

FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

MASURIA: WINTER BATTLE 1915

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10.0 INTRODUCTION

10.1 Scope of the Game

After the Tannenberg campaign of August-September 1914, East Prussia became a strategic backwater as both sides focused their efforts in Russian Poland. But the Russian threat remained, and in the winter the Germans set about cleaning up their northern flank. A massive attack on the open right flank of the Russian *Tenth Army* sent it reeling; only the sacrifice of an entire corps in the Augustowo Forest enabled it to escape. Other outcomes were possible. Russian reserves were available, and the German forces were a hodge-podge of units of widely varying quality. Both sides have a number of options to turn the fortunes of the campaign.

10.2 Game Scale

Each hex represents 4 miles (6.5 kilometers). Each turn represents one day. Units are infantry brigades (6,000-8,000 men), cavalry divisions (2,500-3,000 men), and artillery regiments or brigades (up to 50 cannon). Headquarters units represent the command and logistical apparatus supporting the combat units.

10.3 Standard Rule Modifications

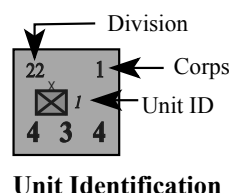
The time, unit, and hex scales, plus the pace of foot-borne operations, necessitate the following changes to the standard rules.

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

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

2.3 & 4.1 Mobile Movement Phase

Any unit starting a mobile movement phase not in an EZOC



may move during that phase (in addition to movement during the regular movement phase). Its movement allowance is halved (round fractions up). Infiltration (5.1.2) may not be used during mobile movement.

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

5.2 Effects of Terrain (on Movement)

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

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

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

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

7.6 Combat Resolution. Several combat results are modified:

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

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

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

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

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

7.7.2 Displacement is not used.

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

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

8.0 Fire Support is replaced by artillery (16.0).

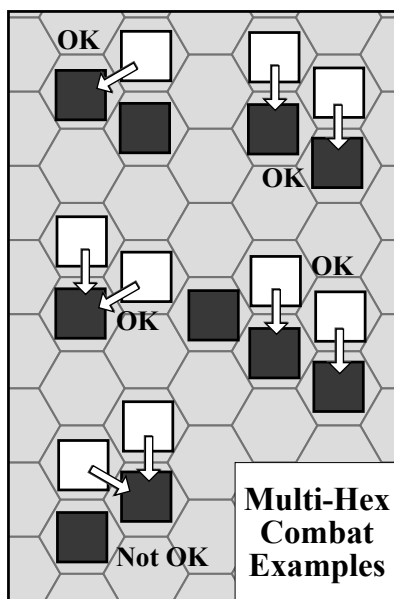
11.0 SET UP

11.1 Hex Control

At the beginning of the game, the German player controls all hexes on and west of the German front line. The Russian player controls all other hexes. Thereafter, a hex changes control each time an opposing unit enters it; control may change any number of times per game. See 14.0 for control of railroads and 16.4 for control of Russian fortresses.

11.2 Set Up

Place the Turn marker in the first box of the TRT, "Clear" side up (see 19.0). Sort the opposing forces by corps and division and set them up per 11.3 & 11.4, with the German player setting up first. Headquarters and artillery may be set up or entered with either the supplied or unsupplied sides showing. The German player is the first



player. The game begins with the German Movement Phase of Turn One and ends after the Russian mobile combat phase of Turn 18.

11.4 German Initial Deployment

The 16 "A" combat units must be deployed so that a German unit or ZOC occupies every German front line (0701-0120 & 0126-0127). All remaining units and the two army HQ units arrive as reinforcements (11.5).

11.4 Russian Initial Deployment

The Russian player deploys by corps according to the list below. Unless restricted below, each unit may be placed in any Russian-controlled hex. The requirement to cover hexes refers to the Russian front line (0801-0130). "Covering" means each hex in the assigned sector must be occupied by a unit or ZOC belonging to that corps. For deployment purposes (only) the "A" units are treated as belonging to any or all corps.

A—no restriction

3—covering hexes 0801-0709

20—covering hexes 0710-0413

22—in or adjacent to hex 2626

26R—covering hexes 0314-0219

3 Si—covering hexes 0220-0130

4 Si—optional reinforcements; see 11.6

1 Tu—optional reinforcements; see 11.6

Tenth Army HQ—any town or city behind the front line on a railroad leading off the east or south edge of the map.

11.5 German Reinforcements

Each of the four German reinforcement corps and/or the army HQs may arrive during the German regular movement phase of any turn (including Turn One). Each corps must arrive at any one German entry area (see 11.7 & 14.0).

11.6 Russian Reinforcements

At the beginning of each Russian movement phase commencing with Turn Four, the Russian player may elect to bring in one or both reinforcement corps (4 Si and 1 Tu). On the turn of entry, the selected corps arrives at any one Russian entry area (see 11.7 & 14.0). See 12.3 for the impact on victory.

11.7 Reinforcement Entry

There are four German and three Russian entry areas, indicated by colored icons on the entry hexes. The names are for reference purposes only. The German entry hexes do overlap the Russian front line. During the owning player's regular movement phase, an entering corps must be placed on the line of one of the areas. On the following regular movement phase, it enters the hexgrid by being placed in any entry hex in that area unless occupied by an enemy unit or in between two enemy units (for example, a German unit could not enter on 0123 if Russian units occupy 0122 and 0124). If no eligible entry hexes are available, the units remain off the grid; at the owning player's option, they may be withdrawn from that entry area and become available for entry on the following

turn. Placement on the map costs one-half of the unit's movement allowance, rounding up. Thereafter, the units operate normally.

Retreat from German Entry Hexes.

A German unit may retreat off the map from a German entry hex. Roll one die for the unit; it returns to the map like any other reinforcement in that number of turns. For example, if a unit is forced off the map on Turn 3 and the die roll is a 3, it returns to the map on Turn 6.

12.0 VICTORY

12.1 Victory Points

The Russian player starts the game with three victory points (VP). Both players score VP for capturing enemy units (12.2). The German player scores one VP for each German-occupied Russian fortress (Kovno-2603, Grodno-2626, Osowiec-0928). The German player also may receive VP if the Russian reinforcement corps are used (12.3). At the end of the game, compare the VP totals; the player with the larger total is the winner. The qualitative outcomes are:

+0 = A Draw. Neither player has achieved anything of note.

+1 VP = A Modest Victory. Operations will continue along the East Prussian border, but the winner has gained the upper hand.

+2 VP = A Substantial Victory. Depending on who wins, the Russian threat to East Prussia is ended or the Germans will have to shift their focus from Warsaw back to Königsberg.

+3 VP = A Decisive Victory. Depending on who wins, operations now will move back into Germany or deep into Poland.

+4 = An Epic Victory, a victory of such proportions that the course of the war is appreciably changed from its historical course.

12.2 VP for Captured Units

Each player scores one-third VP for each captured enemy unit (see 7.7 & 10.3). Round up fractions (so 1-3 units = 1 VP, 4-6 = 2 VP, and so on).

12.3 VP for Russian Reinforcements

Count the total number of turns each Russian reinforcement corps is in play. For example, if the 4 Si corps enters the game on Turn Four, it will be in play for 15 turns. Add the totals and divide by 10, rounding normally. The result is the number of VP awarded to the German player (so 1-4 redeployment turns = 0 VP, 5-14 = 1 VP, and so on).

13.0 RAIL MOVEMENT

13.1 Rail Capacity

The Russian player has a limited rail transport capacity. During each Russian regular movement phase, any two counters of any type except a hidden movement counter (14.0) may be moved from any one Russian fortress (Kovno-2603, Grodno-2626, Osowiec-0928) to any other Russian fortress. Stacking limits apply at the start and end of the move. Rail movement costs each unit's entire MA. Movement to or from Osowiec is possible only if the Russians control hex 1028.

13.2 Control of Rail Lines

The control of a hex containing a rail line (important for logistics; see 15.2 & 16.2) is determined as for any other hex (11.7), but a player is considered to control a rail hex between two controlled towns on the same line unless it is occupied by an enemy unit or EZOC.

14.0 HIDDEN MOVEMENT

14.1 Hidden Movement Markers

This game uses a limited variety of hidden movement (HM). All the reinforcement corps on both sides have two HQ units with identical fronts. One of the markers is a dummy (indicated on its front side). When a corps is slated for entry, both HQs are placed on an entry area, reverse side showing; they need not be placed on the same entry area. Both then enter the map as though each contained the actual corps, and continue moving until either counter is no longer eligible for hidden movement. The dummy is removed at that time and the corps units deployed onto the map.

Player Note. A corps HQ in hidden movement may not become supplied; it must be revealed to be flipped to supplied mode.

14.2 HM Stacking

While the dummy for a corps is still on the map, neither marker may stack with any other friendly units except its sister marker.

14.3 Revealing & Deploying Hidden Units

A dummy may be revealed voluntarily at the beginning of any of the owning player's movement phases. Remove the dummy and deploy the corps' units in the location of the real HQ. The dummy also is revealed the instant either HQ comes within three hexes (two intervening hexes) of an enemy cavalry unit or within two hexes (one intervening hex) of any other enemy unit. Remove the dummy and place the units as above. If a marker is revealed by enemy movement, temporarily halt that movement while the units are deployed.

15.0 HEADQUARTERS

15.1 HQs

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

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

ZOC. HQs have no zone of control.

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

Control. A corps HQ controls all units in its corps; for example, the German 2^{1st} Corps HQ controls both the 3^{1st} Division and 42nd Division, but not the 75th Division. An army HQ controls all friendly units.

15.2 HQ Mode

The front of an HQ represents an HQ in supplied mode; the back is the HQ in unsupplied mode. An HQ is flipped to its unsupplied side whenever it is in an EZOC without infantry or cavalry, or retreats, or after combat (15.3). A player may voluntarily flip it to its unsupplied side at the beginning of a friendly movement phase. To flip it back to its supplied side, roll one die for it at the beginning of a friendly regular movement phase. It becomes supplied on a roll of "1" or "2" Subtract one from the die roll for each of the following: (1) if the HQ is in a town or city hex, and/or (2) if the HQ is on a rail hex and can trace a friendly-controlled rail route back to a friendly-controlled map-edge rail hex. An HQ in a town or city with a valid rail route would flip on a roll of 1 to 4.

15.3 HQs in Combat

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

15.4 Divisional Integrity & Command Control

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

15.5 Replacements

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

16.0 ARTILLERY

16.1 Artillery Units

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

Reverse Printing: artillery has only one step; the reverse side indicates a different mode (15.2).

ZOC. Artillery has no zone of control.

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

16.2 Artillery Mode

The front of an artillery unit represents it in supplied mode; the back is the unit in unsupplied mode. It is flipped to its unsupplied side whenever it is in an EZOC without infantry or cavalry, or moves into a woods hex (either type), or retreats, or after combat (15.3). It is flipped back to its supplied side in the same manner as an unsupplied HQ (15.2).

16.3 Artillery Combat

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

16.4 Russian Fortress Garrisons

The Russian fortresses of Kovno, Grodno, and Osowiec have artillery units printed in their hexes. Treat these as additional units over and above any Russian units stacked with them. They exist at all times unless occupied by a German unit.

17.0 SNOW

This campaign was fought in the depth of winter. Some of the weather impact is built into the counter values, but the effects of heavy blizzards requires an additional rule.

The turn marker has a "Clear" side and a "Snow" side. When advancing the turn marker at the end of each turn, roll one die and consult the Snow Table on page 4 to determine the snow state for the following turn. Flip the turn marker to the appropriate side.

18.0 CAVALRY

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

19.0 GAME NOTES

19.1 Designer's Notes

This grueling campaign generally is presented as a footnote to the great battles in Poland which preceded and followed it. However, it was a crucial stepping stone to the Central Powers 1915 spring offensive, for it both cleared the German northern flank and badly damaged the only Russian field army in the sector. A quicker Russian reaction or a few Russian breaks might well have reversed the battle (two German corps were dangerously exposed just before the climactic battle in the Augustowo Forest).

The *F&M* system was designed to represent motorized warfare so two crucial changes were needed to represent the foot-bound mobility of 1914. The mandatory combat requirement rewards players for maintaining a continuous front; attackers cannot gang up on one unit. The negation of EZOC for friendly units during a retreat prevents it from being a death trap; a well-deployed force will have supports in place to protect a retreating unit. The addition of

logistics is necessitated by the time scale, but is kept simple by limiting it to HQs and artillery; both are necessary to keep combat power high.

18.2 Player Notes

German Player. You have the more powerful army and generally will be able to beat the Russians at any given place. The problem is there are so many places. The three fortresses are on divergent axes, and capturing all three will yield only a draw; you must capture Russians as well. The flexible setup gives you a chance to feint at one point while making the main effort elsewhere, as was done historically. Attempting more than two major prongs is unrealistic.

Russian Player. You must focus on maintaining a sufficiently continuous line to prevent encirclement. Protect your HQs, putting them well behind the front if necessary, to maximize their replacement utilization—logistics for once are on your side. Although they represent your only real force multiplier, commit them to action only when necessary. Pray for snow.

Both Players. Keep your corps well concentrated. A too-open line will permit infiltration which will pin your units and kill your mobility. You're better off having two solid corps positions with a gap in between than a longer, looser line.

19.0 ORDERS OF BATTLE

Abbreviations. FA = Field Artillery, B = Brigade, C = Cavalry, D = Division, Gd = Guards, I = Infantry, Lw = Landwehr, Pr = Provisional, R = Reserve, Rgt = Regiment, Rif = Rifle, Si = Siberian, Tu = Turkoman

German Eighth & Tenth Armies 21st Corps

31st ID: 32nd & 62nd IB, 31st FAB
42nd ID: 59th & 65th IB, 42nd FAB

38th (New) Reserve Corps

75th RID: 249, 250, 251 RI Rgt
76th RID: 252, 253, 254 RI Rgt

39th (New) Reserve Corps

77th RID: 255, 256, 257 RI Rgt
78th RID: 258, 259, 260 RI Rgt

40th (New) Reserve Corps

79th RID: 261, 262, 263 RI Rgt
80th RID: 264, 265, 266 RI Rgt

Other Units

2nd ID: 3rd & 4th IB, 2nd FAB
3rd RID: 5th & 6th RIB
1st LwD: 6th & 34th LwB
10th LwD: 9th LwB, KB-I
11th LwD: 33rd & 70th LwB
16th LwD: 2nd LwB, KB-II
1st CD
5th IB (detached from 3rd ID)
5th GdB (detached from 3rd GdD)

The "new" reserve corps were formed from volunteers and excess reservists. Enthusiastic but under-trained, they tended to suffer higher casualties than pre-war units (the heavy losses of similar units at Ypres two months later was

called the “Kinderdord”). They were triangular divisions (three regiments of infantry and one of artillery) rather than square (four infantry and two artillery), giving them greater flexibility but less staying power. The Landwehr divisions had been cobbled together from independent brigades and the fortress reserve units from Königsberg (here labeled KB I and KB II). The exact composition of each Landwehr division in this campaign is uncertain; at least some organization actually were not solidified until the spring.

Russian Tenth Army

- 3rd Corps:** 22nd & 24th ID
- 20th Corps:** 4th & 16th ID
- 22nd Corps:** 1st, 2nd, & 3rd Finnish RB
- 26th (Reserve) Corps:** 1st & 36th ID
- 3rd Siberian Corps:** 6th & 8th ID
- Independent Units:** 68th RID, 1st CD, 3rd CD

Each division had two brigades (numbered 1st and 2nd) and a small artillery brigade. The newly-raised reserve divisions were more sparsely equipped. With the Russian focus farther south in Poland, the entire army was undermanned, brigades being well below the nominal strength of 8,000 men, the tough Siberians excepted.

Russian Twelfth Army (part)

- 4th Siberian Corps:** 22nd & 24th ID
- 1st Turkestan Corps:** 4th & 16th ID

Twelfth Army was forming to face East Prussia from the south, covering Warsaw and threatening the German flank. The two corps listed here were the closest to being complete, but did not become heavily involved in Masuria until after the portion of the campaign presented in the game.

Snow Table

Die Roll	Current State	
	Clear	Snow
1	Clear	Clear
2	Clear	Clear
3	Clear	Clear
4	Clear	Snow
5	Snow	Snow
6	Snow	Snow

Effects

- 1) Skip the mobile movement & mobile combat phases.
- 2) All movement allowances are halved, rounding down.
- 3) The maximum combat differential is “+4.”

MASURIA CRT

Terrain Type Combat Differential (attacking strength minus defending strength)

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

- De = One-step or depleted defending units are eliminated; two-step defending units are depleted and retreat one hex. Attacking units may retreat one hex.
- D2, D3 = The defending unit must retreat one hex (or attempt stiff resistance; see 7.8 and 10.3). Attacking units may retreat one hex.
- Ex (regular combat phase) = Each side loses one step, either eliminating a one-step unit or depleting a two-step unit. Attacking units may retreat one hex.
- Ex (mobile combat phase) = No effect. Attacking units may retreat one hex.
- A1, A2, A3 = The attacking unit(s) must retreat one hex (or attempt stiff resistance; see 7.8 and 10.3).
- (A) = One attacking unit must be depleted or eliminated if already depleted; surviving attackers may retreat one hex.
- Ae = One-step or depleted attacking units are eliminated; two-step attacking units are depleted and retreat one hex.
- = No effect.

CREDITS

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