army was instructed to advance to the position Allenstein-Osterode with the objective of striking towards Elbing where they would cut off the supposedly retreating Eighth army. The Second Army's commanding General Samsonov had wanted to advance in this direction all along so he willingly complied. Meanwhile the newly arrived commander of the Eighth army, General Von Hindenburg, had inherited a situation where the I Corps was moving by rail to the area around Deutsch-Eylau and the XVII Corps, with the I Reserve Corps, had force-marched to the Bartenstein-Bischofstein area. At this time the Russian Second army was widely dispersed with its two flank cavalry divisions, the 15th and 4th, out of touch with Samsonov. The center Corps, XIII, XV, XXIII were hammering the German XX Corps, which fell back. The VI Corps marched to Bischofsburg and was fallen upon by the German XVII and I Reserve Corps which were marching to meet it. The Russian I Corps, the army's left flank guard, was subjected to a fierce attack from the German I Corps supported by the Thorn and Graudenz fortress divisions; the attack forced the Corps to retreat. At this point Samsonov had both his flanks driven in and had lost control of the situation. The Russian center corps, receiving no new orders, relentlessly pressed the attack on the XX Corps. The German I Corps hurled its divisions and cavalry regiments down the road between Neidenburg and Willenberg, while the XVII and I Reserve Corps did the same on the Bischofsburg-Willenberg road. The result was that the Russian center Corps and Army HQ of the Second Army were isolated and destroyed within a matter of days. A relief attempt mounted from Soldau on Neidenburg with the 3rd Guard division, 1st Rifle Brigade and elements of the I Corps came near to relieving the encircled corps, but it was too little too late. Upon completing the destruction of the surrounded elements of the Second army the German corps force-marched away from the field of battle at Tannenberg to drive the First Army from Prussia in the first Battle of the Masurian Lakes.

13.32 General Information:

A. Map: The area of the map in play is between hex rows 53.xx and 74.xx only (except for the starting locations of the German IR and XVII Corps and Russian *SECOND* Army Main Depot unit).

NOTE: All units attached to the German IR and XVII Corps must enter the map area in play as quickly as possible.

B. Game Turn: Place the game turn marker on the third turn. Place the current phase marker on the Russian Mission Order segment. The scenario's length is one game turn plus one impulse. Game Turn Three is divided into three

impulses of 2-3-2 days in length. Place the Impulse markers on Mon., Thurs. and Sat. The first impulse of Game Turn Four is 2 days in length.

C. Strategic Plans: The Russian strategic plan has not been abandoned. Zhilinsky, the Russian NW Front commander, must attempt to give the modified advance MO to his subordinates during the first two impulses of turn 3. (see Exclusive Rule 11.3) During the last impulse of turn 3 and first impulse of turn 4 Zhilinsky may attempt to give the modified advance MO or the Hold MO. Pritwitz has been replaced by Hindenburg (see Exclusive Rule 10.1).

13.33 Special Rules: Disregard Rail Points in this scenario. No units may enter or move in Rail Mode during this scenario. No unit may receive replacements during this scenario. All Russian formations, except the I corps, automatically accept the Advance MO during the Mission Order segment of the first impulse. The Russian I corps (I, 22 div and 24 div) has three special rules affecting it: 1) The primary formations 22 div and 24 div may not be detached from the I Corps. Other formations may be attached and are then affected by these special rules; 2) The regular MO procedure is suspended and the I corps is always placed on the Hold MO; 3) The I corps must remain within three (3) hexes of either Soldau (65.37) or Mlawa (63.39).

13.34 German Forces Set-Up: Only the Eighth Army Chart is used in this scenario. Place the following leaders and command counters either in the indicated box or on the specified command track in the indicated box. Also place the following units on the indicated hex or holding box.

EIGHTH ARMY CHART

Commander Box: Hindenburg.

Army Staff Box: Ludendorff & Hoffmann.

Mission Order Box: Flexible.

Main Depot Status Box: Maximum Double.

LOC Box: 8 loc bd (4).

Independent Formations track:

EIGHTH HQ (8) (attached: Posen air unit) — 74.26.

3 r div (6) — 61.30.

grdz div (5), gz e bd (5) [-1C], 20 lw bd (5) — 66.35.

5 lw bd (5) — 73.36.

1 lw div (5) (attached: OBO Graudenz 1SP 5BF Art. unit) — reinforcement.

I Corps track:

I (8) Francois (attached: OBO Thorn 2SP 5BF Art. unit), 1 div (9) [-3C], 2 div (8) [-3C,-1A] — reinforcement.

det b (2 SP from 1 div) — reinforcement.

det a (2 SP from 2 div), det e (1 SP from 2 div) — reinforcement.

I Reserve Corps track:

IR (6) O.Below, 1 r div (7) — 53.22.

36 r div (6) — 50.23.

6 lw bd (5) — 49.27.

IR corps train unit — 56.24.

XVII Corps track:

XVII (8) Mackensen, 35 div (8) — 50.21.

36 div (8) [-3C] — 51.21.

XVII corps train unit — 56.21.

XX Corps track:

XX (8) (attached: Boyen air unit), 41 div (8) — 65.34.

70 lw bd (5) — 64.35.

37 div (8) (attached: 8c div 1 SP motorized-Inf. unit) — 63.34.

XX corps train unit — 66.31.

Army Supply Class units: Main Depot — 74.26, Supply Units — 60.18 and 68.24.

Place ten (10) Dummy counters anywhere inside Germany at least one hex distance from any Russian unit.

13.35 Russian Forces Set-Up: Only the Second Army Chart (i.e. Special NW Front Army chart) is used in this scenario. Place the following markers, leaders, and command counters either in the indicated box or on the specified command track in the indicated box. Also place the following units on the indicated hex or holding box.

SECOND ARMY CHART (use special NW Front Army chart)

Commander Box: Samsonov.

Army Staff Box: Postovski.

Mission Order Box: Advance.

Main Depot Status Box: Single.

LOC Box: det a (3 SP from 16 div), det d (2 SP from 4 div).

Independent Formations track:

SECOND HQ (5) — 51.40.

6c div (5) [-1C] — 65.37.

15c div (5) [-1C] — 66.39.

1 rf bd (5) — reinforcement.

3 gd div (6) [-3C] — reinforcement.

det f (3 SP from 3 gd div) — reinforcement.

I Corps track:

I (5) Artamanov (I Cav. unit absent), 22 div (5) [-3C], 24 div (5) [-2C] — 65.37.

I corps train unit — 62.41.

XV Corps track:

XV (5) (VI Cav. unit absent), 8 div [-5C,-1A] (5), det ag (1 SP from 6c div) — 62.36.

det b (5 SP from 8 div), det ad (1 SP from the 8 div) — 60.35.

6 div (5) (attached: *NW Front* Cav. unit) — 63.36.

XV corps train unit — 59.39.

XIII Corps track:

XIII (5) (XIII Cav. unit absent), 1 div (5), 36 div (5), det ah (1 SP from 15c div) — 58.36.

XIII corps train unit — 56.40.

VI Corps track:

VI (5) (VI Cav. unit absent), 4 div (5) [-2C], 16 div (5) [-3C] — 57.33.

4c div (5) — 55.34.

VI corps train unit — 53.36.

XXIII Corps track:

XXIII (5), 2 div (5) — 63.39.

XXIII corps train unit — 61.42.

Army Supply Class units: Main Depot — 51.40, Supply Unit — 56.43.

Praga Supply Unit — off-map.

Place nine (9) Dummy counters anywhere inside Russia or upon any friendly unit within Germany.

13.36 Fortress Units Information: No fortress or immobile battery units are in play.

13.37 Unit Releases: All units attached to the following formations may not move until released during the following segments:

A. First Impulse, German March Segment: 5 lw bd (hex 73.36).

13.38 Reinforcements and Withdrawals:

A. German Reinforcements:

1. First Impulse, German March Segment: det b (hex 69.33 or 71.32 or 73.30); det a, det e (hex 71.34 or 72.34 or 74.32). May not be placed adjacent to any Russian unit.

2. Second Impulse, German March Segment: I, 1 div (hex 69.33 or 71.32 or 73.30); German 2 div (hex 71.34 or 72.34 or 74.32), I corps train unit (hex 73.30 or 74.30). May not be placed adjacent to any Russian unit.

3. Third Impulse, German Counter-March Segment: Place the 1 lw div on any railroad station hex that is connected to a double railroad line running between Montowo – Dtsch.Eylau – Allenstein, not adjacent to any Russian unit. *Historically hexes 64.31 and 66.31.*

B. Russian Reinforcements:

1. First Impulse, Russian Counter-March Segment: det f (hex 63.39).

2. Second Impulse, Russian March Segment: 3 gd div [-3C], *1/2nd Hvy* (hex 63.39).

3. Third Impulse, Russian March Segment: 1 rf bd (hex 63.39 or 64.38). May not be placed adjacent to any German unit.

13.39 Victory Conditions: The Russian player receives 5 victory points for occupying each one of the following towns at the end of any impulse: Allenstein, Osterode and Deutsch-Eylau. In addition, each player counts each Strength point lost by the enemy as 1 Victory point.

If the German player has twice as many Victory

points as the Russian player the result is a tactical Victory. If the German player has three times as many victory points as the Russian player then the result is a strategic victory. If the German player has more Victory points than the Russian player, but not twice as many, then the result is a Russian tactical victory. If the Russian player has more Victory points than the German player then the result is a Russian Strategic Victory.

13.4 Scenario 4 - The First Battle of the Masurian Lakes, September 6 - 17

Game Turn Five and the first two impulses of Game Turn Six only.

13.41 Historical Background and Summary:

While the Battle of Tannenberg had raged to the south, Rennenkampf had been advancing slowly but steadily across northern East Prussia. His advanced cavalry units had reached the area of Wormditt and Allenstein. When he received word of the debacle of the Second Army he immediately called in his cavalry and took up an entrenched position between Taplau and Angerburg, a reinforced division masking the Lötzen defile. Further south the newly arrived Tenth Army was just beginning to concentrate its units, it only had two Finnish rifle brigades in Germany, covering the entrances to the southern Masurian Lakes. The approaching Eighth army was at the height of its strength. The formations which had fought at Tannenberg had high morale, and two new Corps with a cavalry division had arrived from France. The German plan of battle was to move two Corps and two Cavalry divisions through the Masurian Lake defiles to unhinge the First Army's left flank and separate it from the Tenth Army. The rest of the Eighth Army was to launch a massive frontal assault on the entrenched line of the First Army. On September 7th the German forces struck out from the lake district, driving the weak Russian forces back. By the 9th the German XVII and I Corps, with the 1st and 8th Cavalry divisions, were within 15 miles of Magrabowa. The way for them to advance toward the Kovno-Stallupönen railroad line was clear, a disaster larger than Tannenberg loomed for the First army. Rennenkampf, however, quickly grasped the situation and began a general retreat in order to avoid encirclement. Hindenburg then made a grave error. Instead of ordering the corps turning Rennenkampf's left flank to march on Wierzbolowo (Virbalis), he ordered them to turn sharply north toward Goldap. The Russian II and IV Corps, along with elements of the 1st Heavy Artillery Brigade, delivered a sharp counterattack near Darkehmen that temporarily threw the advancing German XX Corps back. The Russian First army then began force-marching every unit to its maximum ability. Tens of

thousands of troops fell out during the march, and were captured, but Rennenkampf was able to pull the First army back to the Nieman River intact. Hindenburg pursued aggressively, however now that Prussia was safe the decision was made to move to the aid of Germany's Austrian ally. The Germans quickly withdraw the bulk of their troops to the south.

13.42 General Information:

A. Map: The area of the map in play is all hex rows east of 65.xx inside Germany and all hex rows east of 50.xx inside Russia.

B. Game Turn: Place the game turn marker on turn five. Place the current phase marker on the German Counter March Segment. The scenario's length is one game turn plus two impulses. Game Turn Five is divided into three impulses of 3-2-2 days in length. Place the Impulse markers on Tues., Thurs. and Sat. The first impulse of Game Turn Six is 2 days in length, the second impulse is 3 days in length.

C. Strategic Plans: The Russian strategic plan has not been abandoned. However the number of LR's required to abandon the plan has been exceeded therefore the NW Front commander Zhilinsky, until abandoning the Strategic plan, may attempt to give the modified advance MO or the Hold MO to his subordinates (see Exclusive Rule 11.3). Prittwitz has been replaced by Hindenburg (see Exclusive Rule 10.1).

13.43 Special Rules:

No unit may receive replacements during this scenario. Disregard Rail Points in this scenario. No units may enter or move in Rail Mode during this scenario. The following Railroad line hexes have been prepared by Russian RR engineers to Friendly Operational and may be used to trace supply: All hexes on the Double-Track line between 48.19 (Insterburg) and 39.19 (on the border).

NOTE: The Russian player must abide by Exclusive rule 11.5 – Russian Fortresses.

13.44 German Forces Set-Up: Only the Eighth Army Chart is used in this scenario. Place the following leaders and command counters either in the indicated box or on the specified command track in the indicated box. Also place the following units on the indicated hex or holding box.

EIGHTH ARMY CHART

Commander Box: Hindenburg.

Army Staff Box: Ludendorff & Hoffmann.

Mission Order Box: Advance.

Main Depot Status Box: Maximum Double.

LOC Box: 8 loc bd (4).

Independent Formations track:

EIGHTH HQ (8) (attached: Posen air unit) — 61.30.

Ic div (8) (one brigade absent) — 55.26.

8c div (8) — within two hexes of 66.28.

lötzen bd (5) — 49.27

masurian MG units (one per hex) — 50.29, 51.30, 51.32.

I lw div (5) (attached: OBO Graudenz Art. unit) — 62.38.

Is XX Inf. unit (MG unit absent) — 49.33.

18 lw div (5) — reinforcement.

I Corps track:

I (9) Francois (attached: OBO Thorn 5BF Art. unit), 2 div (9) [-1C] — 56.33.

1 div (9) [-1C] — 54.34.

3 r div (7) (attached: one 1c div 2 SP Cav. unit) — 54.35.

I corps train unit — 57.33.

I Reserve Corps track:

IR (6) Below (attached: Boyen air unit, det y (1 SP from OBO Thorn 4BF Art. Unit), det v (1 SP from OBO Marienburg 5BF Art. unit)), 1 r div (7) [-1C], 36 r div (6) [-1C] — 60.25.

6 lw bd (5) — 61.25.

IR corps train unit — 62.25.

XVII Corps track:

XVII (8) Mackensen, 35 div (8) [-1C], 36 div (8) [-1C] — 56.30.

XVII corps train unit — 57.29.

XX Corps track:

XX (8) (attached: OBO Thorn 4BF Art. unit [-1A]), 37 div (8) [-1C], 41 div (8) [-1C] — 57.28.

XX corps train unit — 61.30.

Guard Reserve Corps track:

GD R (8), 1 gd r div (7) — 64.23.

3 gd div (9) — 62.22.

GD R corps train unit — 68.24.

XI Corps track:

XI (8) (attached: OBO Marienburg Art. unit [-1A]), 22 div, 38 div — 58.28.

XI corps train unit — 61.30.

Königsberg Corps track:

KÖNIG (5) (attached: 5 *OHO* artillery units with König designation), König (5), kg lw div (5) [-1C], 1 lw bd (5), 2 lw bd (5) [-1C], kg e div (5), on map anywhere within Königsberg Fortress Area.

Army Supply Class units: Main Depot — 74.26, Supply Units — 66.31 and 69.25.

Place ten (10) Dummy counters upon any German units.

13.45 Russian Forces Set-Up: The Northwest Front Chart and the First and Tenth Army Charts are used in this scenario. Place the following markers, leaders, and command counters either in the indicated box or on the specified command track in the indicated box. Also place the following units on the indicated hex or holding box.

All Russian units in the front line between hexes

53.15 and 46.27 (inclusive) are placed with entrenchment markers.

NW FRONT CHART

Commander Box: Zhilinsky.

Independent Formations track:

NW FRONT HQ (5) — 36.41.

grodno div (4), 76 r div [-3C] (art. unit absent) — 29.33.

osowiec div (4) — 40.36.

det y (2 SP from 68 r div) — 47.12.

KOVNO Corps track:

KOVNO (4), Kovno (4), 73 r div (4) (Art. unit absent), 68 r div (4) [-2C] — 28.16.

NOTE: No formations other than fortress garrisons (i.e. fortress corps and divisions and attached formations) may have their command counters placed on the Command tracks of the Strategic chart; All other formations must remain on the Army charts.

FIRST ARMY CHART

Commander Box: Rennenkampf.

Army Staff Box: Mileant.

Mission Order Box: Hold.

Main Depot Status Box: Maximum Double.

LOC Box: det e (3 SP from 28 div), det ba (2 SP from 1 gd c div).

Independent Formations track:

FIRST HQ (5) — 48.19.

1c div (5) — 47.24.

1gd c div (6) [-2C], 2gd c div (6) — 49.23.

54 r div — 48.19.

72 r div — 46.22.

57 r div — 50.23.

I Cavalry Corps track:

IC (5) Nakhichevan, 2c div (5), 3c div (5) [-1C] — hexes 51.21 and 50.22.

IC corps train unit — 50.21.

II Corps track:

II (5) — 48.25.

26 div (5) [-5C] — 49.24.

det a (5 SP from 26 div) — 50.24.

43 div (5) [-5C], det ao (3 SP from the 76 r div; attached: art. unit 76 r div) — 48.26 and/or 47.26.

det f (3 SP from 43 div) — 48.28.

det g (2 SP from 43 div) — 47.30.

II corps train unit — 46.25.

III Corps track:

III (5), 3/1st Hvy — 51.19.

25 div (5) [-1C] — 53.19.

27 div (5) [-2C] — 53.20.

III corps train unit — 48.19.

IV Corps track:

IV (5) — 52.22.

30 div (5) [-1C] — 53.22.

40 div (5) [-1C] — 53.21.

5 rf bd (5) — 52.23.

IV corps train unit — 50.21.

XX Corps track:

XX (5) — 52.17.

29 div (5) [-2C], 1/1st Hvy, 2/1st Hvy — 52.18.

28 div (5) [-6C] — 53.17.

XX corps train unit — 50.19.

XXVI (Reserve) Corps track:

XXVIR (4), 56 r div (4) (attached: 73 r div Art. regiment) — 53.16.

53 r div (4), 1c bd (5) — 53.15.

XXVIR corps train unit — 50.16.

Army Supply Class units: Main Depot — 44.20,

Army Base — 25.16, Supply Unit — 48.19.

TENTH ARMY CHART

Commander Box: Pflug

Army Staff Box: empty.

Mission Order Box: Hold.

Main Depot Status Box: Medium Double.

LOC Box: empty.

Independent Formations track:

TENTH HQ (6) — 40.36 (Osowiec).

XXII (Finnish) Corps track:

XXII (6), 2 f rf bd (6), det l (2 SP from 3 f rf bd) — 43.30 (Lyck).

3 f rf bd (6) [-3C] — 47.30 (Arys).

1 f rf bd (6) [-2C], det h (1 SP from 3 f rf bd) — 46.33 (Biiala).

det k (2 SP from 1 f rf bd) — 42.33 or 44.34.

4 f rf bd (6) — within one hex of 41.32.

XXII corps train unit — 42.33.

III Siberian Corps track:

III S (6) Radkevich, 8 s div (6) [-5C] — 40.36.

det b (4 SP from 8 s div) — 42.35.

det c (1 SP from 8 s div) — 48.36.

7 s div (6) — reinforcement.

I Turkestan Corps track:

I T (6), 1 tk rf bd (6) — 47.39 (Lomza).

2 tk rf bd (6), 3 tk rf bd (6) — reinforcement.

Army Supply Class units: Main Depot — 36.41, Army Base — 36.47.

13.46 Fortress Units Information: The following fortress and immobile battery units are in play. See the Scenario 5 Set-up Charts for hex set-up information.

A. German: 4xKönigsberg, Pillau, Boyen, Schimonken.

B. Russian: 4xKovno, Olita, 2xGrodno, 2xOsowiec, 2xLomza.

C. Destroyed Permanent Entrenchments: The following Permanent Entrenchments printed on the map have been destroyed and no longer convey any defensive benefit: hex 51.32 and 51.30.

13.47 Unit Releases: All units attached to the following formations may not move until released during the following segments:

A. Game Turn Five, Third Impulse, Russian March Segment: 1 tk rf bd (hex 47.39).

13.48 Reinforcements and Withdrawals:

A. German Reinforcements: Game Turn Five, Second Impulse, German Counter-March Segment: 18 lw div — hex 60.17 (Königsberg).

B. Russian Reinforcements:

1. Game Turn Five, Second Impulse, Russian March Segment: det d (5 SP from 7 s div) — hex 48.47.

2. Game Turn Five, Third Impulse, Russian March Segment: 2 tk rf bd — hex 48.47.

3. Game Turn Six, First Impulse, Russian March Segment: IT (corps train unit absent) — hex 48.47; 7 s div [-5C] (Art. unit absent) — hex 48.47.

4. Game Turn Six, Second Impulse, Russian March Segment: 3 tk rf bd — hex 48.47; 7 s div Art. unit — hex 48.47.

13.49 Victory Conditions: The Russian player receives 5 victory points for occupying each one of the following towns (may not be isolated) at the end of the game: Insterburg, Gumbinnen, Tilsit, Suwalki and Wilkowitzki. In addition, each player counts each Strength point lost by the enemy as 1 Victory point.

If the German player has twice as many Victory points as the Russian player the result is a tactical Victory. If the German player has three times as many victory points as the Russian player then the result is a strategic victory. If the German player has more Victory points than the Russian player, but not twice as many, then the result is a Russian tactical victory. If the Russian player has more Victory points than the German player then the result is a Russian Strategic Victory.

13.5 Scenario 5 - The Tannenberg Campaign, August 16 - September 19.

Game Turn Two thru Game Turn Six.

13.51 Historical Background and Summary: The battles of Tannenberg and the Masurian Lakes were crushing defeats for the Russians, but strategically they merely relieved the pressure on the Germans for a while.

13.52 General Information:

A. Map: The area of the map in play is all hex rows east of 79.xx excluding all hexes west of the Vistula River.

B. Game Turn: Place the game turn marker on turn 2. Place the current phase marker on the Strategic phase. The scenario's length is five game turns.

C. Strategic Plans: Neither the Russian nor German strategic plans have been abandoned.

Zhilinsky, the Russian NW Front commander, must attempt to give the modified advance MO to his subordinates (see Exclusive Rule 11.3). While the German OHL must attempt to give Prittwitz the Flexible MO (see Exclusive Rule 12.2).

13.53 Special Rules:

1) The Russian player automatically has the initiative on Game Turn Two. Game Turn Two must consist of three impulses with the first impulse consisting of two days duration and the remaining two impulses (five days) composed of any combination of days with at least one day to an impulse.

2) A Maximum of two (2) corps (excluding fortress corps) may be placed upon the Russian Strategic Chart at any one time.

3) Replacement rates: Both sides begin receiving replacement points starting on turn 4. The German receives 6 infantry, 1 field artillery and 1 specialist Replacement per turn. The Russian receives 10 infantry, 2 field artillery and 1 specialist Replacement per turn.

4) Air unit replacement rates: 2 German, 1 Russian per turn.

5) Rail points per game turn: German 30, Russian 10.

6) RR Engineer points per day: German, turns 2-5 = 1, turn 6 = 2; Russian = 1.

13.54 German Forces Set-Up: See the Scenario 5 Set-up Charts.

13.55 Russian Forces Set-Up: See the Scenario 5 Set-up Charts.

13.56 Fortress Units Information: All fortress

and immobile battery units are in play. See the Scenario 5 Set-up Charts.

13.57 Unit Releases: See the Scenario 5 Set-up Charts.

13.58 Reinforcements or Withdrawals: See the Scenario 5 Set-up Charts.

13.59 Victory Conditions: The Russian player receives 5 victory points for each German town and 10 VP for each German city controlled at the end of each impulse. In addition, each player counts each Strength point lost by the enemy as 1 Victory point.

If the German player has twice as many Victory points as the Russian player the result is a tactical Victory. If the German player has three times as many victory points as the Russian player then the result is a strategic Victory. If the German player has more Victory points than the Russian player, but not twice as many, then the result is a Russian tactical victory. If the Russian player has more Victory points than the German player then the result is a Russian Strategic Victory.

If the Russian player abandons his strategic plan prior to turn 5 the level of victory is shifted one level to the German Player's favor. If the Russian player has not abandoned his strategic plan by the end of game turn 6 the level of victory is shifted one level to the Russian Player's favor.



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