

# 1914 : FURY IN THE EAST

## THE FIRST MONTH OF THE WAR

*1914 : Fury in the East* is a game simulating the first five months of World War I in the east. It opposes the Russian armies and the German-Austrian forces.

### 1 - PRESENTATION

The map represents part of central and eastern Europe. One game turn represents approximately two weeks and a hexagon represents approximately 50 km. One six-sided die, notated as 1d6, is required for play..

### 2 - COUNTERS

#### 2.1 - COMBAT UNITS

These are the units engaged by the two camps in the war. Different colours depict the nationalities: brown for the Russians, green for the Germans and blue for the Austrians.

Each counter represents an infantry corps. The affiliated army is generally indicated. The abbreviations are as follows:

**S** = Siberians;

**Gd** = Guard;

**Gr** = Grenadiers;

**R** or **r** = Reserve;

**Lw** = Landwehr;

**Ls** = Landsturm;

**C** = Caucasians;

**T** = Turkmens.

The first value represents the combat potential and the second represents the movement potential (2).

The front side of the counter represents the full unit; the back side (combat potential in red) represents the reduced unit (having suffered a loss).

If the reduced combat potential is followed by an asterisk, this signifies that the reduced unit **must** be replaced by a "Cadre" unit in the case of a second loss rather than be eliminated.

The "Cadre" units are generic units that act like the other combat units. They must be replaced by reformed combat units (see 11.3).

*Note: The cavalry and artillery are managed at the level of the army HQ.*

On some units that arrive in reinforcement, the number of their arrival turn is indicated.

A band of colour on the right indicates the affiliated army. If the band is white, the unit has no initial army affiliation.

On certain units that are not totally constructed at the beginning, the colour band is reduced by half and a white arrow indicates that they arrive on their reduced side when they are set-up or when they enter play.

## 2.2 - GENERAL HEADQUARTERS (HQ)

The Army HQ have an "active" side (front) and an "inactive" side (back) that offer reduced capacities. Each HQ has a Support value in combat that includes the artillery (-1 to +2), a Cavalry Support value (1 or 2), a range of command (1 to 3) and a movement potential (3).

**Note:** *At least one unit of each active HQ must begin an attack when the front to which they belong is activated. On turn 1 (A2), all the HQ are placed in "Active" mode and each one must begin at least one attack, with the exception of the HQ*

Designation — 10/1 — Army affiliation

Combat Potential — 7 — Movement potential

Austrians

Russians — Enters the game on its reduced side — Arrival turn — Without an initial army affiliation

Back side of units

The unit must be replaced with a "Cadre" at the 2nd loss

HQ active side

Designation — VIII — Command range — 3

Cavalry support value — +2 — Movement potential — 3

Support Value

HQ back side

HQ Inactive side

Choice between two HQ of initial affiliation

*of the 2nd Russian army that is placed in "inactive" mode but must attack nevertheless.*

## 2.3 - MARKERS

The "Turn» marker is used to indicate the progression of the game turns on the turn counter.



The "Attack" markers are used to indicate the attacks that are undertaken.



The "Siege" markers are used to indicate that a Fortress is besieged.



The "Disorganised" (Désorganisé) markers are used to indicate that the unit is disorganised following a combat.



The "Rail" markers are used to keep track of each nation's movement points by rail.



## 3 - THE MAP

Divided into hexagons, it includes geographical and topological indications: Major and minor fortifications, Difficult terrain (woods, swamp, hills), Mountains, Rivers, Railways, that affect play.

**Note 1:** *Only the hexagons whose majority is in the sea are prohibited.*

**Note 2:** *Hex 1622 is in Romania. Units cannot enter it but the railway may be used by the Russia.*

Roman numerals in the colours of each nation are printed on top of certain hexagons to facilitate initial set-up.

Arrows in the colour of each nation indicate the entry hexagons for reinforce-

ments and supply.

Around the map you will find:

- The Turn Counter (from August to December)
- A railway management table.
- Reinforcements and losses spaces.

#### 4 - OBJECT OF THE GAME

The object of the game is to take control of the adversary's principal fortifications. There are 7 for the Russians and 8 for the German-Austrians. A player wins **automatically** if he obtains a strategic victory during the administrative phase (see 11.1).

An enemy fortification must be occupied to be counted.

*Note: Historically, there was no victor and the war continued.*

At the end of the last game turn (D2), if there has been no automatic victory, the winner of the game is determined by the difference in the number of fortresses controlled by one of the players::

**0:** Tie

**+1 ou +2:** Tactical victory

**+3 ou +4:** Operational victory

**+5 et au-delà:** Strategic victory

*Example: The Russian player controls two German fortresses but the Austrian controls a Russian fortress; since the difference is not +5 this is not an automatic victory but on the final game turn this corresponds to a Russian tactical victory.*

#### 5 - GAME TURN

Each game is played in a certain number of game turns until there is a vic-

tor or play reaches the end of December 1914 (Turn D2).

Each game turn has three phases that are carried out in the following order:

**1** - Initiative phase (see 7)

**2** - Activation phase (see 7 and 8)

**3** - Administrative phase (see 11)

#### 6 - SET-UP

The German-Austrians position themselves first, followed by the Russians.

The combat units position themselves **1 hex.** (2 hex. for the HQ) **or less** from the set-up hex. of their respective army within their borders, respecting stacking rules.

The Russians may not place themselves in contact with enemy units.

*Note: Certain armies have two placement hex. (German 8th army, Russian 1st and 2nd armies). In this case at least two combat units must be positioned around each placement hex..*

The HQ are placed in active mode except the HQ of the Russian 2nd army.

#### 7 - INITIATIVE PHASE

On the first game turn, the Russian player has the initiative. For the following turns, each player rolls **1d6**; the player with the higher roll wins the initiative. In the case of a tie, the player who had the initiative keeps it for this turn.

The player with the initiative (Player 1) chooses a Front A (North/Eastern Prussia or South Galicia); the other Front will be Front B and the other player will be Player 2.

Four successive activations take place in the following order:

- Player 1 - Front A
- Player 2 - Front A or B
- Player 2 - Front B or A (reverse of the preceding activation)
- Player 1 - Front B

The players activate the units that belong only to the designated Front and make them act. The player is therefore designated the **active** player.

**Note 1:** *The German units (except detachments) belong to the Northern/Eastern Prussia Front; the Austrian units to the Southern/Galicia Front. The Russian 1st and 2nd armies belong to the Northern/Eastern Prussia Front, the four other Russian armies belong to the Southern/Galicia Front.*

**Note 2:** *In general, the separation between the northern and southern fronts is around Warsaw. When activated, the units of a front cannot attack those of the other front but may potentially provide support.*

When the Russian army HQ arrive as reinforcements, the Russian player chooses to which front he wants to assign them **for the rest** of the game.

Certain units may be assigned to one of two HQ while others have no predefined HQ and can be assigned to any army when they enter the game (see description of counters and 12).

**Note:** *The German units that arrive in reinforcement and with no assignment may be detached with one (or several)*

*Austrian armies when they enter the game.*

## 8 - ACTIVATION

The active player may move then attack with his units that belong to the Front related to the activation..

## 9 - MOVEMENT

- The units are moved one by one.
- A unit uses its movement potential, expressed in Movement Points (MP) to move. Each unit has 2 MP (the HQ have 3).
- Entering a hex. costs 1 MP (except for entering a mountain hex. and not following a railway which costs 2 MP).
- It is not permitted to enter a hex. occupied by an enemy unit except for a siege (see 10.5).
- An HQ that is alone cannot voluntarily become in contact with an enemy unit. If a unit enters into contact with a lone enemy HQ, the latter is moved one hex. (or several if necessary), bearing in mind the rules of retreat, so it is no longer in contact with the enemy unit. A HQ in a fortress is not considered to be alone.

### 9.1 – ZONE OF CONTROL

- Each combat unit and each Fortress (even empty if not occupied by an enemy unit) exerts a **zone of control** (ZoC) on its hex. and the six hex. surrounding it. The presence of a friendly unit does not cancel out an enemy ZoC but does reduce its impact.
- A HQ has no ZoC.

- Entering an enemy ZoC stops the movement for the turn.
- It is not possible to move directly from one enemy ZoC to another enemy ZoC **unless** a friendly unit is **already** present in the arrival hex.

## 9.2 - STACKING

Up to **two units and one HQ** from the same army may be stacked in a hex.

A unit may exceed a hexagon's stacking limit while moving through it.

## 9.3 - RAIL MOVEMENT

Each nation has 3 or 5 rail movement points (RMP), which are tracked by a marker placed on the rail management table. These points may be used during the activation phases or during the administrative phase.



It costs **1 RMP** to move a combat unit by train. The HQ do not cost anything.

Rail movement costs a unit **1 MP** to move an unlimited number of hex. following a continuous railway within its own country.

Rail movement may begin in an enemy ZoC, may cross an enemy ZoC **occupied** by a friendly unit (only) but cannot end in an enemy ZoC that is not occupied by a friendly unit. It is possible to combine rail movement and land movement during a unit's movement - except during the administrative phase (see 11.4) at which time the units do not have their MP.

The German units assigned to the Austrian armies use German points when they enter the game and may at this time use the railways of both countries, then if needed use the Austrian points and can no longer use the Austrian railways.

Use the railway counter on the map to keep track of the RMP spent.

## 10 - COMBAT

The **active** player declares his attacks (by placing, if necessary, an "attack" marker on the attacked hex.) and resolves the combats in the order he chooses.

### 10.1 - ATTACK

- To attack, a unit must be **within command range** of its HQ. The distance of this line of command (LoC) is expressed in hexagons. The LoC must not pass through an enemy ZoC that is **not occupied** by a friendly unit.

- A hex. must be attacked if it has been designated as a target.

- There is no multi-hexagon attack (a hex. only attacks a single hex and a hex may only be attacked by a single hex) but the adjacent units may act as support in the attack even if they do not belong to the same army or the same front.

- Calculate the combat modifiers based on the strength ratio and the situation before rolling **1d6** to determine the combat result. The minimum result is **1**.

## 10.2 - MODIFIERS

All modifiers are cumulative..

### 10.2.1 - Strength ratio

The attacker finds the sum of the Combat Potential of the attacking units present in the hex he is attacking (any supporting hex. are not counted in this calculation); then the defender finds the sum of the Combat Potential of the units present in the attacked hex. Calculate the strength ratio of these two sums, rounded in the defender's favour, to obtain the first modifier.

|     |    |
|-----|----|
| 1/2 | -2 |
| 2/3 | -1 |
| 1/1 | 0  |
| 3/2 | +1 |
| 2/1 | +2 |
| 3/1 | +3 |

Attacking at a ratio less than 1/2 is prohibited.

Attacking at a ratio greater than 3/1 only awards +3

### 10.2.2 - Terrain

River; Difficult terrain; Minor fortress = -1

Mountain; Major fortress = -2

*Example: A major fortress behind a river gives -3.*

*Note: Defending oneself in a major Fortress taken from the enemy only gives a modifier of -1.*

### 10.2.3 - Headquarters

It is required to apply the HQ's support value in combat (-1 to +2).

### 10.2.4 - Disorganised unit

+1 if one attacks at least one disorganised unit (see 10.3.2 and 10.3.3).

-1 if one attacks with at least one disorganised unit.

### 10.2.5 - Support

+1 per hex. providing support.

To provide support, a hex. must be occupied by at least one friendly unit that is not disorganised in contact with the attacked hex. while not in contact with another hex. occupied by a non-besieged fortress or an enemy unit unless it is disorganised.

*Note: Support is assessed during the combat resolution and takes into account the situation at that moment.*

Supporting units **never** suffer the combat results.

### 10.2.6 - Cavalry

If the attack occurs against a terrain **without penalty** in combat, the attacker rolls **1d6**. If he gets a **1 or 2** (depending on his cavalry potential), he obtains **+1** for his attack.

*Note: For the November and December game turns, the cavalry potentials of the German HQ are increased by 1.*

## 10.3 - COMBAT RESULTS

### 10.3.1 - Explanation of the results

**x-y**: Attacker's and defender's losses.

**AR**: Retreat of the attacker.

**DR**: Retreat of the defender, Advance of the attacker.

Losses are suffered before retreating,



result is then one loss for each player and DR, the 4th Russian corps is reduced (priority to the reserve corps that is already reduced) as well as the 20th German corps. Since the German unit defends itself in a Fortress hex it can refuse retreat with no loss. The Russian player may however force the retreat. He does so, suffering a loss. He eliminates the reserve unit. The German player then has two choices: he can retreat 2 hex and risk suffering an additional loss because he has to pass through an enemy ZoC that is not occupied by a friendly unit, or he can declare himself besieged. He chooses the first option. He retreats to 1106, rolls a die, gets a 2 which imposes an additional loss. The 20th Corps is replaced by a "Cadre" unit, then retreats to 1007 where it receives a "Disorganised" marker. The 4th Russian corps may then occupy the fortress.



**but:**

- in the case of **DR**, the defender **may** potentially refuse to retreat by taking an additional loss then the attacker could force the retreat by suffering an additional loss.
  - Similarly, in the case of **AR**, the attacker may refuse the retreat by suffering an additional loss, then the defender may potentially force the retreat by suffering an additional loss.
- In any case, the additional loss **must not**

**provoke** the elimination of all the units present in the hex. At least one "Cadre" unit must remain.

Losses are taken **with priority** by the full units before moving on to reduced or "Cadre" units.

*Note : A loss reduces a full unit or eliminates a reduced unit or a "Cadre" unit..*

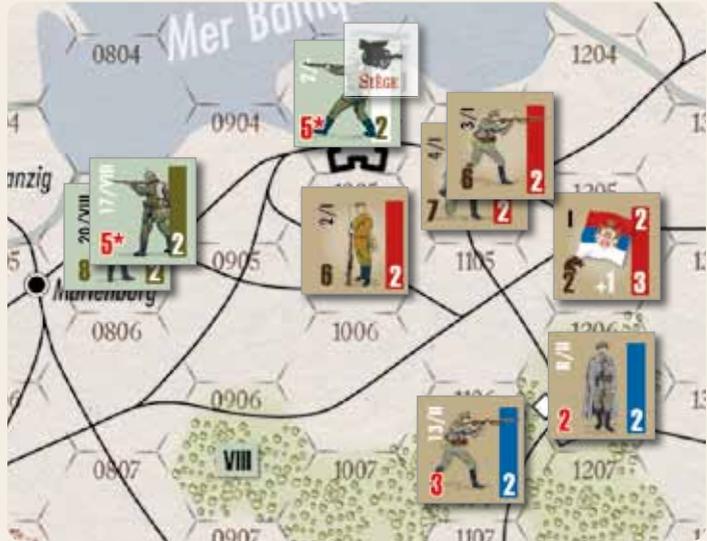
The HQ do not suffer losses and are only eliminated in the case of a front adjustment (see 11.2.)

The HQ and the units that just retreated

| COMBAT RESULTS TABLE |     |     |     |     |     |     |
|----------------------|-----|-----|-----|-----|-----|-----|
| D6 + modifiers       | 1-2 | 3-4 | 5   | 6   | 7-8 | 9+  |
| Losses Att-Def       | 1-0 | 0-0 | 1-1 | 0-0 | 1-1 | 1-2 |
| Retreat              | AR  | AR  | -   | DR  | DR  | DR  |

### Combat example against a fortress

It is the Russian player's turn to attack. He engages the 3rd and 4th corps against the 2nd German corps. In a major fortress, the minimum value is 8 if the units present are worth less or if there are no units. The strength ratio is 13/8 or 3/2 for a modifier of +1. The other modifiers are +1 for the HQ, +1 for the support of the 2nd corps and -2 for the fortress. (There is no cavalry support against a fortress).



The Russian player gets a 5 on the die for a final result of 6 and 0-0 for the losses and DR. The German player may refuse the retreat without loss if there is a fortification. He does so. The Russian player can force the retreat by suffering a loss. He does so by turning over the 3rd corps. At this point, the German player may choose to retreat to 0905, taking the risk of suffering a loss since he passes through an enemy ZoC or suffering a siege. He chooses the latter. Place a siege marker on the German unit; the Russian player advances his two units to 1004. (One unit is sufficient to hold a siege).

If the German player plays afterward, he has the option of advancing the 20th and 17th corps to 0904 and attacking the two Russian corps to break the siege. (This will be an attack at 1/1 with a +2 modifier if the German HQ is in active mode). If the Russian retreats, the siege is broken.

Otherwise, during the administrative phase, resolve the siege. The ratio is 10 to 8 or 1/1. (Don't count the besieged troops but **only** the fortress value for the siege resolution). The Russian has no modifier and must get a 6 to seize the Königsberg fortress.

On the following turn, if the Russian reinforces his units, he can obtain a strength ratio of 3/2 and seize the fortress on a score of 5 or 6.

If the Russian falls below 8 combat points, the siege is maintained but since he has a negative modifier, he cannot seize the fortress.

after a **previous** combat do not suffer losses but retreat if the units with which they are stacked do so.

A hex. that has become vacant after the retreat of the defender must be occupied by at least one unit that participated in the combat.

### 10.3.2 - Retreat

• **AR**: the attacker retreats his units **one**



hex. and places a "Disorganised" marker on top.

• **DR**: the defender retreats his units **two hex.** and places a "Disorganised" marker on top.

**Note**: *Stacked units retreat together. The HQ retreat with the units but are never disorganised.*

The retreat priorities are as follows :

**1- toward** a hex. **outside** of enemy ZoC;

**2-toward** a hex. **in** enemy ZoC occupied by a friendly unit;

**3-toward** a hex. **in** enemy ZoC.

In the case of retreat into an enemy ZoC **not occupied** by a friendly unit, the unit (or stack of units) performs a cohesion test by rolling **1d6**:

**1-2**: The stack suffers an additional loss.

**3-6**: No effect.

If the stacking limit is exceeded, the excess unit(s) retreat an additional hex., respecting the retreat priorities.

### 10.3.3 - Disorganised unit

A disorganised unit attacks and defends itself less well (see 10.2.4).

It provides no support and does not prohibit adverse support if it is alone in its hex.

A unit reorganises itself during the administrative phase (see 11.2).

## 10.4 - FORTRESSES

A fortress hex. can defend itself alone if no combat unit is present.

When a fortress hex. is attacked, regardless of the presence of combat units, its minimum combat value is 4 for minor Fortresses and 8 for major Fortresses.

*Example: If a unit of value 6 is attacked in a major Fortress, its combat potential will be 8; if two units of value 6 are attacked, their combat potential in defence will be 12.*

The combat is resolved normally and the modifiers are applied. The Fortress does not suffer losses but the present units

do. In the case of DR, the defender can refuse to retreat without suffering losses (including a lone Fortress) and the attacker can force the retreat in the normal way.

If the attacker is successful in forcing the retreat of a Fortress that had never been taken by the adversary, the player has a choice of:

- **retreating his units normally**; in this case the Fortress surrenders and the attacker occupies it.

- **not retreating** and declared himself besieged (see 10.5).

*Note: A Fortress taken from the adversary never defends itself alone, its minimum combat value is not applied but the modifier (-1) remains. It cannot declare itself besieged. It is automatically seized if there are no units occupying it.*

## 10.5 - SIEGE

Following a combat whereby the defender must retreat, he may refuse and instead declare himself **besieged**.



Place a "Siege" marker on the defender's units and on top of at least one attacking unit that become the besieger.

- The Fortress **no longer exerts** a zone of control. In addition, it no longer serves as part of the Line of communication (see 11.2).

- The besieger may be attacked by enemy units arriving from outside. If he retreats, the siege is lifted.

- The besieging unit provides no support in the attacks

- A besieged unit cannot attempt on its own to combat the besieging units. Moreover, a besieged unit can receive neither reinforcements nor replacements.
- The besieger can manoeuvre to remove or add besieging units during its activation phase.

**During the administrative phase** (see 11.2), the besieger rolls a die to which he adds the strength ratio bonus: the Fortress is always worth 4 or 8 depending on its size. If he gets **6 or more** the Fortress surrenders and the besieged units are eliminated and the marker is removed. Otherwise, the siege continues.

## 11 - ADMINISTRATIVE PHASE

The two players will check the victory, then if necessary, adjust their front, have their reinforcements retreat and plan the following turn (except on turn D2).

### 11.1 - VICTORY

If one player controls 5 fortifications more than his initial number (Russian 7, German-Austrian 8), he automatically wins the game (see 4).

### 11.2 - FRONT ADJUSTMENT

The player that had the initiative adjusts his fronts first.

Each unit (or stack of units) and each HQ must be able to draw a valid Line of communication (LoC) at **two hex or fewer**, from their choice of:

**1-** another friendly unit (except HQ) that is

itself capable of drawing a LoC.

**2-** a **controlled** fortification that is capable of drawing a LoC or is linked by railway to one of its nation's entry hex.

**3-** a railway hex. located in friendly territory linked by railway to one of its nation's entry hex. at a maximum distance of 4 hex.

An LoC or a connection by railway **cannot** pass through a hex in an enemy ZoC not occupied by a friendly unit.

If a unit (or stack of units or fortress) has no valid Line of Communication, it is isolated and must retreat one hex (two hex. if the first hex. doesn't suffice) to lose its isolation.

**Retreat priorities are as follows :**

**1-** To a hex. **outside** enemy ZoC;

**2-** To a hex. in an enemy ZoC occupied by a friendly unit;

**3-** To a hex. **in** an enemy ZoC, (in this case, the unit (or stack of units) takes a cohesion test (see 10.3.2).

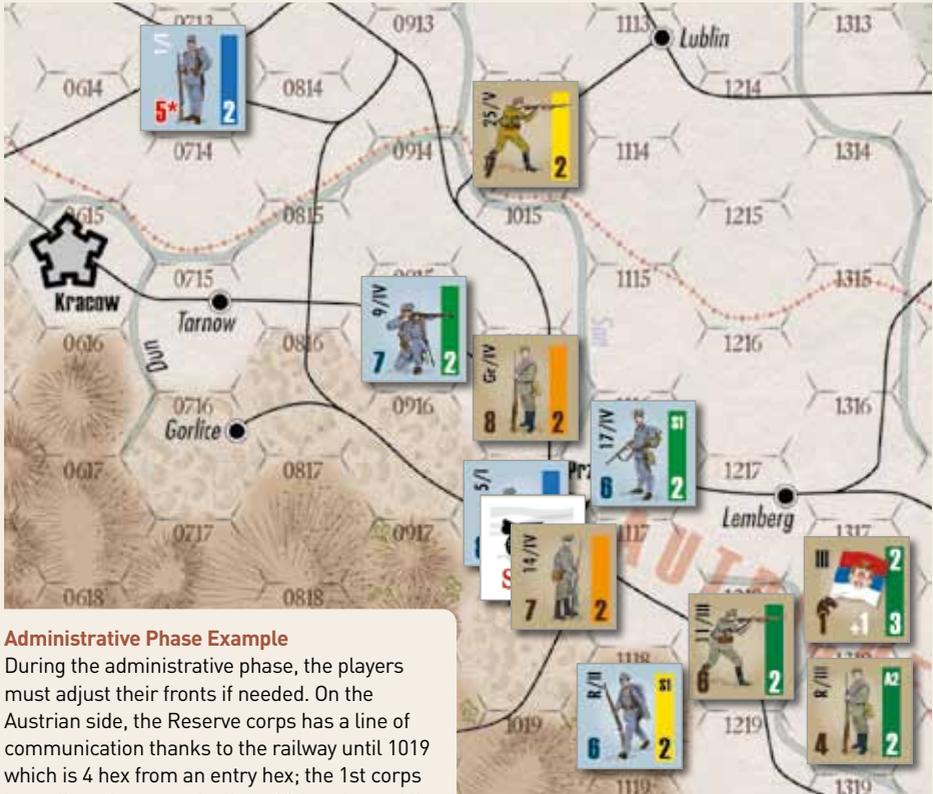
Units that **cannot** lose their isolation are **eliminated**.

*Note: an isolated (or besieged) fortification only provides a Line of Communication to the friendly units located in its own hex.*

A HQ that is eliminated due to isolation returns as reinforcement on the following turn.

Each player then tests his sieges. (see 10.5.).

Each player then removes his "Disorganised" markers.



### Administrative Phase Example

During the administrative phase, the players must adjust their fronts if needed. On the Austrian side, the Reserve corps has a line of communication thanks to the railway until 1019 which is 4 hex from an entry hex; the 1st corps has a line of communication of 2 hex. toward the Krakow fortress which is linked by train to an entry hex; the 5th corps which is besieged in the Przemysl fortress has a line of communication toward the fortress itself. On the other hand, the 17th and 9th corps are isolated because their LoC is either blocked by enemy units or is too long (more than 2 hexagons).

On the Russian side, the Reserve corps, the 11th corps and the HQ of the 3rd army have a line of communication toward the east (not shown here); the 25th corps has a line of communication of 2 hex. toward the Ivangorod fortress (which is linked by train to an entry hex); the Grenadiers corps and the 14th corps are isolated, however.

If the Russian player had the initiative, he is the one to begin his front adjustment. He has two slightly different situations depending on the unit he chooses to retreat first.

If he chooses the Grenadier corps, it must retreat to 1015 or 1115 so as to lose its isolation

and must take a cohesion test since it enters into an enemy ZoC not occupied by a friendly unit. Then the 14th corps must move to 1016 or 1117, taking a cohesion test and abandoning the siege. If he chooses the 14th corps first, that unit must retreat to 1016 then to 1015 or 1115, taking a cohesion test. The situation changes for the Austrian since with the Russians' retreat the 5th and 17th corps have gained a line of communication and the Przemysl fortress regains its capacity as a relay station.

If the Austrian player had the initiative, he begins the front adjustment. He must move the 17th corps to 1117 to get closer to the Reserve corps by taking a cohesion test and retreating the 9th corps without a cohesion test to 0815. The situation changes for the Russian who then carries out his front adjustment. The retreat of the two Austrian corps has unblocked the lines of communication of the Grenadiers and the 14th corps who are no longer isolated.

### 11.3 - REPLACEMENTS

Each nation may **reform** its eliminated units or **reinforce** the reduced units present on the map with its Replacement Points. The Russian goes first, then the Austrian and the German.

*Note* : The German units assigned to the Austrian armies use German replacement points.

The units of armies missing more than one unit **must** be reformed **first** before reforming or reinforcing other units.

The units may be reformed as reduced or full units.

The reformed units are placed in the "Reinforcement" (Renfort) space on the map.

*Note* : *Besieged units cannot be reinforced.*

Tally the number of units that are eliminated (present in the "Eliminated Units" space; the "Cadre" units do not count) and add the following value:

**Russian** = + 6

**Austrian** = + 4

**German** = + 4

The sum obtained is the number of Replacement Points (RP) for the turn.

**The cost of units is as follows :**

One Reserve / Landwehr / Landsturm step = **1,5 PR**

One regular infantry step = **2 PR**

One Grenadier/Guard step = **2,5 PR**

Unused points are not conserved from one turn to another.

*Example* : *The Russian has two units in the "Eliminated Units" space, one*

*Reserve corps and one Regular corps from the same army. He therefore has 8 replacement points (2 + 6). He could reform his two units for 7 points (1.5 + 1.5 + 2 + 2) and lose the remaining point and place them in the "reinforcements" space or reform only the regular corps for 4 points (2 + 2) since he must reform at least one of the two units and reinforce a reduced Grenadier corps and Reserve corps present on the map for 4 points (2.5 + 1.5), turning them to their front side.*

### 11.4 - REINFORCEMENTS

- The Russian plays first.
- The reinforcements of the turn (like the reformed units) are placed in the "Reinforcements" space.
- They enter the game one by one, by their nation's entry hex. Or by using the remaining railway transport points, or by carrying out an **administrative** movement of **4 MP** and following a railway track.
- Reinforcements must respect the rules of movement, stacking and isolation.
- Furthermore, reformed units (and not the reinforcements for the turn) with a **combat value of 8** (even reduced) that are placed in the "Reinforcement" space must first replace – and directly on the map – the "Cadre" units present on the map, by spending a railway transport point if necessary, even if the "Cadre" unit is not on a railway track. The Cadre counter is then removed.

## 11.5 - PLANNING

- “Rail” markers are returned to their original value (5 for the Russian, 3 for the Austrian and the German).
- All the HQ are placed in “Inactive” mode.
- Each player takes his turn rolling **1d6** per nation and places the number of HQ indicated in “Active” mode by turning them over. The Russian goes first, then the Austrian, then the German.

| Dé | Rus. | Aust. | Ger. |
|----|------|-------|------|
| 1  | 2    | 1     | 1    |
| 2  | 2    | 2     | 1    |
| 3  | 3    | 2     | 2    |
| 4  | 3    | 2     | 2    |
| 5  | 3    | 3     | 2    |
| 6  | 4    | 3     | 2    |

### Die modifiers

Turn A2 = + 2 ; S1 = + 1 ; N2-D1 = - 1

## 12 - UNIT MANAGEMENT

Two Russian units have two possible army posting assignments (two-coloured band), the 1st corps that is shared by the 2nd and 9th army and a Reserve corps that enters as reinforcement and may be posted to the 5th and 8th army.

During set-up, the 1st corps is assigned to the 2nd army. When the 9th army enters the game, the Russian player may decide during the administrative phase to assign this corps to it.

When the reserve corps enters the game, the Russian player decides to which army to post it.

When the HQ enter the game, each player decides to which front they are posted.

When the units with no posting enter the game, each player decides to which army it posts them.

The postings are made **for the rest** of the game.

*Note* : A game help for management of units is available on our website. ♦

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## SÉQUENCE DE JEU

- 1 - 1 - Initiative Phase [see 7]
- 2 - Activation phases (see 7 and 8)
  - Player 1 - Front A
  - Player 2 - Front A or B
  - Player 2 - Front B or A (inverse of the preceding)
  - Player 1 - Front B
- 3 - Administrative Phase (see 11)

## ABBREVIATIONS

- Gd** = Guard  
**Gr** = Grenadiers  
**R** or **r** = Reserve  
**Lw** = Landwehr  
**Ls** = Landsturm  
**C** = Caucasiens  
**T** = Turkmens

## COMBAT MODIFIERS

### • Strength ratio

|     |           |
|-----|-----------|
| 1/2 | <b>-2</b> |
| 2/3 | <b>-1</b> |
| 1/1 | <b>0</b>  |
| 3/2 | <b>+1</b> |
| 2/1 | <b>+2</b> |
| 3/1 | <b>+3</b> |

Attacking below 1/2 is prohibited.

Attacking higher than 3/1 only gives +3

### • Terrain

River ; Difficult Terrain ; Minor Fortress

= **-1**

Mountain; Major fortress = **-2**

- **Support value** in combat of the HQ:  
**-1 to +2**

### • Disorganisation

**+1** if a player attacks at least one disorganised unit (see 10.3.2 and 10.3.3)..

**-1** if a player attacks with at least one disorganised unit.

### • Support

**+1** per hex. providing support.

- **Cavalry bonus** in combat of the HQ

**1d6** = 1 or 2: **+1**

## COMBAT RESULT TABLE

| D6 + modifiers        | 1-2 | 3-4 | 5   | 6   | 7-8 | 9+  |
|-----------------------|-----|-----|-----|-----|-----|-----|
| <b>Losses Att-Déf</b> | 1-0 | 0-0 | 1-1 | 0-0 | 1-1 | 1-2 |
| <b>Retreat</b>        | AR  | AR  | -   | DR  | DR  | DR  |

**x-y**: Attacker's and defender's losses

**AR**: Retreat of the attacker

**DR**: Retreat of the defender, Advance of the attacker

**Cohesion test** : **1-2** = a loss perte ; **3-6** = no effect

## PLANIFICATION

| Die      | Rus. | Aust. | Ger. | Die modifiers          |
|----------|------|-------|------|------------------------|
| <b>1</b> | 2    | 1     | 1    | Turn A2: <b>+ 2</b>    |
| <b>2</b> | 2    | 2     | 1    | Turn S1: <b>+ 1</b>    |
| <b>3</b> | 3    | 2     | 2    | Turn N2-D1: <b>- 1</b> |
| <b>4</b> | 3    | 2     | 2    |                        |
| <b>5</b> | 3    | 3     | 2    |                        |
| <b>6</b> | 4    | 3     | 2    |                        |

**Order**: the Russian first, then the Austrian, then the German.