

ŁÓDŹ 1914

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TS

Rules for system

WB 48 GREAT BATTLES I WORLD WAR 1914-18

Abbreviations:

SP - Strength Points
MP - Movement Points
ZoC - Zone of Control
SB - Supply Base
CEL - Combat Efficiency Level
FF - Field Fortifications
FP - Fixed Positions
SM - Strategic Movement
HQ - Headquarter

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1.0 INTRODUCTION

The game that you hold in your hands is simulation of a battle fought at the Polish lands, at the area between Łódź and Warsaw. Game uses brigade scale for Russian, Austro-Hungary and German units, but there are several regiments on the German side as well. Łódź 1914 is an easy game and there shouldn't be much troubles with learning and understanding the rules.

2.0 ELEMENTS

2.1 Board

100x70 cm board covers a parts a land where both sides fought at the fall of 1914. The map reflects all the characteristic features of the terrain. The board presents forest complexes, cities and rivers. In addition, a hexagonal grid was applied to organize the movements and location of the units. Each hex (field) is uniquely identified by its own number. Each hex represents about 7 km of the real terrain.

2.2 Counters

Each counter has an obverse and reverse. Numbers and names reflect the actual numbering and affiliation of the unit, e.g. 69/36 means the 69th Brigade of the 36th Division. The unit size should be read as follows:

II - battalion, **III** - regiment,
X - brigade, **XX** - division.

Unit strength is a quantity expressed in points, reflecting the actual strength of the unit, both in defense and in attack.

Attack firepower is a quantity expressed in points, located only on artillery units and reflecting the artillery firepower in attack.

Defense power is the magnitude expressed in points, located only on artillery units and reflecting the strength of artillery fire in defense.

Fire range means the maximum distance (expressed in hexes) that an artillery unit can affect. In the game "Łódź" fire range is the same for all the artillery units and its 2 hexes.

The ability to move is expressed in Movement Points, expressing the potential possibility of movement of the unit during the movement phase. A unit with a certain number of points pays with these for entering each hex. The cost of entering the hex,

GERMANS



Headquarters



Artillery



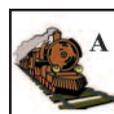
Infantry



Cavalry



Landwehr



Trains



Garrisons

RUSSIANS



Headquarters



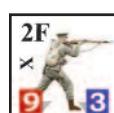
Artillery



Infantry



Cavalry



Finns

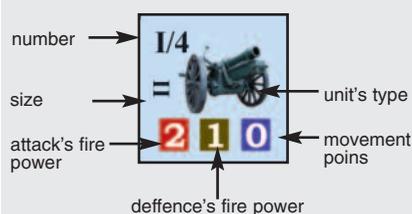


Siberian Units



Garrisons

Artillery units counters



Non-artillery units counters



depending on the type of terrain, is presented in the TERRAIN TABLE.

Each unit has an obverse and reverse, which differ in the value of strength only. Thanks to this each unit has two levels of combat efficiency. Artillery units have one combat efficiency level (CEL).

Due to the degree of generalization, only some of the units were included in the game, mostly not smaller than regiment, (exceptionally, due to the high strength, fortress units are included). All smaller units are not represented, although their values are included in the overall strength of the units representing the given division.

3.0 TURNS AND PHASES

Game play in the Łódź 1914 is divided into turns. Every turn allows or obliges players to make certain actions (movement, attack, supply check etc.).

All actions in a turn are grouped into 12 phases. Every phase allows for given set of actions only. Performing an action outside correct phase is prohibited.

Each turn is finished after all Phases have been completed.

Players cannot change an order of phases.

A phase can be omitted if there are no mandatory actions and both players choose not to perform voluntary ones.

After all the 12 phases are completed, players move TURN counter by one position and start over a new turn.

One turn represents 1 day of a battle.

Initiative - a concept created for the purpose of the game, to determine which side moves first in a given scenario.

4.1 Phases

Players are obliged to follow the phase order. A given phase may be omitted when the activities provided for in it do not occur. In a given phase, activities can be performed in any order.

Player A - player with initiative (moves first),

Player B - player without initiative.

Phase 1 – Air Phase of Player A

During this phase Player A may perform air attacks on the objects.

Phase 2 – Artillery Barrage of Player A

If scenario allows, Player A can conduct artillery barrage on enemy units (according to 8.6)

Phase 3 – Movement of Player A

Player A can move his units, limited by the number of their MP and the limitations of the terrain (see TERRAIN TABLE), or build field fortifications (according to 9.11).

His reinforcements can enter the map.

Phase 4 – Attack of Player A

Player A may order his units to attack enemy and use artillery units to support such attacks with artillery's attack firepower.

Player B may use artillery to support defense with artillery's defense firepower.

Phase 5 – Strategic Movement of Player A

All Player's A units that are covered with „Strategic Movement“ marker can move. Player A can also enter reinforcements on the map.

Phase 6 – Supply Phase of Player A

Player A must check supply of all his units (according to the 13.0)

Phase 7 – Air Phase of Player B

Analogous to Phase 1.

Phase 8 – Artillery Barrage of Player B

Analogous to Phase 2.

Phase 9 – Movement of Player B

Analogous to Phase 3.

Phase 10 – Attack of Player B

Analogous to Phase 4.

Phase 11 – Strategic Movement of Player B

Analogous to Phase 5.

Phase 12 – Supply Phase of Player B

Analogous to Phase 6.

4.0 MOVEMENT

4.1 General rules

During the movement phases (including strategic), players can move as many units as they like and in any direction they choose. The order of the moving units is indifferent. Units must move through successive hexes in a continuous movement. Skipping selected fields is not allowed. At the beginning of each player's own movement phase, all units have strictly defined movement point limits - MP (ability to move). While entering each subsequent hex, the unit spends it's MP. Unit may move until it utilizes the entire MP limit.

Movement of units is allowed only during: its own movement phase, strategic movement phase, chase and withdraw.

4.2 Specific rules

4.21 A unit cannot enter a hex occupied by an enemy unit.

4.22 A unit may not spend more MP at a given stage than its own mobility.

4.23 A unit is not obliged to spend all its MP limit while moving.

4.24 MPs not used in one turn do not go to the next turn (do not accumulate).

4.25 MPs cannot be transferred from one unit to another.

4.3 Terrain influence

4.31 The basic type of terrain is clear terrain, the cost of entering the clear terrain is given by the TERRAIN TABLE.

4.32 A units entering a hex with a non-clear terrain spends an additional MPs. The additional cost of entering the terrain other than clear is specified in the TERRAIN TABLE.

Example:

The units enters the hills covered with forest - if for this kind of unit the cost of climbing the hill was determined as +1, and the cost of entering the forest also as +1, and the cost of moving around the clear terrain is 1 MP, the total cost of climbing the hill after growing the forest is in the discussed situation 3 MP.

4.33 The cost of entry to the area can be different for different types of units.

4.34 A unit can always move to an adjacent space at the expense of all MPs at the beginning of the movement phase (cannot enter an inaccessible area).

Example:

The infantry unit has 3 MP. The cost of entry

to the mountainous area covered by forest is 5 MP. If it is an adjacent hex, a unit can enter this hex at the expense of all its 3 FPs.

4.4 Friendly units and movement

4.41 A unit can pass through a hex occupied by friendly units or their ZoC (see 6.0) without any additional costs in MP.

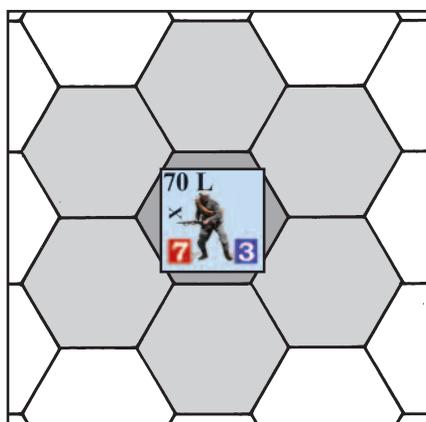
4.42 Any number of units can pass through one hex during one movement phase.

5.0 STACKS

5.1 In the "Łódź 1914" there can be no more than 6 CELs on the one hex at the end of the movement phase. Headquarters and artillery units count as 1 CEL.

The order in which the units are stacked does not matter.

6.0 ZONE OF CONTROL



Zone of Control (ZoC) reflects unit's ability to influence its surroundings which denies enemy to move freely through such area.

6.1 General rules

6.1.1 ZoC spans onto unit's all adjacent hexes.

6.1.2 All regular units have ZoC. Artillery and headquarters doesn't have ZoC.

6.1.3 ZoC does not extend through big rivers.

6.1.4 ZoC does not extend on terrain impassable for unit of given type.

6.1.5 There can be any number of ZoCs on one hex (both friendly and enemy). Many

ZoCs on one hex means only that this hex is influenced by many units.

6.1.6 ZoC allows hex control.

6.2 Movement Influence

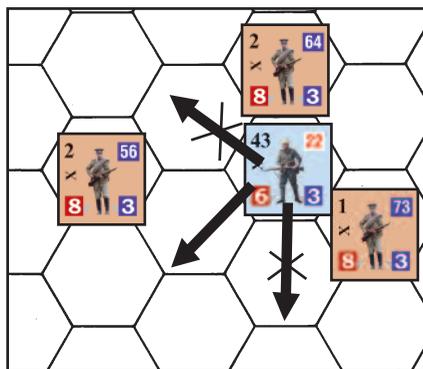
6.2.1 Unit that entered enemy ZoC must stop (cannot use its MPs in this Movement Phase any more).

6.2.2 Entering enemy ZoC does not cost additional MPs.

6.2.3 Moving in ZoC of single unit is possible only during pursuit.

6.2.4 During Movement Phase a unit can leave enemy ZoC and enter other (or reenter the same) enemy ZoC.

6.2.5 Unit can move directly from one enemy ZoC into different enemy's ZoC.



6.2.6 Leaving enemy ZoC cost 1 MP.

7.0 COMBAT

7.1 General rules

7.11 Troops can only fight during the combat phase. Fighting between units is only possible if they are in adjacent hexes. The only exception is the fight of artillery units (see 8.0).

The player is referred to as the Attacker during his combat phase. The other player is then the Defender.

7.12 An enemy unit can be attacked with player's unit by entering its ZoC during its own movement phase. To resolve the attack, perform the following procedure (using COMBAT TABLE):

a) the attacking player indicates the attacked and attacking unit; decides if it supports an attack with artillery - if so, it adds up then strength of artillery fire with the sum of the strength of the units;

b) the defender has the option of supporting the defense with his own artillery; just like the attacking player, he sums up the forces

of his combat units;

c) the attacker's and defender's strength are compared by rounding the score down (in favor of the defender), e.g. the attacker's strength is 16 SP and the defender's strength is 5 SP, the quotient is therefore 16:5, i.e. 3.2:1, and after rounding off 3:1; results greater than 10: 1 (e.g. 15:1) are treated as 10:1, and results smaller than 1:4 (e.g. 1: 6) as 1:4;

Example results: 3.2:1 = **3:1**; 3.5:1 = **3:1**; 3.51:1 = **4:1**; 3.6:1 = **4:1**;

d) possible combat modifiers, e.g. fortifications, terrain influence and others.

Note:

First, all attacker's modifiers are included (up to 10: 1), then defender's modifiers are included.

e) in the table COMBAT TABLE player finds the appropriate column with such a result;

f) the attacker rolls two dice;

g) the result of the combat is found at the intersection of the row corresponding to the number rolled out and the previously obtained column.

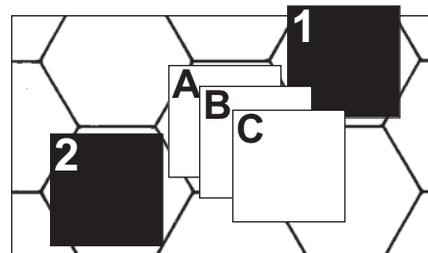
7.2 Detailed rules

7.21 All enemy units that are in ZoC of the attacking player's troops must be attacked.

7.22 All troops that have enemy units in ZoC at the beginning of their combat phase, must attack (see 9.23 for an exception).

7.23 A unit can be attacked simultaneously by as many units as it is in its ZOC. The strength of all attacking units are summed up. A single unit can attack several enemy units (if they are in its ZoC), then the defender sums up the strength factors of all defending units.

7.24 In the situation when several units defend while standing in one hex, it is not permitted to attack each of these units individually. In this situation, the fight must be resolved in one attack, adding up the strength of all defending units occupying this hex.



7.25 In case the attacking troops occupy the same hex, it is allowed to split the fight into several attacks, e.g. Units A and B attack unit 2, then unit C attacks unit 1.

7.26 The attacking player resolves attacks in any order he likes.

7.27 A unit may attack and be attacked only once in one combat phase.

7.28 Several defending player's troops cannot be attacked simultaneously by several troops of the attacking player, unless the defending or (and) attacking troops occupy one square, e.g. units 1 and 2 attack units A, B and C (or vice versa). Only a simultaneous attack from several (or one) hexes directed at one square or an attack from one square into several hexes is allowed.

7.29 A unit may not evade combat, always comply with paragraphs 7.21 and 7.22 (except 9.23). The combat phase lasts until all attacks are resolved (so that the conditions outlined in 7.21 and 7.22 are met).

7.30. An attack on lone headquarter is always resolved in column 10: 1; regardless of the outcome of such a struggle (for attacker) headquarter unit is destroyed.

7.3 Symbols used in COMBAT TABLE:

A2-1 - the attacker loses 1 combat efficiency level (CEL) and retreats by 2 hexes or loses 3 CELs instead of retreat. He can also retreat one hex and lose 2 CELs.

A1-1 - the attacker loses 1 CEL and retreats 1 hex or instead of retreat loses 2 CEL and stays in place.

-1/-1 - the attacker and the defender lose 1 CEL.

B1 - the defender retreats 1 hex or loses 1 CEL and stays in place.

-1 / B1 - the attacker loses 1 CEL, and the defender retreat 1 hex or loses 1 CEL while staying in place.

B2 - the defender retreats 2 hexes or loses 2 CEL while staying in place.

B3 - the defender retreats 3 hexes or loses 3 CEL while staying in place.

B4 - the defender retreats 4 hexes or loses 4 CEL while staying in place.

● - D rolls are required.

7.32 After obtaining the result A2, B2, player must: make 1 roll on D (Disorganization), **B3** - 2 rolls on D.

B4, 5 - 3 rolls on D.

For the attacker, make 1 roll to D.

Note: In the situation when the defender decides to suffer losses and limit the escape route, the number of rolls depends on the number of hexes he withdraws.

7.33 Retreat of troops and losses, if any, apply to all attacking / defending units regardless of the number of hexes they occupy.

Example: German 36 Infantry Division is under attack by the 4th Infantry Division

(Russian); each of the Russian brigades stands in a different hex. If the Russian division receives an A1 result and the player wants to stay in position, he must lose 1 CEL from the attacking units.

7.34 A unit forced to flee (Ax, Bx result) must retreat by the prescribed distance from the hex on which it stood during the fight, or lose a certain number of CEL (see 7.31). Loss of combat performance is marked by inverting the unit with the reverse side up (where the factor is smaller) - see 2.2.

It is also possible to go back a fewer number of hexes and lose a certain amount of CEL. E.g. B4 result – unit retreats 2 hexes and loses 2 CEL, etc.

7.35 Loss of CEL is irreversible.

7.36 The defender decides by himself which of the defeated units lose their combat efficiency levels and how many, e.g. as a result of an attack, four units received the B3 result. The defender can withdraw all four units by 3 spaces without loss or leave them in place, losing 3 CEL. If the player chooses not to retreat, he must reduce the OBJECTIVE of the units defeated by 3. At the same time, he can take one CEL from three different departments (the fourth remains intact) or completely eliminate one unit (two CELs) and reduce any of the three remaining units by one CEL.

7.37 A unit that loses 2 CEL (only one for artillery units) is eliminated from the game.

7.38 If the attacking player suffered losses as a result of a fight, any units participating in the attack should reduce their CEL by the amount ordered.

7.39 A defeated unit that has decided to retreat may not, while withdrawing, enter an enemy ZoC (exception 7.42) or move outside the board. If the unit cannot retreat, it is eliminated (in this case it is better to stay in place and incur losses, which may not always mean eliminating the unit).

7.40 Defeated troops retreat regardless of their MP, however, attention should be paid to the unavailability of a given area for a given unit.

7.41 A retreating unit cannot retreat across a big river (unless over a bridge).

7.42 A unit may retreat through other friendly units. If such a retreat is made by an enemy ZoC, the retreating unit (or stack) loses one CEL for each retreat space in enemy ZoC.

7.43 A unit that retreated after a combat cannot build field fortifications in the next movement phase.

7.44 A retreat may not end in a hex occupied already by 6 CEL of the friendly units, as per 5.1.

7.5 Pursuit

7.51 If the defeated unit retreats, then all attacking units can pursue by moving along the retreat path (hexes where the defeated unit retreated) by the same number of hexes by which the defeated unit was forced to retreat.

7.52 If several defeated units retreated in different directions, the pursuit may be conducted along any retreat route.

7.53 The pursuit unit that moves along the retreat route ignores ZoC of enemy units.

7.54. The pursuit unit is required to stop at the first hex not belonging to the retreat route.

7.55. The pursuit unit moves independently of its MPs (however, taking into account unavailable terrain types).

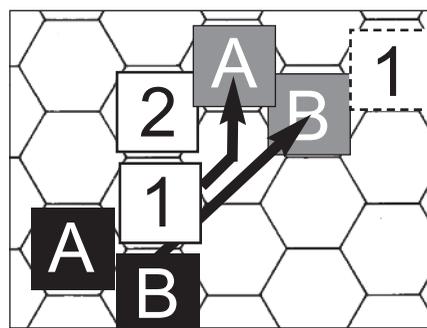
7.56 All winning units participating in the attack can pursue, except artillery units.

7.57 If a defeated unit has been eliminated, then the winner can enter the hex occupied by the eliminated unit and enter one more hex in any direction (taking into account the availability of the area).

Example:

Units A and B attacked unit 1, the result of the fight is B3, the defending unit retreated by three hexes, units A and B pursue. Unit B, which pursues exactly on the enemy's retreat path, ignores enemy ZoCs and moves three hexes. Unit A moves two hexes on retreat route of the enemy, and one hex to the side (it must stop when it moves off the retreat route).

The next attack can be resolved only after the previous combat effects have been introduced (described in 7.3, 7.5).



7.58 If the pursuit is led across a big river, it is allowed move only one hex across the river. Only infantry units can pursue through the big river.

7.6 Terrain and combat

7.61 7.61 The outcome of the fight depends only on the type of terrain the defender is standing on. The terrain the attacker is on

does not affect combat (exception - marshes, see TERRAIN TABLE).

7.62 Terrain's influence on combat is presented in the TERRAIN TABLE, the numbers -1, -2, respectively mean the left shift of the columns in the COMBAT TABLE when searching for the result of an attack, e.g. a unit standing on the hills with a strength of 4 is attacked by units whose the sum of forces is 20. When comparing the attacker / defender, attacker gets 20:4, i.e. 5:1, but because of the terrain, the result in the column is shifted one row (hills -1) to the left, i.e. **4:1**.

7.63 Terrain's influence is cumulative, e.g. hills covered with forest shifts (hills -1, forest -1) two rows to the left.

7.64 Small rivers influences the combat when the majority of SP among attackers attack through a river. This does not apply to large rivers, which divide the strength of the advancing troops by 2 (rounding up).

7.65 If several units are attacked at the same time and each of them is in a different area, then in order to resolve the battle, the area where the most units are located is adopted, and if the forces of the standing units are equal, then the most favorable area it occupies one of the defending units is used.

7.66 Roads have no effect on the outcome of the fight, it only depends on the terrain they are running on. However, they allow units to retreat through an inaccessible area.

8.0 ARTILLERY

8.1 General rules

8.11 Artillery units are the only units that can participate in combat without being in the opponent's ZoC. They can attack alone, support attacks or defense of the friendly units.

8.12 Artillery units have only one combat efficiency level.

8.13. Fire range for all artillery units is maximum 2 hexes.

8.14 Artillery units cannot participate in pursuit and retreat.

8.15 Artillery units do not have ZoC.

8.16 An artillery unit can be eliminated if an enemy unit with ZoC passes through the hex it is standing in during movement or in pursuit. Moving unit spends 1 additional MP to destroy enemy artillery. If the artillery unit is fortified, 2 MP should be spent to destroy it.

8.2 Independent artillery fire

8.21 Artillery can only fire by itself during its own combat phase, using the "Attack's firepower" factor. The procedure for obtaining battle result is as follows:

a) the player performing the fire declares the strength of the artillery fire directed at the given hex.

b) the firing player rolls two dice to determine the firing result. The fire effect is found at the intersection of the column "Dice roll" and the line "used artillery SP" in the ARTILLERY TABLE.

8.22 An artillery unit can only attack one square (several units can stand on it), it is not allowed to split firepower into several hexes.

8.23 Several artillery units can attack one hex (then the fire power of all artillery attacks is added).

8.24 The attacked unit must be within artillery range of a maximum of 2 hexes.

8.25 Artillery, which was the target of independent artillery fire and was not destroyed, may in the same phase of the fight support the defense of friendly troops.

8.26. The area on which the shelled unit is located has an impact on the effects of fire. The value of the terrain modifier, from the TERRAIN TABLE, is subtracted from the number of SP artillery used.

Example:

8 SP artillery fires at a unit standing in the forest. $8 \text{ SP} - 1 \text{ (terrain modifier)} = 7$.

8.3 Supporting an attack

8.31 Attacks of the friendly troops may be supported by one or more artillery units. In this case, artillery attack's firepower is added to the strength of the attacking units.

8.32 If the artillery supports an attack on which several enemy units are the target, it is enough if at least one of them is within artillery's range.

8.33 The attacker must (before rolling the dice) declare, which artillery units support the attack.

8.34 An artillery unit may only support an attack once in a given combat phase.

8.4 Supporting defense

8.41 Artillery units can support the defense of the friendly units during the opponent's combat phase.

8.42 Artillery can support defense if at the beginning of the opponent's combat phase it is not in the ZoC of the enemy unit. If that is the case, such artillery can only support

the combat of troops standing on the same hex with it.

8.43 Artillery supporting defense adds strength of its fire in defense to the strength of the defending unit.

8.44 The unit whose defense is supported must be within the firing range of the artillery.

8.45 Several artillery units can support the defense of the friendly unit, then the sum of the force in defense of the supporting artillery is added to the strength of the defending unit.

8.46 If the enemy's attack target is several units, then to support the defense, it is enough that at least one of them is within the firing range of the supporting artillery.

8.47 The defender declares support of his own artillery (showing supporting artillery) only after the attacker has presented all forces that will participate in the given attack (i.e. non-artillery units, attack artillery). Re-adjusting the attacker's strength is not allowed.

8.48 An artillery unit can only support defense once in a given combat phase.

8.49. A defense support artillery unit is not subject to the results of combat (which it supports), except when it supported the combat of a unit with which it stood in one hex.

8.5 Direct combat in attack and defense

8.51 An artillery unit that is in the ZoC of an enemy unit at the beginning of the combat phase can only support the combat of a unit standing in the same space as it. In an attack, he fights using the indicator "firepower in attack". He uses a pointer in defense

"Firepower in defense" if it occupies a hex with another unit that is not a staff or artillery.

8.52 An artillery unit standing alone in a given field (or with other artillery and staff units), directly attacked and defends 1 SP (whole stack).

8.53 In close combat, artillery units are subject to all combat results (see 8.15).

8.6 Barrage

8.61 If scenario rules allows, players may perform barrage in phases 2 and 8. During the barrage, the strength of the artillery units used is multiplied by 2.

Units used for barrage cannot move in the nearest movement phase, and cannot support attacks in the nearest combat phase, nor can they support defense activities. At least two artillery units must participate in the barrage.

8.7 Artillery Movement

8.71 The artillery unit on the obverse has a cannon icon (combat setup), and the marching icon on the reverse (transport setup).



8.72 Artillery movement is only possible in marching position (exception 8.77).



8.73 Changing from combat to marching and vice versa costs 1 MP.

8.74 After moving to marching position, the unit may make movement using the remaining PR.

8.75 Only after changing to combat positions can a unit participate in combat using its SP (exception 8.52).

8.76 Each artillery unit moves as a horse unit

8.77 Each artillery unit can move 1 space without leaving combat.

8.78 Artillery retreating after a fight is automatically destroyed.

9.0 FORTIFICATIONS

9.1 Field fortifications (FF)

9.11 All units that did not move during their movement phase or were not forced to retreat during the last combat phase (losses are allowed) may build field fortifications during their fortification phase. This fact is indicated by placing the FF under the unit.



9.12 FF can be built on any hexes, regardless of the type of terrain, except for marshes.

9.13 The FF marker is removed from the board if, after completing the movement phase, the hex on which it is located is not occupied by any of its own units.

9.14 It is possible that during the same movement phase, the unit leaves the hex where the FF is, and another friendly unit enters its place, taking positions in the already built FF.

9.15 The FF token is removed from the board if an enemy unit enters its hex. This means that the same field fortifications cannot be used by both parties.

9.16 Once destroyed, FFs can be rebuilt several times in the same place (according to 9.11).

9.17 FF cannot be built on hexes with permanent fortifications

9.2 Field fortifications and combat

9.21 When defending unit is in the FF, it gains -2 (town/city) or -1 (other terrain) shift to the left in the COMBAT TABLE.

Example: a defender with a strength of 5 SP is in FF, the attacker has a strength of 15 PS, comparing the forces we get 15: 5 = 3.1. Thanks to the FF it is 2:1 instead.

9.22 The influence of the FF on the fight accumulates with other types of terrain, e.g. FF located on the hills gives -2 shift (hills -1, FF -1).

9.23. A unit located in FF is not obliged to attack enemy units in its ZoC (but it does not mean that FF neutralize the enemy unit's ZoC).

9.24 Improved field fortifications (red marker) are given to players at the beginning of the scenario only and players cannot build them during the game. They are subject to 9.1.

9.25 Improved Field Fortifications give -2 shift instead of -1.

9.3 Field fortifications and movement

9.31 A unit, entering or leaving the hex where the FF is located, pays no additional costs in MP (only the cost of the terrain on which the moving unit enters is used).

9.4 Fixed Positions (FP) and Fortresses



FPs are marked on the map in the form of thick brown lines or also in the form of single or combined fields.

9.41 FP divides the strength (sum of it) of the attacking forces by 2 if the attack is carried out by the attacking forces through the edge marked with these fortifications. If the attack is carried out from several sides, this modifier is taken into account if at least half of the attacking SP attacks through the edge with FP.

9.42 Fortresses are marked with red lines. Fortresses divide the SP sum of the attacking troops by 2 if the attack is carried out over the edge marked with these fortifications. Additionally, fortresses provide -2 shift for COMBAT TABLE.

Example: 30 SP of the Russian units attacks German fortress with 5 SP of German units. Original odds are 30:5 which gives 6:1.

Because of the fortress, Russian SP is divided by 2, so Russians have 15 SP. It's now 3:1 and because of the fortress modifier (-2), final odds are 1:1.

9.43 All units in FP are automatically considered to be fortified. In the event of an attack on such units from the rear, they gain a -1 modifier for defense.

9.44 If the defender was in FP and the result of the fight is B1, B2, B3, B4, B5, then the defending units can stay in place, losing the appropriate amount of CELs:

B1 does not cause losses,

B2 means a loss of 1 CEL,

B3 means a loss of 2 CELs,

B4 means a loss of 2 CELs,

B5 means a loss of 3 CELs,

9.45 If several units are defending in a hex in FP, player may choose which of them are suffer losses.

10.0 HEADQUARTERS

10.1 General rules

Headquarters (HQ) are represented by corps and army commands. They have a significant impact on the result of fights.

10.2 Detailed rules

10.21 HQs do not have ZoC.

10.22 The ability of HQ to move is 8 MP. HQ is treated as infantry unit.

10.3 HQs and combat

10.31 All units that are within 2 hexes of any of their own HQ gain support during combat.

10.32 If all fighting units of the attacker are within the command range of their own HQ, then they gain +1 column shift of the COMBAT TABLE in favor of the attacker.

10.33 If all fighting units of the defender are within the command of their own HQ, then they gain -1 column shift of the COMBAT TABLE in favor of the attacker.

Note: If both players include a HQs during combat, their influence is canceled out.

10.34 The impact of HQs on the fight is not cumulative, i.e. the presence of more HQs does not affect the fight.

10.35 HQs have 1 CEL.

10.36 HQs cannot attack alone.

10.37 In the situation when unit is stacked with HQ and is made to suffer losses, it is possible to eliminate the HQ instead of

weakening the unit.

10.38 HQ is eliminated when an enemy unit with ZoC passes or stands in a hex it occupies, e.g. during an enemy movement phase or as a result of a pursuit. This is analogous to 8.16.

11.0 STRATEGIC MOVEMENT

11.1 General rules RS

11.11 11.11 SM (phases 5 and 11) is used to move troops in a situation where the effect of fighting after the combat phase is known.



11.12 SM can be made by any unit that did not move in the last move phase, did not fight, did not build field fortifications and is not in the ZoC of the enemy unit (and during its own movement phase was covered with the "Strategic Move" counter).

11.13 SM is subject to all rules regarding movement of troops described in 4.0.

11.2 Detailed rules

11.21 The possibility of making an SM is limited only by the number of MPs available.

The unit moving in SM has MP limit reduced by 2.

11.22 Unit cannot enter an enemy ZoC while performing SM.

11.23 After the end of SM, no combat is performed.

11.24 Russian units can perform SM only if they're in the range (2 hexes) of their HQs.

12.0 SUPPLY

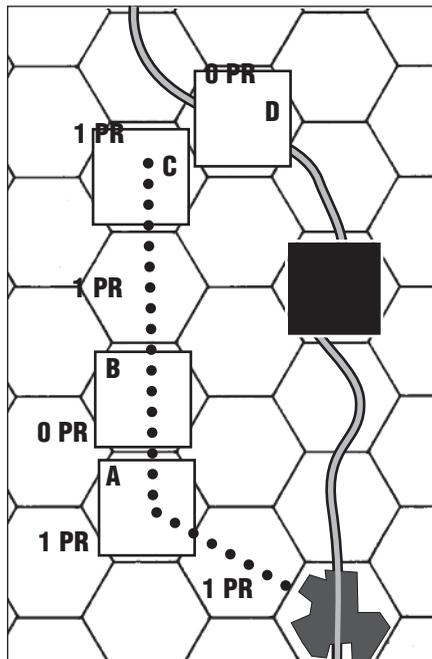
12.1 General rules

The basic factor of conducting warfare is supplying fighting forces (ammunition, food, medicine, etc.). Its absence significantly affects the mobility of units and their combat capability

12.2 Supply line

12.21 A supply line is a series of adjacent fields from the supply base to a given unit.

12.22 The supply bases for each side are



specified in each scenario (usually it is a specific map edge, city or relevant HQ or supply base counter).

12.23 The supply line may contain any number of hexes along which a road or a railway runs, and a limited number of hex with another terrain. The number of hexes that a supply line can be traced that do not contain road/railway is limited by the amount of MP that a player can spend to run this line:

- Germans - 4 MP
- Russians - 2 MP

Note: Russians in Germany are supplied from supply bases and railways they used to move. See 11.5.

When spending MP to run a supply line, player spends it in accordance with the cost of movement for infantry units.

12.24 A supply line cannot run through a hex containing an enemy unit (any) or ZoC of an enemy unit, unless an allied unit is standing in that hex.

12.25 For tracing a supply line, it is assumed that artillery units also have ZoC. Also, "own" cites/towns/fortresses interact like individuals, except that they do not have ZoC.

12.26 Only units that can trace a supply line are supplied.

12.27. Supply lines can't be traced through swamps, mountains and large rivers.

12.28 Supply lines can be extended through friendly units. Each unit extends the supply line by the hex in which it stands (this does not require spending MP to extend the supply line through such a hex).

Example: The supply line is traced from the city, which is the supply base. It cannot run

along the way because it is blocked by enemy units. In this case, player has to run a supply line off the road. When the line is traced to unit A (it must "enter" the hex occupied by it), player does not spend MP to enter the hex occupied by unit B because it stands next to unit A, which extends the supply line. Running the supply line, player continues to unit C, which extends supply for unit D..

12.3 Supply level



12.31 During the supply phase, player checks the supply of all his units on the board. On units that do not have supply, player places counters symbolizing the lack of supply. If the unit is not being re-supplied in the next supply phase, it is covered with a counter with a number greater by one.

12.32 As soon as the unit regains supply, the counter symbolizing its lack of supply from the unit (this is done during the supply phase), restoring its normal strength and ability to move, regardless of the number of turns in which there was no supply.

12.33 Units that have a lack of supply 2 or lower, undergo a unit surrender test. The player rolls the 1D6 (after placing the counter). If the number rolled is less than the number on the counter, such unit is removed from the board (surrenders). This procedure is carried out separately for each unit without supplies. Rolling 6 lets unit to remain on the board regardless of the number of turns it was left without supplies.

12.4 Lack of supply

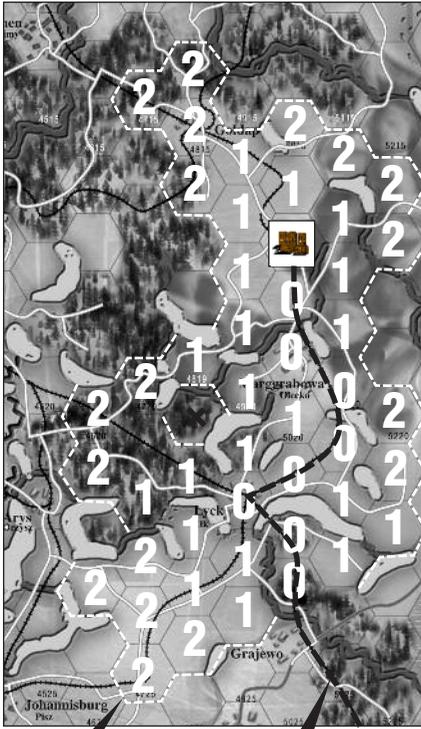
11.41 A unit that has no supply, has a strength reduced by half (rounding up), e.g. a unit with strength 5 that has no supply has a strength of $5:2 = 2.5$ and after rounding up 3.

12.42 Lack of supply affects the strength of the unit in defense and attack.

12.43 An artillery unit that has no supply has halved (rounding up) the firepower in defense and firepower in attack, e.g. artillery with the attack's firepower 5 and defense firepower 3 without supply has these values reduced to 3 and 2 respectively.

12.5 Supply bases (SB)

11.51 The number of Russian SBs is determined each time in the scenario.



maximum supply range
supply line through the railway lines

2 2 movement points
1 1 movement points

12.52 The set up of the SBs is decided by the player.

12.53 SB moves on the railway only:
- in Russia: 2 hexes per phase
- outside of Russia: 1 hex per phase.

12.54 Supply line is traced from the rail hexes that supply base already crossed and the one that supply base is currently on.

Maximum supply range
Supply line traced through railway:
- 2 Movement Points,
- 1 Movement Point.

13.0 INITIAL SETUP AND REINFORCEMENTS

13.1 Reinforcements

12.11 During the game, each player receives reinforcements in the form of new units. All information about the stage and place of entry to the board of new units has been placed in the REINFORCEMENTS CAL-NDAR.

12.12. New units may enter the board at any

time during the movement phase or strategic movement phase.

12.13 If entry hex of the reinforcements is captured by the opponent or is in his ZoC, rule 12.3 should be applied.

12.14 Units may enter the board in stacks.

12.15 After entering the board, all the rules described in 4.0 and 6.2 apply.

12.16 Reinforcements can also enter the game with railway transport, if player has available trains (see 17.0).

13.2 Reinforcements transfer

12.31 13.31 If during the game unit's entry zone is in:

- enemy ZoC,
 - is occupied by the enemy,
 - or the player decides to change the place of the reinforcement's entry,
- the reinforcements may enter from the neighboring zone the same edge of the board using 1/2 MP.

13.32 If a player wants to, he may delay the moment of reinforcement's entry. In this case, his reinforcements can enter the board from any point (the same edge of the board) using all their MPs.

Example: Zone X was taken by the Germans. Having to enter from this zone on this day 76 Infantry Division may:
- enter from the adjacent zone, using 1/2 MP (rounding up),
- enter at the next turn from any zone of the same edge using all of its MP.

14.0 DESTRUCTION AND CONSTRUCTION OF BRIDGES

13.1 Bridges on small rivers

14.11 A bridge on a small river is destroyed if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 1 MP) destruction of the bridge. In this case, place a destroyed bridge counter on this bridge.

14.12 A bridge on a small river is rebuilt if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 2 MP) rebuilding of the bridge. In this case, remove a destroyed bridge counter.

14.13 Players cannot build, only rebuild bridges on small rivers.

14.2 Bridges on big rivers

14.21 A bridge on a big river is destroyed if any non-artillery unit finds itself in movement phase on a hex with edge of such a bridge, and the player declares (at the cost of 2 MP) destruction of the bridge. In this case, place a destroyed bridge counter on this bridge.

14.22 A bridge on a large river is built or rebuilt according to the following procedure: a HQ must approach the edge on which player intends to build or rebuild the bridge. If it stays in a given hex for one full turn (for example, it will not be forced to escape), then in the next turn (at the beginning of its own movement phase), a counter symbolizing the destroyed bridge can be removed from the edge of this hex, or a counter "bridge" can be placed there. Players cannot rebuild/build bridges in the enemy troops' ZoCs.

14.23 The bridge may be destroyed as a result of an independent artillery or aviation attack (see table DESTRUCTION OF OBJECTS).

15.0 DISORGANIZATION

15.11 An unit may be disorganized as a result of combat or independent artillery fire, in which case player must place a D counter on it.



15.12 A disorganized unit has its SP halved (rounding up). The disorganized state is removed automatically if the unit does not move and fight through one whole day (the D counter is removed).



Example: A unit was disorganized during defense. Then the unit moved. If the unit does not attack, is not attacked and does not move in its next phase of movement, at the end of this phase the disorganization counter is removed.

Example: Force ratio 6:1, combat roll is 4, so attacking player has to roll the 2D6 to determine if any of his units is disorganized. If Germans were attacking, result 10-12 will mean disorganization.

15.13 A disorganized unit cannot perform a pursuit.

15.0 AIRSHIPS

The airship counter can be placed on any hex in players air phase. After placing a counter, 1D6 rolls is made:



1-5: no result

6: airship destroyed.

This roll is also made for every airship that remains on the board and wasn't moved.

If the airship has not been destroyed, opponent can't trace the supply route through the hex where airship is.



16.0 RAILWAY TRANSPORT

Railway transport takes place during the movement phase

Procedure:

Day No. 1

A - a train counter with the marker "A" is set up in any city/town with railway.

B - a German unit with a strength of not more than 8 SP, enters the hex where the train token is located.

C - unit has been loaded. Train counter is flipped on the "B" side.

Day No. 2

D - the train moves to the selected city on the map through the railway. It cannot move through the hexes occupied by enemy units and their ZoCs.

E - Unit can disembark from transports and move using its MP

Train counter is flipped on the "A" side again.

F - The train may move as German player wants.

If enemy cavalry or infantry enters the hex on which the train counter (empty or loaded) is, such train is destroyed, along with unit that was transported.

„Łódź 1914” special rules:

Russian supply base moves through the railway hexes only with the following movement ability:

In Russia: 5 hexes

In Germany: 1 hex

German supply base moves through the railway hexes only with the following movement ability:

In Germany: 8 hexes

In Russia: 4 hexes

TERRAIN EFFECTS CHART

terrain:	Entrance cost in MP	for COMBAT
clear	1	-
big river	only by the bridge	Attacker strength halved when attacking through the big river
river	+1	-1
forest	2	-1
city	2	-2
town	2	-1
main road	1/2	-
secondary road	1	-
swamp	2	Attacker strength halved when attacking from the swamp river
hills	2	-1
mountains	3	-3
marches	2	-2

Table: ARTILLERY FIRE

użyte PS artylerii	rzut 2 x K6										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-1	-	-	-	-	-	-	-	-	-	-1●
3-4	-1●	-1	-	-	-	-	-	-	-	-1	-1●
5-6	-1●	-1	-1	-	-	-	-	-	-1	-1●	-1●
7-8	-1●	-1●	-1	-1	-	-	-	-1	-1●	-1●	-1
9-10	-	-1●	-1●	-1	-	-	-1	-1●	-1●	-1●	-
11+	-	-1●	-1●	-1●	-1	-1	-1●	-1●	-1●	-1●	-

Modyfikacje do rzutu w zależności od terenu na jakim znajdował się ostrzeliwany oddział (patrz Tabela: WPLYW NA WALKĘ I RUCH)

-1 – strata 1 poziomu sprawności bojowej (PSB)

● – rzut na dezorganizację stosu (z tabeli DEZORGANIZACJA)

Table: Destruction of Objects

użyte PS artylerii	rzut 2 x K6										
	2	3	4	5	6	7	8	9	10	11	12
1-2	Z	-	-	-	-	-	-	-	-	-	-
3-4	Z	Z	-	-	-	-	-	-	-	Z	Z
5-6	Z	Z	Z	-	-	-	-	-	Z	Z	Z
7-8	-	Z	Z	Z	-	-	-	Z	Z	Z	-
9-10	-	-	Z	Z	Z	-	Z	Z	Z	-	-
11+	-	-	Z	Z	Z	Z	Z	Z	Z	Z	-

Z – obiekt zniszczony

NOVEMBER 11

The success of the Russian army in the fighting on the left bank of the Vistula (the Warsaw-Dęblin operation of October 1914) caused concern among the Central Powers. There was a fear of a Russian counter-offensive directed at Greater Poland or even the industrial area of Silesia, which was particularly important. Kraków and the troops of the Austro-Hungary that fought in Galicia were also at risk. The new chief of staff of the German army, General Falkenhayn, rejected the suggestion of moving reinforcements from the Western Front to the East. So it was left for Germans to beat the Russians with the forces they had. The plan was to attack on the wing of the advancing Russian

armies, with strong resistance from the Austrians in the Częstochowa - Kraków section. The Germans efficiently deployed their shock troops to the area from Jarocin to Toruń. Their concentration was effectively protected by the cavalry and brigades of the Landsturm. The attack was planned to start on November 16, but the actions of the 1st Russian Army towards Drwęca and Włocławek alarmed the Germans. The Russians could recognize the German preparations for the attack. The commander of the German 9th Army, General Hindenburg, advanced the date of the attack to November 11, 1914.

INITIAL SET UP:

RUSSIA:

1 Armia		2 Army		30 InfDiv		18234		V Corps	
Rennenkampf	3212	Scheidemann	2122	30 art.	1822			7 InfDiv	2730
Ussur. CavBrig	2505	1/Ka	1414	II Syberian Corps				10 InfDiv	2629
CavDiv Z	1512	2/Ka	1317	4 RifDiv	1621			5 art.	2829
1/6 CavDiv	1806	I Cavalry Corps		5 RifDiv	1620			4 Army	
2/6 CavDiv	2205	8 CavDiv	1321	2S art.	1721			Ewert	3233
V Syberian Corps		5 CavDiv	1323	XXIII Corps				I Grenadier Corps	
1, 2/50 InfDiv	1510	14 CavDiv	1424	3 InfDivGD	1619			1, 2 InfDivGren	2733(1)
art./50 InfDiv	1610	II Corps		1/2 InfDiv, 1 BS	1618			Gren art.	2733(1)
1, 2/79 InfDiv	1709	1/26 InfDiv	1716	23 art.	1719			XVI Corps	
art./79 InfDiv	1809	2/26 InfDiv	1717	5 Army				41, 47 InfDiv	2734 (1)
VI Corps		art./26 InfDiv	1816	Plehwe	2624			art./16	1627
1/4 InfDiv	2107	1/43 InfDiv	1815	Turk. CavBrig	1928			63 InfDiv	3212
2/4 InfDiv	2206	2/43 InfDiv	1915	5 Dońska CavDiv.	2531			9 Op	3212
art./4 InfDiv	2207	art./43 InfDiv	1916	I Syberian Corps				18 Op	3212
1, 2/16 InfDiv	2306	2 art.	2015	1RifDiv	2226			Zegrze	3611
art./16. InfDiv	2406	I Corps		2 RifDiv	2327			Warszawa	Warszawa
6 art.	2407	24 InfDiv	2024	1S art.	2326			Dęblin 1, 2	4325, 4424
VI Syberian Corps		22 InfDiv	2125	XIX Corps				Modlin	Modlin
13 RifDiv	2209	1 art.	2124	17 InfDiv	2528			Supply bases: 3010, 2916,	
14 RifDiv	2512	IV Corps		38 InfDiv	2427			2719, 4126, 4034	
		40 InfDiv	1723	19 art.	2527				

GERMANY AND AUSTRO-HUNGARY

XXV Reserve Corps		1 InfDivRes.	1005	III Cavalry Corps		Art/35 InfDivRes.	1228
v. Scheffer	1405	36 InfDivRes.	1309	v. Frommel	1121	Landwehr Corps	
25 art.	1406	I Cavalry Corps		5 CavDiv	1019	v. Woysch	1432
49 InfDivRes.	1407	v. Richthofen	1009	8 CavDiv	1121	18 L/3 InfDivL	1531 (F)
99, Art./50 IDRes.	1507	6, 9 CavDiv	1009	7 CavDiv (AH)	1022	17 L/3 InfDivL	1732 (F)
100/50 IDRes.	1505	XX Corps		1 Army (AH)		22 L/4 InfDivL	1933 (F)
I Reserve Corps		v. Scholtz	1011	5 L/ 35 IDRes.	1227 (F)	23 L/4 InfDivL	2024 (F)
v. Morgen	1208	41 InfDiv, II /5 art .	1011	20 L/35 IDRes.	1329 (F)		
1/4 R art.	1208	37 InfDiv	1010				

VICTORY CONDITIONS:

1 Victory point for each of the following hexes:
1809, 1912, 2113, 1615, 2016, 1817, 2517, 1432,
1834



FOOTNOTES:

- Initiative: Germany
- Scenario length: 11-17 November 1914
- 1 – Unit starts with 1 CEL already lost
- (F) – Unit starts in Field Fortification
- (1) – Unit can be set up in the 1 hex range from given hex
- Supply bases:
Russia – each railway coming from the east edge of the board
Germans: West edge of the board, Thorn, hex 1834
- Trains availability: 8 (Germans only) – freely deployed
- Scenario can be joined with others and continued. Use reinforcements tables from both scenarios and count Victory points from both scenarios as well.
- If Russian player will move his units

- that are at 2205 and 2505 south, German player is allowed to use the following units in the next turn:
- Landsturm Corps **Thorn:**
v. Dickhuth 2004
Landsturm Griepenkerl 2004
Landsturm Normann 2004
Landsturm Division Wernitz (Gross, Windh.) 2604
- If Russian player will introduce the units of the I Turkestan Corps (see reinforcements table), German player may use following units (coming from the 3004-3807):
- Landsturm Corps **Graudenz:**
- Zastrow, Landsturm Divisions Breughel (Pfaffer, Falken)
- IV Cavalry Corps: v. Hollen, 2 CavDiv
- 4. CavDiv – this division is removed from board at 16 XI and can enter

- the game again according to the reinforcements table.
- Crossing at Plock – 2312 ferry can be used to transport infantry through the Wisła (bridge is N/A). Unit that crosses the river like that is temporary losing one CEL. If unit remains at 2312 till the next turn, it regains this one CEL.
- Bridge at Plock – starting with 16 XI, crossing at Plock rule is N/A, since players can use Plock bridge normally.
- Russian 2nd Army – units of the Russian 2nd Army cannot cross the hexrow xx14 till the 13 XI.
- Artillery – at the beginning of the game, each player may decide if his artillery starts in marching or combat order.

REINFORCEMENTS TABLE

RUSSIA:		XI	GERMANS:	
		11		
		12	XVII Corps , v. Pannewitz, 35 InfDiv, 36 InfDiv, art., I/17 1012, 1013 XI Corps , v. Pluskow, 22 InfDiv, 38 InfDiv art. I/18 1012, 1013 Landsturm Corps Thorn, v. Dickhuth, InfDiv Wernitz (W) 2604 LandBrigs Griepenkerl, Normann 2004 (if entry zones are controlled by Russians, units may enter the game next turn in the nearest available entry zones)	
Zabajkalska CavBrig	3135	13	3 G 1207 (R) Cavalry Corps Hauer (AH) , v. Hauer, 3 CavDiv, 9 CavDiv 1034 (R)	
		14	Landsturm Corps Posen v Koch , LandBrig: Doussin, Rudiger, Hoffmann, Rechwitz 1023 Landsturm Corps Breslau , v Menges, LandBrig: Buddenbrock, 1 art. (AH), Zenker, Schmiedeke, art./B 1029 IV AH Corps , v Nadas, 31 InfDiv, 32 InfDiv 1135 XII AH Corps , v Koves, 16 InfDiv, 35 InfDiv 1029	
I Turkestan Corps: 1, 2, 3 TurkBrig, 4 Cossack CavDiv, Art/S – north edge of the board, between 3004 and 3804 hexes.		15		
		16	Landsturm Corps Graudenz , v.Zastrow, InfDiv Breughel IV Cavalry Corps , v. Hollen, 2 CavDiv, 4 CavDiv (4 CavDiv leaves the board at 20 XI and enters the game again at 26 XI)	
		17		

(R) – Rail transport

ŁÓDŹ

The success achieved in the first stage of the German offensive opened the way for the strike group of the 9th Army to the Bzura River line. The next step in Hindenburg's plans was to attack the wing of the Russian troops which were advancing westward.

The situation was very good for the Germans. Both the

2nd and the 5th Russian Armies found themselves in a strategic disadvantage. They were in danger of cutting off their connection with Warsaw.

The Germans attacked immediately south with the intention of cutting off and encircling the 2nd Russian Army. The battle of Łódź has begun.

INITIAL SET UP:

GERMANY AND AUSTRO-HUNGARY

IV Cavalry Corps , v.Hollen	2805	6 CavDiv	2418	8 CavDiv	1523
2 CavDiv	3005 (1)	XXV Corps , v. Scheffer		7 CavDiv (AH)	1524
4 CavDiv	2707 (1)	25 art.	2217	v. Koch, Doussin, Rudiger	1422
Corps G , v. Zastrow	2407	49 InfDivRes.	2518	Hoffmann, Rechwitz	1422
LandBrig Griepenkerl	2410	99/50 IDRes., art.50 IDRes.	2318	Corps B , v. Menges,	
LandBrig Normann	2411	XX Corps		art./Breslau, art./1, Buddenbrock,	
LandDiv Breughel	2608	II/5 art., 3 InfDivGd., v. Scholtz	2118	Zenker, Schmiedecke	1326 (1)
LandDiv Wernitz	2510	41 InfDiv	2218	Corps H , v. Hauer (AH)	1530
v. Dickhuth, 100/50 InfDivRes.	2311	37 InfDiv	2119	3, 9 CavDiv (AH)	1530 (1)
I Res. Corps		XVII Corps		IV Corps , v. Nadas (AH),	
I/4 R art., v Morgen	2113	I/17 art., v. Pannewitz	1817	31 ,32 InfDiv (AH)	1331 (1)
art. 1 InfDivRes.	2212	22 InfDiv	1919	XII Corps , v. Koves (AH)	1533
1R/1 InfDivRes.	2313	35 InfDiv	2019	16 , 35 InfDiv (AH)	1533 (1)
72R/1 InfDivRes.	2314	XI Corps		v. Woysch, art./35 InfDivRes.	1834
69/36 InfDivRes.	2315	I/18 art., v. Pluskow	1520	35 InfDivRes.	1833 (F)
70/36 InfDivRes.	2316	36 InfDiv	1720	3 LandDiv	1934 (F)
art. 36 InfDivRes.	2215	38 InfDiv	1621	4 LandDiv	1935 (F)
I Cavalry Corps		III Cavalry Corps			
9 CavDiv, v. Richthofen	2417	5 CavDiv, v. Frommel	1522		

RUSSIA:

4 Army		2 Army		43 InfDiv	2516 (-1)
Ewert	3233	Scheidemann	2122	art. 2	2616
Zabajkalska CavBrig	1831	Kaukaska CavDiv (Ka)	2518 (-2)	13 RifDiv	2715 (-1)
47 InfDiv	2135	8 CavDiv	1722 (-1)	14 RifDiv	2414 (-2)
41 InfDiv	2134	5 CavDiv	2520	CavDiv. (Z)	2614 (-1)
art. 16	2234	14 CavDiv	1723 (-1)	50 InfDiv	2413 (-2)
2 InfDivGren	2133	3 InfDivGd	1820 (-1)	79 InfDiv	2513 (-2)
2/1 InfDivGren	2132	1/2 InfDiv	1721	2/4 InfDiv	2613 (-1)
1/1 InfDivGren	2131	art./3 InfDivGd, 23 art.	1821	1/16 InfDiv	2614 (-1)
art. Gren, art. 1.DGren	2231	40 InfDiv	1920 (-1)	1/63 InfDivRes.	2814
5 Army		30 InfDiv	2020 (-1)	1/4 InfDiv	2512
Plehwe	2326	4 art.	2021	2/16 InfDiv	2611
7 InfDiv	2227	4 DS	2320	art./4 InfDiv, 6 art.	2612
10 InfDiv	2226	art./4 RifDiv	2321	art./16 InfDiv	2712
art. 5	2327	5 RifDiv	1921	6 CavDiv	2710 (-2)
1/5K	1627	2S art.	1922	4 Dońska CavDiv. (4 K)	2808
2/5K	1729 (-1)	1 RifBrig	2320 (-1)	Ussuryjska CavBrig.	3007 (-1)
CavBrig Turk	1624	3 TurkBrig.	2517	1 TurkBrig.	3107
1 RifDiv	2125	24 InfDiv	2221	1/11 RifDiv	3306
2 RifDiv	2024	22 InfDiv	2322	2/11 RifDiv	3505
art. 1S	2025	1 art.	2222	art./11 RifDiv	3406
17 InfDiv	1824			S art. 3109	
38 InfDiv	1724	1 Army		2. BT	3614 (K)
19 art. 1825		Rennenkampf	3514	2/63, art./63 InfDivRes.	3212
		26 InfDiv	2515 (-1)	9 Op, 18 Op	3212

**VICTORY CONDITIONS:**

1 Victory point for each of following hexes:
2113, 2517, 2719, 2321, 2121, 1823, 2026, 2834.

Footnotes:

- Initiative: Germans
- Scenario length: 18-25 XI
- Russia – each railway coming from the east edge of the board
- Germans: West edge of the board, Thorn, 1834
- 1 – Unit starts with 1 CEL already lost
- (F) – Unit starts in Field Fortification
- (1) – Unit can be set up in the 1 hex range from given hex

Replacements of the infantry and cavalry units – player picks the unit and spends 1 replacements point to regain 1 CEL of such a unit. Unit that receives replacement cannot be in the enemy ZOC. It cannot attack and move in the turn when it received replacement.

Reconstitution of the destroyed units

Player may reconstitute infantry or cavalry units only.
Player spends 1 replacement point, takes one destroyed unit and places it on the board with 1 CEL lost. Reconstituted units are placed:
Russian units: Warszawa or Modlin
German units: Thorn
Reconstituted unit cannot be placed in the enemy ZOC. It cannot move and attack in the turn when it returned to the game.
Austro-Hungary units cannot receive replacement points.

Replacements:

Replacement points – in the certain scenarios, players receive replacement points:
Black – Russian infantry
Grey – Russian cavalry
White – German infantry

REINFORCEMENTS TABLE

RUSSIA:		XI	GERMANS:
51 ID	2916 (R)	18	
	①	19	
6 ID	2517 (R)	20	①
	①	21	
55 ID	2719 (R)	22	①
	① ②	23	
	②	24	①
	②	25	
67 ID	2719 (R)		
1/76 ID	2916 (R)		
	① ②		

Abbreviations:

- H – Austro-Hungary
- Inf – Infantry
- Cav – Cavalry
- Rif – Rifles
- Gd – Guards
- Gren – Grendiers
- Turk – Turkestan
- Land – Landsturm
- L – Landswehr
- Ussur – Ussurian
- S - Sybrian
- Art – Artillery
- Res – Reserve
- Div – Division
- Brig – Brigade
- Op – Militia
- B – Breughel
- Budden. – Buddenbrock
- Falken – Falkenhayn
- Gross. – Grossmann
- Schmied. – Schmiedec
- W – Wernitz
- Windh. – Windheim

RUZSKI'S PLAN

The unsuccessful attempt to encircle the 2nd Russian Army led to a temporary stabilization of the frontlines. The Russian resistance convinced the German staff of the need to strengthen the 9th Army with four corps moved from the western front. The Germans waited for their arrival in the line of field fortifications. The Russians, exhausted from

the fighting so far, were considering the concept of withdrawing to a prepared rear positions. Before that, however, General Ruzski decided to make one more attack. Units of the 1st and 2nd armies launched an assault on the entrenched Germans.

INITIAL SET UP:

GERMANY AND AUSTRO-HUNGARY

Landwehr Corps „Woyrsch”	5 CavDiv	1621 (-1)	1R/1 InfDivRes.	2313 (F)
v. Woyrsch, art./35.InfDivRes. 1834	8 CavDiv	1622 (-1)	72R/1 InfDivRes.	2213 (F)
35 InfDivRes. 1833 (F)	XI Corps , v. Pluskow	1720	100/50 InfDivRes.	2214 (F)
3 LandDiv 1934 (F)	art. I/18, art. 38 ID, art. 22 ID	1720	art. 36 InfDivRes.	2116
4 LandDiv 1935 (F)	38 InfDiv	1721 (F)	69/36 InfDivRes.	2215 (F)
XIII (AH) Corps , v. Koves	22 InfDiv	1820 (F)	70/36 InfDivRes.	2216 (F)
35 InfDiv (AH) 1832	XVII Corps , v. Pannewitz	1919	XIII Corps , v. Fabeck	1912 (R)
16 InfDiv (AH) 1831	art. I/17	1919	art./XIII, 25, 26 InfDiv	1912 (R)
IV (AH) Corps , v. Nadas	art. 35 InfDiv, art. 36 InfDiv	1919	III Reserve Corps	
31 InfDiv (AH) 1830	35 InfDiv	1920 (F)	v. Beseler 1809	1809 (R)
32 InfDiv (AH) 1829	36 InfDiv	2019 (F)	5, 6 InfDivRes.	1809 (R)
Cavalry Corps (AH) Hauer	XX Corps		1 InfDivRes.Gw	1809 (R)
v. Hauer, 9 CavDiv (AH) 1828	v. Scholtz	2119	Landsturm Corps „Thorn”	
3 CavDiv (AH) 1827	art. II/5, art. 37 InfDiv, art. 41 InfDiv	2119	v. Dickhuth	2608
Landsturm Corps „Breslau”			Grossman/LD Wernitz	2411 (F)
v. Menges, art./Breslau, art./1	37 InfDiv	2120 (F)	Windheim/LD Wernitz	2610 (F)
LandBrig Buddenbrock	41 InfDiv	2219 (F)	Normann	2809 (F)
LandBrig Zenker	I Cavalry Corps		Griepenkerl	2908 (F)
LandBrig Schmiedecke	v. Richthofen	1817	Landsturm Corps „Graudenz”	
Landsturm Corps Pozen	9 CavDiv	1917 (-2)	v. Zastrow	3105;
v. Koch	6 CavDiv	2017 (-2)	Falkenhayn/LD Breug.	3006 (F)
LandBrig Rudiger	XXV Reserve Corps		Pfafferat/LD Breughel	3106 (F)
LandBrig Doussin	v. Scheffer, 25 art.	2118	IV Cavalry Corps	
LandBrig Hoffmann	art. 3 IDGd, art. 49 IDRes.	2218	v. Hollen 3204	
LandBrig Reiszwitz	3 InfDivGd	2319 (-1) (F)	2 CavDiv	3205, 3305 (F)
II Corps , v. Linsingen	49 InfDivRes.	2318 (-1) (F)		
art. I/15, 3 InfDiv, 4 InfDiv	99/50 InfDivRes.	2317 (-1) (F)		
XXIV Reserve Corps	art. 50 InfDivRes.	2117		
v. Gerock, 48 ID, 4 CavDiv	I Reserve Corps , v. Morgen	2015		
III Cavalry Corps , v.Frommel	art. I/4 R	2114		
7 CavDiv (AH) 1521 (-1)	art. 1 InfDivRes.	2212		

Supply bases:

2015, 1423, 1833, 3204, 2007



VICTORY CONDITIONS::

1 Victory point for each of the following hexes:

1834 – Częstochowa,	2517 – Łowicz
2526 – Bełchatów,	2719 – Skierniewice,
2121 – Łódź,	2519 – Sochaczew,
2122 – Łódź,	1919 – Ozorków,
2319 – Głowno,	2118 – Piątek.



Footnotes:

- Initiative: Russians
- Scenario length: 25 XI – 6 XII 1914
- 1 – Unit starts with 1 CEL already lost
- (F) – Unit starts in Field Fortification
- (1) – Unit can be set up in the 1 hex range from given hex
- Russia – each railway coming from the east edge of the board
- Germany: West edge of the board, Thorn, 1834

RUSSIA:

4 Army					
Ewert	3233	2/38 InfDiv	1724	art./3 InfDivGd, art. 23	2021
Zabajkalska CavBrig	2128	art. 38 InfDiv	1823	2 RifDiv	1821
1/1 InfDivGren	2029	art. 19	1822	1S art.	1922
2/1 InfDivGren	2030	CavBrig Turk	1825	6 RifDiv	2222 (-2)
art. 1 InfDivGren	2130	1/7 InfDiv	1824	3 TurkBrig	2221
art. Gren	2131	2/7 InfDiv	1925	2Sart.	2221
2 InfDivGren	2031	art. 7 InfDiv, art. 5	1924	1/63 InfDivRes.	2221 (-1)
1/41 InfDiv, 2/41 InfDiv	2032	1/5K	1827 (-1)	4 RifDiv	2220 (-1)
art. 41 InfDiv	2132	2/5K	1927 (-1)	5 RifDiv	2220 (-1)
1/47 InfDiv	2133	2 Army		26 InfDiv	2519 (-1)
2/47 InfDiv	2134	Scheidemann 2122		43 InfDiv	2421 (-1)
art. 47 InfDiv, art. 16	2234	10 InfDiv	2420 (-1)	2 art.	2522
5 Army		40 InfDiv	2020 (-1)	24 InfDiv	2320 (-1)
Plehwe	2022	30 InfDiv	2121 (-1)	22 InfDiv	2321 (-1)
17 InfDiv	1722 (-1)	art. 4	2122	1 art.	2321
1/38 InfDiv	1723	3 InfDivGd	1921 (-1)	Kaukaska CavDiv (Ka)	2620 (-2)
		1/2 InfDiv	1921 (-1)	1 RifDiv 2	521 (-1)
				8 CavDiv	2518 (-1)
				5 CavDiv	2819 (-1)
				14 CavDiv	2618 (-1)
				67 InfDivRes.	2719
				1 RifBrig	2520 (-1)
				1/16 InfDiv	2520 (-1)
				Zbiorcza CavDiv (Z)	2520 (-1)
				1 Army	
				Rennenkampf	3514
				2/63, art./63 InfDivRes.	3212
				9 Op, 18 Op	3212
				79 InfDivRes.	2513 (-2)
				50 InfDiv	2413 (-2)
				14 RifDiv	2414 (-2)
				13 RifDiv	2515 (-1)
				2/4 InfDiv	2415 (-1)
				2 TurkBrig	2415
				art./4 InfDiv	2516
				1/4 InfDiv	2615
				1/76 InfDivRes.	2716
				1/55 InfDivRes.	2416 (-1)
				2/55 InfDivRes.	2417 (-1)
				1/51 InfDiv	2416
				2/51 InfDiv	2417
				art. 51, art. 55 InfDivRes.	2517
				2/16 InfDiv	2612
				art./16 InfDiv	2713
				6 art.	2912
				6 CavDiv	2811 (-2)
				Ussur. CavBrig.	3010 (-1)
				2/4 Dońska CavDiv (4K)	3010
				1/4 Dońska CavDiv (4K)	3109
				1 TurkBrig.	3207
				1/11 RifDiv	3406
				2/11 RifDiv	3505
				art./11 RifDiv	3407
				S art. 3	507
				Supply bases:	
				2534, 2321, 2915, 3408, 2719.	

REINFORCEMENTS TABLE

ROSJA:		XI	NIEMCY:	
		26	II Corps, v. Linsingen,	①
②			art. I/15, 3 InfDiv, 4 InfDiv	1023
		27	XXIV Reserve Corps, v. Gerock,	1023
①			48 InfDivRes, 4 CavDiv	
		28	XIII Corps (R), v. Fabeck,	1912
①			art./XIII, 25, 26 InfDiv	
		29	III Reserve Corps (R), v. Beseler,	1912
①			5, 6 IDRes., 1 IDRes.Gd	
		30		
30 ID	2916 (R)			
		XII		
①		1		
		2		
		3		
		4		
II Caucasian Corps				
Kauk InfDivGren.	2916 (R)			
1 Kauk InfBrig	2916 (R)			
		5		
		6		

- ② +2 CMS infantry Russia
- ① +1 CMS cavalry Russia
- ① +1 CMS infantry Germany

II MAZURIAN BATTLE

The balance of military operations in 1914 was not successful for Russia nor Germany. The plans prepared by the staffs of the warring parties broke down in the first months of the war. The German high command was looking for an answer to the question which front should be considered a priority. The dispute was between the Chief of Staff, General Falkenhayn, on the one hand, and Marshal Hindenburg on the other. Ultimately, the conflict was resolved by Emperor Wilhelm II, pointing to the need to support Austria-

Hungary, whose army was on the verge of collapse.

The area of East Prussia was selected as one of the directions favorable for offensive operations. The target of the operation was the Russian 10th Army, which was to be flanked on both sides, cut off from the Nemunas and destroyed. The 8th and 10th German Armies joined the fight, reinforced with four new corps. Germans attacked, facing two opponents. The first were the Russians, the second was severe winter.

INITIAL SET UP:

GERMANY AND AUSTRO-HUNGARY

8 Army		10 Army		2/1 CavDiv		XXXIX Reserve Corps	
XL Reserve Corps		Boyen 2	4421 (T)	41/1 CavDiv	4808 (T)	v. Lauenstein, art. 39	4408
Litzman	4025	Boyen 3, Boyen	4419 (T)	1/1 CavDiv	4709 (T)	77 InfDivRes.	4607
79 InfDivRes.	4027	33L/1 L	4415 (T)	3L, 4L/16 L	4712	78 InfDivRes.	4708
80 InfDivRes.	4126	5	4316	Z/16 L	4711	5G/3 IDGw, Art./10A	4407
2 InfDiv	4224 (T)	6 L	4317 (T)	33L/16 L	4710	Reinforcements:	
3/4K	3828	art./1 L	4315 (T)	XXI Corps		11 II:	
I Corps		5R/3 InfDivRes.	4514 (T)	v. Below, 21 art.	4407	18/4 CD	4224 (R)
Kosch	4120	6R/3 InfDivRes.	4515 (T)	31InfDiv	4706	Kaufman/4 CD	4224 (R)
70 L	4222 (T)	art./3 InfDivRes.	4413 (T)	42 InfDiv	4606	Supply Base:	
33 L	4419 (T)	9L/K	4612 (T)	XXXVIII Reserve Corps		Boyen Fortress,	
art. Boyen 1	4320 (T)	Z/K	4513 (T)	v. Marwitz, art. 38	4509	4311, 4606, 4115,	
art. Boyen 2	4320 (T)	art./K	4412 (T)	75 InfDivRes.	4510	4320, 4224	
Boyen 1	4420 (T)	II/9	4019	76 InfDivRes.	4608		

RUSSIA:

10 Army		XXVI Corps		III Corps		1/73 IDRes. (-1)	
10 Army		2/8 RifDiv (-1)	4521 (T)	art./28 InfDiv	4517 (T)	2/73 InfDivRes.	5007 (T)
Siewers	5019	art./8 RifDiv	4621 (T)	1/53 InfDivRes.	4614 (T)	art./73 InfDivRes.	5008 (T)
Różan	4135 (T)	1/57 IDRes. (-1)	4425 (T)	2/53 IDRes. (-1)	4615 (T)	Cavalry Corps	
Ostrołęka	4232 (T)	2/57 IDRes. (-1)	4528 (T)	art./53 InfDivRes.	4715 (T)	2/3 CavDiv (-1)	5206 (T)
Łomża	4830 (T)	art./57 InfDivRes	4627 (T)	1/29 InfDiv (-1)	4613 (T)	1/3 CavDiv (-1)	5506 (T)
Osowiec	5226 (T)	XXVI Corps		2/29 InfDiv	4713 (T)	1 CavDiv (-1)	5405 (T)
Kowno	6206 (T)	26 art.	4618	art./29 InfDiv	4714 (T)	Reinforcements:	
1/68 InfDivRes.	6206 (T)	1, 2/64 InfDivRes (-1)	4520	III Corps		XV Corps	
SCavBrig(-1)	4228 (T)	art./64 InfDivRes	4519	art. 3	5010 (T)	20 II: 6 InfDiv (-2)	6222
III Syberian Corps		1, 2/84 InfDivRes (-1)	4418	1/27 InfDiv (-1)	4812 (T)	20 II: 8 InfDiv (-2)	6222
art. 3S	4922 (T)	art./84 InfDivRes	4518	2/27 InfDiv	4811 (T)	Supply bases:	
1/7, 2/7 RifDiv (-1)	4623 (T)	XXVI Corps		art./28 InfDiv	4912 (T)	All fortresses,	
art./7 RifDiv	4723 (T)	art. 20	4815 (T)	1/56 InfDivRes (-1)	4810 (T)	4922, 4815, 5010	
1/8 RifDiv	4522 (T)	1/28 InfDiv	4416 (T)	2/56 InfDivRes.	4809 (T)		
		2/28 InfDiv (-1)	4516 (T)	art./56 InfDivRes.	4910 (T)		

VICTORY CONDITIONS:

1 Victory point for each of the following hexes:



5024 – Grajewo,

4922 – Lyck,

5621 – Augustów,

5518 – Suwałki,

4815 – Goldap,

5010 – Stollupohnen,

5510 – Wilkowszki,

5811 – Marjampol,

5813 – Kalwaria.



FOOTNOTES:

- Scenario requires „Tannenberg 1914” .
- Scenario length: 7-21 II 1915
- Initiative: Germany
- Germans cannot cross the rivers Biebrza and Narew to the south.
- Germans cannot attack following fortresses: Różan, Ostrołęka, Łomża, Osowiec and Kowno.
- Due to the weather (snowstorms and then rapid thaw), units movement ability is reduced:
- From 7 to 16 February units may move no

more than two hexes through the roads (spending all movement points for this action) or only 1 hex through any other kind of terrain (spending all Movement points for this action).

– From 17 to 21 February units may move normally.

-1 – Unit starts with 1 CEL already lost

(F) – Unit starts in Field Fortification

(1) – Unit can be set up in the 1 hex range from given hex

(T) – unit from „Tannenberg 1914” game.

COMBAT TABLE

	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
rzut dwiema kostkami	-1/B1	-1/B1	-1/B1	-1/B2	-1/B2D	-1/B2D	-1/B2D	-1/B3D	-1/B3D	-1/B3D	-1/B3D	-1/B3D	-1/B3D
2	● A1/-	-1/-1	● -1/-1	● -/B1	-/B2	-1/B2	-1/B2	-1/B3-1	● /B3-1				
3	● A1/-	● A1/-	-1/-	● -1/-1	-/B1	-1/B2	-/B2	-/B2	-/B3-1	-1/B3-1	-/B3-1	-/B3-1	● /B3-1
4	● A1-1/-	● A1-1/-	● A1-1/-	● -1/-	● -1/-1	-/B1	-/B2	-/B2	-1/B3	-/B3-1	-/B3-1	-/B3-1	- /B3-1
5	● A1-1/-	● A1-1/-	● A1-1/-	● A1-1/-	● -1/-	● -1/B1	-/B2	-1/B2	-1/B2	-/B3-1	-/B3-1	-/B3-1	- /B3-1
6	● A2-1/-	A1-1/-	A1-1/-	A1-1/-	A1-1/-	● -1/-1	● /B1	-/B2	-/B2	-/B3	-/B3	-/B3-1	- /B3-1
7	A2-1/-	A2-1/-	A1-1/-	A1-1/-	A1-1/-	-1/-	-/B1	● /B2	-/B2	-/B2	-/B2	-/B3	- /B3-1
8	A2-1/-	A2-1/-	A2-1/-	A1-1/-	A1-1/-	-1/-	-/B1	● /B2	-/B2	-/B2	-/B2	-/B3	- /B3-1
9	A2-1/-	A2-1/-	A2-1/-	A1-1/-	A1-1/-	A1-1/-	-1/B1	-/B1	● /B2	-/B2	-/B2	-/B3	- /B3
10	A2-2/-	A2-1/-	A2-1/-	A2-1/-	A1-1/-	A1-1/-	A1-1/-	-1/B1	-/B2	● /B2	● /B2	-/B2	- /B3
11	A3-2/-	A2-2/-	A2-1/-	A2-1/-	A2-1/-	A1-1/-	A1-1/-	A1-1/-	-1/B1	-1/B2	-1/B2	● -1/B2	● /B3
12	DA3-2/-1	DA3-2/-1	DA2-2/-1	DA2-1/-	DA1-1/-1	DA-1/-1	D-1/B2						

Modifications: terrain, HQ, tactical concentration, units' abilities

Examples:

- 1 / -1 – both Players lose 1 SP
- D2 -1 – defender must retreat by 2 hexes and loses 1 SP
- 1 / D2 -1 – attacker loses 1 SP, defender retreats by 2 hexes and loses 1 SP
- 1 / D4D – attacker loses 1 SP, defender retreats by 4 hexes and disorganize
- AID – attacker retreats by 1 hex and disorganize
- Roll for D

DISORGANIZATION

rzut kostką	narodowość
11, 12	Germans
10-12	Russians (Fins, pSyberian Units)
9-12	Russians
8-12	Austro-Hungarians



Teren „czysty”
“clear”



las
forest



miejsowość
town



teren podmokły
wetland



rzeka
river



duża rzeka
river



wzgórza
hills



droga boczna
secondary road



miasto
city



droga główna
main road



bagna
swamp

2nd WW System WB 95



Great Battles 1939-1945 (WB-95) – regiment/division scale system, created for the biggest battles of the World War II. With fairly easy rules, players may attempt to change the course of the history in the most important battlefields of that conflict, like Stalingrad, Normandy, Kursk, Korsun or Moscow. The most important idea of this system is to give players a feel of the maneuverability of these battles and show the uneasiness of the decisions they have to make. They may use their armored forces to break through the enemy lines, use air forces to slow down enemy movement or use strategic movement to effectively exploit successes of the attacks. Along with historical scenarios, some games contain hypothetical scenarios as well, showing what might happened, if... Games released:

