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1.0 INTRODUCTION

1914, Twilight in the East is a division/brigade level World War I simulation covering the campaign which took place in Prussia, Poland and Galicia between Germany, Austria-Hungary and Russia. The playing pieces represent the actual formations that participated in the campaign, and the maps represent the terrain over which they fought. Players maneuver their formations across the map and conduct combat as described in the rules of play, while attempting to achieve certain objectives to attain victory.

SCALE: The map’s scale is approximately 1:500,000. Each hex represents an area five miles across. Each game turn represents from two to three days of time depending on the season. Each combat unit step represents roughly one to two thousand combatants.

1.1 The Rules

The rules to 1914, Twilight in the East are presented in two rules booklets. The first booklet contains all the rules of play and the second booklet contains all the scenario information, an extended example of play and the off-map railroad charts.

The rules are presented in sets of major sections, each section divided into numerous cases. CAPITALIZED or bold text emphasizes the importance of a word or set of words. Notes, Examples and Clarifications are printed in Italics.

Rules needed for play of the Grand Campaign Game scenario only are indicated with a (c).

1.2 The Game Maps

The maps cover the battlefield from East Prussia to the Romanian border. A hexagonal grid has been superimposed over the map to regulate movement and placement of the playing pieces. These hexagons are hereafter called “hexes.” Each hex has a unique identification number in the form “column.row.”

1.2.1 Friendly Map Edges: The map edges considered friendly to the Central Powers player are those within the borders of Germany and Austria-Hungary, with the exception of the northern edge of the North map (hexes 43.12 to 53.12, by Tilsit) which is not friendly to either player. Map edges considered friendly to the Russian player are those that fall within the borders of Russia.

1.2.2 Off-Map Movement: Unless specifically allowed, off-map movement is prohibited. Units that move or are required to retreat off a mapedge, or into Romania, are removed from the game; they cannot return to play. Some off-map movement is allowed—see Off-Map Railroad Movement (8.2.8) and The Bukowina Holding Box (23.4).

1.3 Game Components

A complete game of 1914, Twilight in the East, includes the following:

1 rules booklet
1 playbook booklet
3 22” x 34” maps (1 back-printed)
1 8” x 34” map
1 14” x 34” map
1 Game Turn Record Track (8.5” x 11”)
2 (x2) two-sided player aid charts (8.5” x 11”)
9 organizational displays (8.5” x 11”)
8 two-sided counter sheets
4 six-sided dice
1 game box

2.0 REFERENCE SECTION

2.1 Important Terms

Comprehension of the following terms will allow a better understanding of the rules.

Artillery Ammunition Point (AP) Allocation: Artillery Ammunition Points that are provided (and expended) for combat.

Asset Unit: A unit that doesn’t belong inherently to any division or brigade-sized formation. An Asset Unit has no matching Attachment marker. Note that Detachment units are Asset Units with special characteristics.

Combat Unit: All infantry and cavalry type units.

Commands: There are two levels of Commands represented in the game: Army and Corps. Army-level Commands are represented by an Army Organizational Display and army depot units; Corps-level Commands are represented by Corps Attachment markers and Corps Train units (both have the same ID).

Chain of Command: The order in which Commands and Formations are subordinated to one another, expressed in the order: formation/corps/army or just formation/army. It affects movement, supply and combat.

Force: A “Force” can consist of either (1) at most one Formation along with any Asset Units attached to it, or (2) one or more Asset Units stacked together but not stacked with a formation. This determination is required (1) during the Attachment Phase to determine Asset Unit attachment (which determines an Asset Unit’s supply source), (2) during the movement phases when performing a Forced March (and therefore making an Effectiveness Check [EC]), and (3) during the attack phases when receiving AP and conducting post-combat ECs.
Formation: All division or brigade-sized units that are represented by both an Attachment marker and a combat unit (both having the same ID). If a combat unit has a corresponding Attachment marker it is termed a formation; if it does not it is termed an Asset Unit.

Fortress Complex: Two or more fortress units bearing the same ID.

Intrinsic Artillery: A unit with an artillery value is said to have “Intrinsic Artillery.”

Path: A line of contiguous hexes traced from one hex to another.

2.2 Conventions

Attack Phase: In all cases the term “attack phase” refers to both the phasing player’s Attack Phase and the non-phasing player’s Counter Attack Phase. If an activity is restricted to only one of those attack phases, that attack phase will be specifically mentioned. (Specific references to a specific phase are capitalized.)

Bridge: Bridges exist wherever a roadway or RR line crosses a river hexside and wherever a Pontoon bridge has been laid.

Depot: In all cases the term “depot” refers to both an army’s Major Depot and its Minor Depot. If an activity is restricted to only one of these depot types, that depot type will be specifically mentioned. (Specific references to a specific depot are capitalized.)

Division-sized Formation/Unit: In all cases in the rules the term “one division-sized formation/unit” can be substituted with the term “two brigade-sized formations/units.”

Effectiveness Check (EC): An Effectiveness Check is synonymous with a Combat Effectiveness Check.

Fortress Units: In all cases the term “fortress units” refers to both Fortresses and Forts. If a characteristic is restricted to Fortresses or Forts only, the terms “Fortresses” or “Forts” will be specifically mentioned. (Specific references to a specific type are capitalized.)

Movement Phase: In all cases the term “movement phase” refers to both the phasing player’s Movement Phase and the non-phasing player’s Counter Movement Phase. If an activity is restricted to only one of those movement phases, that movement phase will be specifically mentioned. (Specific references to a specific phase are capitalized.)

Roadway: The term “Roadway” includes primary and secondary roads.

RR Station: A RR Station is found in hexes where a RR Platform, City, Town or Village symbol is CONNECTED to a RR line.

2.3 Abbreviations

A-H: Austro-Hungarian
AoA: Army Area of Attachment
AP: Artillery Ammunition Point
CEL: Combat Effectiveness Level
DM: Demoralized
DRM: Die (Dice) roll modifier
EC: Effectiveness Check
en/detrain: entrain or detrain
FSSM: Fortress Step Strength Multiplier
GT: Game Turn
ID: Identification
IP: Improved Position
LOC: Line of Communications
MA: Movement Allowance
MP: Movement Points

RCP: Rail Cost Point
REPL: Replacement Point
RP: Rail Point
VP: Victory Points
ZOC (EZOC): Zone of Control (Enemy ZOC)
1d6 (2d6): one six-sided die (two dice)

PLAY NOTE: Abbreviations used on the counters are explained in the scenario booklet.

3.0 TROOP UNITS, ATTACHMENT MARKERS AND THEIR CHARACTERISTICS

Troop units represent the actual military units that took part in the campaign. Troop units are always placed on the map. Attachment markers do not represent troops but are used to establish the Chain of Command (Attachment) for their corresponding Command or Formation; and to track a formation’s current Combat Effectiveness Level. There is one Attachment marker for each Corps and one for each Formation (2.1). Attachment markers are always placed on the Attachment Tracks found on the Army Organizational Displays.

3.1 Example of Units

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artillery I.D.</td>
<td>Artillery I.D.</td>
</tr>
<tr>
<td>Artillery Value</td>
<td>Artillery Value</td>
</tr>
<tr>
<td>Steps (Attack Strength)</td>
<td>Steps (Attack Strength)</td>
</tr>
<tr>
<td>Defense Strength</td>
<td>Defense Strength</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Restriction Number = Turn it is released</td>
<td></td>
</tr>
<tr>
<td>Asset Unit Base Combat Effectiveness</td>
<td></td>
</tr>
<tr>
<td>Fortress Step Strength Multiplier (FSSM)</td>
<td></td>
</tr>
<tr>
<td>Artillery Value Red = Heavy Underlined = High Trajectory</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major Depot Unit Defense Strength</td>
<td></td>
</tr>
<tr>
<td>Minor Depot Unit Defense Strength</td>
<td></td>
</tr>
<tr>
<td>Corps Train Unit Supply Range</td>
<td></td>
</tr>
</tbody>
</table>

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3.1.1 Color Scheme: The military units represented by the counters include the troops of the three belligerents.
- German units are Green-Gray.
- Russians are Brown.
- Austro-Hungarians are Blue.
- Cavalry units have two colors on their counters, the top half being the national color.
- Leaders and railway units have special colors.
- The A-H Streifkorps Fischer is Dark Green.

3.2 Unit Types
The Unit Type Symbol, printed in the center of the unit, identifies what type of unit the counter represents.

- ☝️ Infantry
- 🏹 Cavalry
- 📜 Artillery
- ⛰ Minor Depot
- ⛰️ Corps Supply Train
- 🟢 Major Depot
- 🟢 Fortresses Unit
- 🟢 Fort Unit
- 🟢 Attachment Marker

3.2.1 Russian Color Coding: A Russian unit’s Unit Type Symbol is one of three colors.
- Units listed in the North section of the Russian Set-up Grid have a TAN/GOLD unit type symbol background color (those units used in scenarios 29.1 and 29.5).
- Units listed in the South section have a PALE YELLOW unit type symbol background color (those units used in scenarios 29.2, 29.3 and 29.4).
- Units listed in the Campaign section have a GRAY unit type symbol background color (those units used only in scenarios 29.6 and 29.7).

See the Scenario Booklet and in particular rule 28.1 ‘Organizing the Units’ for more information.

3.3 Unit Information Explanations
3.3.1 Unit Identifiers (IDs): Printed at the top of each military unit is its historical designation known as the ID. This ID is used to identify the unit and its relationship in the Chain of Command. Army Supply units have their ID spelled out in upper-case italicized letters. Corps Train units have their ID displayed inside a colored box. Each Combat unit’s ID will be displayed in one of two ways: either an individual ID or as a sequence (if attached to a corps). The first designation (or only designation) is the individual unit’s formation ID, while the second designation (found inside a colored box) is the unit’s corps ID. Units without a corps ID are Independent formations. Units with no corps ID and their ID spelled out in italicized letters are Asset Units (6.4).

**EXAMPLE:** An infantry unit with the following ID: 2 rf 22 (in colored box) is identified as the 2nd Rifle attached to the 22nd Corps.

3.3.2 Unit Size Indicator: Printed beneath the ID, above the Unit Type Symbol, is a symbol denoting the unit’s size. A unit’s size is one of the following (in order of largest size to smallest):
- XX Division; X Brigade; III Regiment; II Battalion

3.3.3 Rail Cost Points: To allow comparison of different size units for the purposes of Railroad Movement, this game uses Rail Cost Points (RCP). Every unit’s RCP value is found to the right of the unit type symbol in a black box. An * denotes a RCP value of one-half (1/2).

3.3.4 Movement Allowance (MA): The number of movement points available to a unit during a Movement Phase. A unit without an MA is immobile. This number is halved during the Counter Movement Phase.

**EXAMPLE:** If a unit’s MA is 7, the unit would have a movement allowance of 3-1/2 during the Counter Movement Phase.

3.3.4a Railroad Movement Only: If an ‘R’ precedes a unit’s MA, it may travel only via Rail Movement (8.2).

3.3.5 Movement Restriction and Fortress Garrison Indicator: Printed on some units is a Movement Restriction or Fortress Garrison Indicator dot. If a unit bears this dot it begins the scenario immobile OR as a city garrison (if the unit’s ID is the same as the city it begins stacked in—e.g. Allenstein) OR as a Fortress Garrison (if the unit begins stacked on a fortress unit it is a fortress Garrison—see 12.4).

The number contained within the indicator dot is the GT the unit is either released from its movement restriction (and may move normally) or is released from its fortress garrison obligation during the scenario. If the dot does not contain a number the unit is never released from its garrison obligation. Note that Movement Restriction Releases are listed in the Withdrawals & Releases section of each scenario’s special rules.

**DESIGN NOTE:** The Campaign game and most scenarios begin before the belligerents had fully mobilized and concentrated their troops. Units that bear a Movement Restriction Indicator are either mobilizing/concentrating or guarding an area to allow other formations to mobilize and concentrate (e.g. the Russian 3rd Guard division).

3.3.6 Withdrawal Indicator: Printed on some units is a Withdrawal Indicator square. If a unit bears this square it is removed from the game at some point. The number found in the box is the GT of withdrawal. If the box contains an S the unit will be substituted for by another unit (16.2).

3.3.7 Special Rule Indicator: Printed on some units is a Special Rule Indicator—either a dot, a triangle, or a double circle.
- If the symbol is a solid colored dot, see 16.2.2—Special Substitutions.
- If it is a white triangle, see rules 10.5.5a and 14.2.4 (both concerning Lötzen and Fortress Boyen).
- If it is a national-colored double circle, the unit has a special rule found in 22.0 (German units) or 23.0 (Austro-Hungarian units).

3.4 Combat Units
Combat units represent the front line units that do most of the fighting and dying. All infantry and cavalry type units are combat units. ALL COMBAT UNITS EXERT A ZOC as per section 4.1.

3.4.1 Steps (Attack Strength): Steps represent the basic combat power of a unit. The front of a unit is its full strength side; the back shows the unit at half strength. A unit’s half-strength side is indicated by a thin color band. A unit’s full strength is the maximum number of steps it may possess. The current attack strength is determined by subtracting the number of step losses suffered from the steps printed on the counter.
As steps are lost in combat or due to performing a Forced March, a Step Loss marker is placed beneath a unit to indicate the number of steps lost. When a unit has lost half its steps it is flipped over to its reduced side.

**PLAY NOTE:** Formations with an odd number of steps flip just before losing half their strength. For example, 3 step cavalry formations flip after the first step loss. All Asset Units and a small number of formations do not have a reduced side.

### 3.4.1 Ersatz Indicator
Encircling the step value of some units is an Ersatz Indicator. If a unit bears this circle, other units of the same type may absorb its steps through the Ersatz Replacement Procedure (8.7.2).

### 3.4.2 Defensive Strength
The Defensive Strength represents the combat power of a unit when defending. The current defensive strength is determined by subtracting the number of step losses suffered from the defensive strength printed on the counter.

### 3.4.3 Artillery Value
The Artillery Value represents the presence of attached artillery components (usually brigade or regiment-sized and possibly some corps assets). During combat, if an Artillery Ammunition Point (AP) is allocated (10.5), the unit may add the artillery value to its basic combat strength.

If the Artillery Value number is underlined the artillery is considered “High Trajectory;” if it is red the artillery is considered “Heavy.”

**DESIGN NOTE:** Artillery designated as Heavy denotes that some of the unit’s artillery is of heavy caliber, not all of the artillery. For example a typical German division’s artillery value (heavy and high trajectory) represents one artillery brigade, consisting of 9 batteries of 7.7 cm field guns and 3 batteries of 10.5 cm howitzers (high-trajectory), and 2 corps-level batteries of 15.5 cm howitzers (heavy and high trajectory).

**FURTHER NOTE:** Designating 120 mm guns as heavy was done as a design compromise. At the time 120s were considered “Heavies” by the Russians (and British). However by the end of the war 120s were considered “Mediums” while heavies were roughly 150s and greater.

### 3.4.4 Asset Unit Base Combat Effectiveness
On all Asset Units (6.4), except artillery units, the unit’s base Combat Effectiveness number is printed (encircled) left of the unit type symbol.

### 3.5 Artillery Units
Artillery units are Asset Units (6.4) that represent troop units armed with large guns, howitzers and mortars. All artillery units are one step units. An artillery unit does not project a ZOC and may never enter an EZOC unless the hex is occupied by a friendly combat unit or it is moving with a friendly combat unit (see 9.5.1 — Artillery Unit Displacement).

#### 3.5.1 Artillery Value
The Artillery Value is the artillery unit’s combat strength. Artillery units may not participate in combat without the allocation of an AP (10.5).

If the Artillery Value is underlined the artillery is considered “High Trajectory.” If the Artillery Value is red the artillery is considered “Heavy.”

If the Artillery Value is in parentheses the artillery unit may only defend (i.e., it may not attack).

### 3.6 Supply Units
Supply units represent the numerous supply trains, collecting stations and field magazines that provision combat and artillery units. All depots and corps trains are supply units.

A supply unit has only one step and no ZOC.

Each supply unit has two sides: a normal side (front) and an extended side (back). The backside is denoted by an Extended Mode color band. When flipped to the extended side the unit has an increased range but the amount of APs that the unit may allocate for combat is limited and/or reduced (10.5.4).

Supply units are flipped to their extended mode sides:
- Voluntarily: to extend their supply range to provide supply or APs (14.4);
- Involuntarily: for Corps Train units if required to Retreat (9.8.1).

#### 3.6.1 Supply Range
The Supply Range is the number of hexes the unit may project supply to combat and/or Corps Train units.

#### 3.6.2 AP Allocation Limit
The Artillery Ammunition Point (AP) Limit is the maximum number of APs a supply unit can allocate during a GT. An AP Allocation Limit is found on the front and back of all Minor Depot units and only on the back of Major Depot and Corps Train units. (There is no allocation limit for Major Depot and Corps Train units on their front sides).

>> **3.6.3 Depot Combat Strength**
Depots have no combat strengths. Ignore the number on the counters.

### 3.7 Fortress Units
Fortress units represent fortifications or groups of fortifications, well defended by garrisons heavily armed with artillery and machine guns. There are two types of fortress units: Fortresses and Forts. (Forts are those with an arrow symbol inside the fortress symbol.)

A fortress unit does not have a reduced strength side; on the back the fortress unit’s set-up hex and perhaps a special rule number is found.

#### 3.7.1 Steps
Steps represent the combat power of the fortress unit.

**DESIGN NOTE:** In general, the reduction of a fortress unit’s step strength represents a lessening of the garrison’s ability to harm its attackers. This may be caused by the capture of an outlying fort, the destruction of a number of guns, and/or a diminution in the garrison’s desire to continue resistance.

#### 3.7.2 Fortress Step Strength Multiplier
The FSSM is multiplied by a fortress unit’s current number of steps to determine its combat strength. (i.e., steps x FSSM = fortress unit’s combat strength).

Half (1/2) of a fortress unit’s combat strength is considered to be its Artillery Value; this is relevant when calculating SLRT DRMs (10.10.3 point 3).

#### 3.7.3 Supply Symbol
Some fortress units have a Supply symbol printed below the fortification unit symbol. This symbol identifies the fortress unit as a supply source (14.2.4).

#### 3.7.4 Bridgehead Designation
Some fortress units have a Bridgehead designation “B” printed below the fortification unit symbol. This symbol identifies the fortress unit as a Bridgehead (12.5).
3.8 Attachment Markers
Every Corps Train unit and most division and brigade-sized combat units in the game have a corresponding Attachment marker bearing the same unique identifier (ID) and unit size indicator. If a combat unit has a corresponding Attachment marker it is termed to be a “Formation.” (If it has no Attachment marker it is an “Asset Unit.”)

Corps and combat unit Attachment markers are always placed on the Attachment Tracks printed on the Army Organizational Displays where they are used to establish the Chain of Command (Attachment) for each command or formation. Move the Formation Attachment markers up and down the tracks to represent the fluctuating combat effectiveness of their corresponding combat unit.

3.8.1 Unit Size Indicator: Printed beneath the unit ID on each formation’s Attachment marker is a symbol denoting the corresponding combat unit’s size. A formation’s size is one of the following: XX (Division) or X (Brigade). Corps have no size indicators.

3.8.2 Base Combat Effectiveness: A formation’s Base Combat Effectiveness number is found circled below the nationality symbol. A formation’s Base Combat Effectiveness measures intangibles like organization, training, leadership, morale and stamina.

3.8.3 Corps Attachment Limit: The Attachment Limit represents the maximum number of division-sized formations that may be “Attached” (subordinated) to that corps. Each division-sized formation counts as one, and each brigade-sized formation counts one-half (1/2) toward the total Attachment Limit permitted.

If the Attachment Limit bears an underscore the corps is a Cavalry Corps and can only attach cavalry type formations. Only Cavalry Corps may attach cavalry formations; any other corps may not attach cavalry formations. (i.e., cavalry formations may only be attached to a cavalry corps or as independent units.)

DESIGN NOTE: Printed in the center of the Attachment marker is the Flag or Symbol of the country, region, or state from which the formation originates. This does not affect game play.

4.0 GENERAL GAME CONCEPTS

4.1 Zones of Control (ZOC)
The six hexes immediately surrounding a unit constitute the unit’s Zone of Control (ZOC). A ZOC may affect supply, movement and combat. Only Combat Units and Fortresses project a ZOC into the six surrounding hexes. Artillery, Supply and Fort (12.0) units do not project a ZOC. Units in Rail Mode do not project a ZOC (see 8.2.4).

4.1.1 Terrain and ZOC: ZOCs extend into and out of any hex and over any hexside with the following exceptions:
• ZOCs do not extend across Lake and Sea hexsides.
• Nor do they extend across Major and Grand River hexsides (even at bridges and ferries), except during a movement phase as described in case 4.1.1a below.

4.1.1a ZOC Extending across Major and Grand Rivers during Movement: The moment a combat unit begins to move across a Major or Grand River hexside it projects a ZOC into the hex it is moving into (the moving unit must expend the required MPs and actually move into the hex). Any enemy artillery or corps train units found in the hex, not stacked with a friendly combat unit, must immediately displace (9.5.1) or retreat (9.8.1).

4.1.2 ZOCs and Supply: The presence of an EZOC in a hex prohibits its supply from being traced through that hex. Friendly units negate the presence of EZOCs in a hex when tracing supply.

4.1.3 ZOCs and Isolation: When checking if a friendly unit is isolated (14.4.1) the presence of a friendly ZOC (including the unit’s own ZOC) negates the presence of an EZOC.

4.1.4 ZOC and Movement: It costs +1 MP to enter or exit an EZOC. It costs +6 MPs to move from one EZOC to another EZOC, except (1) if the new hex is occupied by a friendly combat unit, the extra cost is only +3 MPs and (2) if the new hex is occupied by a friendly unit in an IP the extra cost is only +2 MPs. (EZOC costs are not cumulative). These MP costs are in addition to any terrain costs of movement.

Friendly units do not negate the presence of EZOCs in a hex during movement.

EXAMPLE 1: A unit moves from hex 47.22 to 48.22. An enemy unit is in hex 47.21. The MP cost would be 8 (2 MPs for clear terrain, +6 MPs for EZOC to EZOC).

EXAMPLE 2: A unit moves from hex 60.22 to 59.21. Hex 59.21 is occupied by a friendly division-sized unit in a Level 1 IP. An enemy unit is in hex 60.21. The move would cost 4-1/2 MPs (2-1/2 MPs to enter a hex via a primary road containing a division-sized friendly unit, +2 MP for EZOC to EZOC into a hex containing a friendly unit in an IP).

4.1.4a Enemy Units in Level 3 and 4 IPs: Movement from a hex in an EZOC projected from a Level 3 or Level 4 IP into a hex in an EZOC also projected from a Level 3 or 4 IP is PROHIBITED unless the hex to be entered is already occupied by a friendly unit (13.2).

4.1.5 ZOCs and Flank Attacks: see 10.4.

4.1.6 ZOCs and Retreat after Combat: see 11.2.

4.2 Stacking
Stacking is when more than one friendly unit is in a hex. Friendly units can NEVER stack with enemy units.
**Important:** Brigade-sized infantry units, reduced division-sized infantry units (i.e., those flipped to their backside), supply units and division-sized cavalry units count as half a division-sized infantry unit. Infantry regiments and battalions, cavalry brigades and fortress units, and all game markers, do not affect stacking.

**DESIGN NOTE:** The stacking limit is not the actual limit of units that could be found in an individual hex, but represents a subjective limit of units that could be used effectively for combat in 1914.

### 4.2.1 General Rule
No more than THREE division-sized infantry units plus TWO artillery units can occupy a hex at the END of any friendly movement phase.

Moving and retreating units can freely enter and pass through stacks of friendly units without restriction (but may incur a MP penalty—see 8.1.4a).

### 4.2.2 Combat Stacking Conditions

#### ATTACKING

No more than two division-sized infantry units plus one artillery unit can attack FROM any one hex during a combat phase. When more than two division-sized infantry units (or more than one artillery unit) are stacked in a hex, the excess unit(s) must be Withheld (10.1.5).

**DEFENDING:** No more than two division-sized infantry units plus one artillery unit can defend in a hex during any given combat. If more than two division-sized infantry units (or more than one artillery unit) are stacked in a hex, the excess unit(s) must be Withheld (10.1.5).

### 4.2.3 Over-Stacking Effects

If a stack exceeds the stacking limit at the end of any friendly movement phase the excess is eliminated by the owning player.

If a unit retreating after combat creates an over-stack situation in the final hex of its required retreat, retreat it the extra hexes needed to remove the over-stack situation. When retreating extra hexes would not rectify the over-stack situation an over-stack is allowed but must be corrected during the next friendly movement phase. In this case the unit(s) ends its retreat in the final hex of its required retreat.

**PLAY NOTE:** Over-stacking may legally occur voluntarily due to cavalry reaction and may occur involuntarily due to retreats after combat. If an over-stack does occur the over-stack situation must be corrected during the next friendly movement phase.

### 4.2.4 Entrained Units

Entrained units bearing a Rail Mode marker do not count toward stacking limits.

### 4.2.5 Order of Stacking

The top unit in a stack (the unit revealed to the opponent) is dependent upon the stack’s contents. If one of the following units is present it must be placed in top in this order of priority:

<table>
<thead>
<tr>
<th>Order</th>
<th>Unit Type by Hex Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top</td>
<td>Hex with an IP</td>
</tr>
<tr>
<td>Next</td>
<td>Any other hex</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Largest infantry</td>
</tr>
<tr>
<td></td>
<td>Largest cavalry</td>
</tr>
<tr>
<td></td>
<td>Largest infantry</td>
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<tr>
<td></td>
<td>Largest infantry</td>
</tr>
<tr>
<td></td>
<td>Any fortress unit</td>
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<td></td>
<td>Any fortress unit</td>
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<td></td>
<td>Any artillery</td>
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<td>Any artillery</td>
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<td>Any supply</td>
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<td></td>
<td>Any supply</td>
</tr>
<tr>
<td>Bottom</td>
<td>Any other</td>
</tr>
<tr>
<td></td>
<td>Any other</td>
</tr>
</tbody>
</table>

For this rule the largest unit is defined as the unit with the most steps.

**EXAMPLE:** A Demoralized infantry unit consisting of 6 steps is stacked with a non-Demoralized 5 step infantry unit. The 5 step unit would be placed on the top of the stack.

#### 4.2.6 Limited Intelligence

A player cannot examine the contents of an enemy-occupied hex except by observing the unit placed on top of the stack. A player that has initiated an attack against a hex may ask to know the ID and unit type and size (3.3.2) of any other units in the hex. At no time may a player lift up, turn over, or in any way expose the nature of a unit in any enemy hex. In no case may a player examine the strength of an opponent’s units (i.e., he may not look at any step reduction markers).

**PLAY NOTE:** Players may also keep their Army Organizational Displays hidden from their opponent.

### 4.2.6a Markers

A player may observe the top unit of an enemy stack under any kind of informational marker (except an IP) at any time.

### 4.2.6b Improved Positions (IP)

A player may observe the top unit of an enemy stack under an IP marker only if he has a friendly unit adjacent.

**PLAY NOTE:** Cavalry (and other units too) can be used to reconnoiter. Move the cavalry adjacent to the enemy unit under an IP marker (expending the MP cost to enter the hex and the EZOC), look under the IP, and then move the cavalry unit back out again.

**DESIGN NOTE:** The intent of the Limited Intelligence rule is that a player should receive very little information concerning the enemy. Due to the nature of board games players already have far more information (both about their own and enemy forces) then the actual commanders had.

**FURTHER NOTE:** The rules, as a convention, generally state informational markers are “placed upon” units. Players may feel free to place such markers (except IPs) under the affected units to further withhold information from the enemy.

### 4.3 Controlled Hexes

Any hex that was last occupied by troops of a specific player is defined as being controlled by that specific player. Any hex that is completely behind the “Front Line” (4.3.1) of a specific player is also controlled by that specific player. (Isolated units are not considered part of the “Front Line.”)

**PLAY NOTE:** During a phase the control of a hex vacated due to a retreat does not change until the opponent occupies it.

**DESIGN NOTE:** Determining control of outlying areas where no concrete “Front Line” can be determined may sometimes be difficult. An example would be the area around Piórkow (hex 72.63) in central Poland. The German LW Corps Woyrsch marched through on its way to the Vistula River. However, soon after the German corps marched through, control reverted to the Russians without the need of a significant military force. The native population, whose lives had been temporarily disrupted, simply returned to their former lives. Players might agree to just call the area “neutral” and not allow any nations RR engineers (or dummy units) in the area.

### 4.3.1 Front Line Definition

An Army’s Front Line is the hexes occupied by all the friendly units attached to the army that are furthest from their supply sources (closest to the enemy) and all the hexes in a line between any two such units, that are not occupied by enemy units or between enemy units and their (the enemy’s) supply sources. The line may pass between enemy units and their
supply sources only through hexes that are either friendly occupied or in a friendly ZOC.

4.4 Rounding Rule
In any case requiring rounding to whole numbers, use the following:
- .01 to .49 round down.
- .50 to .99 round up.

EXCEPTION: see 4.5 point 2.

4.4.1 Rounding Combat Ratios:
COMBAT RATIOS ARE ALWAYS ROUNDED FROM THE MID-POINT BETWEEN TWO RATIOS.

When figuring Combat Ratios the defender’s strength is always the denominator (3/2 is not the inverse of 3/4).

COMBAT RATIO CALCULATION EXAMPLE 1: Assume attacker 16: defender 11. The attack falls between 1:1 and 2:1 so locate the mid-point between the two ratios. To do so first determine the strength needed to have a 2:1 = 22 and 1:1 = 11. Find the mid-point between the two = 16.5. 16 is less than the mid-point (16.5) so round down to 1:1.

COMBAT RATIO CALCULATION EXAMPLE 2: Assume attacker 12: defender 16. The attack falls between 1:2 and 1:1 so locate the mid-point between the two ratios. First determine the strength needed to have a 1:2 = 8 and 1:1 = 16. Find the mid-point between the two = 12. 12 is equal to the mid-point (12) so round up to 1:1.

COMBAT RATIO CALCULATION EXAMPLE 3: Assume attacker 15: defender 48. The attack falls between 1:4 and 1:3 (15 fits into 48 three times with a remainder; 48 divided by 15 = 3.2). Next locate the mid-point between the two ratios. To do this first determine the strength needed to have a 1:4 = 12 and 1:3 = 16 (this is calculated by dividing 48 by 4 (=12) and by 3 (=16). Find the mid-point between the two = 14. 15 is greater than the mid-point (14) so round up to 1:3.

4.5 Fractions
(1) During hex-to-hex movement round the total MPs expended by a unit (including Forced Marching); do not round fractions for each hex entered, only the total cost of all hexes entered plus any other activities.
(2) When expending MPs to accomplish a “Task” (8.9.1) round down the amount of MPs expended (this is the only exception to rule 4.4). Thus, you cannot spend half a MP on a task and be credited with the expenditure of a full MP.
(3) During combat resolution round the total combat strength of the entire force, not the combat strength of individual units, before determining odds.
(4) In all other situations rounding does not occur until all calculations are finished.

4.5.1 Rail Point Fractions: Important: Never round the expenditure of RPs. To denote the use of 1/2 a RP flip the x1 RP marker to its backside.

4.6 Ranges
All ranges are calculated from the unit projecting the range exclusive, to the unit receiving inclusive.

4.7 Rail Point (RP) Tracks
Rail Point tracks (found on the map) record the number of RPs currently available to a nation. The number of new RPs received each Inter-Phase is found on the GT Record Track (for the Campaign scenarios 29.6 & 29.7) or in the last section of the scenario Set-up Grid (all other scenarios).

5.0 THE SEQUENCE OF PLAY
Players will notice from looking at the Game Turn Record Track that there are two types of turns: Game Turns and Inter-Phases.

A Game Turn (GT) is a sequence of events, the order of which is the “sequence of play.” Each GT consists of a series of “Player Turns”—a Russian Player Turn followed by a Central Powers Player Turn. During the Russian Player’s Turn, the Russian Player is referred to as the Phasing Player and the Central Powers Player is referred to as the Non-Phasing Player. During the Central Powers Player Turn reverse the references. When both Player Turns have been completed the GT is over, and the players proceed to the next GT, repeating the process. Following every third GT there is an Inter-Phase. Each Inter-Phase is conducted simultaneously.

The sequence of play must be strictly followed in the given order.

5.1 Recording Time
The current GT is recorded using the Game Turn Record Track. The Player Turn Sequence of Play Track (found on the map) records the current Phase or Step in each player’s Player Turn.

PLAY NOTE: Two two-sided Player Turn markers have been provided—one for the Northern (Prussian) Front and one for the Southern (Galician) Front—so that if the two fronts progress at varying speeds it can be recorded.

5.2 The Inter-Phase
The Inter-Phase occurs after every third GT and is conducted simultaneously by both players. It consists of two segments: the Administrative Segment and the Replacement Allocation Segment.

5.2.1 Administrative Segment: During the Administrative Segment each player processes the allotment of Rail Points (RPs) received by recording them on the Rail Point Tracks (4.7).

Important: RPs do not accumulate from Inter-Phase to Inter-Phase. Reduce the RP Track to zero each Inter-Phase, and then add the current Inter-Phase’s allowance of RPs to the track.

5.2.2 Replacement Allocation Segment: Incorporate the allotment of Replacement Points (REPLs) received into units as per the procedure found in rule 15.1.

5.3 Game Turns
Each GT consists of a Russian Player Turn followed by a Central Powers Player Turn.

5.3.1 Game Turn Sequence of Play Outline:
A. Weather Determination
During GTs 1-10 and 34-47 the Russian player rolls 1d6 and determines the weather for the GT. During GTs 11-16 and 24-33 the weather is automatically normal, between GTs 17-23 it is automatically High Water (20.0).

B. Russian Player Turn
1. Reinforcement, Withdrawal and Activation Phase
2. Attachment Phase
3. Pontoon Bridge Phase
4. Supply Phase
5. RR Engineering Phase
6. Phasing Player Movement Phase
7. Non-Phasing Player Counter Movement Phase
8. Phasing Player Attack Phase
9. Non-Phasing Player Counter Attack Phase
10. Post-Combat Phase
   a. Cavalry Retirement Step
   b. Remove Markers Step

C. Central Powers Player Turn
Same as the Russian Player Turn above except the Central Powers Player is the Phasing Player.

5.4 Player Turn within a GT
Undertake the following actions in the order listed below. The phasing player is the active player in all phases except the Counter Movement Phase and Counter Attack Phase.

PLAY NOTE: Record Victory Points earned or lost immediately as they occur (27.0).

5.4.1 Reinforcement, Withdrawal and Activation Phase: Place all friendly reinforcements indicated by the scenario for the current GT on the map and organizational displays. Execute all withdrawals and substitutions dictated by the scenario (16.0).

Activate all commands, formations and units “Activated” this GT as detailed in the scenario rules (28.3).

5.4.2 Attachment Phase: Designate each Army’s “Area of Attachment” boundaries, thereby determining the attachment of all units (6.1). If necessary, move a formation’s Attachment marker from one army’s organizational display to another’s. Next adjust the location of formations’ Attachment markers by moving them to the desired Corps or Independent Attachment Tracks (6.2.1).

Also during the Attachment Phase, the phasing player may have any of his armies abandon their Strategic Plans (21.3).

5.4.3 Pontoon Bridge Phase: Place pontoon bridges (18.0).

5.4.4 Supply Phase: The Supply Phase proceeds in several steps executed in the following order.
1. Flip any depot and Corps Train units that are on their Extended Mode sides (back side) to their front sides and remove all AP Allocated markers. If the Praga depot unit’s attachment was not changed and it is on its reverse side flip it to its front side.
2. Determine the supply state of all friendly units per the sequence in rule 14.4.
3. Remove all “Consolidating” markers and flip all “Depot Relocation” markers to their “Consolidating” side (back-side).

5.4.5 RR Engineering Phase: The phasing player determines how many RR line hexes he may advance his Railhead markers and advances them (17.1.2). The phasing player may construct new RR lines and Field Railways (17.5, 17.6 & 17.7) and repair the bridge at Jaroslau (17.4).

5.4.6 Movement Phase: The phasing player may move any and all of his eligible units and perform any activity that requires the expenditure of movement points (MPs).

Units may:
• Move through hexes (8.1),
• Place Prepared Attack markers (8.4),
• Conduct Repulse attempts (8.5),
• Recover Combat Effectiveness Levels (8.6),
• Incorporate Ersatz replacements (8.7), and
• Construct or upgrade IPs (13.1).

5.4.7 Counter Movement Phase: The non-phasing player may now perform all activities with his units that were allowed in the preceding phasing player’s Movement Phase EXCEPT the non-phasing player’s units may not place Prepared Attack markers. (See also Poor Cavalry Doctrine — 9.3.)

Reduce the movement allowance of all non-phasing units by half during this phase. (Retain fractional Movement Points; do not round)

5.4.8 Attack Phase: The phasing player conducts all of his Attacks (10.0).

5.4.9 Counter Attack Phase: The non-phasing player conducts all of his Attacks.

5.4.10 Post-Combat Phase: The Post-Combat Phase consists of two steps.

5.4.10a Cavalry Retirement Step: All eligible cavalry units adjacent to enemy units may voluntarily retreat one hex (however, not into a vacant hex in an EZOC—see 9.2). The phasing player goes first followed by the non-phasing player.

5.4.10b Remove Markers Step: (1) Both players remove all Artillery Displaced markers (9.5.1) and (2) remove all Combat Strength 1/2 Markers (8.2.5) on their Final side and flip all Combat Strength 1/2 Markers on their Initial side to their Final side.

6.0 ATTACHMENT AND ARMY ORGANIZATIONAL DISPLAYS

In 1914, Twilight in the East armies conduct their activities within an area of operations termed an “Area of Attachment.” Each GT during the Attachment Phase every army’s Area of Attachment must be defined.

DESIGN NOTE: It is important to note that an Army’s Area of Attachment is not strictly speaking an area of operations. Units attached to one army may move into another army’s area.

6.1 An Army’s Area of Attachment (AoA)
Each Army in the game always has an “Area of Attachment.” An Army’s AoA is an area of any size formed of contiguous hexes that does not overlap with any other Army’s AoA. The boundaries of an AoA are denoted by placing two boundary markers on the map and placing the Army marker between them. Most of the countersheet spures/spines are labeled for this purpose.

>> An Army’s boundary line must start on the enemy’s Front Line (4.3.1) and run along hexides in a mostly straight line back to the rear for at least seven hexes past the friendly Front Line. This straight line of hex rows or hex columns can be interrupted by only one major bend.

PLAY NOTE: There may be a situation where an army does not have any combat units in the “Front Line.” An example of this would be the Russian Tenth Army upon arrival on GT 7 in the Tannenberg scenario. Another example would be an army designated as a reserve. In either case the army must temporarily designate an
Area of Attachment behind the Front Line until it takes over a piece of the Front Line.

FURTHER NOTE: It may occur that units attached to an army are in two separate areas. An historical example of this would be the movement of the A-H Second Army from the Carpathian Mountains to Poland north of Krakau. A situation like this should be corrected as quickly as possible.

DESIGN NOTE: It is recognized that a mostly straight line or one with only one major bend may not conform to a natural terrain feature such as a river. Players should feel free to use terrain features as Army Boundaries when so desired.

CLARIFICATION: No hex can be in more than one AoA (AoA’s may not overlap).

6.1.1 Attachment: During the Attachment Phase the phasing player must designate each Army’s Area of Attachment. In doing so he determines which corps are “Attached” (subordinated) to which armies. (Every corps MUST BE attached to an army.) After Corps attachment is completed the player determines which formations are attached to which corps.

Once an attachment is set during an Attachment Phase, that attachment cannot be changed until the next friendly Attachment Phase.

Important: All units found inside an army’s “Area of Attachment” during the Attachment Phase are considered “Attached” to that army.

All formations attached to an Army must place their Attachment markers on that army’s organizational display (6.2).

EXCEPTION: Formations may not be detached from any army still under a Strategic Plan (see 21.1.1).

EXCEPTION: Entrained units are not affected by Areas of Attachment.

FLEXIBILITY EXCEPTION: Invariably some combat units will find themselves inside the wrong army’s Area of Attachment. Such a case must be corrected at the earliest opportunity.

PLAY NOTE: Some flexibility is required here. Sometimes units belonging to one army will find themselves—involuntarily or voluntarily—inside another army’s Area of Attachment during the Attachment Phase. Involuntarily, may be due to a retreat after combat (where the player was unable to fulfill retreat priority number 3), or due to the inconvenient location of a RR Station needed by a supply unit. Voluntarily, it may be due to an attempt to march to a new location on the front by passing behind a different army. The Flexibility Exception is to be used in the “spirit of the game,” not as a tool to gain a gamey advantage. In either case a unit situated in the wrong army’s Area of Attachment should either move quickly to the area or be subordinated to a different Command as soon as possible. (Remember that units found in the wrong army’s Area of Attachment must abide to the movement restriction found in rule 6.3.1 point 2.)

DESIGN NOTE: In 1914, once an army occupied a certain sector of front, it could not easily be shifted to another sector, nor could the size of the sector be easily altered. Players will find it difficult to adjust the part of the front line that an army occupies without changing corps and formation attachments; this is intended. The Flexibility Exception is not to be used to allow such an alteration.

6.1.2 Attachment Restrictions: The maximum number of Corps Train units within an Army’s Area of Attachment during the Attachment Phase may not exceed the army’s Attachment Limit (found on the Army marker and the Army’s Organizational Display). Any number of other unit types may be found inside the Army’s Area of Attachment.

PLAY NOTE: The above restriction is very important. An army’s Area of Attachment may be of any size but may only contain the designated number of Corps Train units. Players should be careful to organize their troops so that the above restriction is not infringed.

Note that some Corps Attachment Tracks may only have a specific corps (e.g. the A-H AG P-B and the HN Corps). Some Corps Attachment Tracks may only have a Cavalry Corps. This is denoted on the Army marker with a +C to the right of the Attachment Limit. In both cases this special attachment restriction is written inside the Corps Box on the Army Organizational Display.

6.2 Army Organizational Displays

Each army in the game has a corresponding Army Organizational Display. Use these displays to physically record the “Attachment” (and subordination) of each formation and Corps in the game. This is done by placing the Corps’ and formations’ Attachment markers on Attachment Tracks found on the organizational display.

6.2.1 Attachment Tracks: There are two types of Attachment Tracks: Independent and Corps. Corps Attachment Tracks consist of a Corps Box and five Combat Effectiveness Status Boxes. Independent Attachment Tracks consist exclusively of five Combat Effectiveness Status Boxes.

In addition to recording attachment, the Combat Effectiveness Status Boxes are used to record each attached formation’s current Combat Effectiveness Status (7.1).

Each Army Organizational Display has one Independent track and at least two Corps tracks; the number of Corps tracks found is the maximum number of corps that may be attached to that Army. (This Attachment Limit is also found on the army’s Army marker.)

PLAY NOTE: Remember that during the Attachment Phase an Army’s Area of Attachment cannot contain more Corps Train units than the army’s Attachment Limit.

6.2.2 Corps Attachment Tracks: To designate that a specific Corps Track represents a specific corps, place the corps’ Attachment marker in the Corps Box (found on the left side of the track).

Formations with their Attachment markers on a corps’ track are considered attached to that corps’ command. (In other words, if a formation’s Attachment marker is on a Corps Attachment Track the formation is attached to that corps.)

Formations with a corps designation in their ID (3.3.1) must have their Attachment marker placed on the indicated corps’ Attachment Track.

EXCEPTION: A formation belonging to a corps whose Corps Train unit has not yet arrived “on map,” or has been eliminated, can be placed on an Independent track or the track of a Corps other than its own until the arrival of its own Corps Train unit “on map” (i.e., after it detrains and moves within extended range of the front).

EXAMPLE: The Russian 56 r/26 R begins the game on map in hex 28.17 and is released from its movement restriction on GT 2. The 26 R Corps Train does not enter until GT 7. Therefore the 56 r/26 R division is an independent unit until the 26 R Corps Train detrains and moves within range of the front line.

DESIGN NOTE: Players should note that except for a small number of exceptions a corps may be attached to any Army; however most
divisions and some brigades must be attached to a specific corps. Units with a corps number in their unit ID must be attached to that corps. Obviously, during the campaign some of these divisions and brigades did change attachment. That the attachment cannot be changed is a design decision to simplify game play. Players who desire to remove this restriction may feel free to do so in a limited fashion, therefore ...

Optional Rule: A player may designate a formation that bears a corps ID to be independent or attached to another corps command. Simply announce the formation’s change in attachment and relocate the formation’s Attachment marker on the Tracks. Reverse the process to reattach the formation. No more than two formations per nationality may be so designated at any one time during the game.

6.2.2a Attachment Limit: The maximum number of division-sized formations that may be attached to a corps may not exceed corps’ Attachment Limit (3.8.3). (Brigade-sized formations count as half a division-sized formation.) Cavalry formations can ONLY be attached to a Cavalry Corps or as Independent formations.

6.2.3 Independent Attachment Tracks: Formations with their Attachment markers on an Independent Track are considered “Independent” formations. Corps’ Attachment markers may not be placed on an Independent Attachment Track.

6.3 Attachment Effects

All corps’ and formations must be attached to an Army and formations will be either attached to a corps or be independent. Most importantly, a unit’s “Attachment” assigns its source of supply.

6.3.1 Army Attachment Effects: All units “Attached” to an army have the following restrictions:

1) Supply: Such units may not trace supply from any supply source that is not attached to the same army (except a RR line or fortress unit).

2) Movement: Such units may move into a hex adjacent to an enemy unit only if the hex is within the moving unit’s army’s Area of Attachment.

CLARIFICATION: Unit may start or move out of their army’s Area of Attachment, but when outside of it, they may not move adjacent to an enemy unit.

3) Combat: Rule 10.1.4 prohibits units attached to different armies from attacking the same defending hex or combining to defend in the same hex.

6.3.2 Corps Attachment Effects: Units of formations attached to a corps may trace supply and receive AP from their corps’ Corps Train unit (in addition to being able to trace supply and receive AP from an army depot).

6.3.3 Effects of being Independent: A unit of an independent formation must trace supply and receive AP directly from an army depot (it may not trace to a Corps Train unit).

PLAY NOTE: Independent units have a serious disadvantage for three reasons: (1) they cannot trace supply or receive APs from a Corps Train unit, (2) independent units are likely to create a shift left on the CRT (10.8) and (3) the number of APs needed is increased because each stack of independent units is required to be allocated a separate AP to use its Artillery Value (10.5.1).

Important Exception: Independent Cavalry formations may trace supply and receive APs from any non-cavalry Corps Train unit attached to the same army—see 6.3.3 and 14.3.1. (Maximum of two cavalry formations per Train unit)

PLAY NOTE: Such a cavalry unit may not be attached to a Cavalry Corps; if so, the only Corps Train that may supply it is the Cavalry Corps Train unit. Remember Cavalry formations may only be attached to Cavalry Corps or as Independent formations.

6.4 Asset Units

>> All units whose ID is italicized are “Asset Units.” All artillery units and all detachment units are Asset Units. These “Asset Units” have special characteristics. Supply units are not asset units.

PLAY NOTE: Asset Units due to their size and nature are unique. A clear understanding of these unit’s rules is important.

>> 6.4.1 Attachment: An Asset Unit’s attachment and Combat Effectiveness Level (CEL) are determined by the Assets Unit’s proximity to friendly formations.

>> (1) Stacked with a Formation: When stacked in the same hex with a formation, the Asset Unit is considered attached to (i.e., to be a part of) the formation’s Force (2.1). The Asset Unit is considered to be part of the formation’s Force for all purposes. During the Supply Phase it will take the supply status of the formation it is attached to. If an Effectiveness Check (EC) is required, the Asset Unit never takes the EC independently; it suffers the formation’s EC result. Any step loss suffered by an Asset Unit due to a SLRT result effects the attaching formation’s EC DRM (11.3.1). If stacked with more than one formation, the owning player decides which formation it is attached to prior to any EC.

(2) Stacked without a Formation: Asset Units that are not stacked with a formation unit are considered attached to the formation they are closest to on the map. (The owning player decides in case of a tie). This “closest formation” must be within the same Army’s Area of Attachment. In this case, Asset Units do not automatically assume the supply status of the attaching formation; the Asset Unit must seek supply independently. However, the Asset Unit’s supply sources are restricted by its attachment. If an EC is required, an Asset Unit uses the Base Combat Effectiveness printed on its counter (encircled) to resolve the EC. If two or more Asset Units are stacked together AND not stacked with a formation, the stack is considered to be one “Force” for all purposes. Use the Base Combat Effectiveness of the largest sized combat unit (3.3.2). If units are of the same size use the highest Combat Effectiveness number.

(3) Stacked Asset Units: If two or more Asset Units are stacked together AND not stacked with a formation, the stack is considered to be one “Force” for all purposes except Road Movement. Use the Base Combat Effectiveness of the largest sized unit (3.3.2). If units are of the same size use the highest Combat Effectiveness number.
6.4.2 Combat Effectiveness Reduction: The CEL of an Asset Unit is constant and cannot be reduced. If an Asset Unit that is not stacked with a formation is required to reduce a Combat Effectiveness Level (CEL), remove one step from the unit in place of each required CEL reduction.

EXAMPLE: Two Asset Units stacked without a formation unit receive a retreat result due to combat and are unable to avoid retreating through an EZOC. Since a retreat through an EZOC causes a CEL reduction and since an Asset Unit cannot reduce its CEL, the CEL reduction obligation is converted into a step loss. And since Asset Units stacked together are considered one “Force” (6.4.1 point 3), only one step loss is required.

PLAY NOTE: Because all CEL reductions are converted to step losses Asset Units are “brittle.”

6.4.3 Detachment Units (det): Some division-sized units begin a scenario with detached components. These components are called “Detachment Units” and are identified by a unique ID that begins “det.” Detachment units are Asset Units with a special characteristic—they may be re-integrated into their parent unit.

Important: Players cannot create new detachment units. The only detachments allowed are those that begin a scenario or enter as reinforcements.

6.4.3a Integrating Detachment Units: A Detachment Unit may be integrated by the parent unit (only) at the end of any friendly movement phase (prior to combat) if the parent unit and Detachment Unit are stacked together in the same hex. Simply remove the Detachment Unit from the map and add the steps the detachment had to the parent unit.

Note that all Detachment Units bear a Withdrawal Indicator (3.3.6). All steps from a Detachment Unit that are not integrated into its parent by the GT of withdrawal are lost (design decision).

SPECIAL: The Russian detachment units with ID 4+16/6 and 22/24/1 may be integrated by either the 4/6 or 16/6 divisions and 22/1 or 24/1 divisions respectively.

6.4.4 Special A-H Detachment Units: The following A-H Detachment Units have a special characteristic: 1-det 11, 2-det 11 & 3-det 11. (Notice that these units have a white unit type symbol.)

Special Characteristic: These special A-H detachment units CAN EXIT A HEX WITH AN ENEMY PREPARED ATTACK MARKER POINTED AT IT. (This is an exception to rule 8.4.2.)

PLAY NOTE: These three detachment units begin set-up in eastern Galicia in the vicinity of Tarnopol (hex 12.91).

6.4.5 Asset Units and Flank Attacks: Important: see 10.4.2.

7.0 COMBAT EFFECTIVENESS

In 1914, Twilight in the East a unit’s combat effectiveness number measures intangibles like organization, training, leadership, morale and stamina. A unit’s fluctuating combat effectiveness status represents its changing combat readiness.

Formation Definition: If a combat unit has a corresponding Attachment marker, it is termed a formation; if it does not, it is termed an Asset Unit.

7.1 Combat Effectiveness Levels (CEL) and Combat Effectiveness Status

All units that are termed a formation have a corresponding Attachment marker with a Base Combat Effectiveness number printed on it. The printed Base Combat Effectiveness number is the maximum (highest) Combat Effectiveness Level of that formation. A formation’s Base Combat Effectiveness number can never be changed. Asset Units have their Combat Effectiveness printed on the counter; it is constant.

• The “Combat Effectiveness Status” of a formation is its Attachment marker’s current position on an Attachment Track (6.2.1). Combat Effectiveness Status may change due to events such as combat, forced marching, supply status and CEL recovery. As a formation’s combat effectiveness decreases or increases, move the Attachment marker along the formation’s Attachment Track to indicate the current Combat Effectiveness Status of the formation.

• The current combat effectiveness of a formation is termed its “Combat Effectiveness Level.” The CEL is derived by subtracting the formations’ current Combat Effectiveness Status from its base combat effectiveness. (The CEL is used whenever a formation is required to take a Combat Effectiveness Check.)

PLAY NOTE: It is very important to understand the distinction between a Formation and an Asset Unit. All formations track combat effectiveness and take ECs individually. Asset Units have a constant CEL (printed on the counter) and only use it if not attached to a formation (i.e., if stacked alone or only with other Asset Units). The term “Force” encompasses both formations and Asset Units or a combination of both.

The act of testing a force’s combat effectiveness is called making an Effectiveness Check (EC). In order to make an EC, compare the roll of two dice to the force’s current CEL. Effectiveness Checks are required every time a force performs a Forced March and after every combat.

Effectiveness Check Procedure: Roll 2d6 and compare the result to the force’s current CEL. Modify a Forced March check according to 8.3.2a and a Post-Combat check according to 11.3.1. If the modified dice roll is equal to or less than the force’s current CEL, the force passes the EC. If the modified dice roll is greater than a force’s current CEL, the force fails its EC.

7.2 Combat Effectiveness Checks (EC)

Force Definition: A “Force” can consist of either (1) at most one Formation along with any Asset Units stacked with it, or (2) one or more Asset Units stacked together but not stacked with a Formation.

PLAY NOTE: It is very important to understand the distinction between a Formation and an Asset Unit. All formations track combat effectiveness and take ECs individually. Asset Units have a constant CEL (printed on the counter) and only use it if not attached to a formation (i.e., if stacked alone or only with other Asset Units). The term “Force” encompasses both formations and Asset Units or a combination of both.

The act of testing a force’s combat effectiveness is called making an Effectiveness Check (EC). In order to make an EC, compare the roll of two dice to the force’s current CEL. Effectiveness Checks are required every time a force performs a Forced March and after every combat.

Effectiveness Check Procedure: Roll 2d6 and compare the result to the force’s current CEL. Modify a Forced March check according to 8.3.2a and a Post-Combat check according to 11.3.1. If the modified dice roll is equal to or less than the force’s current CEL, the force passes the EC. If the modified dice roll is greater than a force’s current CEL, the force fails its EC.

7.2.1 EC Failure: For consequences of a failed EC see Post Combat Effectiveness Checks (11.3) and the Forced March Procedure (8.3.2).

PLAY NOTE: Players must calculate the amount an EC was failed by (= dice-roll minus CEL) to determine the consequences of the EC failure.
7.3 Demoralization (DM)
A formation is Demoralized (combat ineffective) when its Combat Effectiveness Status is –4.

7.3.1 Effects of Demoralization: A unit suffers the following effects when in Demoralized status (in addition to its CEL being 4 lower than its base combat effectiveness):

- It must be five or more hexes away from an enemy unit to exercise CEL recovery.
- It cannot construct or upgrade an IP.
- It cannot initiate an attack or Repulse attempt.
- When defending in combat, it grants the attacking player a –3 DRM on the SLRT.
- EC failure results for Demoralized units differ from non-Demoralized unit’s results (see 8.3.3 & 11.3.2).
- If Out of Supply and Isolated it may surrender (see 14.6).
- It is exempt from all movement requirements of Strategic Plans (see 21.1.2).
- Eligible Demoralized cavalry units must retire during the Cavalry Retirement Step (see 9.2.2).
- >> A Demoralized cavalry unit that is Out of Supply may not exercise Cavalry Reaction (see 9.1.4).

7.4 Disorder
A FORMATION that fails a Post-Combat EC and has unallocated CEL reductions becomes Disordered—see 11.3.2.

7.4.1 Effects of Disorder: A Disordered unit suffers all the effects of demoralization plus the unit cannot recover Combat Effectiveness Levels.

PLAY NOTE: Disordered units are simply Demoralized units that must first recover from being Disordered.

7.4.2 Recovery from Disorder: To remove a D1 Disordered marker (or flip a D2 second degree Disordered marker), a unit must be five or more hexes away from an enemy unit, may not be Out of Supply, and must expend 7 MPs while stationary. Units cannot perform a Forced March to recover from Disorder.

If a unit does not have sufficient MPs to complete Recovery from Disorder in a phase, place a CEL MPs Expended marker on top of the unit oriented toward the number of MPs that have been expended so they can be carried over to the next phase (8.9). If an enemy unit moves adjacent, remove the MPs Expended marker.

7.5 Recovering Combat Effectiveness Levels during Movement: see 8.6 Combat Effectiveness Level Recovery.

8.0 MOVEMENT
A player can move all, some, or none of his units as he likes during a friendly movement phase. Each unit can move as many or as few hexes as desired, subject to movement allowance and terrain. Friendly units can NEVER enter hexes containing enemy units.

8.1 How to Move Units
Units move by tracing a path through adjacent hexes, expending Movement Points (MPs) for each hex entered (and possibly a hexside crossed). A unit may be moved as many or as few hexes as desired as long as the unit does not spend more movement points than are available to it. Unused movement points cannot be accumulated from phase to phase.

- Players cannot move units a portion of their MA, move some others, then return to finish the movement of the earlier (unfinished) units. Once a unit begins to move, it must continue until it has completed its movement.
- Players may move units individually or in stacks maintaining a running total of expended movement points. While moving in stacks units can be dropped off or picked up. Once dropped off, the dropped off unit can move no further. If picked up, the picked up unit must stop moving whenever the stack stops moving (in effect, picked up units have a reduced MA). Units moving in stacks cannot receive the benefits of Road Movement (8.1.4).
- For the effects of EZOCs upon movement—see 4.1.4 ZOCs and Movement.
- For ZOC created due to movement over a Grand or Major River—see 4.1.1a.
- For movement restrictions due to “Army Attachment”—see 6.3.
- For movement restrictions due to “Poor Cavalry Doctrine”—see 9.3.
- For the effects on movement of an Artillery Displaced marker—see 9.5.1.

PLAY NOTE: A friendly unit’s movement may affect enemy artillery and Corps Train units—see 9.5.1 and 9.8.1.

8.1.1 Terrain Effects on Movement: The Terrain Effects Chart (TEC) lists the MP costs to enter a hex or cross a hexside. A unit may only move from hex A to hex B if it could also move from hex B to hex A.

PLAY NOTE: Be sure to use the Summer TEC during GTs 1-27 and the Autumn TEC during GTs 28-47.

8.1.2 Escarpment Terrain: A unit must pay the MP cost of an escarpment if entering a hex containing escarpment terrain after crossing an escarpment hexside.

8.1.3 Bridges and River Ferries: A unit crossing a river at a Bridge, Pontoon Bridge or Ferry disregards the river hexside’s MP cost, and pays only the Bridge or Ferry’s MP cost.

CLARIFICATION: If a hex adjacent to a river hexside crossed by a Ferry (or pontoon bridge) contains a roadway WITH A SPUR POINTING TO THE FERRY, the roadway is considered to be connected to the river bank. Units using a Ferry to cross a river into a hex with a roadway spur can choose to pay the roadway MP cost to enter that hex. Units using a Ferry to cross a river into a hex with no roadway spur must pay the terrain cost of the hex.

CLARIFICATION: Only one side of the crossing needs to have a spur. For instance, units may use the road rate when crossing between hexes 48.75 and 49.75.

8.1.4 Road Movement: Units can move along adjacent contiguous roadway or RR line hexes in order to avoid paying MP costs for the other terrain in the hex and hexside terrain features (except river hexsides—see 8.1.3). This is termed “Road Movement.”

Important: A unit may gain the benefits of Road Movement only if moving individually (i.e., units cannot use Road Movement moving as part of a stack—this includes Asset Units).

8.1.4a Friendly Units: A unit using Road Movement to enter a hex containing other friendly units pays additional MPs for every such unit in the hex:

\[ +1 \text{ MP for every division-sized infantry unit on its front.} \]
\[ +1/2 \text{ MP per brigade-sized infantry unit, reduced division-sized} \]
infantry unit or any size cavalry, supply, or artillery unit. There is no additional MP cost due to any other type of unit. 

**EXAMPLE:** A hex contains one cavalry division, one infantry brigade, one infantry regiment Asset Unit, and one artillery unit. A friendly unit moving along a roadway would pay, in addition to the cost of terrain, +1-1/2 MPs to enter or pass through the hex (1/2 MP for the cavalry division, 1/2 MP for the infantry brigade and 1/2 MP for the artillery unit). 

**CLARIFICATION:** A unit may choose to enter each hex using either regular movement or road movement as desired so as to pay the lowest MP cost possible. For example, a unit could move one hex using road movement, enter the next hex using regular movement and then enter a third hex using road movement again.

### 8.1.5 Special Terrain Feature—Pillau: If Pillau is German controlled, German units may move between hex 66.18 (Pillau) and hex 67.18.

### 8.1.6 Special Terrain Feature—Causeway: A player may move across a causeway only if both hexes on each side of the causeway are friendly controlled (4.3). The maximum number of units that may move across a causeway in each movement phase is the following:

- Four Asset Units; or
- One Brigade Formation + 2 Asset Units; or
- One Division Formation + 1 Asset Unit.

**PLAY NOTE:** There are three causeways on the map; all three enter hex 49.29 (near Lötzen).

### 8.2 Railroad Movement

Railroad movement is arguably the most important tool used by WW1 armies. Many historians have argued that the lack of offensive breakthroughs hinged on the fact that, by means of railroad movement, reserves could be brought to bear faster than the attacking troops could capitalize on initial successes.

**DESIGN NOTE:** Each nation has a limited capability to entrain units of a certain “Size” within a specific time period. This limited capability is simulated by the limited number of Rail Points available every three GTs. To regulate “Size” each unit is assigned a RCP value (3.3.3); the bigger the unit the greater its RCP value.

**>> 8.2.1 Rail Points (RPs):** Each Inter-Phase each player receives a number of Rail Points (RPs); these RPs may only be used **once (not once per turn)** during the three GTs following the Inter-Phase. Unused RPs are lost. The number of RPs received each Inter-Phase is listed on the GT Track (for the Campaign scenario) or in the last section of the scenario Set-up Grid (for all other scenarios).

**ONE RAIL POINT (RP) ALLOWS ONE RAIL COST POINT (RCP) TO ENTER RAIL MODE.** In other words, to entrain a unit requires the number of RPs equivalent to the unit’s RCP value. So a unit with a RCP value of 5 would require the expenditure of 5 RPs to entrain.

**Important:** The Russian player receives two kinds of RPs: Russian Gauge and European Gauge. Russian Gauge RPs can only be used on purple RR lines, while European Gauge RPs can only be used on black RR lines. For details see rule 17.2.

### 8.2.2 Railroad Movement Rate: The Railroad Movement Rate is the number of RR line hexes a unit can move per MP expended. Count each double-track (or multi-track) RR line hex as 1 hex and each single-track hex as 2 hexes.

Each GT’s Railroad Movement Rate, for all nations, is found on the GT Track.

**PLAY NOTE:** Notice that the Railroad Movement Rate for each GT varies as it depends upon the number of days in each GT.

### 8.2.3 Railroad Movement Procedure: Railroad Movement is a five-part procedure: (1) have a unit enter Rail Mode (entrain), (2) expending the required RPs to do so. (3) Immediately after entraining is complete, designate a destination hex for the unit. (4) Then move the unit in Rail Mode expending MPs and (5) upon reaching the designated destination, have the unit exit Rail Mode (detrain).

**DESIGN NOTE:** In real life the order is slightly different; first you choose a destination, next you pay for your ticket and only then do you entrain, travel and, upon arrival in the destination, detrain.

1. **Entraining:** To use railroad movement a unit must enter Rail Mode in a hex containing a friendly RR Station (see 2.2) that is not in an EZOC. To entrain a unit must expend one MP for each RCP in the unit. Place a Rail Mode marker on top of the entrained unit. Note that the number of RCPs that can en/detrain in one RR Station every GT is restricted — see 8.2.6.

**EXAMPLE:** A unit consisting of 4 RCPs with a MA of 7 is in a RR platform hex and wishes to enter Rail Mode. The unit expends four MPs to entrain (places a Rail Mode marker upon itself). This leaves the unit with 3 remaining MPs to use for railroad movement.

While entraining, a unit cannot expend MPs to perform a Forced March. If a unit does not have sufficient MPs to completely entrain in a phase, place a Movement Points Expended marker on top of the unit oriented to the number of MPs that have been expended so they can be carried over to the next phase (8.9). Such a unit may not attack.

If an enemy unit moves adjacent, remove the MPs Expended marker and replace it with a “Combat Strength 1/2” marker (8.2.5).

**EXAMPLE:** A unit consisting of 3 RCPs expends 2 MPs towards entraining in a Movement Phase, so the player places a 2 MPs expended marker on top of the unit. The unit will only need to expend 1 additional MP in the following Counter Movement Phase to complete entraining.

2. **RP Expenditure:** To entrain a unit a player must expend one RP for each RCP in the unit. Deduct this number from the proper Rail Point Track.

- If a player entrains a unit (step 1) and then finds he does not have the required RPs, start that unit’s movement anew (i.e., do over).
- If the unit started its move with a “MP Expended” marker it must expend the remaining MPs required to entrain before conducting other forms of MP expenditure (the unit mills around waiting for trains that never arrive).
- Reinforcements entering from a map edge in Rail Mode travel without the need for RP expenditure (16.1.1).

3. **Destination Hex:** Immediately after completing the entraining process (i.e., at the moment a unit enters Rail Mode after expending RPs) a unit must designate a destination hex. The destination hex may be any RR Station in friendly controlled territory, a minimum of three hexes away from enemy units.
Reinforcements arriving in Rail Mode must designate a destination hex before they enter the map. If an entrained unit has any remaining MPs available after designating a destination, it must immediately proceed to move in Rail Mode (see below).

**PLAY NOTE:** Players will find they are not able to keep a strategic reserve in Rail Mode. A player is not allowed to entrain a unit without immediately designating a destination and, if MPs remain, to move toward that destination “as directly as possible.”

>> **Important:** If a unit’s destination hex becomes enemy-controlled or in an EZOC, a new destination hex must be designated immediately. The new destination hex may be any RR station hex in friendly controlled territory, a minimum of three hexes away from enemy units and within a maximum of ten hexes of the old destination (traced along a friendly operational RR line). In addition, a Combat Strength 1/2 marker (8.2.5) is placed upon the entrained unit. This marker’s effects (and its removal process) begin after the unit detrains in the new destination hex.

**PLAY NOTE:** Several pairs of “Destination” markers have been provided. A player moving a large number of units can avoid confusion by placing one marker upon the entrained unit and a second corresponding marker upon the destination hex. Flip the markers over to hide the designated destinations from the enemy player.

(4) **Moving in Rail Mode:** A unit in Rail Mode moves from one contiguous friendly operational RR line hex to another along a RR line toward its destination hex. This move must consume the lowest number of MPs possible.

**PLAY NOTE:** If two or more lines are available to a unit there is no need to count each route’s MP cost. Use the route that seems to cost the least MPs (most likely traveling over double-track lines).

A unit must be moved up to the maximum number of hexes permitted by the Railroad Movement Rate for each MP expended. Count each double-track (or multi-track) RR line hex as 1 hex and each single-track hex as 2 hexes.

Upon arriving at the destination hex the unit MUST expend any remaining MP to detrain and may not entrain again in the same phase.

**Restrictions:**

- Units moving in Rail Mode can only move along friendly operational RR lines.
- A unit in Rail Mode with unexpended MPs must move or detrain (i.e., it cannot expend MPs doing nothing).
- No railroad movement is allowed over narrow-track lines.

**IMPORTANT—TRANS-SHIPPING:** Any Russian unit moving in Rail Mode that switches gauges must stop and trans-ship before continuing to move. When a unit trans-ships new RPs must be expended. Trans-shipping between gauges can only occur at a RR Station hex served by both gauges and costs 1 MP per RCP in the unit (17.2.2).

(5) **Detraining:** After a player has finished moving a unit by rail (i.e., it has reached the destination hex), it must detrain. To detrain a unit, expend one MP for each RCP in the unit. Note that the number of RCPs that can en/detrain in one RR Station every GT is restricted—see 8.2.6.

While detraining, a unit cannot expend MPs to perform a Forced March. If a unit does not have sufficient MPs to completely detrain in a phase, place a MPs Expended marker on top of the Rail Mode marker equal to the number of MPs that were expended in the phase so that they can be carried over to the next phase (8.9). If an enemy unit moves adjacent, remove the MPs Expended marker and replace it with a Combat Strength 1/2 marker (8.2.5).

8.2.4 Units in Rail Mode (Entrained Units): A unit in Rail Mode is considered entrained. An entrained unit has the following characteristics:

- It cannot expend MPs to perform a Forced March,
- It is automatically In Supply (it need not trace supply while in Rail Mode),
- It possesses no ZOC,
- It may not attack,

>> If an enemy combat or artillery unit moves adjacent to it, it must displace, moving along a friendly operational RR line, up to 15 hexes toward its intended destination. The 15 hexes can include RR line hexes that were changed to non-friendly (17.1.4) during the current phase (this includes hexes that are currently enemy occupied). After displacing, the unit is immediately marked with a Combat Strength 1/2 Marker. The marker’s effects begin the moment the unit finishes detraining in its destination hex.

- >> If an entrained unit begins a friendly movement phase with no way to reach its destination hex (i.e. the RR line has been cut by the enemy), before it moves it must either: 1) displace, moving along a friendly (and formerly friendly) operational RR line, up to 15 hexes toward its intended destination. The 15 hexes can include RR line hexes that were changed to non-friendly (17.1.4) after the previous friendly movement phase (this includes hexes that are currently enemy occupied); OR if displacing would not alleviate the problem, 2) designate a new destination hex along the RR line between the entrained unit’s current location and the original destination hex if possible. If not possible, the closest reachable RR station becomes the new destination hex.

After displacing or designating a new destination hex, the unit is immediately marked with a Combat Strength 1/2 Marker. The marker’s effects begin the moment the unit finishes detraining in its destination hex.

**Important:** If the entrained unit had begun to detrain—see 8.2.3 point 5 above.

**DESIGN NOTE:** Entrained units are not actually in one specific hex but are scattered along the RR line between the point of entraining and the point of detraining.

8.2.5 Combat Strength 1/2 Markers: Combat Strength 1/2 markers represent the troublesome results enemy activity can cause entrained units.

Place a Combat Strength 1/2 Marker on its Initial side on a unit in the following cases:

- If a unit in the process of entraining or detraining has its MP Expended marker removed (8.9.3) due to the proximity of an enemy unit (i.e., the enemy unit comes adjacent) it is marked immediately.

>> If an entrained unit’s destination hex was changed due to an enemy unit (8.2.3 point 3).

>> If an entrained unit was forced to displace because of the proximity of an enemy unit (8.2.4).

>> If an entrained unit is forced to displace or change its destination hex because there was no way to reach its original destination hex via rail movement (8.2.4).
**Effects:** Units bearing a Combat Strength 1/2 marker (no matter which side is showing):
- Cannot expend any movement points,
- Cannot initiate an attack, and
- If attacked defend at 1/2 strength and cannot be allocated an AP.
(Such units may be withheld from combat if eligible—see 10.1.3.)

**Removal:** During the Post-Combat Phase all Combat Strength 1/2 markers on their Final side are removed and all those on their Initial side are flipped to their Final side.

**DESIGN NOTE:** Entrained units and units bearing an en/detraining MPs Expended marker are considered to be thinly spread along the RR line between the entraining station and the destination station. In addition, it is assumed such unit’s supply elements are in a disordered state.

Historically, commanders carefully selected both entraining and detraining stations to avoid the possibility of disruptive enemy activity.

### 8.2.6 RR Station Capacity

The number of RCPs that can en/detrain in one station during a Movement Phase is limited to 8; during a Counter Movement Phase it is limited to 4.

**EXAMPLE:** Two infantry units both having a RCP value of 5 are stacked together in the same RR platform hex. Only one of the two units could entrain in the hex during the Movement Phase; the other could expend 3 MPs toward entraining and no other unit arriving in Rail Mode could detrain there.

**DESIGN NOTE:** RR Station Capacity is a very important concept. Without it, any number of units could entrain and/or detrain in a station during a phase. We all know that’s impossible.

For those who want more detail see below.

### 8.2.6a Optional—Queuing

Only one unit can en/detrain at a time. If only one unit is attempting to en/detrain in a hex during a phase there is no effect.

However if two or more units attempt to en/detrain in a hex during a phase, the units must be queued. The first unit in the queue is unaffected by the other units. Each additional unit must take into consideration the amount of time (MPs) the preceding unit has expended entraining or detraining. When the first unit has completed en/detraining, begin en/detraining the next unit, subtracting the MPs expended by the first unit. See the examples below for further explanation.

**EXAMPLE 1:** Two units stacked in the same RR platform hex at the beginning of a Movement Phase wish to entrain. The first unit, consisting of 1 RCP, expends 1 MP to entrain and rails off. The second unit begins entraining with 1 less MP available.

**EXAMPLE 2:** Two units wish to use the same RR platform to entrain during a Movement Phase. One unit starts stacked in a hex 2 MPs from the RR platform hex while the other must march 4 MPs to enter the hex. The first unit consists of 2 RCPs and requires 2 MPs to entrain, so the second unit is not delayed, because it arrives in the hex as the first finishes entraining. If the first unit consisted of 4 RCPs, the second unit would have to lose 2 MPs waiting for the first to finish entraining.

> **8.2.7 Depot Movement:** During a movement phase, a Depot unit may move along friendly operational RR lines (only). The RR movement allowance on a Depot unit denotes this.

**PLAY NOTE:** Depots move without the expenditure of RPs.

### 8.2.7a Special Depot Movement—“Relocation”

A depot unit can increase its MA by up to 6 MPs to R7 by “Relocating” during any friendly Movement Phase (but not Counter Movement Phase).

If a depot unit moves more than 1 MP place a “Depot Relocating” marker upon it. At the end of the following friendly Supply Phase, flip the marker to its “Consolidating” side (backside). At the end of the next Supply Phase remove the “Consolidating” marker.

**Effects:** While marked with a Depot Relocating or Consolidating marker the depot cannot provide supply or APs. A depot unit’s MA is unaffected by such a marker (i.e., it is R1 and may be increased to R7 during the friendly Movement Phase).

**PLAY NOTE:** See 17.2.3 for further restrictions on Russian depot movement.

### 8.2.8 Off-Map Railroad Movement

Any unit in Rail Mode may exit the map using off-map railroad movement. When moving off-map, refer to the Off-Map RR Charts found in the Play Book. The off-map RR lines are labeled with the distance in hexes from one point to another and the types of tracks. German and Austro-Hungarian units can only exit and enter the map from Central Powers map edges (exception—not from hex 46.12), while Russian units can only exit and enter the map from Russian map edges. Units may not detrain off-map.

**EXAMPLE:** On GT 9 a German unit moving in Rail Mode off-map between hex 85.27 (Czersk) and hex 98.36 (adjacent to Schneidemühl) would expend 1-1/3 MP to do so (16 hexes); if this unit wished to continue moving on the Western Map to hex 88.68 (Kreuzburg) via Posen and Ostrowo, it would move an additional 40 hexes requiring the expenditure of 3-1/3 additional MPs, for a total expenditure of 4-2/3 MPs. (Note: During GT 9 a unit must expend 1 MP to move 12 double-track hexes in Rail Mode.)

### 8.2.9 Special Rail Point (RP) Allocations (c)

During the campaign game scenario the Central Powers player has a limited capability to move an extra-ordinarily large number of troops by rail. Three times during the game (twice for the German, once for the A-H) the Central Power player may choose to receive a special RP allocation.

**Procedure:** During any Administrative Segment of the Inter-Phase the Central Powers player may choose to receive one special allocation of 40 RPs, either German or A-H (not both). Add these RP to the regularly allotted RPs.

**COMPREHENSIVE RAILROAD MOVEMENT EXAMPLE:** On GT 16 (RR movement rate of 14) the German 20 Landwehr brigade (20 lw)—with MA of 7 and consisting of 2 RCP—starts in Angerburg (49.24). The 20 lw begins its move by expending 2 MP to entrain (1 MP per RCP) and expends 2 RPs by deducting 2 RP from the German Rail Points track’s RP total (1 RP per RCP) and places a Rail Mode marker upon itself. It then declares its destination to be Bromberg (86.38) as per the destination hexes rule. After designating a destination the unit must immediately move for it has MPs remaining. Additionally the route chosen should be the shortest route in MPs possible. Therefore the unit travels for four hexes along the single-track RR line running south-east to Rastenburg (52.27), then for 43 hexes along the double-track RR line via Allenstein—Deutsch-Eylau—Thorn to Bromberg (86.38). The entire rail move will cover 4 single track hexes which are counted as 2 hexes each (therefore 8) and 43 double-track hexes for a total of 51 hexes. Divide 51 by 14 to find the number of MPs expended (43/14 = 3.6 MPs). The rail move consumed just over 3-1/2 MPs. So up to this point the 20 lw has expended just over 5-1/2 MPs. This leaves 1 MP that must be expended. Since the 20 lw has...
reached its destination, it must detrain, and therefore it expends 1 MP and places a MP Expended marker oriented to the 1 side on top of the Rail Mode marker to record the MP expenditure. Note that since the 20 lw unit is still in Rail Mode it cannot perform a Forced March. This completes the 20 lw unit’s movement.

8.3 Forced Marching
During the movement phases a player may increase a unit’s Movement Allowance by having the unit perform a “Forced March.” A player may increase an infantry unit’s MA by up to 3 MPs, and a cavalry unit’s MA by up to 6 MPs per movement phase.

EXAMPLE: An infantry unit has a MA of 7; therefore the unit could expend up to a maximum of 10 MPs during a Movement Phase and a maximum of 6-1/2 MPs during a Counter Movement Phase.

MPs gained by performing a Forced March can be used to perform any activity that requires MP expenditure EXCEPT:

• CEL Recovery,
• Recovering from Disorder,
• Incorporating Ersatz replacements and
• En/detrains.

PLAY NOTE: Units may use a Forced March to place a Prepared Attack marker. However, if the unit fails its EC by 4 or more the Prepared Attack marker is removed.

>> 8.3.1 Which Units Can Perform a Forced March: All combat units can perform a Forced March. Artillery units, Supply units and units in Rail Mode cannot perform a Forced March. A unit cannot perform a Forced March in any movement phase in which it conducts CEL Recovery, recovery from Disorder, or en/detrains.

8.3.2 Forced Marching Procedure: Each unit that undertakes a Forced March must make an Effectiveness Check (EC). Modify the EC dice roll for each MP expended after the first MP: an infantry unit’s EC is modified by +2 for each MP expended after the first, a cavalry unit’s by +1. (EXAMPLE: a cavalry unit that expends an extra 2 MPs suffers a +1 modifier). The EC is made at the conclusion of the unit’s Forced March. Thus, a unit will always be able to expend the MPs desired. If a unit fails the Forced March EC, (1) record how much the unit failed it by and (2) proceed to the Forced March Results Tables.

8.3.2a Additional Forced March EC DRMs:
(1) Summer heat = +1.
(2) Unit in Low Supply status = +1.

8.3.3 Forced March Results Table: The number of steps in the Forced Marching unit in conjunction with the unit’s type determines which column to use. Infantry units consisting of 5 or less steps are considered “small,” while infantry units consisting of 6 or more steps are considered “large.” Cross reference the unit type and size with the amount the unit failed its EC by.

Possible Results:

<table>
<thead>
<tr>
<th>Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>#E</td>
<td>Reduce the unit’s Combat Effectiveness Level by the indicated number†</td>
</tr>
<tr>
<td>1S</td>
<td>Remove one step from the unit</td>
</tr>
<tr>
<td>*</td>
<td>Remove any Prepared Attack marker the unit has placed</td>
</tr>
</tbody>
</table>

†For Asset Units moving alone and Demoralized units, convert all CEL reductions to Step Losses.

EXAMPLE: An infantry unit having 7 steps and a combat effectiveness status of –3 performs a Forced March and fails its EC by 6. It therefore suffers a –2E, –1S result. The unit must lower its combat effectiveness status one level to –4 (Demoralized) and suffer two step losses.

>> 8.3.3a IP Construction: If a Forced Marching non-Asset Unit expends all the MPs gained performing a Forced March to construct an IP, disregard any step loss result and ignore any unsatisfied combat effectiveness reductions.

8.4 Prepared Attack
During the Movement Phase a unit may expend three MPs and place a Prepared Attack marker. Place the marker on top of the unit pointing toward the hex to be attacked. Once a unit has placed a Prepared Attack marker it may not expend any more MPs during that phase.

Important: Units cannot place Prepared Attack markers during the Counter Movement Phase.

• Units with Prepared Attack markers must launch an attack during the Attack Phase (10.1.2).
• Different units in the same hex can have Prepared Attack markers pointing different directions.
• A Prepared Attack marker can be placed pointing at an unoccupied hex.

PLAY NOTE: Why? This is an indicator that, should the enemy player move a unit into the hex during the Counter Movement Phase, the friendly unit will attack it. Additionally, the effect is to slow enemy movement for enemy units must stop upon entering the hex.

8.4.1 Restrictions: Only non-Demoralized infantry and artillery units can place Prepared Attack markers; Cavalry units cannot do so. An artillery unit may place a Prepared Attack marker pointing to a hex only if a friendly infantry unit has already placed a Prepared Attack marker pointing to the same hex.

8.4.2 Prepared Attack and Movement: During the Counter Movement Phase a unit cannot exit its hex if an adjacent enemy unit bears a Prepared Attack marker pointed at its hex. Such a unit may expend MPs while stationary only to:

• Construct an IP,
• Conduct a Repulse attempt, or
• Incorporate Ersatz Replacements.

It may not expend MPs to:

• Entrain,
• Recover CELs, or
• Recover from Disorder.

EXCEPTIONS: See 6.4.4—special A-H Detachment Units, and 9.1.1—Cavalry Reaction Movement

DESIGN NOTE: In 1914 the predominant doctrine encouraged officers to seek out and engage the enemy. Once contact was made, unless under specific orders, troops rarely withdrew before fighting.

8.4.3 Prepared Attack and Retreat due to Repulse: A unit bearing a Prepared Attack marker that suffers a retreat result due to a Repulse (8.5) must remove the Prepared Attack marker.

PLAY NOTE: Repulse may be used to push away a small enemy unit with a Prepared Attack marker that is, in effect, holding a friendly unit.
8.4.4 Prepared Attack and Combat: see 10.3.

8.5 Repulse

Repulse is a special kind of Attack, and the only kind of combat to occur during the Movement Phase, Counter Movement Phase or during a retreat.

PLAY NOTE: Repulse is not an over-run. Units that conduct a Repulse do not need to enter the hex repulsed.

8.5.1 General Rule: Only non-Demoralized combat units may perform a Repulse and only one attacking Force (consisting of a maximum of two combat units) may be involved in a Repulse attempt at a time. A Force must expend 1 MP to conduct a Repulse. Neither side may allocate APs to a Repulse. A hex containing an enemy fortress unit may not be the target of a Repulse. A Repulse cannot be conducted over a Major or Grand River.

PLAY NOTE: Friendly artillery units CAN be part of a force attempting a Repulse although their artillery values CANNOT be added.

During a multi-formation retreat the owning player must designate which force in a stack will be conducting the Repulse attempt. A retreating stack may make only one Repulse attempt during a retreat. There is no limit on the number of times a defending hex can be the target of a Repulse during a phase. A stack retreating from a Repulse may not itself attempt a Repulse.

PLAY NOTE: Repulse may allow a unit “Unable to Retreat” (11.2.6) to push aside small enemy units to escape destruction.

8.5.2 Procedure: To perform a Repulse, a player with a friendly Combat unit adjacent to an enemy-occupied hex announces his intention to perform a Repulse. Both sides total the basic combat strengths of their involved units and compare them to derive an odds ratio. Odds Shifts (10.8) and Combat Strength Modifiers (10.6) are the same as in Combat. If the odds are between 3-1 and 6-1, the active player rolls 2d6 and finds the result on the CRT. If the result includes a Defender Retreat result, the Repulse is successful. (Ignore the rest of the CRT result.) If the odds are 7-1 or better the Repulse is automatically successful.

PLAY NOTE: Since no APs can be allocated to artillery, the CRT column shifts gained from occupying IPs cannot be negated by high trajectory or heavy artillery.

Further Note: Remember Asset Units are easily flanked—see 10.4.2.

8.5.3 Successful Repulse: A successful Repulse causes:

- The entire defending STACK to retreat two hexes (11.2); and
- The defending FORCES (2.1) to make an unmodified Effectiveness Check (EC), with any Force that fails its EC suffering one CEL reduction.

A unit that has participated in a successful Repulse may continue to move that phase or continue to fulfill its retreat obligations.

8.5.4 Unsuccessful Repulse: If the result on the CRT does not include a Defender Retreat result (or the odds were not 3-1 or better), the Repulse is unsuccessful. The result of an unsuccessful Repulse is dependent upon when the Repulse was attempted:

- During Movement: A unit that has participated in an unsuccessful Repulse attempt loses one step and may move no further in that phase. It may, however, expend any remaining MPs while stationary in the hex to place a Prepared Attack marker or construct IPs.

- During Retreat: A unit that has participated in an unsuccessful Repulse attempt loses one step and must continue its retreat; if unable to continue its retreat see rule 11.2.6 Unable to Retreat.

8.5.5 Uninvolved Units: Friendly units not involved in a Repulse attempt may be stacked in a hex from which a Repulse is attempted. An unsuccessful Repulse has no effect on these units. Units in a defending hex that were withheld (voluntarily or involuntarily due to stacking restrictions) are only affected by retreats.

EXAMPLE 1—During Movement: Divisions X and Y start their Movement Phase stacked together adjacent to enemy Asset Unit Z with a defensive strength of 2. The player owning X and Y determines to “Repulse” Unit Z out of his way. He gives Division X the assignment. Division X expends one MP (the cost of conducting the Repulse) and announces the Repulse attempt. The combat odds must be determined: Division X has 7 steps vs. Unit Z’s 2 strength. The odds are 4-1 and since Unit Z is not flanked (for purposes of this example) there are no odds shifts. 2d6 are rolled with a result of 8. The Repulse was successful for a retreat result has been achieved. (Note that if Unit Z had been in an IP a retreat result would not have been achieved.) Unit Z is now retreated two hexes and must make an EC. Unit Z’s CEL is 9; 2d6 are rolled with a result of 10. Unit Z (being an Asset Unit) cannot suffer a CEL reduction, and therefore takes one step loss instead. Division X may now continue its movement. Notice that Division Y has in no way been affected by Division X’s Repulse attempt.

EXAMPLE 2—During Retreat: Division A (5 steps) is attacked and suffers a CRT three hex retreat result. Division A would like to retreat east and finds enemy Unit B in its desired path. Enemy Unit B (alone in clear terrain) is a one step Asset Unit with a defensive strength of 1. Division A begins its retreat by retreating into Unit B’s ZOC (and therefore has its CE status reduced by one—see 11.2.5) and then decides, instead of retreating around Unit B, to repulse it instead. The Repulse attempt is announced and initial odds are calculated; they are 5:1. The odds are shifted two ratios in favor of the attacker due to Unit B being flanked (10.4.2) resulting in odds...
of 7:1, or an automatically successful Repulse. Unit B is retreated two hexes and makes an EC. Unit B’s CEL is 9 and the result of the EC dice roll is 7. Unit B survives (had the dice roll been 10 or higher Unit B would have been eliminated). Division A must now fulfill its prior retreat obligation (two more hexes) and make a post battle EC. If Division A, after completing its CRT retreat obligation, were to fail its EC and suffer additional retreat obligations it would not be allowed to attempt another Repulse.

8.6 Combat Effectiveness Level (CEL) Recovery
Formations may recover (increase) reduced combat effectiveness by expending MPs in a process called Combat Effectiveness Level Recovery. To increase its CEL by one status level, a formation’s unit must expend 7 MPs while stationary. A unit cannot perform a Forced March to recover combat effectiveness. For every CEL recovered, advance the formation’s Attachment marker up one Combat Effectiveness Status Box on its Attachment Track (one to the left).

If a unit does not have sufficient MPs to complete CEL Recovery in a phase, place a CEL MPs Expended marker on top of the unit oriented toward the number of MPs that have been expended so they can be carried over to the next phase (8.9). If an enemy unit comes adjacent, remove the MPs Expended marker.

8.6.1 Requirements: To begin the Combat Effectiveness Level Recovery process a unit must be either:
• Three or more hexes from the nearest enemy unit (i.e., two intervening hexes) OR
• Two hexes away from the nearest enemy unit(s) but only if all hexes between the recovering unit and the enemy unit(s) are either occupied by a friendly unit in an IP or in the ZOC of a friendly unit in a Level 3 or 4 IP.
• Demoralized units may be five or more hexes from the nearest enemy unit to begin the process (i.e., four intervening hexes).
• CEL recovery may continue if an enemy unit comes closer before recovery is complete, as long as no enemy unit moves adjacent to the recovering unit (8.9.3).
• >> One hex away (adjacent) from the nearest enemy unit(s) if stacked with a fortress unit that is part of a Fortress Complex (2.1).

DESIGN NOTE: Seven MPs is roughly the equivalent of one to two day’s time, so one to two days rest increases a unit’s combat effectiveness status by one level.

8.6.2 Prohibitions: Disordered and Out of Supply units cannot conduct CEL recovery.

8.6.3 Cavalry CEL Recovery: After GT 8 no cavalry formation may recover its original combat effectiveness (i.e., it may not employ the CEL Recovery procedure to move its Attachment marker from status –1 to 0).

DESIGN NOTE: By September most cavalry units had worn out their horses due to long marches and/or a lack of fodder.

8.7 Incorporating Ersatz Replacements during Movement
The German and Austro-Hungarian infantry units with an Ersatz indicator (3.4.1a) are “Ersatz” units. The steps from Ersatz units may be used as replacement steps for other infantry units.

During the movement phases eligible infantry units (including Ersatz units) stacked with an Ersatz unit may receive Ersatz Replacements.

DESIGN NOTE: Some A-H Landsturm units have an Ersatz indicator on their reduced-side only. Many such units were integrated into other units after suffering significant losses.

8.7.1 Requirements: To be eligible to give and receive Ersatz replacements during a movement phase, both units may not be adjacent to an enemy unit unless they occupy a Level 3 or Level 4 IP.

All involved units must expend 7 MPs while stationary. A unit may not perform a Forced March to incorporate Ersatz replacements.

If the units do not have sufficient MPs to complete the Ersatz Replacement procedure in a phase, place an ERSATZ MPs Expended marker on top of the units oriented toward the number of MPs that have been expended so they can be carried over to the next phase (8.9). Such units may not attack and if attacked remove the MPs Expended marker. The incorporation is not complete until both units have expended the needed MPs.

The number of Ersatz replacements that may be taken in a single task is only limited by the absorbing unit’s maximum step strength (3.4.1) (i.e., the entire Ersatz unit may be absorbed).

8.7.2 Procedure: The replacements are received by reducing the Ersatz unit’s steps and increasing the infantry unit’s steps by the same amount. More than one unit may receive Ersatz Replacements from the same Ersatz unit during a phase. Similarly, a unit may receive Ersatz Replacements from more than one Ersatz unit in a phase.

8.8 Constructing IPs during Movement: see 13.0.

8.9 Insufficient Movement Points
If a unit does not have sufficient MPs to complete a “Task” in a movement phase the unit may transfer MPs to the next movement phase. Place an appropriate “MPs Expended” marker oriented to indicate the number of MPs that have been expended so they can be carried over to the next phase.

A unit bearing an Insufficient Movement Points marker cannot initiate an attack.

8.9.1 Task Definition: Units attempting the following tasks may place MPs Expended markers:
• CEL Recovery;
• Recovering from Disorder;
• Incorporating Ersatz Replacements;
• Constructing IPs; and
• En/Distraining.

>> There are separate MPs Expended markers for each type of task. Tasks may not be conducted concurrently.

8.9.2 Task Completion: Units that begin a task (and are marked with a MPs Expended marker) must complete the task once begun. A task is not completed until all required MPs have been expended.

EXAMPLE: An infantry unit expends its last MP of a Counter Movement Phase to begin constructing an IP. A MPs Expended marker, oriented to the 1 side, is placed on top of the unit. In the following friendly Movement Phase the unit would be required to expend its first 6 MPs to complete construction of the IP. Note that these 6 MPs must be expended even if the owning player does not want the unit to complete construction (i.e., if he wants to expend the MPs in a different manner he cannot).

8.9.3 Removing MPs Expended Markers: MP Expended markers are removed prior to the task being completed in certain cases, due
either to proximity to enemy units or from being attacked.

(1) Remove the following markers when an enemy unit comes adjacent:
- Recovery from Disorder (7.4.2)
- Entraining (8.2.3 point 1)*
- Detraining (8.2.3 point 5)*
- CEL Recovery (8.6).
* IMPORTANT—see also 8.2.5

(2) Remove the following markers when an enemy unit attacks the marked unit:
- Incorporating Ersatz Replacements (8.7)
- Constructing IP (13.1)

9.0 SPECIAL CAVALRY, ARTILLERY & SUPPLY UNIT RULES

The unique qualities of cavalry, artillery and supply units are represented by the following rules.

9.1 Cavalry Reaction Movement

During an enemy movement phase friendly Cavalry type units may exercise the option of “Cavalry Reaction Movement.”

9.1.1 Reaction Movement Triggers: Reaction movement may be “Triggered” in two ways:
- Trigger 1: an enemy unit moves adjacent to a cavalry unit that is not already adjacent to any enemy unit, or
- Trigger 2: an enemy unit moves from one hex adjacent to a cavalry unit into another hex that is adjacent to that same cavalry unit or any other friendly unit. Trigger 2 is activated even if a Prepared Attack marker is pointed at the cavalry unit.

9.1.2 Procedure: While moving his units the active player must announce when one of his units moves adjacent to an enemy’s cavalry unit; the non-active player must immediately announce his intention to “React.”

If the reaction is due to Trigger 1 then the friendly cavalry unit may immediately move one hex. After the non-active player has announced his intention to (or not to) react, the active player continues the movement of his unit (i.e., the unit that created the “reaction” situation).

If the reaction is due to Trigger 2 then the cavalry unit may immediately move one hex but not into the hex the enemy unit has just vacated.

9.1.3 Restrictions: Units may not move by Cavalry Reaction into an EZOC other than the ZOC of the unit which triggered the move. Friendly units in a hex negate the presence of an EZOC for purposes of this rule. There is no limit to the number of reactions an eligible cavalry unit may exercise in an enemy movement phase.

9.2 Cavalry Retirement

During the Cavalry Retirement Step of the Post-Combat Phase all cavalry units adjacent to enemy units may voluntarily retire one hex.

9.2.1 Restrictions: A cavalry unit may not retire into an empty hex in an EZOC.

9.2.2 Demoralized Cavalry: A Demoralized cavalry unit must exercise Cavalry Retirement if eligible.

PLAY NOTE: See leader rule 25.1—Khan Nakhichevanski—for additional cavalry retirement obligations.

9.3 Poor Cavalry Doctrine

Cavalry units may not enter an enemy infantry FORMATION’s ZOC during the Counter Movement Phase, except if already occupied by a friendly combat unit or if moving EZOC to EZOC.

DESIGN NOTE: During the battles of Stallupönen and Gumbinnen and again during the destruction of the Russian 1st Corps by Usdau, Russian cavalry divisions in the vicinity of the battle did not intervene.

9.4 Other Cavalry Rules Summary

- Cavalry formation attachment restrictions and supply exception—see 6.1 & 6.3.
- Cavalry can Forced March 6 MPs—see 8.3.
- Cavalry cannot place a Prepared Attack marker—see 8.4.1.
- Cavalry CEL Recovery restriction after GT 8—see 8.6.3.
- Cavalry cannot combine with infantry in combat—see 10.1.4.

9.5 Artillery Units and EZOC

IMPORTANT: An artillery unit may never be in an EZOC unless the hex is occupied by a friendly combat unit or it is moving with a friendly combat unit.

PLAY NOTE: An artillery unit across a Major or Grand River from an enemy unit is not in an EZOC until the moment the enemy unit expends MPs to cross the river—see 4.1.1a.
>> 9.5.1 Artillery Unit Displacement: The instant an artillery unit that is not stacked with a friendly combat unit is in an EZOC the artillery unit must displace to the closest friendly unit (traversing a maximum of three hexes). The artillery unit may not pass through an EZOC while displacing (friendly units negate EZOCs). If it is surrounded by enemy units or EZOCs or no friendly unit is within three hexes it is eliminated.

Artillery displacement occurs the instant an enemy unit comes adjacent, before the friendly or enemy movement or the retreat is completed (and before OR after Cavalry Reaction—reacting player’s discretion).

Place an “Artillery Displaced” marker upon any artillery unit that is displaced.

9.5.1a Artillery Displaced Marker Effects: An artillery unit with an Artillery Displaced marker may not (1) participate in combat, (2) may not expend MPs and (3) may only move if retreating after combat with other friendly units.

An artillery unit bearing an Artillery Displaced marker that is not stacked with a combat or depot unit and that is required to displace is eliminated.

Artillery Displaced markers are removed during the Post-Combat Phase.

PLAY NOTE: During friendly movement you should take care not to leave an artillery unit stacked alone in an EZOC.

9.6 Other Artillery Rules Summary
All artillery units are one step units and do not project a ZOC.
• Artillery placing a Prepared Attack marker restriction—see 8.4.1
• Artillery in Combat—see 10.1.4.
• Artillery in Combat vs. IPs—see 13.3.1.
• Artillery Retreat and Advance after Combat—see 11.2.4, 11.2.5 & 11.4.2.

9.7 Special Characteristics of Supply Units
Besides providing supply (14.0) both depots and Corps Train units have special characteristics.
• A supply unit has only one step and does not project a ZOC.
• Depot Movement—see 8.2.7.
• Depot Retreat after Combat—see 11.2.8.
• Replacement of Eliminated Supply Units—see 16.4.

9.8 Corps Train Units
IMPORTANT: A Corps Train unit may never be in an EZOC unless the hex is occupied by a friendly combat unit or it is moving with a friendly combat unit.

PLAY NOTE: A train unit across a Major or Grand River from an enemy unit is not in an EZOC until the moment the enemy unit expends MPs to cross the river—see 4.1.1a.

9.8.1 Corps Train Retreat: The instant a Corps Train unit that is not stacked with a friendly combat unit is in an EZOC the Corps Train unit must retreat three hexes, which is flipped to its Extended Mode side. A retreating Corps Train unit may not pass through an EZOC while retreating (but friendly units negate EZOCs). If it is surrounded by enemy units or EZOCs it is eliminated.

EXCEPTION: If the Corps Train unit is unable to retreat three hexes without being eliminated, it can retreat less than three hexes if it ends its retreat stacked with a friendly combat unit.

During friendly and enemy movement, and after combat, Corps Train retreat occurs the instant an enemy unit comes adjacent, before the movement or retreat is completed (and before OR after Cavalry Reaction—reacting player’s discretion).

DESIGN NOTE: Corps Train units represent both divisional trains and the supply column units attached directly to a corps (typically four regular and two reserve columns). These numerous supply columns are not found in a single hex but are continuously moving between the combat troops and their supply dumps in the rear.

>> 9.9 Depot Units
Important: A Depot unit may never be adjacent to an enemy unit.

If an enemy unit moves adjacent to a Depot unit, it must displace, moving along a friendly operational RR line, up to 15 hexes. The 15 hexes can include RR line hexes that were changed to non-friendly (17.1.4) during the current phase (this includes hexes that are currently enemy occupied).

10.0 COMBAT
Combat occurs between opposing forces during the Attack and Counter Attack Phases. The player who is currently active is the attacker, the other player the defender, regardless of the overall game situation.

DESIGN NOTE: The combat sub-system is the heart of the 1914, Twilight in the East game system. It balances the numerous independent and inter-dependent variables inherent to the scale chosen (i.e., 2 to 3 day GTs, five miles to a hex, division and brigade-sized units, various artillery types with their differing effectiveness, and the season of the year). Some combats were quick; others were dirty, drawn out affairs. The only certainty was that each battle would be different.

10.1 Basic Rules of Combat
To engage in combat, attacking units must be adjacent to the defending units. No hex may be attacked more than once in a single attack phase and no unit may attack or be attacked more than once per attack phase.

Units that have previously been attacked and required to retreat (including units that were withheld), and who retreat into a hex that contains no friendly units, may not be attacked again in the same attack phase. If a unit or stack is retreated into a friendly occupied hex and the unit undergoes an attack in the same attack phase, the retreated unit(s) must be Withheld (10.1.5).

IMPORTANT: WHICH UNITS IN A HEX MAY ATTACK OR DEFEND IS LIMITED BY THE STACKING RULES—see 4.2.2.

10.1.1 Multi-Hex Combat
• The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
• Different units in the same hex may attack adjacent defenders in different hexes in separate combats (i.e., all units in a hex that attack need not attack the same defending hex).
• Attacking units from two or more different hexes may combine their combat strength to attack an adjacent single hex.
• No unit may split its attack strength to attack a second hex in a separate attack.

10.1.2 Attacker Specific Rules:
• Attacking is voluntary; no unit is ever obligated to attack EXCEPT a unit must attack if bearing a Prepared Attack marker pointing at a hex occupied by an enemy unit. (It must attack the hex to which the marker is pointing—see 10.3).
• Only non-Demoralized Combat units can initiate an attack (Demoralized units cannot initiate attacks). An artillery unit may only participate in attacks in conjunction with an attacking combat unit. Fortresses, Forts and units with parenthesized attack strengths can never attack.
• A unit (not bearing a Prepared Attack marker) stacked with other attacking units may be withheld from an attack.
• A unit cannot attack into a hex or across a hexside that the movement rules prohibit it from entering or crossing.

PLAY NOTE: Units may attack across Grand Rivers where ferry and bridges are located.

10.1.3 Defender Specific Rules:
• All units selected to defend in a hex defend as a single defending strength.
• The defender can voluntarily “withhold” units in a hex from a combat with the following restrictions:
  (1) At least one unit in the stack must be a non-Demoralized division or brigade-sized formation (2.1), and
  (2) the unit to be withheld may not be the top unit in the defending stack (see order of stacking—4.2.5), except if both cavalry and infantry are stacked together in a defending hex, then the defender must choose which type of unit will defend. Thus, even though in most cases any Cavalry unit in a hex must be on top, the defender may choose to defend with any Infantry units in the hex.

10.1.4 Shared Combat Restrictions:
• Units attached to different armies may not combine their strengths (i.e., units attached to different armies cannot combine in defense of the same hex nor combine in attacking the same hex).
• Cavalry units may never attack or defend in combination with an infantry unit. If infantry is stacked with cavalry, one unit type must be withheld.
• Artillery units may only participate in a combat if stacked with a combat unit and with the allocation of APs.
• An artillery unit bearing an Artillery Displaced marker (9.5.1) cannot participate in combat.

10.1.5 Withholding Units Summary: Under certain circumstances combat units (A) must be withheld, (B) may be withheld or (C) cannot be withheld from a combat.

A. Must be Withheld:
• Any units in excess of the Combat Stacking limits (4.2.2).
• >> If both infantry and cavalry are stacked together, one unit type must be withheld. When defending, if both cavalry and infantry are stacked together, the cavalry must be withheld unless the cumulative size of the cavalry units to be used is equal to or greater than the cumulative size of the non-demoralized infantry units in the hex. (In other words, if there is as much cavalry as there is infantry, the infantry can be withheld.)

EXAMPLE: Two cavalry divisions are stacked with one non-demoralized infantry division. In this case, since two division-sized cavalry units are equal to one division-sized infantry unit, either the infantry or the cavalry can be withheld. If only one cavalry division were in the hex the infantry could not be withheld while the cavalry division would have to be withheld.

B. May be Withheld:
• Any attacking unit not bearing a Prepared Attack marker
• Any defending unit that meets the restrictions found in 10.1.3.

C. Cannot be Withheld:
• Any attacking unit bearing a Prepared Attack marker pointing at the hex being attacked (unless attached to more than one army, see A above).
• Any defending unit that does not meet the restrictions found in 10.1.3.
• Any fortress unit in the defending hex.

D. Effects of Being Withheld:
In addition to not participating in the combat, withheld units are affected in the following manner:

Attacker: A withheld unit stacked with an attacking unit is never affected by combat results and cannot advance after combat.

Defender: A withheld unit in a defending hex is only affected by retreat results due to a CRT result and/or EC failure and ONLY IF its hex is totally vacated by all non-withheld defending units; if so, it is affected by the smallest retreat obligation. Withheld units are never required to take an EC and can only suffer step losses and/or CE status reduction due to a retreat through an EZOC (11.2.5).

EXAMPLE: Units A, B and C are stacked together in a hex with no other friendly units. They are attacked. The player decides to withhold Unit C from the combat. Units A and B have the misfortune to be required to retreat one hex due to the CRT result. Unit C would be obligated to retreat with Units A and B. Units A and B would then take their post-combat ECs. Unit A fails its EC by 4 and retreats one hex. Unit B fails its EC by 7 and retreats two hexes. Unit C must retreat one additional hex (the smallest retreat obligation).

10.2 Combat Sequence Summary
During an attack phase undertake the following actions in the following order:

1. Indicate all enemy occupied hexes that will be attacked using white “Attack markers.” (An “Attack marker” need not be placed for hexes that have a black Prepared Attack marker pointed at them.)

PLAY NOTE: All attacks are announced prior to any combat resolution.

2. Conduct all attacks. The Attacker is free to determine the order in which attacks will be conducted.

10.2.1 Individual Attack Sequence Summary:
>> 1. The attacker identifies the defending and attacking hexes. White attack markers can be placed either pointing at the hex to be attacked or on top of the hex to be attacked (either way works fine). The intention is that during this step all enemy occupied hexes that will be attacked are indicated. Which units will attack them is not important at this stage.
2. Both players announce the allocation of APs and how many; attacker first followed by defender. If a supplying unit is on its Extended Mode side, is a Minor Depot or is Incomplete (24.3), record the allocation of APs by using an AP Expended marker—10.5.4.

3. The ID and unit type of all units in the defending and attacking hexes is revealed. Announce here if units are to be withheld.

4. Each player calculates his total combat strength. Add the current combat strength of each unit, considering artillery values (if APs have been allocated), and making adjustments for terrain and Combat Strength 1/2 markers.

5. Determine the initial odds ratio.

6. Determine the number of CRT Column Shifts. Apply them to find the final odds ratio.

7. Resolve the Attack. Resolving an attack is a five-step process.

   (1) To determine if there is a retreat and if there will be additional DRMs to the following rolls, the attacker rolls 2d6. On the CRT the attacker cross-references the result with the final odds ratio, and a result is determined and applied. (Retreat results may be converted to fortress step losses—see 10.9.)

   **PLAY NOTE:** The CRT result may, and the number of hexes retreated do, affect one or both of the following two steps.

   (2) Next the players consult the Loss Results Table. First determine the Magnitude of the combat by adding together the number of division equivalents (on both sides) that are participating in the combat. Then the attacker and defender each roll 1d6 individually, applying the appropriate DRMs. Both players cross-reference their individual result on the column corresponding to the combat’s magnitude and apply the result (11.0).

   (3) Both players conduct Post-Combat Effectiveness Checks and the results are applied (11.3).

   (4) Any attacking units eligible to conduct an Advance after Combat may do so now.

   (5) If this qualified as a Prepared Attack (27.2), the attacking player increments his VP marker.

   **PLAY NOTE:** Players, if they so desire, may roll 4d6 when resolving a combat. Two dice for the CRT and two dice of differing color for the Step Loss Results Table.

10.3 Prepared Attack and Combat

Units bearing a Prepared Attack marker pointing at an enemy occupied hex must attack that enemy occupied hex during the Attack Phase.

**EXCEPTION:** If two or more stacks of units attacked to different armies have a Prepared Attack marker pointing at the same enemy occupied hex, then one army’s stack(s) must be Withheld (10.1.4) (attacking player’s choice).

**>> During a combat phase a unit bearing a Prepared Attack marker pointing at a hex containing no enemy units must remove the marker and may attack any adjacent hex. (If the marker is pointing to an unoccupied hex, the unit cannot Advance after Combat into the vacant hex.) Any attack performed by a unit after it removes a Prepared Attack marker is no longer considered a Prepared Attack.**

10.3.1 Combat Effect: If ALL attacking units, including artillery, have placed a Prepared Attack marker pointing towards the hex to be attacked, the attacker receives a one column shift to the right on the CRT.

10.3.2 VP Consequences of Prepared Attacks: see 27.2.

10.4 Flank Attacks

If a stack under attack is partially or completely surrounded by enemy units it may be considered “Flanked” (see below).

**Important:** For rules 10.4.1 and 10.4.2 the only significant ZOCs are those projected by the units that are actively attacking in the combat. The ZOCs of inactive enemy units not involved in the combat are not relevant.

Friendly units negate an EZOC in the hex they occupy.

10.4.1 Flanked: If at least five of the six hexes adjacent to the defender are either occupied by an enemy unit or in the ZOC of an attacking enemy unit and none of these hexes are occupied by a friendly unit, the defender is considered “Flanked.”

10.4.2 SPECIAL: Asset Units and Flank Attacks: Asset Units, due to their small size and/or lack of resources, are more likely to be “Flanked.” Defending Asset Units are considered flanked if all three of the following conditions exist:

1. No friendly Formation is stacked with the Asset units;
2. It is attacked by at least one enemy division-sized infantry unit, or at least two enemy division-sized cavalry units;
3. At least three of the six hexes adjacent to the defender are either occupied by or in the ZOC of an attacking enemy formation and none of these hexes are occupied by a friendly unit.

**DESIGN NOTE:** This is a question of scale. A unit consisting of one or two regiments was hard pressed to hold a position against four or more regiments without invariably having one (if not both) flanks turned.

**>> CLARIFICATION:** Consider a depot to be an Asset Unit for purposes of Flank Attacks.

10.4.3 Effects: If the defender is Flanked, the CRT odds column is shifted two to the right (in the attacker’s favor) and the defender receives a SLRT DRM of +2 (10.10.3).

A flank attacked defender also receives a +1 DRM for the Post-Combat EC (11.3.1).

10.4.4 Terrain and Flank Attacks: If a hexside adjacent to a defending unit is impassable, the hex on the other side of that hexside cannot be used to create a flank attack; it is treated as if it were not enemy occupied or in an EZOC.

10.4.5 Flank Attacks and Fortress Units: A defending hex that includes a fortress unit cannot be flank attacked.

10.5 Flank Attacks and Fortress Units: A defending hex that includes a fortress unit cannot be flank attacked.

10.5 Artillery Ammunition Points (APs)

In order for a combat unit to use its artillery value in combat, the unit’s formation or its Command must be allocated an AP. Similarly,
in order for an artillery unit to participate in combat its formation or
Command must be allocated an AP. No artillery unit or combat unit’s
Artillery Value may be used in combat without allocating it an AP.

IMPORTANT: A PLAYER MAY ALLOCATE A MAXIMUM OF
ONLY TWO APs PER COMBAT.

- Units with intrinsic artillery that did not receive an AP are con-
  sidered to have an artillery value of zero for SLRT purposes
  (10.10.3 point 3).

SPECIAL EXCEPTION— see 22.4.2.

- Units with no intrinsic artillery (2.1) and units marked with a
  Combat Strength 1/2 marker (8.2.5) cannot be allocated APs.

10.5.1 Attachment and APs: One AP will supply all the units at-
  tached to one corps for one combat only (i.e., all the units of one
  corps command). If units attached to more than one corps desire to
  use their Artillery Values, an AP must be allocated for each corps
  separately, up to the maximum of two per combat. Each stack of
  Independent formations (i.e., a unit(s) not attached to a corps)— see
  6.3.3) requires a separate AP.

PLAY NOTE: Players will find it advantageous to keep their corps
units together, and to attach independent units to a corps, to allow
all units in a combat to receive an AP.

10.5.2 AP Supply Source: The ultimate source of APs is an army’s
depot units. Units can receive APs directly from the Major or Minor
Depot unit, or if attached to a corps (or if a cavalry unit), from a Corps
Train unit that itself can receive an AP from a depot. (The Corps Train
unit simply passes on the AP that it received from a depot.)

Restrictions: A depot unit bearing a Relocating, Consolidating or
Out of Supply marker cannot allocate APs for combat.

10.5.3 Allocating AP Procedure: Players check a unit’s eligibility
to receive an AP at the moment of combat. Depot units and Corps
Train units may flip to their Extended Mode side at this time.

To allocate an AP, a depot unit (and Corps Train units passing APs
on) must be able to trace a valid supply path (14.1) to the receiving
unit(s). The allocating depot need not have a valid LOC at the mo-
moment of combat but it may not be marked as “Out of Supply.”

EXAMPLE: A unit attached to a corps desires to be allocated an
AP. It could receive an AP from either its army’s (1) Major Depot
or (2) Minor Depot unit or (3) its Corps Train unit.

Case (1) & (2): If from the army’s Major or Minor Depot, then
the depot must be able to trace a valid supply path to the unit.

Case (3): If from the unit’s Corps Train unit, then the Corps Train
unit must be able to trace a valid supply path to the unit and the
army’s Major or Minor Depot must be able to trace a valid supply
path to that Corps Train unit.

10.5.4 Recording AP Allocation:

IMPORTANT: AP allocation need not be recorded EXCEPT in
three cases:
1. If the providing Major Depot and/or Corps Train unit is on its
   Extended Mode side (back-side).
2. If a Minor Depot is providing the AP.
3. If the providing Russian Corps Train unit is Incomplete (24.3).

In these three cases, mark any unit providing supply with an AP
Allocated marker oriented to indicate the number of APs that have
been allocated. Once a supply unit has exhausted its AP Allocation

Limit (3.6.2) flip the marker to its “No More AP” side.

EXAMPLE: A stack of units is allocated two APs from a Minor
Depot unit and these APs have been passed on by a Corps Train
unit on its extended side. Mark the Corps Train unit with an AP
Allocated marker on its “No More AP” side (for it has exhausted
its AP Allocation Limit of two) and mark the Minor Depot with an
AP Allocated marker oriented to its 2 side.

PLAY NOTE: In 1914, Twilight in the East any Corps Trains unit
on its extended side is limited to providing two APs, and any Major
Depot unit on its extended side is limited to four APs. Minor Depot
units are unique for they are limited on both their front and back
(extended) sides. Any Minor Depot unit is limited to four APs on its
front side and two APs when flipped to its extended side.

PLAY NOTE: Remove AP Allocated markers during the Supply
Phase (see 5.4.4).

EXTENDED MODE: When a Minor Depot unit bearing an AP
Allocated marker is flipped to its Extended Mode side, reduce the
number recorded on the marker by two.

EXAMPLE: A Minor Depot unit bears an AP Allocated marker
oriented to its 3 side. When the unit is flipped to its extended side
the marker is reoriented to its 1 side (leaving the depot with the
ability to allocate one more AP). If the marker had been oriented to
its 1 or 2 side, the marker would be completely removed.

10.5.5 Fortress Magazine Exception: Each fortress complex con-
taining a supply symbol printed on the map has a fortress magazine.
Combat units stacked with a friendly fortress unit that is part of a
fortress complex with a fortress magazine, or in the hex with the
supply symbol printed on the map (e.g., Brest-Litowsk—hex 31.55),
may be allocated an AP from the fortress magazine.

Each allocated AP affects one stack only (attachment does not effect
AP allocation from fortress magazines—10.5.1).

10.5.5a Special Fortress—Boyen: The German Fortress Boyen
unit, although not having a magazine, can provide APs to the unit
with ID Lötzen (only).

10.5.6 Warsaw Exception (c): see 24.1.3.

10.6 Combat Strength Modifiers

Combat Strengths and Artillery Values may be modified in several
ways.

10.6.1 River Terrain: All units conducting an attack across a Grand
or Major River hexside have their combat strength and artillery value
halved (the artillery value is also halved for SLRT purposes). This com-
batt strength modifier is in addition to any TEC CRT column shifts.

DESIGN NOTE: In 1914 most artillery fire was still targeted
by direct line-of-sight. Rivers hindered artillery batteries from
maneuvering into suitable firing positions.

10.6.2 Combat Strength 1/2 Markers: Units defending while bear-
ing a Combat Strength 1/2 marker do so at half strength (8.2.5).

10.7 Odds Determination

To determine the combat odds ratio, compare the total modified at-
tack strength and the total modified defending strength. This ratio
is rounded (4.4.1) to match one of the ratio columns found on the
CRT. Attacks made at ratios lower or higher than those printed on
the Combat Results Table use the lowest or highest ratio column
indicated on the table.
PLAY NOTE: Remember, because of the Rounding Rule (4.4) a 10 to 13 combat ratio is considered a 1 to 1, not a 1 to 2.

10.8 CRT Odds Shifts
The following Column Shifts effect the final odds used on the CRT:
• Terrain (see the TEC). The defender’s hex determines the combat terrain category.
• Prepared Attack: one to the right.
• Flank Attack: two to the right.
• Attacking units are attached to more than one corps: one to the left.
(An Independent unit—or stack of Independent units—counts as an individual corps.)
• Level 1 IP: one to the left, negated by enemy artillery (either high trajectory or heavy artillery).
• Level 2 IP: two to the left, one shift negated by enemy high trajectory artillery and one shift negated by enemy heavy artillery.
• Level 3 IP: three to the left, one shift negated by enemy high trajectory artillery and one shift negated by enemy heavy artillery.
• Level 4 IP: four to the left, one shift negated by enemy high trajectory artillery and one shift negated by enemy heavy artillery.

PLAY NOTE: IP CRT column shifts can only be negated by artillery that has been allocated an AP for combat.

Net-out all odds shifts. Each left-ward shift offsets one right-ward shift. The number of odds shifts remaining after offsetting is the final odds shift.

Note that if odds begin higher than 6:1 or lower than 1:4, shifts are for each whole odds ratio. So for example if the odds began at 8:1 and there were two column shifts to the left the combat would be resolved at 6:1.

PLAY NOTE: Final odds of greater than 6:1 or lower than 1:4 modify the attacker’s or defender’s SLRT result respectively (10.10.3 pts. 7, 8 & 9).

10.9 Combat Results Table (CRT)
Players use the Combat Results Table to determine the result of a combat.

PLAY NOTE: Be sure to use the Summer Combat Resolution Tables during GTs 1-27 and the Autumn Tables during GTs 28-47.

10.9.1 Procedure: After all column shifts have been tallied and the final odds column determined, the attacker rolls 2d6. The attacker cross-references the result with the final odds ratio, and the result is implemented (i.e., any retreats are conducted). Results to the left pertain to the attacker, to the right the defender.

Possible Results:

<table>
<thead>
<tr>
<th>Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>No Effect</td>
</tr>
<tr>
<td>+/- #</td>
<td>Die Roll Modifier for use on the Step Loss Results Table.</td>
</tr>
<tr>
<td>*</td>
<td>Reduce SLRT DRM by 1 if all attacking units are German.</td>
</tr>
<tr>
<td></td>
<td>Apply a –1 Dice Roll Modifier to the post-combat Effectiveness Check of the attacking units.</td>
</tr>
<tr>
<td>① ② ③</td>
<td>Retreat the indicated number of hexes unless the stack is defending and includes a fortress unit. In that case, convert all retreat results to fortress step losses. If there are any unconverted retreat obligations remaining, the defending stack must retreat the number of hexes equal to the remaining amount.</td>
</tr>
</tbody>
</table>

PLAY NOTE: Remember, because of the Rounding Rule (4.4) a 10 to 13 combat ratio is considered a 1 to 1, not a 1 to 2.

10.10 Step Loss Results Table (SLRT)
Players use the Step Loss Results Table to determine losses suffered.

10.10.1 Procedure Part 1—Determine Magnitude: To determine Magnitude, sum the total number of division and brigade-sized infantry unit equivalents (of both sides) that participated in the combat.
• SMALL: If the combat includes a total sum of less than two divisions (four brigades), the combat is of small magnitude.
• MEDIUM: If the combat includes a total sum of at least two but less than four divisions, the combat is of medium magnitude.
• LARGE: If the combat includes a total sum of at least four but less than six divisions, the combat is of large magnitude.

In addition, if the combat includes a total sum of six or more divisions AND the defending stack consists of less than two divisions, the combat is of large magnitude.

• MASSIVE: If the combat includes a total sum of six or more divisions AND the defender consists of at least two divisions, the combat is of massive magnitude. (Use the massive column only if the defender consists of the equivalent of at least two divisions.)

Important: Reduced division-sized infantry units (i.e., those flipped to their backsides), Fortresses, and division-sized cavalry units are considered the equivalent of one brigade-sized infantry unit. Artillery, Forts, cavalry brigades and smaller than brigade-sized infantry units are not counted for Magnitude purposes.

PLAY NOTE: Although Artillery does not increase Magnitude, it does modify the Step Loss results (it increases losses).

DESIGN NOTE: Magnitude—Not every combat is the same. The 1914 campaign saw many battles, some of small size, others massive. The casualties suffered in massive battles far outnumbered those suffered in small battles. However, even small battles could reduce a participant’s combat effectiveness.

10.10.2 Procedure Part 2—Determine Results: After the Magnitude has been determined, both players roll 1d6. Each player checks for DRM modifiers (see 10.10.3 below) and cross-references his result with the Magnitude, and applies the Step Loss result.

Possible Results:

<table>
<thead>
<tr>
<th>Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>No Effect</td>
</tr>
<tr>
<td>1st #</td>
<td>The side rolling the die takes that # of step losses from all units involved in the combat</td>
</tr>
<tr>
<td>2nd #</td>
<td>The side rolling receives either 0 or +1 DRM to the post-combat Effectiveness Check of any one unit involved in the combat</td>
</tr>
</tbody>
</table>

The owning player assigns these SLRT results to individual units.
EXAMPLE: A stack consisting of two units suffers a 2 + 1 result. The owning player would assign each unit 1 step loss and one of the units the +1 EC modifier.

10.10.3 SLRT DRMs: The following DRMs affect final SLRT results:
1. Combat Results Table result: –2 to +3.
2. Opponent has no intrinsic artillery (2.1): –1
3. Opponent’s Artillery Value (modified for terrain):
   0-2: +0;
   3-6: +1;
   7-11: +2;
   12-17: +3;
   18-24: +4;
   25 or greater: +5.
   Count only artillery values from units that received an AP. (Artillery units and combat units with intrinsic artillery that are not allocated an AP are counted as zero.)
4. German Units: –1. Units involved in the combat must be exclusively German units; no A-H units.
5. Defender is Demoralized: –3 for attacker. Any one defending unit must be Demoralized.

PLAY NOTE: A defender may be allowed to withhold a Demoralized unit from combat—see 10.1.3.

6. Attacker is attacking an opponent stacked in a Level 4 IP: +1 for the attacker.
7. Combat Odds greater than 6:1: –1 for the attacker for every two odds columns above 6:1 (e.g., 7:1 or 8:1 = –1; 9:1 or 10:1 = –2; 11:1 or 12:1 = –3; and so on).
8. Combat Odds greater than 6:1: +1 for the defender for every three odds columns above 6:1 (e.g., 7:1 to 9:1 = +1; 10:1 to 12:1 = +2; and so on).
9. Combat Odds lower than 1:4: –1 for the defender for every odds column below 1:4 (e.g., 1:5 = –1; 1:6 = –2; and so on).
10. Defender Flanked (10.4): +2 for defender.

11.0 COMBAT RESULTS

11.1 Step Losses
For units containing more than one step, mark their step losses with a step loss marker placed under the unit. When the original step strength minus the marker’s number is equal to the reduced step strength (back side) of the unit, flip the unit over. When the reduced step strength minus the marker’s number equals the total steps available to the unit, remove it from play. No unit may suffer more step losses than it has available. Units with only one step are removed when they lose one step.

11.1.1 Step Loss Distribution: The owning player determines which units suffer SLRT derived step losses due to the current combat, within the following guidelines:
1. Step losses suffered in the current combat must be as equally distributed as possible among the participating units. Each participating unit must take one step loss before any one unit takes two step losses (and so on) EXCEPT if this would eliminate the unit.
2. Fortress units need not be allocated any SLRT derived step losses unless all other units in the hex have been eliminated.
3. A unit withheld from combat cannot be allocated step losses.

PLAY NOTE: Asset Unit step losses affect the post-combat EC DRM for attaching formations (6.4.1).

11.2 Retreats
Retreats can be caused in two ways: as a CRT result, or due to a failed post-battle EC.

DESIGN NOTE: Due to the scale chosen for 1914, Twilight in the East, where a GT is between two and three days duration, a retreat result may represent more than just the immediate results of a battle. A retreat can have many causes: a nervous commander’s decision made due to lack of information, a shortage of immediately available artillery ammunition, the need to reorganize disrupted formations, etc.

11.2.1 General Rule: All retreats are expressed in hexes, not movement points. Retreating units always retreat as a stack and may not split up except:
• If one unit has a greater retreat obligation than another unit.
• During the final hex of retreat to avoid an over-stack situation. Only the number of units needed to satisfy the stacking limits may continue retreating.

EXAMPLE: The final hex of retreat for two infantry divisions contains two infantry divisions (creating an over-stack situation). To rectify the situation only one of the two retreating divisions would retreat one additional hex.

11.2.1a Asset Units: An Asset Unit stacked with a formation always retreats with the unit it is attached to and may not change attachment until all required retreats have been completed.

11.2.1b Effectiveness Check DRM: Modify the post battle EC dice roll of any retreating units by +1 for each hex the units are required to retreat due to the CRT (11.3.1). Ignored retreat results (12.2.1 & 13.3.1) do not affect post battle EC dice rolls.

11.2.2 Retreat Priorities: When a retreat is required, each player retreats his own units in a relatively straight line towards the rear, generally opposite the direction of the attack, attempting to meet the following guidelines below listed in order of priority:
1. Retreat a maximum distance from the hex (formerly) occupied during the combat.
2. While staying within its Army’s Area of Attachment.
3. To a friendly controlled hex (4.3).
4. Towards any one of the unit’s Command’s supply sources—Corps Train, Minor Depot or Major Depot. (Units that retreat farther away from these supply sources may suffer a CEL reduction—see 11.2.3 below.)

11.2.2a Retreating Player’s Discretion: The retreating player, while attempting to meet the above priorities, has the ability to choose a path to avoid EZOCs or the path with the least EZOCs even if doing so violates one of the priorities listed above in 11.2.2. (The retreating player may choose to retreat through an EZOC if he so desires.)

11.2.2b Retreat Restriction: A unit may never retreat into or through a hex an enemy unit occupied at the moment of combat but abandoned due to a retreat, unless to avoid an Unable to Retreat (11.2.6) situation.

11.2.2c Fortress Garrison Retreat Priority: see 12.4.1.
11.2.3 Retreating Away From Own Supply Sources: After all retreats due to CRT and EC results have been completed, if a unit that was required to retreat two or more hexes (for any reason) ended its retreat further away from all of its command’s supply sources—Corps Train, Minor Depot or Major Depot—it suffers one CEL reduction, unless ending stacked upon a friendly fortress unit. If unable to allocate the CEL reduction, convert it to a step loss.

11.2.4 Retreat and Terrain:
- A unit cannot retreat into a hex or across a hexside prohibited to it during movement.
- If a stack is required to retreat over an un-bridged Major or Grand River hexside, reduce the CEL of all Forces (2.1) by one level. In addition, eliminate all artillery units. If unable to allocate the CEL reduction, convert it to a step loss.
- Eliminate any artillery unit required to retreat out of or into a Mountain hex, or across a Mountain Ridge hexside, unless its retreat is along a roadway or RR line.

EXCEPTION: The A-H artillery units with ID GAR.3, GAR.8 and GAR.14 may retreat over Mountain Ridge hexcubes and into or out of Mountain hexes.

11.2.5 EZOCs and Retreat after Combat:
(1) Friendly units negate EZOC in the hex they occupy for purposes of retreats.

(2) When a stack retreats into a hex in an EZOC that is unoccupied by a friendly unit, immediately:
- Reduce the Combat Effectiveness Level of all Forces (2.1) in the stack by one level.

(3) If the retreat includes a second unoccupied hex in an EZOC, immediately:
- Reduce the Combat Effectiveness Level of all Forces (2.1) in the stack by an additional level and
- Remove one step from each Force in the stack and
- Eliminate all artillery units.

(4) If a stack retreats into a third, fourth, or fifth unoccupied hex in an EZOC, immediately:
- Reduce the Combat Effectiveness Level of all Forces (2.1) in the stack by an additional level (max. one) and
- Remove an additional step for each hex retreated into (one, two or three step losses) on each Force in the stack.

The presence of friendly units in a hex retreated into negates an EZOC.

EXAMPLE: A stack consisting of an infantry division-sized unit, an infantry Asset Unit, a cavalry division-sized unit and two artillery units retreats into a second EZOC. The stack would lose 1 infantry step, 1 cavalry step and both artillery units.

Notice that the infantry Asset Unit is considered to be part of the infantry division-sized unit’s Force.

PLAY NOTE: Step losses suffered due to retreat.}

11.2.5a Demoralized Units: Convert all CEL reductions to step losses for any unit that is required to retreat through an EZOC and which is Demoralized (at the moment of combat or due to a retreat through an EZOC).

EXAMPLE: A unit with a combat effectiveness status of –3 is required to retreat three hexes through an EZOC. The first EZOC entered would drop the combat effectiveness status to –4 (Demoralized). The second EZOC entered would cause 2 step losses (one for the mandated step loss and one for the CEL reduction converted to a step loss). The third EZOC entered would cause 2 more step losses (one for the mandated step loss and one for the CEL reduction converted to a step loss).

11.2.6 Unable to Retreat: Some Forces (2.1) may be unable to satisfy a retreat obligation due to the presence of blocking terrain or enemy units.

(1) If the retreat obligation was due to the CRT and the Force cannot retreat even one hex, the Force surrenders (i.e., it is permanently eliminated).

(2) If the retreat obligation was due to the CRT and the Force can retreat at least one hex OR if the retreat obligation was due to an EC failure, the Force suffers one step loss and one CEL reduction for each hex it fails to retreat. Each CEL reduction the Force is unable to fulfill is converted to a step loss.

PLAY NOTE: A Force blocked from retreating due to an enemy unit(s) may attempt a Repulse (8.5) prior to suffering “Unable to Retreat” effects.

11.2.7 Combat against Previously Retreated Units: see 10.1.

11.3 Post-Combat Effectiveness Checks
A “Force” can consist of (1) at most one Formation along with any Asset Units attached to it, or (2) one or more Asset Units stacked together but not stacked with a Formation. (Asset units—see 6.4.)

After every combat, each Force involved in the battle must make an Effectiveness Check (EC); roll 2d6 for each stack. Although there is only one dice roll per stack, EC DRMs and pass/fail results are derived and applied separately (i.e., some Forces in a stack may pass while others fail their EC).

The attacker’s results—his retreats—are applied first, followed by the defender’s.

>> Never make an Effectiveness Check for a Depot unit stacked alone.

11.3.1 EC DRMs: Combat EC dice rolls are modified (cumulatively) by the following:
- Step Losses: Modify a Force’s EC dice roll by +2 for each step loss suffered by that Force in the current combat from the SLRT. Do not count losses caused by retreat through an EZOC.
- SLRT EC DRM: Modify one Force’s EC dice roll by +1 if that side obtained a +1 EC DRM on the SLRT.
- Retreats: Modify the EC dice roll of each Force in a stack by +1 for each hex that Force was required to retreat by the CRT. (Only count the hexes the Force actually had to retreat after any reduction due to a fortress unit or IP absorbing some of the result.)
- Low Supply Status: If any one unit within a Force is in Low Supply status, modify the Force’s EC dice roll by +1.
- Reduced-Side Status (Summer only): If a formation’s unit counter (after the combat’s step losses have been allocated) is on its reduced side (backside), modify the Force’s EC dice roll by +1.
- Flank Attack: If a defending stack was flank attacked, modify each defending Force’s EC dice roll by +1.
- IPs: Modify the EC dice roll by –1 for any Force defending in a Level 2, 3 or 4 IP (but not in a Level 1 IP) that did not retreat.

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• Combat Odds less than 1:4: For every combat odds column less than 1:4 the defender modifies his EC dice roll by –1 (e.g., 1:5 = –1; 1:6 = –2; and so on).
• Attacker’s CRT “asterisk” result: Modify the EC dice roll of all attacking Forces by –4 if the attacker obtained a * result on the CRT.
• Combat Odds greater than 6:1: For every three combat odds columns greater than 6:1 the attacker modifies his EC dice roll by –1 (e.g., 7:1 to 9:1 = –1; 10:1 to 12:1 = –2; 13:1 to 15:1 = –3; and so on).

11.3.2 EC Failure Results: The consequences of a failed EC vary for Demoralized and non-Demoralized units and by the amount the unit failed the EC.

11.3.2a Non-Demoralized Units:
• If a unit fails a post-battle Effectiveness Check by 3 or less, reduce its CEL by one (i.e., move its formation’s Attachment marker one box to the right on its Attachment track).
• If it fails by between 4 and 7 (inclusive), reduce the unit’s CEL by two and retreat the unit one hex.
• If it fails by between 8 and 11 (inclusive), reduce the unit’s CEL by three and retreat the unit one hex.
• If it fails by 12 or more, reduce the unit’s CEL by four and retreat the unit one hex.

Demoralization Result: If a unit becomes Demoralized due to a post-combat EC, retreat the unit one hex (in addition to any other mandated retreats).

If a unit has excess CEL reductions that cannot be allocated due to becoming Demoralized then:
1. Convert the first excess CEL reduction to a step loss and Disorder the unit (place a D1 marker on the unit).
2. Convert the second excess CEL reduction to an additional hex of retreat and Disorder the unit to the second degree (flip the marker to the D2 side).
3. Convert the third excess CEL reduction into an additional step loss.

EXAMPLE: A unit with combat effectiveness status –2 fails its post-combat EC by 4. This causes the unit to lower its combat effectiveness status by two levels to –4 (Demoralized) and the unit is required to retreat two hexes—one hex due to failing the EC by 4 and one hex for becoming Demoralized.

11.3.2b Demoralized Units:
1. If a Demoralized unit fails a post-battle Effectiveness Check by 3 or less, retreat the unit one hex and remove one step from it.

2. If it fails by between 4 and 7 (inclusive), retreat the unit one hex, remove two steps from it, and Disorder the unit.
3. If it fails by between 8 and 11 (inclusive), retreat the unit two hexes, remove two steps from it, and Disorder the unit to the second degree (D2).
4. If it fails by 12 or more, retreat the unit two hexes, remove three steps from it, and Disorder the unit to the second degree (D2).

POST COMBAT EC EXAMPLE: Two formations stacked together defending in a Level 2 IP are attacked and are required to retreat two hexes. One formation has a base combat effectiveness and current CEL of 10 and one formation, with its combat unit counter flipped to its reduced side by step losses, has a base combat effectiveness of 9. However, its Attachment marker is on the –2 combat effectiveness status box, so therefore its CEL is currently 7 (9 minus 2). The 10 CEL formation suffers one step loss in the combat. The 10 CEL formation has its EC dice roll modified by +4 (+2 for the step loss and +2 for the two-hex retreat). The other formation’s EC is modified by +3 (1 for being on its reduced side, assuming it’s summer, and +2 for the retreat). (Notice that the formations received no EC DRM benefit for the IP for they were required to retreat.) The EC dice roll result is a 12. The 10 CEL formation fails by 6 (12+4=16). Lower the 10 CEL unit’s combat effectiveness status by two (in this case to the –2 box) and retreat the unit one hex. The 7 CEL formation fails by 8 (12+3=15). The 7 CEL formation suffers a 3 CEL reduction result. Since its combat effectiveness status is already –2 it can only be lowered 2 levels (leaving one un-allocated CEL reduction). This lowers the unit’s status to –4 and Demoralizes the unit. Retreat the (formerly) 7 CEL formation two hexes—one hex for failing the EC by 8 and one hex for becoming Demoralized. It then suffers a step loss and receives a Disordered marker (D1) for the unallocated CEL reduction.

11.4 Advance After Combat
If a defender’s hex is vacated as a result of combat, due to a CRT mandated retreat, a failed post-combat EC, or complete elimination, the victorious attacking units can advance into the vacated hex. All combat and artillery units may advance after combat.
A defender may never advance after combat.

11.4.1 Characteristics:
• The maximum advance is one hex.
• The victorious attacking player may choose which units to advance with (subject to stacking limitations). Advancing is always voluntary.

11.4.2 Restrictions:
• Artillery units cannot advance across an un-bridged Major or Grand River.
• Withheld units may not advance (10.1.5).
• Units that retreated for any reason may not advance.

COMPREHENSIVE COMBAT EXAMPLE: It is the Russian Player-Turn of GT 1. The German 1/1 division is in hex 41.19. Adjacent in hex 40.20 are the Russian 25/3 and 27/3 divisions and the 29/20 division with three step losses is in 40.19.
Although the Russian units do not have Prepared Attack markers, the Russian player announces an attack and identifies his attacking stacks and the defending stack.
Both players announce their intent to allocate AP to be able to use their artillery values. The Russian player allocates two APs, one for the units of the 3 Corps and one for the unit from the 20 Corps.
Each player determines his total strength. The Russian player adds the strength of all three divisions together: the 25/3 provides 15 points as does the 27/3. The 29/20 provides only 12 points (7 steps + 5 artillery value). The Russian total is 42. The German 1/1 division has a defensive strength of 16 plus a 7 artillery value for a total strength of 23. 42 to 23 rounds to a combat ratio of 2:1.
The combat odds are shifted one to the left because the Russian units are attached to two different corps, so the final ratio is 1:1.
The Russian player now rolls four dice, two white (for the CRT result), one red (the Russian’s SLRT result) and one black (the German’s SLRT result). The two white dice land on 2 and 5 (=7), the red die on 3 and the black die on 4.
The CRT result is +1/–. The German received a “No Effect” (no retreat or SLRT DRM), while the Russian receives a +1 DRM for his SLRT roll.

Now the Magnitude of the battle must be determined. A total of 4 divisions participated in the combat so the Large Column is cross-referenced. The Russian result is 3 (die roll), +1 (CRT result), +2 (opponent’s artillery value of 7) = 6. The German result is 4 (die roll), +3 (opponent’s Artillery value of 15), –1 (German roll) = 6. 

Cross-referencing a 6 on the Large column shows that the Russian suffers 2 step losses while the German also suffers 2 step losses. The Russian allocates one loss to the 29/20 division and one to the 27/3 division.

Now both players’ units must make post-combat ECs. The German 1/1 division has a current CEL of 11. He rolls two dice with a result of 6. The modified EC result is 6 (dice roll), +4 (two step losses) = 10. The 1/1 division passes its EC. The Russian player must roll twice, one time for each stack. All three of the Russian divisions have a current CEL of 10. The dice are first rolled for the 29/20 division, resulting in a 5. The modified result is 5 (dice roll), +2 (one step loss) = 7. The 29/20 division passes its EC. The dice are then rolled for the two divisions of the 3 Corps and result in a 12. Note that the modified results for the 25/3 and 27/3 divisions will be different because the 27/3 suffered a step loss while the 25/3 did not. The result for the 25/3 is an unmodified 12, it fails by two. The 25/3 division’s CEL is reduced by one; move an Attachment marker from the “Base Combat effectiveness Status” box to the “–1” box. The modified result for the 27/3 is 12 (dice roll), +2 (one step loss) = 14; it fails by four. The 27/3 division’s CEL is reduced by two (to the “–2” box) and it must retreat one hex.

No Advance after combat is possible because the defender’s hex was not vacated. This concludes the combat.

12.0 FORTRESS UNITS

The term “Fortress Unit” embraces two types of units: Forts and Fortresses. Forts have an arrow symbol within the fortress symbol. Forts are treated in all ways like Fortresses except (1) they do not project a ZOC into surrounding hexes and (2) they are not considered for magnitude.

The term “Fortress Complex” is defined as: TWO OR MORE fortress units bearing the same ID.

PLAY NOTE: This definition is important for rules 12.3 & 12.4.

12.1 General Characteristics

A fortress unit:
• May never move.
• Does not count toward stacking limits.
• Is always “In Supply.”
• May never attack.
• Exerts a ZOC if it is a Fortress but not if it is just a Fort.

12.1.1 Other Effects of Fortress Units:
• A hex containing an enemy fortress unit may not be the target of a Repulse (8.5.1).
• Units that retreat away from their own supply sources do not suffer a CEL reduction if the retreat ends stacked with a fortress unit (11.2.3).
• Fortresses with supply symbols may provide supply (14.2.4).

12.2 Fortress Units and Combat

Fortress units may only participate in combat as a defender (fortress units may never attack) and can never be withheld from a combat (10.1.5).

A fortress unit’s combat strength is calculated by multiplying its current number of steps by its Fortress Step Strength Multiplier (i.e., steps x FSSM = combat strength).
• For SLRT DRM purposes, half (1/2) a fortress unit’s combat strength is considered to be artillery.
• For Magnitude purposes Fortresses are considered to be equivalent to one brigade-sized infantry unit; Forts are not considered when determining Magnitude.
• Fortress units never take a post-combat EC.

12.2.1 Unique Characteristics of Combat: Conduct any combat that includes a defending fortress unit in the same manner as a regular combat with the following important adjustments:
• A defending hex that includes a fortress unit cannot be flank attacked (10.4.5).
• Ignore a defender’s black retreat results (10.9).
• Convert each white retreat result a defender suffers into a fortress unit step loss (10.9).
• Fortress units need not be allocated any SLRT derived step losses unless all other units in the hex have been eliminated (11.1.1).

PLAY NOTE: Unlike many other games, in 1914, Twilight in the East, fortress units are not necessarily the last unit in the hex to suffer step losses (or last to be eliminated).

12.3 Fortress Complex Magazines

Each fortress complex containing a supply symbol printed on the map has a fortress magazine. Units stacked with a friendly fortress unit that is part of a fortress complex with a fortress magazine, or in the hex with the supply symbol printed on the map (e.g., Brest-Litowsk—hex 31.55), may be allocated an AP from the fortress magazine (see 10.5.5).

12.4 Fortress Garrisons

Printed on some Combat and Artillery units is a Fortress Garrison Indicator dot (3.3.5). If a unit bears this dot and begins the scenario stacked on a fortress unit or inside a fortress complex, then the unit is a Garrison Fort and bound by the following rules.

12.4.1 Fortress Garrison Restrictions: Fortress Garrison units may not voluntarily leave the fortress unit or fortress complex. However, they are free to move around within a multi-hex fortress complex. When required to retreat, such a unit must attempt to remain within the complex. If a garrison unit is retreated to a hex outside of its fortress complex, it is released from these Fortress Garrison restrictions.

12.5 Austro-Hungarian Bridgeheads

A-H Forts marked with a bridgehead symbol “B” may be involuntarily abandoned when a Russian unit is adjacent.

(See also rule 17.4, The RR Bridge at Jaroslau)

12.5.1 Triggering Involuntary Abandonment: The first instant a Russian combat unit is adjacent to a bridgehead unit, and there is no A-H combat unit stacked with the bridgehead unit, Involuntary Abandonment may be triggered (only once). Each bridgehead unit
has an abandonment number printed on the back of the counter (Ab#). Roll 1d6. If the result is greater than the Ab# the bridgehead is abandoned and removed from play.

EXAMPLE: The Zaleszezyki fort unit (11.103) is stacked with a friendly cavalry division. A Russian infantry division moves adjacent. Notice that Involuntary Abandonment is not triggered at this moment. However, upon the Russian player announcing that he has moved adjacent to an enemy cavalry unit (9.1.2) the A-H player decides to “cavalry react” out of the hex, leaving the fort unit alone in the hex. This creates the first moment when Involuntary Abandonment is triggered. The A-H player rolls 1d6 and compares the result to the Ab# printed on the rear side of the Zaleszezyki fort counter. If the die roll result was 1, the fort would stand. If the result was 2-6 the fort would be removed from play.

PLAY NOTE: This “first instant” may occur during any movement phase or as a result of combat due to retreating or advancing.

12.5.2 Isolated Bridgeheads: A bridgehead unit that is deemed to be Isolated (14.4.1) is automatically abandoned (no need for an enemy unit to come adjacent).

13.0 IMPROVED POSITIONS (IPs)
Improved Positions represent defensive positions reinforced by field fortifications. There are four levels of IPs: 1 thru 4.

>> A unit may enter an IP in two ways: (1) infantry units may construct them by expending MPs; or (2) by entering a hex with an IP marker already in place. An IP (even one printed on the map) is not directional and its effects apply regardless of the direction from which a unit in one is attacked.

DESIGN NOTE: IPs in 1914, Twilight in the East represent primitive defensive works when compared to the extensive entrenchments found on the Western Front later in the war.

13.1 IP Construction
>> Only an infantry unit may construct an IP, and only an infantry formation may upgrade an IP to Level 3 or 4. Only one unit may expend MPs to construct or upgrade an IP in any one hex per phase. IPs may be constructed and upgraded in all terrain, even in an EZOC. Use an IP marker of the appropriate national color when placing it on the map.

IMPORTANT: An infantry unit may not begin to construct or to upgrade an IP if it is further than THREE hexes from an enemy unit.

DESIGN NOTE: Rarely were defensive field positions prepared far behind the front lines. (Those that were are depicted directly on the map.) Prior to the war entrenching was frowned upon for it was believed to sap troop’s offensive spirit.

13.1.1 Procedure: During the movement phases an infantry unit can construct a Level 1 IP with the expenditure of 7 MPs.
An infantry unit can upgrade a Level 1 IP to Level 2 by expending an additional 7 MPs.
An infantry formation can upgrade a Level 2 or 3 IP one level to a Level 3 or 4 IP (respectively) by expending 7 MPs.

If a unit has insufficient MPs to construct or upgrade an IP, place a MPs Expended marker on top of the unit or on top of the IP marker being upgraded (8.9). When sufficient MPs have been expended the new IP takes effect. Such a unit may not attack and if attacked removes the MPs Expended marker.

13.1.2 Unit Restrictions: A Demoralized unit cannot construct or upgrade an IP. To upgrade an IP to Level 3 or 4 a unit may not be marked as Low Supply or Out of Supply.

13.1.3 Combat Experience Limitation: IMPORTANT—No German unit may begin constructing a Level 3 IP until GT 22; no Russian or A-H unit may begin constructing a Level 3 IP until GT 25; and no unit may begin constructing a Level 4 IP until GT 35.

13.2 IP Effects on Movement
Movement from a hex in an EZOC projected from a Level 3 or 4 IP into a hex in an EZOC also projected from a Level 3 or 4 IP is prohibited, unless the hex to be entered is already occupied by a friendly unit.

EXAMPLE: The Russian units in hexes 58.18 and 57.17 are prohibited from moving into hex 58.17 because of the German units (in Level 3 IPs) in hexes 59.17 and 56.18. The Russian unit in 58.18 could move into the other Russian units hex (or vice versa).

PLAY NOTE: IPs also facilitate EZOC to EZOC movement—see 4.1.4.

13.2.1 IP Effects on Combat Effectiveness Recovery during Movement—see 8.6.1

13.3 IP Effects on Combat
13.3.1 CRT Benefits: A CRT retreat result contained in a black circle is ignored if units are defending in or attacking from an IP (i.e., there is no retreat and there are no corresponding EC modifiers).

In addition, a stack of units defending in an IP receives a one CRT column shift left (in their favor) in combat for each level of the IP. (e.g., a Level 3 IP gives the defender three column shifts left.) Note that these CRT shifts can be totally or partially negated by the enemy’s use of high trajectory and heavy artillery which has been allocated an AP (10.8).

13.3.2 SLRT Effects—Attacker’s Hardship (c): A unit attacking an enemy in a Level 4 IP adds one (+1) to its SLRT die roll.

13.3.3 EC Benefits: Units defending in a Level 2, 3 or 4 IP that do not retreat out of the hex as a result of combat receive a –1 DRM for post-battle Effectiveness Checks.

13.4 IP Marker Removal
Once placed, an IP marker remains in a hex, until the instant all friendly units leave the hex, at which time the marker is immediately removed from play.
PLAY NOTE: Players should be careful to move new units into an IP’s hex before moving other units out.

13.5 IPs Printed On-Map
There are IPs printed on the map (see map key); they function like IPs constructed by combat units.

Important: IPs printed on the map are considered Level 3 IPs until GT 20; then they are considered Level 4 IPs.

13.5.1 Ruined IPs: An IP printed on the map is ruined the instant an enemy unit enters the hex it occupies. Place an orange “IP Ruined” marker upon the hex. Any IP printed on the map within a player’s home country that has been ruined may be rebuilt without first constructing Level 1 and 2 IPs; the IP immediately becomes a Level 3 IP. Flip the orange “IP Ruined” marker to its “Level 3 IP” side. It may be increased to Level 4 (after GT 20) through the normal building process. If an IP printed on the map has been rebuilt to Level 3 prior to GT 20, it will increase to Level 4 with the other printed IPs.

14.0 SUPPLY

DESIGN NOTE: During WW1 the dependence upon railways was so great that the layout of the railway system often predetermined the direction of operations. The consequence of this dependence was that only along these lines of operations could an offensive be successfully executed.

In 1914, Twilight in the East, except for fortress supply, all supply originates at a railroad hex.

General Rule
A unit is always in one of three possible supply states: In Supply, Low Supply or Out of Supply. In Supply units operate normally. Low Supply units are marked with a Low Supply marker and suffer negative consequences. Out of Supply units are marked with an Out of Supply marker and suffer greater negative consequences.

The supply state of a player’s units is determined once per GT during the friendly Supply Phase; once a unit is determined to be in Low Supply or Out of Supply, it remains so until its status is checked anew during the next friendly Supply Phase.

DESIGN NOTE: The German General Hoffmann, writing after the war, estimated that a German Army “would come to a standstill when it got about a hundred kilometers from a railway.” He calculated that a Russian army’s supply range from a railway was twenty kilometers further, “in consequence, firstly of their exceedingly modest requirements, and secondly of their great want of consideration for their horses.”

The Russian Lt.-Gen. Golovin concurred with this range writing “When its corps transport was available a corps could operate up to five marches away from the railroad.”

In 1914, Twilight in the East, this maximum range from the railway is represented by combining the (extended) range of the depot with the normal range of the Corps Train unit. The supply range achievable using the extended mode side of both the depot and Corps Train is the range attained in exceptional times.

14.1 Tracing Supply
For a unit to be “In Supply,” a supply source must be able to trace a supply line, within its Supply Range, to the unit seeking supply. The supply line is traced through contiguous hexes from the supply source to the unit seeking supply. A supply line may not pass through a hex occupied by an enemy unit or an EZOC. Friendly units negate the presence of EZOC in a hex for purposes of tracing a supply line.

14.1.1 Supply Line Terrain Effects: A supply line may:
- Not be traced over a Grand or Major river hexside except where a bridge, pontoon bridge, or ferry crossing is located.

PLAY NOTE: The Pontoon Bridge Phase occurs just prior to the Supply Phase; place pontoon bridges to keep units in supply.
- Not be traced through a High Mountain hex.
- Not be traced across a lake hexside nor through a Baltic Sea hex or hexside.

PILLAU EXCEPTION: If Pillau is German controlled, the German player can trace a supply line from hex 66.19 to hex 67.18, as if they were not separated by the Baltic Sea.

14.1.2 Tracing Supply Hex Cost: When tracing a supply line, count each hex as one hex except for the following terrain:
- RR Lines: When tracing supply along contiguous friendly operational RR line hexes count each hex entered via a double-track RR line as one-quarter (1/4) of a hex and each hex entered via a single-track RR line as one-half (1/2) a hex. (Friendly non-operational RR lines cannot be used to trace supply — 17.1.)
- Rough Hexes: When tracing supply into a hex containing rough terrain, count the hex as 1-1/2 hexes, unless it is being traced along a contiguous roadway (counted as one hex) or RR line (see above).
- Mountain and Wetlands Hexes: When tracing supply into a hex containing mountain or wetlands terrain, count the hex as 2 hexes, unless it is being traced along a contiguous roadway (counted as one hex) or RR line (see above).
- Mountain Ridge hexside: When tracing supply over a Mountain Ridge hexside, add +1 hex, unless it is being traced along a contiguous roadway or RR line.
- Grand & Major River hexside (c): During High Water weather (20.1) and Autumn when tracing supply over a Grand or Major River hexside (at a bridge or ferry crossing), add +1 hex, unless it is being traced along a contiguous RR line.

14.2 Supply Sources
There are five types of supply source: Army Major Depot units, Army Minor Depot units, Corps Train units, friendly operational RR lines, and some Fortresses (see also 14.7—Bukowina supply).

Only “In Supply” Major Depot, Minor Depot and Corps Train units may provide supply to other units. In addition, depot and Corps Train units may only provide supply to units attached to the same army or corps (6.3).

Depot units and Corps Train units may flip to their Extended Mode side during the supply phase to provide supply, and during any attack phase to provide APs.

PLAY NOTE: Supply units are flipped to their front sides at the beginning of the Supply Phase.
14.2.1 Depot Units: To be In Supply a depot unit (Major or Minor) must be stacked in a RR station hex and have a valid LOC. A depot unit cannot provide supply while marked as Relocating or Consolidating (8.2.7).

PLAY NOTE: Units attached to an army with a relocating depot can trace supply from a RR line (14.2.3).

14.2.1a LOC Definition: An LOC is the RR line hex occupied by an army depot unit and all contiguous friendly operational RR line hexes that lead from that depot to a friendly map edge (1.2.1) that are not in an EZOC unless occupied by a friendly unit.

DESIGN NOTE: In 1914, generally speaking, every army (and independent corps) had its own LOC which connected the home country with the army’s depots. The LOC began in the home country where every corps was assigned a home base whence supplies were sent to collecting stations not far from the theater of war but still in the home country. From collecting stations supplies were sent to transfer stations, where the railroad lines began to be operated by the military railway service, and then on to the army’s numerous corps depots which marked the position of the railhead. In 1914, Twilight in the East a Major Depot unit represents an army’s main ammunition depot and the multiple corps depots found on the primary railroad. A Minor Depot unit represents an outlying corps depot.

An entrained Corps Train unit cannot provide supply.

14.2.2 Corps Train: A Corps Train unit may receive supply in two ways: (1) from an army’s Major or Minor Depot unit only if it is attached to that depot’s army (its Attachment marker is found on that specific army’s Army Organizational Display) and it is within the depot’s supply range; or (2) it is located on a friendly operational RR line hex connected by a continuous line of friendly operational RR line hexes (any length) that leads to a friendly map edge.

An entrained Corps Train unit cannot provide supply.

14.2.3 RR Lines: Combat and artillery units may choose to trace a supply line directly from a RR line hex that is connected to the map edge by a contiguous friendly operational RR line. Combat and artillery units that choose to trace supply in this manner are “In Supply” if within three hexes of the RR line hex; or are in “Low Supply” if further than three hexes but within six hexes of the RR line hex.

PLAY NOTE: Remember Corps Train units can only receive supply from a RR line hex if stacked on the RR line (14.2.2).

14.2.4 Fortress Supply: Some Fortresses have a Supply symbol printed on the counter. Any friendly combat or artillery unit stacked on or adjacent to such a Fortress’s hex is considered In Supply.

EXCEPTION: The German Fortress Boyen unit can act as a supply source only for units with the formation identifiers Lötzén, Masurian and Bameister. (These units are marked with a white triangle in their upper-right-hand corner.) These units may trace a supply line of up to three hexes to the Fortress Boyen. No other units may draw supply from the Fortress Boyen unit.

PLAY NOTE: The Fortress Boyen also provides the Lötzén unit with APs—see 10.5.5.

14.3 Supply Source Restrictions due to Attachment

14.3.1 Corps Train Restrictions: A Corps Train unit may be a supply source for all the formations in its corps (those with the same formation identifier) and attached formations (those with their Attachment marker on the corps Attachment Track), any two cavalry formations (even if not attached to that corps) and any number of attached Asset Units. These units must all be within supply range of the Corps Train unit.

EXCEPTION: Cavalry Corps Train units may only supply attached cavalry units.

PLAY NOTE: A cavalry unit attached to a cavalry corps can only receive supply from the cavalry corps’ Train unit; it cannot receive supply from another corps’ Train unit.

14.3.2 Depot Restrictions: An Army Minor Depot or Major Depot unit can supply any number of units, as long as these units are all attached to the depot’s army and within supply range.

14.4 Tracing Supply Procedure

To determine if units are In Supply, or in Low Supply or Out of Supply (and possibly Isolated) and to penalize “Out of Supply” units, use the following procedural order:

PLAY NOTE: Remember that Major and Minor Depots and Corps Train units may be flipped to their “Extended” side if needed to increase their range.

(1) Check to determine that every Major and Minor Depot unit has a valid LOC (14.2.1a). Place an Out of Supply marker on any depot unit without a valid LOC.

(2) Check to determine that every Corps Train unit is In Supply (14.2.2). Note that Corps Train units may receive supply from either an In Supply depot unit or from a RR line. Place an Out of Supply marker on any Corps Train unit with no valid supply line.

(3) Attempt to trace a supply line to all combat and artillery units. Combat and artillery units can use several sources to trace supply:
   - Major and Minor Depot units (if the unit is attached to the depot’s army);
   - Corps Train units (if the unit is attached to the corps or is cavalry—see 14.3).
   - RR lines and fortress units.

(4) Place a Low Supply marker on all combat and artillery units that trace supply from a Corps Train unit on its extended mode side, or that trace to a RR line hex at ranges between 4 and 6 hexes. Place an Out of Supply marker on all combat and artillery units that cannot trace a valid supply line.

(5) Check for surrender (14.6) of all Forces (2.1) with an Out of Supply marker that are both “Demoralized” AND “Isolated” (14.4.1). [忽略这个步骤]

(6) Reduce the CEL of all Forces (2.1) with an Out of Supply marker by one unless Isolated. (Demoralized units convert CEL reductions to step losses). If an asset unit is out of supply and not stacked with a formation, then it loses a step instead of a CEL level.

(7) Reduce the CEL of an Isolated A-H or Russian Force by three, and of an Isolated German Force by two. Convert each CEL reduction a Force is unable to fulfill to a step loss.

14.4.1 Isolated Definition: An Out of Supply unit is “Isolated” if it is unable to trace a supply line (of any length) to a friendly operational RR line hex that does not pass an EZOC that is not also friendly occupied or in a ZOC (including the unit’s own ZOC), nor through more than six enemy controlled hexes (4.3).
EXAMPLE: The Russian division 22/1 in hex 68.35 cannot trace a valid supply line to its supply source (1 Corps Train unit in hex 65.37) for all surrounding hexes are enemy occupied or in an EZOC. In addition, the 22/I division is Isolated because it cannot trace a valid supply line to a friendly operation RR line (hex 65.37) because all the hexes adjacent to the six hexes surrounding the division either contain enemy units or are in an EZOC while not in a friendly ZOC.

If the German unit in hex 68.36 were in hex 69.36 instead then the 22/1’s own ZOC would allow it to not be Isolated (although it would still be Out of Supply).

PLAY NOTE: Isolation also affects A-H Bridgehead units (12.5.2) and Przemysl (23.6).

14.5 Low Supply and Out of Supply Effects
Units that are in Low Supply or Out of Supply suffer these effects until the next Supply Phase. These effects are in addition to the negative consequences suffered by Out of Supply units during the Supply Phase as per rule 14.4 steps 5, 6, and 7.

14.5.1 Low Supply: A combat unit in Low Supply suffers the following effects:
• A +1 DRM on all post-combat and forced march ECs.
• It cannot upgrade an IP to Level 3 or 4.

14.5.2 Out of Supply: An Out of Supply combat unit suffers the following effects:
• It cannot upgrade an IP to Level 3 or 4.
• It cannot recover CELs nor from Disorder.
• >> If it is a Demoralized cavalry unit, it may not exercise Cavalry Reaction (see 9.1.4).

Depot units bearing an Out of Supply marker cannot allocate APs for combat.

PLAY NOTE: Corps Train units that bear an Out of Supply marker may still allocate APs if they meet all the requirements (10.5.3).

14.6 Surrender
If a Demoralized Force (i.e., a formation including any attached Asset Units) is Isolated (14.4.1) during the Supply Phase it may surrender. Roll 1d6; on a roll of 4, 5, or 6 the Force surrenders and is permanently eliminated.

14.7 Special—A-H Bukowina Supply
A limited number of A-H units may trace a supply path off the southern map edge at half-hexes 31.114, 27.114, 17.114, 11.114, 09.114 and 07.114. (These are the same half-hexes that lead to the Bukowina Holding Box—see 23.4.)

Unit Limitations: Only three A-H units (of blue color) plus all Fischer units (dark green) may receive Bukowina Supply during a specific Supply Phase.

Supply Path Limitation: The supply path may be a maximum of 10 hexes in length (14.1).

15.0 REPLACEMENTS (REPL)
>> Both sides receive infantry and cavalry replacements in the form of Replacement Steps (REPLs). One REPL will restore one step to a reduced strength infantry unit; One CAV REPL will restore one step to a reduced strength cavalry unit. German points can be spent only on German units and A-H points only on A-H units.

• Ersatz Replacements—see 8.7.

DESIGN NOTE: During the campaign casualty rates were astonishing, leading to the requirement of a vast number of replacements. To give some indication of the proportions required consider the following: According to a calculation made by the A-H High Command (AOK) at the end of November 1914, the A-H combat formations on the Russian front were deficient 295,000 men. The AOK calculated further that their forces began the campaign with the strength of 900,000 men and that by November 845,000 had become casualties. (!!!!) This implies that 550,000 replacements had been incorporated into the A-H forces by November 1914. (Of these, 469,000 had been replaced from Marsch units and another 81,000 through the integration of Landsturm formations.)

In game terms this equates roughly to 470 step losses suffered, replaced by 260 replacement steps (including the integration of Marsch units) plus the integration of a further 45 Landsturm unit steps.

15.1 Applying Replacements Points to Reduced Units
A player allocates Replacement Points ONLY during an Inter-Phase’s Replacement Segment. The owning player simply adds the step(s) to the reduced unit. Unallocated REPLs are lost (they cannot be stored).

DESIGN NOTE: Excess REPLs are sent to other ‘theaters of operation.’

>> 15.1.1 Restrictions: To be eligible to incorporate a REPL, a unit cannot be Isolated or eliminated.

15.1.2 Individual Unit Limitations
In each Replacement Segment, each infantry division (XX) may incorporate a maximum of two REPLs, while each infantry unit of brigade (X) or smaller (III, II) size and each cavalry unit (any size) may incorporate a maximum of one REPL. (see 3.3.2—Unit Size Indicator)
16.0 REINFORCEMENTS

Reinforcements are indicated for a specific GT. Units arriving as reinforcements must enter the map on the specified entry hex. If the entry hex is a map edge hex and contains a RR line the reinforcement unit may enter in Rail Mode (owner’s discretion).

16.1 Entry Procedure

Units may appear in their entry hex in violation of the stacking rules but they must conform to the stacking rules by the end of the current movement phase.

>> Reinforcements cannot enter the map in a hex which is currently occupied by an enemy unit or which is in an EZOC. If a scheduled entry hex is enemy occupied, in an EZOC, or is enemy controlled, the reinforcing unit may, (1) if entering from a map edge, enter at the nearest unblocked friendly RR line hex, or (2) if not entering from a map edge, arrive in a nearby RR Station hex. Reinforcements that enter play on a map edge hex must pay the appropriate terrain cost for the first hex entered. Units that do not enter on a map edge do not pay any MPs to enter play.

PLAY NOTE: The nearby RR Station need not necessarily be the closest station to the listed hex, but should be pretty close—owner’s discretion.

When a corps or formation enters as a reinforcement, immediately place its Attachment marker on an Army Organizational Display.

PLAY NOTE: The Attachment Phase follows the Reinforcement, Withdrawal and Activation Phase, so if the initial placement of a reinforcing unit’s Attachment marker is found to be in error it can be changed.

16.1.1 Entry in Rail Mode: Railroad movement for reinforcements entering from the map edge is “free”; no RPs need be expended. (However, Russian reinforcements are required to pay RPs if trans-shipping.) Units that enter from a map edge in Rail Mode must designate a destination hex before expending any MPs.

PLAY NOTE: Rule 8.2.3 point 3 states that reinforcements arriving in Rail Mode must have a destination hex designated before they enter the map. Therefore, once a reinforcement unit has designated a destination hex it must move to and detrain in the destination hex as quickly as possible.

16.2 Unit Substitution

Some reinforcement units are exchanged for units that are already on the map.

16.2.1 Procedure: If the unit being exchanged is not Out of Supply, place the substituting unit in its hex. If the unit is Out of Supply, the substitution must wait until it is In Supply or in Low Supply. If the unit to be exchanged has been destroyed, the substituting unit enters as a normal reinforcement as if it were not a substitution.

When a unit is substituted for, it is removed from the map and its strength is added to the strength of the substituting unit. Additionally, the new unit takes on the combat effectiveness status of the departing unit, improving the status by one level.

EXAMPLE: Division A is to be substituted for brigade B. If the strength of brigade B is 2, the strength of division A would be increased by 2 steps. If the combat effectiveness status of brigade B were –2 then division A’s combat effectiveness status would be –1.

16.2.2 Special Substitutions: The Russian divisions 12/12, 1+2 rf/22 and 3+4 rf/22 and German divisions 35 r, Wz/GZ, Wn/TN and kg lw were formed by combining two existing brigade-sized formations into one division-sized formation. The brigade-sized units affected by this rule are marked with a colored circle in their upper right-hand corner.

A. Procedure: If the two specified brigade-sized units are stacked together in the same hex during the Reinforcements and Withdrawals Phase, remove the two units from the map and place the substituting division-sized unit in their place. The new division’s step strength is derived by adding the two brigade’s strength together; the current combat effectiveness status (7.1) is the average CEL of the two brigades (rounded up—toward zero).

B. Special Cases:

1. If one of the two brigades has been eliminated then use the procedure found in 16.2.1 above.
2. If both have been eliminated the substitution division does not enter the game (the division is never formed).

16.2.3 Voluntary Substitutions: When a voluntary substitution is “ready” a player may make the substitution whenever he wishes, during the current GT or any subsequent GT.

16.2.3a Cases: Each Voluntary Substitution case is explained below.

• A-H Karpfen Depot: May be substituted for any A-H army’s Minor Depot unit inside the A-H Province of Hungary—see 23.5.
• German Ninth/Eighth Minor Depot: The two depot units may be substituted for each other as often as the German player desires.
• >> German Corps Frommel: The Train/3 C unit is a substitute for the FR Corps Train unit. Once the 3 C for FR Corps Train substitution is made it cannot be reversed.

16.3 Army-Level Reinforcements

When an Army arrives as a reinforcement, place the army’s depot unit(s) on any friendly controlled RR Station hex(es) connected by a friendly operational RR line to the map edge.

Begin use of the army’s organizational display.

Important: See the National Special Rules for additional Army-Level reinforcement rules.

16.4 Supply Unit Replacement

Eliminated Supply units appear as reinforcements during the friendly Reinforcement, Withdrawal and Activation Phase two GTs after elimination. (Place the eliminated unit on the GT record track to record its GT of arrival.) Place a returning Supply unit anywhere on the map that’s In Supply.

>> 16.5 Withdrawals

As per 3.3.6, units that bear a Withdrawal Indicator are simply removed from the map during the Reinforcement, Withdrawal and Activation Phase of the specified GT.
17.0 RAILROAD (RR) LINES

RR lines played a pivotal role in WW1 campaigns. The wise use of RR lines often was the difference between success and failure.

17.1 RR Lines
There are two types of RR lines in the game: Double-Track (includes Multiple-Track) and Single-Track (includes Narrow-Track) AND two different gauges: European and Russian. The number of tracks on a line (single or double) affects tracing supply (14.1.2) and railroad movement (8.2.3).

All RR lines may be used to trace supply and all RR lines, except narrow-track, may be used to move units by rail. Germany and Austria-Hungary may use each other’s RR lines as if they were their own.

17.1.1 RR Line States: RR lines may be found in three states: “friendly operational,” “friendly non-operational,” or “non-friendly.”

- **Friendly operational** RR line hexes include any RR hex on a friendly map edge (1.2.1) and all RR line hexes in friendly controlled territory that have been changed to operational through the RR Engineering process (17.1.2) and are connected to a friendly map edge by a contiguous path of other friendly operational RR line hexes.
- **Friendly non-operational** RR line hexes are those RR line hexes in friendly controlled territory that are neither operational nor non-operational and all RR line hexes in enemy controlled territory (4.3).
- **Non-friendly** RR line hexes are those RR line hexes in friendly controlled territory that are neither operational nor non-operational and all RR line hexes in enemy controlled territory (4.3).

**PLAY NOTE:** At the start of each scenario, all RR line hexes behind a player’s starting Railheads are considered friendly operational to that player unless specific Railheads are listed.

17.1.2 Railheads: During each friendly RR Engineering Phase, a player may change RR line hexes from non-friendly to friendly operational. This is done by expending RR Engineer points. The expenditure of one RR Engineer point changes one RR line hex from non-friendly to friendly operational.

Use Railhead markers to indicate the furthest advance of “friendly operational or non-operational” RR line hexes. As each RR Engineer point is expended, move a Railhead marker forward one hex.

**RR Engineers:** The number of RR Engineer points available per GT is found on the Game Turn Track or in the scenario rules.

The German player has two kinds of RR Engineers: regular and railroad movement (8.2.3).

17.1.3 RR Engineering Restrictions:

- **Only RR lines in friendly controlled territory (4.3) may be changed to friendly operational.**
- **German RR Engineer points may not be used to change RR lines inside Austria-Hungary and vice-versa.**
- **Important:** A Railhead marker may be advanced along a single specific RR line a MAXIMUM of 5 hexes per GT.

**PLAY NOTE:** German and Austro-Hungarian RR engineers can work together.

>> 17.1.4 Enemy Units and RR Lines: The state of a friendly operational RR line changes to non-friendly when: 1) an enemy unit passes through or stops in the RR line’s hex and/or 2) when a RR line’s hex is behind the enemy’s front line (i.e., RR lines change from friendly operational to non-friendly by the presence of an enemy unit or when behind the enemy’s front line.)

**PLAY NOTE:** RR lines in friendly controlled hexes are not automatically friendly operational RR lines. In most cases there will be stretches of track that are non-friendly to both sides (i.e. not operational for either side).

17.1.5 Broken RR Lines: It may occur that a stretch of friendly operational RR line is cut-off from other friendly operational RR lines. This sort of RR line is termed “Broken.” The portion of the RR line in friendly control but not connected to the map edge by friendly operational RR line hexes is termed “friendly non-operational.”

(An entire stretch of RR line does not turn to “non-friendly” just because one hex has been turned non-friendly.)

Place a Broken RR marker upon RR line hexes that have been turned non-friendly that separate two sets of friendly operational (or non-operational) RR line hexes.

17.2 Russian Rail Points and RR Gauge

The Russian player has two types of Rail Points (RPs): Russian Gauge and European Gauge. Russian gauge RP may only be used to entrain units at stations connected to Russian gauge (purple) RR lines. European gauge RP may only be used to entrain units at stations connected to European gauge (black) RR lines. The use of European gauge RP is recorded using the “Euro Gauge RP” marker on the Rail Points Track.

**DESIGN NOTE:** Central Powers’ RPs are not restricted by RR gauge. The allies re-nailed Russian gauge RR lines to European gauge width.

17.2.1 Special Russian “Warsaw” Rail Points: The Russian player has a special type of RPs termed “Warsaw RPs.” These RP may only be used to entrain units at stations connected to European gauge track that is itself connected to Warsaw (hex 58.52) by a contiguous friendly operational RR line.

17.2.2 Trans-Shipping between RR Gauges: Russian units moving in Rail Mode that switch gauges (i.e., change from purple to black RR lines, or vice versa) must stop and trans-ship before continuing to move; When trans-shipping units, new RPs must be expended. Trans-shipping between gauges may only occur at a RR Station hex serviced by both gauges and costs 1 MP per RCP in the unit. A trans-shipping unit does not have to detrain and then entrain at the trans-shipping station, but just pays the trans-shipping MP cost. Use an MP Expended marker if this cost can’t be paid in one turn.

**EXAMPLE:** A Russian unit consisting of 2 RCP entrains in Lodz (hex 74.58) expending 2 Euro Gauge RPs to do so. It then moves to Warsaw (hex 58.52) where it trans-ships to continue traveling...
via Russian gauge RR lines. In Warsaw the unit would be required to expend 2 MPs (1 per RCP) and expend 2 Russian Gauge RPs to trans-ship. After expending the MPs and RPs it could continue moving.

PLAY NOTE: A few examples of RR stations served by both Euro Gauge and Russian Gauge are: Warsaw (58.52), Lodz (74.58) and Miawa (63.39).

17.2.3 Depot Unit Trans-Shipping: Russian depot units may only travel on one specific RR gauge per phase. Depots must stop and continue movement in the next friendly phase.

17.3 Other Effects of Railroads

• Tracing Supply and Supply Ranges—see 14.1.2.
• Railroad Movement—see 8.2.

17.4 The RR Bridge at Jaroslau (c)

DESIGN NOTE: The very important RR Bridge at Jaroslau (hex 43.84) was blown by the retreating Austro-Hungarians on September 20th when the bridgehead was abandoned. Exactly when the Russians completed their repair of the RR Bridge I have been unable to determine.

When the bridgehead at Jaroslau is abandoned (12.5) or destroyed through combat the RR bridge is demolished (between hexes 42.84—43.84). Place the Jaroslau Bridge Demolished marker in Jaroslau to denote this. While the bridge is demolished it may not be used in any way. The bridge is considered repaired 12 GTs after demolition. Place the Jaroslau Bridge Repair marker on the proper GT on the GT Track to record this.

17.5 Field Railways

The Austro-Hungarian and Russian players may construct Field Railway lines and are provided with Field Railway markers. These markers are labeled “Field Rwy.” A “DEPLOYED” Field Railway marks the beginning of the field railway; the “RAILHEAD” marker marks the furthest construction of the field railway.

17.5.1 Construction Procedure: To begin construction of a Field Railway, place the “Field Rwy DEPLOYED” marker in a friendly controlled RR Station hex during the RR Engineering Phase. Each subsequent RR Engineering Phase, the Railway line may be extended one hex, to a maximum length of 13 hexes.

17.5.2 Restrictions: A Field Railway must be laid along a primary or secondary roadway and may not be laid in a Mountain terrain hex. Rivers may only be crossed at ferry crossings, bridges or where pontoon bridges are present. Field Railways may not be laid into an EZOC.

17.5.3 Characteristics: A Field Railway line is considered a narrow-track line (17.1) and may only be used to trace supply and allocate APs.

• A Field Railway is considered connected to the rail net at its “Deployed” marker (only); its “Railhead” cannot be connected to another RR line.

• Field Railways are not permanent. If an enemy unit enters a hex containing part of a Field Railway, retreat the Railway’s Railhead marker to the adjacent hex (i.e., away from the enemy and towards the Deployed marker).

>> If an enemy unit enters the hex containing the Deployed Field Railway marker it is destroyed. Once deployed, a Field Railway cannot be moved and used again elsewhere.

PLAY NOTE: During the opening GTs the A-H player will find that his Field Railways will help to keep his troops attacking north (direction Lublin) in supply.

DESIGN NOTE: Historically the A-H deployed four Field Railways. One Horse-drawn Field Railway line (Pferdefeldbahn) issued forth from Nisko and reached Turobin (hex 41.72); a second line issued forth from Rozwadow (hex 49.75) and reached Krasnik. Two other attempts, one by Belzec (hex 34.80) direction Tomaszow, the other by Szczucin (hex 59.79), were quickly aborted due to Russian advances.

(The 1st Railway unit was deployed against Serbia.)

17.6 Optional—German Narrow-Gauge RR lines (c)

DESIGN NOTE: In Germany the area just south of Hohensalza was a productive sugarbeet producing area. Each large sugar factory had its own Narrow-Gauge RR line. Roughly 416 km of these Narrow-Gauge tracks existed in the region in 1914. These tracks were pulled up and re-nailed to construct two Narrow-Gauge lines, one from Montwy (84.43) to Strykow, the other from Kruschwitz to Dombie via Kolo (82.51).

The German player may construct “New” Narrow-Gauge RR lines and, to mark construction progress, is provided with markers labeled “Narrow-Gauge.”

Once deployed, a Narrow-Gauge marker may not be moved and used again at a different location; the RR line is permanent and may be used by both sides. A Narrow-Gauge “DEPLOYED” marker marks the beginning of the new RR line; the corresponding “RAILHEAD” marker marks the furthest construction of the RR line (hexes in-between must be noted on a piece of paper).

Once deployed, the Narrow-Gauge Railroad is considered a normal Narrow-Track RR line (17.1).

17.6.1 Construction Procedure: To begin construction of a “New” RR line, place the “Railroad DEPLOYED” marker during theRR Engineering Phase. Each subsequent RR Engineering Phase, the RR line may be extended one hex in friendly controlled territory until it enters a hex with another single or double-track RR line. (i.e., there is no maximum distance restriction; construction ends when the new RR line meets another RR line.)

17.6.2 Restrictions: (1) The new RR line must originate inside the home country at a RR Station hex, and (2) River hexes may only be crossed where a roadway bridge is present.

17.7 Optional—Russian RR Line Construction (c)

DESIGN NOTE: The Russians immediately began constructing lines to connect their RR stations to those of Austria-Hungary and Germany. An attempt to connect Miawa to Warsaw with a European gauge line paralleling the existing Russian gauge line, in order to use European gauge rail stock present in the Warsaw-area rail yards, was abandoned due to unfortunate events.

On the SW Front railroad construction began at various times in four locations: at Jarmolinca (off-map east of Gorodok—hex 01.96) direction Husiatyn (hex 06.98), at Lublin (hex 43.67) direction Rozwadow (hex 49.75), at Rejowiec (hex 36.69) direction Belzec (hex 34.80), and at Vladimir-Volynski (hex 25.72) direction Sokol (hex 27.78). Only the line running from Jarmolinca to Husiatyn was
completed by the Russians. The RR lines began at Lublin, Rejowiec and Vladimir-Volynski were completed by the allies later during the war. Exactly when construction began on these RR lines, and in one case was completed, I have been unable to determine.

The Russian player may construct “New” RR lines and is provided with markers labeled “Railroad.”

Once deployed the new RR line is considered a normal single-track RR line and may not be moved and used again at a different location. Upon deployment, the Russian player must declare the RR line to be European or Russian gauge. When construction is completed, the RR line is permanent and may be used by both sides. If, prior to completion, any hex along the new railroad line becomes enemy controlled territory, new RR construction is abandoned (i.e., remove the Deployed and Railhead markers from play).

A Railroad “DEPLOYED” marker marks the beginning of the new RR line; the corresponding “RAILHEAD” marker marks the furthest construction of the RR line (hexes in-between must be noted on a piece of paper). Consider there to be a RR platform in every sixth hex.

17.7.1 Construction Procedure: To begin construction of a “New” RR line, place the “Railroad DEPLOYED” marker during the RR Engineering Phase. At this time the player must designate (on a piece of paper) the objective hex, a maximum distance of 17 hexes distant, for the new Railroad. Each subsequent RR Engineering Phase, the RR line may be extended into friendly controlled hexes ONE-HALF hex per phase (or ONE hex per phase if paralleling an existing RR line of a different gauge), toward the objective hex, until it has reached the objective hex. To record the construction of one-half of one hex flip the Railhead marker to its 1/2 side (back-side). Construction ends when the new RR line reaches its objective hex.

17.7.2 Restrictions: (1) The new RR line must originate inside the home country at a RR Station hex, and (2) River hexsides may only be crossed where a bridge or ferry is present printed on the map (not pontoon bridges).

18.0 PONTOON BRIDGES

Each player in the game has a limited number of Pontoon Bridge markers. The use of Pontoon Bridges is limited by the counter-mix (5 German, 6 A-H, and 10 Russian).

18.1 General Rule

Pontoon Bridges may only be placed across Major and Grand River hexsides from a friendly controlled hex into a friendly controlled hex. They may not be placed across a river hexside into an EZOC unless the hex is occupied by a friendly combat unit.

- Once placed, a Pontoon Bridge is considered a bridge for all purposes (8.1.3) except Russian RR construction (17.7.2).
- Pontoon Bridge markers may be voluntarily removed by the owning player during the Pontoon Bridge Phase or at any time during a friendly movement phase, and must be immediately removed involuntarily anytime an enemy unit moves into a hex adjacent to the Pontoon Bridges hexside. A marker removed during a Pontoon Bridge Phase can be reused that same phase.

18.2 Placement Procedure

Pontoon Bridges may only be placed during the Pontoon Bridge Phase.

Important: A Pontoon Bridge marker must be placed within the Supply Range of a Corps Train unit. (Players may not flip Corps Trains at this time.) Each Corps Train unit can place a maximum of one marker per phase. Record the laying of a Pontoon Bridge by placing a Pontoon Bridge marker with the arrow pointing toward the designated hexside.

19.0 SUMMER AND AUTUMN (c)

The time period represented in 1914, Twilight in the East, for game purposes, is divided into two periods: Summer and Autumn. Summer is considered to be GTs 1-27 and Autumn GTs 28-47. (Summer GTs are not shaded, while Autumn GTs are shaded.)

Important: On GT 28 begin using the Autumn Charts and Tables.

PLAY NOTE: The primary differences between the Summer and Autumn are: the Autumn combat tables are slightly more favorable for the defender (primarily there are less retreat results), the SLRT is slightly less bloody, and the MP costs for wetlands terrain is increased while roads are alternating “muddy” and “icy.”

20.0 WEATHER

Weather is determined at the beginning of each GT during GTs 1-10 and 34-47 only. The Russian player rolls 1d6. On a result of 6 or more there is a special weather result of either Summer Heat or Freeze (notice the Freeze DRM during GTs 37-47 found on the Game Turn Track). During GTs 11-16 and 24-33 the weather is automatically normal; between GTs 17-23 it is automatically High Water.

20.1 Weather Effects

- Summer Heat (GTs 1—10): Units add one to the die roll for Forced March Effectiveness Checks.
- High Water (c) (GTs 17—23): The cost to move across and trace supply across Major and Grand Rivers is increased (see the TEC).
- Freeze (c) (GTs 34—47): Ignore all minor rivers and treat wetlands terrain as clear terrain.

21.0 STRATEGIC PLANS

At the beginning of certain scenarios some armies (and corps) may be bound by special orders termed “Strategic Plan” orders. Which armies begin under these plans can be found in the special rules section of each scenario. Denote these armies by flipping the army’s Army marker to its reverse side (i.e., if the Army marker is on its back side the army is under a Strategic Plan).

DESIGN NOTE: These Strategic Plans are intended to be a simple mechanism to start the game in a historical direction.

21.1 Strategic Plan Characteristics

>> Strategic Plans affect armies (and certain corps) separately. Each army’s plan has one, two or three geographical objectives termed “Operational Objectives.” If any one Operational Objective is captured the Strategic Plan is considered to be “Achieved.” The Player Turn after the army has achieved one of its objectives the Army’s units are no longer bound by the restrictions found in 21.1.1 and 21.1.2 below.

If an army’s Operational Objective is held by another friendly army the objective is considered to have been achieved.

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An army that abandons its Strategic Plan (during the Attachment Phase) is no longer bound by rules 21.1.1. and 21.1.2 beginning the same Player Turn (i.e., the player turn that the plan was abandoned).

21.1.1 Attachment Restrictions: Important: While an army is under a Strategic Plan it may not detach any corps or formation (i.e., an Attachment marker on an army’s Organizational Display cannot be moved to a different army’s Organizational Display). Therefore any formation that begins the scenario attached to an army on a Strategic Plan AND any formation that becomes attached to such an army (including reinforcements) cannot be detached until the Strategic Plan has been abandoned or its objective has been achieved.

>> EXCEPTION: The Russian Second Army is allowed to detach and attach formations from the Warsaw Garrison whether or not the Second Army is still subject to its Strategic Plan.

21.1.2 Movement Restrictions: ONLY INFANTRY UNITS are affected by Strategic Plan movement restrictions.

EXCEPTION: Units attached to a Demoralized formation are exempt from these movement restrictions (7.3.1).

During both the Movement Phase and Counter Movement Phase if an infantry unit moves from one hex to another (i.e., is not stationary in a hex), it must END its movement a minimum of one hex closer to any one of its army’s Operational Objectives.

PLAY NOTE: This rule prohibits a unit from sliding sideways if it is unable to decrease the distance to at least one of its objectives by one hex during the phase. Such a unit can move sideways (or even backwards) during the phase, as long as it ends the phase one hex closer.

21.2 Capturing an Operational Objective

An objective is only considered captured if (1) a friendly brigade or division-sized infantry unit is occupying or has marched through the objective’s hex at sometime during the game, and (2) it is friendly controlled at the conclusion of the current PLAYER TURN. Cavalry cannot capture objectives.

21.3 Abandoning the Strategic Plan

Strategic Plans may be abandoned during the Attachment Phase (only) by simply announcing the plan’s abandonment. Strategic Plans cannot be abandoned prior to GT 5. The turn that a plan is abandoned may affect VPs (27.2).

CLARIFICATION: While the A-H FIRST Army and the A-H FOURTH Army each has Lublin as an Operational Objective, the declaration of abandoning each army’s Strategic Plan and the VPs awarded for that action are separate, and the abandonment of Lublin by one army does not affect the other one.

21.4 Germany—Moltke’s Modified Schlieffen Plan

DESIGN NOTE: General Prittwitz, commander of the Eighth Army, was ordered to carry out a determined but flexible defense of Prussia. “The Oberbefehlshaber will direct the operations in the east in the manner which he may deem most appropriate” was the opening statement of the directive from OHL. The LW Corps deployed in Silesia was promised to the Austro-Hungarians.

21.4.1 Operational Objectives:

- 3 LW Corps: Radom (58.64)—once achieved the Corps pursues the objectives of the A-H FIRST Army.
- The EIGHTH Army has no Strategic Plan.

21.5 Austria-Hungary—Conrad’s Offensive

DESIGN NOTE: Conrad von Hötzenförd’s mobilization and deployment plan for a war with Russia, Plan R, was hastily altered as the realities of a two-front war began to tell. Conrad believed the war would be short and could be won through offensive action. So, although Austro-Hungarian troops being assembled in Galicia were fewer in number than even he believed were needed for success, he ordered strikes into Russian Poland.

21.5.1 Operational Objectives:

- FIRST Army: Lublin (43.66) and Ivangorod (50.62).
- FOURTH Army: Lublin (43.66) and Chełm (34.69).
- The THIRD and SECOND Armies have no Strategic Plans.

Historically, both armies abandoned their plans on September 2 (GT 12).

21.6 Russia—Modified Schedule 19 Case A

DESIGN NOTE: The Russian campaign plan provided for an immediate general offensive, without waiting for the arrival of belated troops from the interior of the country. On the Northwest Front Russia promised France an offensive against Germany beginning on M+15. The task given the armies of the Southwest Front was the total destruction of the Austro-Hungarian armies in Galicia.

21.6.1 Operational Objectives—NW Front:

- FIRST Army: Insterburg (48.19) and Lötzen (49.27).
- SECOND Army: Osterode (66.31) and Allenstein (61.30) and Seeburg (58.28).

Special Corps objectives:

- II Corps: Lyck (43.30).
- I Corps: Soldau (65.37)

Once achieved, a Corps pursues the objectives of the army it is attached to.

DESIGN NOTE: Players will note that the II Corps, although not part of the First Army until August 20, begins the game attached to the First Army. This was a design decision to help the game simulate the Tannenberg Campaign more accurately.

The following is a quick summary of events concerning the NW Front’s Operational Objectives:

On August 13 Zhilinski, the NW Front commander, issued two directives, one to each of his army commanders: The First Army will advance and attack along the Insterburg—Angerburg front, turning the line of the Masurian Lakes from the north. The Second Army will attack Lötzen—Rudschanny (51.32)—Ortelsburg—Passenheim (59.32), and to the north thereof toward Rastenburg—Seeburg, against the flank and rear of the Masurian Lakes front. The Army Boundary line was set as Lipowska (39.29)—Polomen (44.29)—Soltmahnem (46.28)—Lötzen (all within Second Army’s area of operations).

The very next day the Second Army’s plans changed. On August 14, the I Corps was attached to the Second Army, pulling the army’s area of operations westward. The I Corps was then ordered toward the Mlawa—Soldau area. Also the instructions contained in Second Army commander Samsonov’s army orders of August 14 sent the VI, XIII, and XV Corps considerably west of Passenheim. So the Second Army was in reality advancing from the very beginning in the direction of the line Allenstein—Osterode.

However, the big change in plans occurred on August 20. The
Masurian Lake region was designated as objective for the First Army, and at the same time, the boundary line between the First and Second Armies shifted to the west of the lakes. To the First Army were assigned the fortresses of Grodno and Ossoviets. And more importantly, the II Corps was transferred to the First Army. That same day, in a directive to his army, Samsonov reiterated that the direction of advance for all his corps was to remain the same (i.e., de facto Allenstein—Osterode).

On August 23 Zhilinski changed his orders twice. Initially, partially excepting Samsonov’s proposal to move in a more westerly direction, he ordered the advance to be made toward Sensburg—Allenstein. However, after news of the successful engagement at Lana—Orlau and upon a further request by Samsonov, Zhilinski authorized the change of the Second Army’s direction of advance to that of the line Allenstein—Osterode.

21.6.2 Operational Objectives—SW Front:
- FOURTH Army: Przemysl—42.88.
- FIFTH Army: Mosziska—38.87 and Lemberg—29.86.

DESIGN NOTE: Source—Golovine “La batalla de Galizia” Schematic nr. 10: Initial deployment of both sides projected for August 23.

Historically the Fourth and Fifth Armies abandoned their plans on GT 5; the Fourth Army due to battlefield defeats; the Fifth Army so as to come to the Fourth Army’s assistance.

22.0 GERMAN SPECIAL RULES

22.1 Western Front Reinforcements

DESIGN NOTE: After the bloody but indecisive battle of Gumbinnen, General Prittwitz, the Eighth Army commander, lost his nerve upon learning of the advance of the Russian Second Army across the southern Prussian border. This led Moltke to withdraw troops from the Western Front to bolster the eastern defenses.

Beginning on GT 5 (and then every GT thereafter) the German player can call for Western Front reinforcements. They are automatically called on GT 10 (if not called prior).

PLAY NOTE: This rule only applies if the Northern Map is in play (i.e., Scenarios 29.5, 29.6 and 29.7).

22.1.1 Procedure: During the Reinforcement, Withdrawal and Activation Phase the German player simply states his desire to “call” the reinforcements and records the event.

22.1.2 Arrival: The Western Front reinforcements arrive four GTs after being called.

EXAMPLE: If the reinforcements were called on GT 5, they would arrive on GT 9.

DESIGN NOTE: Historically, these formations detrained in Prussia between Sept 2nd-6th.

22.1.3 VP Effects: see 27.2.

22.2 German Ninth Army (c)

The German Ninth Army may be formed between GT 10 and 21. It may be formed a) on the first GT after there are no Russian Corps Train units on Prussian territory OR b) the first GT there was one or more Russian brigade or division-sized infantry units more than 10 hexes from Warsaw west of the Vistula river OR c) on GT 21, whichever comes first.

Place all available NINTH Army units as per rule 16.3.

DESIGN NOTE: The Ninth Army command was established in Breslau on September 18th.

22.3 German 3rd LW Corps

DESIGN NOTE: Historically General Woyrsch was commander of the German III Landwehr Corps. His command expanded into an “Armee-Gruppe” in late October and then in mid-November evolved into an “Armee-Abteilung” when Woyrsch was given command over the A-H Second Army.

22.3.1 Special Supply:
- The German 3rd LW Corps Train unit is automatically In Supply throughout GTs 1 thru 9 (it does not need to trace supply).
- The 3rd LW Corps Train unit begins the game with a special allocation of two APs (for all turns prior to GT 10, not per turn). The 3 LW Corps Train can allocate these two APs for combat without tracing a path to a depot unit. Use the 3rd LW AP marker to record the use of these APs. (These APs must be allocated prior to GT 10. If not allocated, remove the marker on GT 10.)

22.3.2 AG W Attachment (c): Once AG W is in play (GT 29) the 3 LW Corps must always be attached to AG W (i.e., its Attachment marker must always be placed in the 3 LW Corps Box on the AG W Chart).

22.4 German Special Units Rules

22.4.1 Landsturm Abteilung Units: The seven infantry units bearing the IDs Tilsit, Elbing, Pr. Holland, Braunsberg, Mehlsack, Osterode and Dtsch. Eylau represent Landsturm troops guarding the RR lines.

Characteristics: A Landsturm Abteilung unit:
- cannot move (and thus has no MA);
- may use its combat strength only when defending (its combat value is parenthesized to denote this);
- is destroyed if required to retreat; and
- is removed from the game the first instant a Russian INFANTRY unit comes adjacent (the unit flees or is absorbed by other German units).

22.4.2 Nikolaiken and Schimonken Units:

These two units represent immobile batteries emplaced in improved positions constructed before the war. They are artillery units in all ways except they require no AP to participate in combat. Neither unit can move (and thus has no MA) and if required to displace or retreat are destroyed.

22.4.3 Optional—Vistula River Batteries:

The red arrow-head marks found adjacent to the Vistula River in Prussia are immobile batteries. These batteries were constructed to defend river crossings or as flank protection for fortresses. These batteries are 1 strength point units identical to the Nikolaiken and Schimonken units. No counters are provided.
(These batteries are found in hexes 77.26, 78.28, 78.29, 78.30, 79.30, 79.33, 83.35 and 85.37.) If necessary, use a Ruined marker to indicate the destruction of one of these batteries.

22.5 Königsberg Corps (KG)
The Königsberg Corps (KG) must always be attached to the Eighth Army (i.e., its Attachment marker must always be placed in the KG Corps Box on the Eighth Army Organizational Display).

22.5.1 KG Corps Train Unit: The KG Corps Train unit is unique.
- It is automatically in Supply (and so does not need to trace supply) and it may allocate APs without tracing a supply path to a Depot unit (the AP is drawn from the Königsberg fortress magazine). It may provide supply and APs only to units attached to the KG Corps.
- It may not move (and thus has no MA).
- It has no “extended” supply range.
- It may use its combat strength only when defending. Its combat strength is parenthesized to denote this.
- If required to retreat from hex 60.17 due to combat, it is eliminated (and cannot be replaced).

22.6 Fortress Boyen Rules Summary
- AP Exception—see 10.5.5a.
- Supply source—see 14.2.4.

23.0 AUSTRO-HUNGARIAN SPECIAL RULES

23.1 Securing the Carpathians—“Karpatsicherung” (c)
The A-H Armee-Gruppe Pflanzer-Baltin (AG P-B) comes into play with the Activation of “Karpatsicherung.”

DESIGN NOTE: Although historically General Pflanzer-Baltin did not take command of the Carpathian front until October 8th, Hoffmann commanding the Militär-Kommando Lemberg at Munkács and other troops were already positioned in the Carpathian Mountains to secure them for Austria-Hungary.

23.1.1 “Karpatsicherung” Activation: “Karpatsicherung” may be activated beginning GT 16. Activation occurs during the first A-H Reinforcement, Withdrawal and Activation Phase following the first time a Russian unit enters Hungary. Automatic Activation occurs during the Central Powers Reinforcement, Withdrawal and Activation Phase of GT 21.

When Activation occurs, place all the units listed as being part of “Karpatsicherung” on the map.

23.2 Corps Hofmann (c)
Corps Hofmann (HN) must always be attached to AG P-B (i.e., its Attachment marker must always be placed in the HN Corps Box on the AG P-B Chart).

23.3 Fischer
The units with ID Fischer represent the extra-ordinary Streifkorps Fischer which fought a successful “Kleinkrieg” in Bukowina province.

All Fischer (and Fischer) units must remain inside Bukowina province (or in the Bukowina Holding box—see 23.4). If they are required to retreat outside Bukowina they are destroyed.

Important: see 14.7—A-H Bukowina Supply, and 23.4—The Bukowina Holding Box.

DESIGN NOTE: Players interested in the struggle in the Bukowina should read Fischer’s “Krieg ohne Heer: Meine Verteidigung der Bukowina gegen die Russen.”

23.4 The Bukowina Holding Box
The Bukowina Holding Box (located on the South Map) represents the mountainous area just south of the Eastern game map. Only A-H units may move/retreat off-map into this Box. These units are not required to reenter the map. While in the box units are “In Supply” and they may expend MPs to recover CELs.

23.4.1 Bukowina Box Entry and Exit: A-H units may enter and exit the Bukowina Holding Box by entering half-hexes 31.114, 27.114, 17.114, 11.114, 09.114 and 07.114. It costs 1 MP to enter a half hex. Units may enter a half-hex which is in an EZOC and may engage in combat while there (and may retreat to safety inside the Bukowina Holding Box).

Any unit found in a half-hex at the end of a player turn is placed into the Bukowina Holding Box. Russian and German units may never enter these half-hexes.

23.4.2 Exit Restrictions: Units that enter the Box during a movement phase may not exit at any time during the GT of entry.

23.4.3 Special Bukowina Supply—see 14.7

23.5 A-H Karpaten Depot (c)
The A-H Minor Depot unit with ID Karpaten is a voluntary substitution (see 16.2.3a for details). When placed on map, the Austro-Hungarian player must announce which Army the Karpaten depot unit will be attached to; it can be attached to any army but once attached its attachment cannot be altered.

The Karpaten Depot unit has the same characteristics as a Minor Depot unit.

23.6 Przemysl Garrison (c)
The Przemysl attachment track is only used if all units stacked in a Przemysl fortress hex are Isolated (14.1.1). Place the Attachment marker of any formation that finds itself within an isolated Przemysl hex on the track.

23.7 Special A-H Detachment Units: see 6.4.4.

>> 23.8 Marsch Units
Austro-Hungarian Marsch units (those bearing an M in their Unit Identifier— see 3.3.1) cannot be assigned the first step loss as a result of an A-H attack (unless there are no other unit types present).
24.0 RUSSIAN SPECIAL RULES

24.1 The Warsaw Garrison (c)
The Warsaw Garrison is unique. It comprises the garrisons of Novo-Georgievsk, Zegrze and Warsaw. Although it has its own attachment tracks, it is not an army and therefore it has no Area of Attachment. Warsaw Garrison units may be (and certainly will be) within the Area of Attachment of a friendly army (so this is an exception to rule 6.1.1).

24.1.1 Warsaw Garrison Requirements (c):
Important: The Warsaw garrison must, at the end of any friendly movement phase, always have at least the equivalent of three division-sized infantry formations attached, and these formations, plus Asset Units and detachments, must contain a minimum of thirty-five (35) infantry steps stacked in or adjacent to Warsaw (58.52) or Novo-Georgievsk (61.48) or Zegrze (57.48). Of these 35 steps a minimum of 25 steps must be in or adjacent to Warsaw.

EXCEPTION: At start the Warsaw garrison is short the equivalent of three brigade-sized formations and 12 steps. No combat unit is allowed to leave the Warsaw garrison until this is corrected. This must be corrected by the start of GT 6.

PLAY NOTE: Several Reserve divisions that are in the vicinity are released from their movement restrictions on GT 4. At least two of them should be directed to Warsaw.

DESIGN NOTE: Historically the 59th and 79th Reserve Divisions were sent to join the Warsaw Group. The 79th Division's arrival in Novo-Georgievsk in late August freed the 1st Rifle Brigade of its garrison duties.

24.1.2 Warsaw Garrison Characteristics (c): Any unit attached to the Warsaw Garrison must end its movement stacked inside the fortress complexes of Warsaw or Novo-Georgievsk or in Zegrze.

PLAY NOTE: Units attached to the Warsaw Garrison may stack with units attached to other Armies. However rule 10.1.4 prohibits units attached to different armies from combining in defense of the same hex or in attacking the same defending hex.

All units with their Attachment markers on the WARSAW organizational tracks can only trace supply from a RR line (14.2.3) or a Novo-Georgievsk fortress unit (14.2.4).

24.1.3 Special Warsaw AP Allocation (c): Russian units attached to the Warsaw Garrison stacked in or adjacent to a friendly controlled Warsaw (58.52) may be allocated an AP.

PLAY NOTE: The city of Warsaw is considered to have an artillery ammunition magazine.

24.2 The Eleventh Army (c)
The Russian player may, if he so desires, voluntarily form the Eleventh Army (ELEVENTH) beginning on GT 25.

Place all available ELEVENTH Army units as per rule 16.3.

24.3 Incomplete Corps Train Markers
DESIGN NOTE: Due to French encouragement the Russian NW Front began its offensive into Eastern Prussia before it had completed its concentration. The commencement of the offensive before conclusion of the requisite preparation period doomed the supply and line-of-communications services to dislocation in the very first days of the operations.

The Corps Train units from the following Russian Corps: 1st, 3rd, 4th, 6th, 13th, 15th and 20th, begin the game in “Incomplete” status. During setup, place the appropriate “Incomplete” marker on each unit. Each such marker bears the corps train’s ID and is two sided: “Incomplete 1” and “Incomplete 2.”

24.3.1 Effects: Incomplete status conveys two effects: a reduced supply range (3.6.1) and a maximum AP Allocation Limit (3.6.2). The Supply Range of a Corps Train with an Incomplete marker is the unit’s current range minus the Supply Range reduction number found on the marker. The AP Allocation Limit of such a train is the lesser of its current AP Allocation Limit and the AP Allocation Limit found on the marker.

EXAMPLE: The 20th Corps Train unit is in “Incomplete 2” status. While on its front side its AP limit would be 3 (the AP limit found on the marker). However, if the train unit were flipped to its extended side the AP limit would be 2 (because the extended side AP limit of 2 is less than the AP limit found on the marker).

24.3.2 Incomplete Status Removal: To flip an Incomplete Status marker from its “1” side to its “2” side or to remove a marker already on its “2” side, the Corps Train unit must expend 7 MPs while stationary. Rule 8.9—Insufficient Movement Points—does not apply to removing Incomplete Status, so such units cannot carry over MPs between phases.

24.4 Russian 2nd Division of the 23rd Corps
DESIGN NOTE: The 23rd Corps was broken up at the commencement of mobilization, until only the corps Staff remained. The corps Cavalry went to the Austrian Front, the Howitzer Division to the 2nd Corps, and the Sapper Battalion to Grodno. All the rear services were distributed amongst various corps on the Austrian Front. The corps’ supply troubles were so great that on August 22nd General Kondratovich reported to the Second Army command “Owing to the taking away of my rear services, the provisioning of my corps has never yet taken place.” To make matters worse, according to the Russian Lt.-Gen. Golovine, the 2nd infantry division started operations without its divisional trains. Consequently the 2nd division became a heavy burden to its neighboring corps, which for the time being became responsible for its supply.

During GTs 1 through 7, supply state of the 2nd Division can never be better than Low Supply. A special Low Supply marker which bears the 2nd Division’s ID has been provided to remind players of this rule. Remove this marker on GT 8.

24.5 The Praga Depot Unit
PLAY NOTE: There are two Russian depot units with ID PRAGA provided in the counter mix. The unit with range of 7 is used in the Grand Campaign scenario; the unit with range of 3 in the Tannenberg Campaign scenario.

24.5.1 General Rule: The PRAGA depot unit has the same characteristics as a Major Depot unit with two exceptions: (1) it cannot move (it has no MA) and (2) it has no extended range.
If, during the Campaign scenario, the Praga depot unit is destroyed it cannot be replaced.

24.5.2 Tannenberg Scenario: The PRAGA depot unit is attached to the SECOND Army.

Displacement: If a German unit moves adjacent to hex 60.46, remove the Praga unit from the map. The moment a German unit is no longer adjacent to hex 60.46, place the Praga unit back on the map.

24.5.3 Grand Campaign Scenario (c): The PRAGA depot unit may be attached to any army.

Procedure: At the beginning of every Russian Attachment Phase the Russian Player must announce which Army the Praga depot unit is being attached to. If it is the same Army as the previous GT there is no effect. If the army attachment is changed, the Praga depot unit is inactive and cannot be a supply source for that GT. Flip the unit over to its “Changed Attach” side as a reminder, and then flip it back again at the start of the next GT.

PLAY NOTE: The Praga unit is withdrawn on GT 25.

25.0 LEADER MARKERS

Leader markers represent outstanding or abysmal leadership or national doctrine that affected the campaign. Leader markers are placed on map to remind players of their presence.

PLAY NOTE: All leader markers are Optional EXCEPT the Russian leader Khan Nakhichevanski (25.1), who is not optional.

25.1 Russian—Khan Nakhichevanski

The Russian General Khan Nakhichevanski commanded the 1st Cavalry Corps (for game purposes) from GT 1 through GT 16 (remove the marker on GT 17). As commander, Khan Nakhichevanski proved to be efficient.

25.1.1 Effects: Khan Nakhichevanski’s leadership has two effects:

1. Each time a cavalry division or brigade attached to the 1st Corps begins its movement, roll 1d6. If the result is 1 through 4, there are no special restrictions on the unit. If the result is a 5, the unit’s MA is halved and it may not perform a Forced March of more than 3 MPs. If the result is a 6, the unit has its MA reduced to zero and it may not perform a Forced March.

2. During the Cavalry Retirement Step of the Post-Combat Phase all eligible units attached to the 1st Corps must retire (9.2). 

25.1.2 Attachment Restrictions: While Khan Nakhichevanski is 1st Cavalry Corps commander the following cavalry formations must remain subordinated: 1 gdc, 2 gdc, 2 c and 3 c (i.e., their Attachment markers must remain on the 1 C corps Attachment Track.)

PLAY NOTE: The 1st Cavalry Brigade (1 c bd) is an Asset Unit; therefore, if stacked with or near a formation attached to the 1st Cavalry Corps, it is considered Attached and is affected by this rule.

25.2 Optional—German Army Leader—Prittwitz

Early in the campaign some uncoordinated attacks were launched under Prittwitz’s command. The first time a division-sized infantry unit attached to the Eighth Army attacks, the attacking unit(s) suffer a SLRT DRM of +2.

EXCEPTION: This marker does not apply to any attack including units attached to the German 1st Corps.

After the first use of this marker’s special characteristic, remove the marker.

25.3 Optional—Russian Army Leader—Rennenkampf

Early in the campaign under Rennenkampf’s command the First Army blundered into combat. The first time a division-sized infantry unit attached to the First Army defends, the defending unit(s) suffers a SLRT DRM of +2. 

After the first use of this marker’s special characteristic, remove the marker.

25.4 Optional—Russian—Artamonov and Blagoveshchenski

The Russian Generals Artamonov and General Blagoveshchenski commanded the Russian 1st and 6th Corps respectively. Both Artamonov and Blagoveshchenski proved to be incompetent when put to the test. The Artamonov 1st Corps and Blagoveshchenski 6th Corps leader markers are two-sided. The first two times a unit attached to the 1st and 6th Corps defends in a combat shift the CRT column one to the right (in favor of the attacker) and add a +2 DRM on the subsequent SLRT roll. After the first combat involving a Corps’ units flip that Corps’ marker to its reverse side to record the first use of this special characteristic. After the second use, remove the marker. If either of the markers has not been fully utilized by GT 12, remove the marker(s).

DESIGN NOTE: Both Generals were removed from command due to poor results, Artamonov in late August, Blagoveshchenski in early September.

25.5 Optional—Russian—Brusilov

The Russian General Brusilov commanded the Eighth Army with great energy. Prior to GT 10, Brusilov can give units attached to the Eighth Army a one CRT column shift in their favor and a –1 DRM on the subsequent SLRT roll, either when attacking or when attacked. Brusilov’s benefit is limited to two combats. After the first combat flip the marker to record the use of this special characteristic. After the second use, remove the marker. If not used, remove the marker on GT 10.

25.6 Optional—German—Francois

The German General Francois has two markers; one to record his leadership of the 1st Corps, the other his command of the Eighth Army.

25.6.1 Francois as 1st Corps Leader: Francois is the German 1st Corps’ leader (for game purposes) from GT 1 through GT 3 (remove the marker on GT 4). Francois proved to be an outstanding general with an “excessively independent character.”

25.6.1a Effects: Francois’ leadership has two effects:

1. Each movement phase the first time a combat unit attached to the 1st Corps begins its movement roll 1d6. If the result is a 6, the unit and all other combat units attached to the 1st Corps may not move further from the nearest enemy unit (i.e., each unit must end its movement the same number of hexes or closer to any enemy unit).
2. During any turn that Francois’ 1st Corps marker is in play (at the German player’s convenience) Francois can give attacking 1st Corps units a two CRT column shift to the right and a –2 DRM on the subsequent SLRT roll. After using this modifier once, flip the Francois marker to its backside to record the use of this special characteristic.

**CLARIFICATION:** Francois may only use his combat benefit once per game.

25.6.2 Francois as Eighth Army Commander (c): On GT 24 Francois is promoted to Eighth Army commander (place the Francois EIGHTH marker with the Army marker as a reminder).

25.6.2a Effect: Beginning on GT 24 through GT 33, no Asset Unit that begins a GT within the Eighth Army’s Area of Attachment may leave the Eighth Army’s Area of Attachment. (i.e., it may not move out of or be attached to another army.)

**DESIGN NOTE:** General Francois was the German Eighth Army commander from October 9th to November 7th. Francois, continuing the independent behavior he had displayed several times previously while leading the 1st Corps, proved to be a difficult subordinate for Hindenburg and Ludendorff. (They exited Francois ... to the Western Front.)

25.7 Optional—A-H Army Leaders

The A-H Generals Dankl, Auffenberg and Brudermann commanded the A-H First, Fourth and Third Armies respectively. Some very aggressive and costly local counterattacks were launched under these generals’ command due to poor doctrine. These Leader markers are two-sided. The first two times a division-sized infantry unit attached to the specific army defends in a combat: (1) shift the CRT column one to the left (in its favor), and (2) the defending unit(s) suffer a SLRT DRM of +2.

After the first combat flip the marker to its reverse side to record the first use of this special characteristic. After the second use, remove the marker.

26.0 OPTIONAL RULES

The following three optional rules (26.1, 26.2, and 26.3) are mutually exclusive.

26.1 Concealment Markers

**DESIGN NOTE:** The intent of the Stack Caps and Dummy Units rules is to help players hide action behind their front lines. The accumulation of reserves behind the front can be obscured or faked. Very importantly, the presence of a corps train unit that invariably signals the presence of a corps can be concealed.

Each belligerent nation is provided with a number of Concealment markers. Concealment markers have the word “Dummy” and a movement allowance on their front-side and bear a national crest on their backside. Concealment markers may be used in two ways: as Stack Caps and Dummy Units.

26.1.1 Stack Caps: Concealment markers may be placed on top of friendly stacks (national crest up) to conceal the stack’s identity.

26.1.1a Placement: During either friendly movement phase a Stack Cap may be placed upon a stack that is at least THREE hexes from an enemy unit.

26.1.1b Removal: A Stack Cap must be removed if an enemy unit comes within TWO hexes unless a friendly unit is in a hex between the enemy unit and the obscured unit. Removal can occur during any phase.

**PLAY NOTE:** Asset units can be concealed by simply flipping the unit over to display the national crest.

26.1.2 Dummy Units: Dummy units represent rumors and misinformation.

**PLAY NOTE:** Dummy stacks will most likely need to have a Stack Cap placed upon them to make them “believable.”

26.1.2a Placement: Dummy units may only be placed at the beginning of a friendly movement phase (before movement begins). Newly created Dummy units can only be placed on top of existing friendly units.

26.1.2b Movement Characteristics: Once placed, Dummy units may move independently; they need not remain stacked with friendly units. Dummy units have a MA and move like normal units and must pay movement point costs to move; they do not fly. Dummies cannot enter enemy controlled territory; they can only enter friendly controlled hexes (4.3).

26.1.2c Removal: Dummy units may not move adjacent to enemy units and are revealed (i.e., removed from the map) the moment an enemy unit comes within two hexes unless a friendly unit is in all hex(es) between the enemy unit and the dummy unit. The owning player may voluntarily remove a dummy unit at any time.

26.1.2d Other Characteristics: Dummy units can’t construct, upgrade, ruin, change, or repair anything; they may not place any kind of marker (e.g., IP, MPs expended, etc.).

26.2 Hidden Movement

**DESIGN NOTE:** This rule is for those players who “just have to have it.” If players desire to use this rule it is recommended only for use with the Tannenberg Campaign Scenario. More would be strenuous.

26.2.1 Concealed Units

On the backside of every formation’s Attachment marker and on the backside of every Asset Unit is found a national crest. The national crest found on the backside of these counters may be used in order to confuse and mislead the enemy as to the exact disposition of friendly units.

**Procedure:** Place a unit’s Attachment marker backside up on the map, substituting it for the actual combat unit. Then place the combat unit on the proper Army Organizational Display Attachment Track, substituting it for the Attachment marker. When this is done, the role of the Attachment marker and the combat unit are reversed. The combat unit tracks the unit’s combat effectiveness status while the Attachment marker marks the combat unit’s location on the map.

**PLAY NOTE:** A combat unit’s step losses are still recorded under the combat unit itself.

26.2.2 Concealment: During either FRIENDLY movement phase any friendly unit that is at least THREE hexes from an enemy unit may be inverted to display its national crest.
26.2.3 Dummy Units: Dummy units may only be placed at the beginning of a friendly movement phase (before movement begins). Newly created Dummy units can only be placed on top of CONCEALED friendly units.

26.2.3a Movement Characteristics: Once placed, Dummy units may move independently; they need not remain stacked with friendly units. Dummy units have a MA and move like normal units and must pay movement point costs to move; they do not fly. Dummies units may not move adjacent to an enemy unit, nor may they enter enemy controlled territory; they can only enter friendly controlled hexes (4.3).

26.2.4 Revealing Concealed and Dummy Units: Anytime a friendly stack comes adjacent to a stack of enemy units, flip (turn over) the top most concealed unit in each stack (both friendly and enemy stacks). Note that if more than one concealed unit is found in a stack only the top-most unit must be revealed. (See 4.2.5—Order of Stacking). If a Dummy unit is revealed remove it from the map.

Concealed units are also revealed if they participate in combat. All units in a stack are revealed, i.e., their ID and unit type are exposed.

PLAY NOTE: Combat units with corresponding Attachment markers are never placed on the map. When a unit is revealed simply flip the Attachment marker.

26.2.5 Important Characteristic: Units moving adjacent to a concealed enemy unit do not pay the cost of entering the EZOC until after entering the hex, and only if the revealed unit projects an EZOC. A unit may exceed its movement allowance by 1 (without resorting to Forced March) if it used its last MP to enter a hex adjacent to a concealed enemy unit which is revealed to project an EZOC.

26.2.6 Cavalry Reaction Movement: In order for a cavalry unit to take advantage of the Reaction Movement rules (see 9.1), the unit must be face up on the map (not Concealed).

26.2.7 Special—Wireless Intercepts: Beginning on GT 3, during the Central Powers player’s Movement Phase (before his units begin to move), the Central Powers player rolls 1d6. The die roll result is the number of Russian stacks that may be revealed (i.e., flipped from back side to front).

26.3 No-Off-Map Army Organizational Displays

DESIGN NOTE: For those players who prefer to have all counters on the map (to reduce the number of off-map displays) the following practices may be implemented.

26.3.1 Recording Attachment: Rule 6.1.1 specifies that any unit found within an army’s Area of Attachment is attached to that army command. Use the following conventions to record attachment:

- Corps (6.2.2): Place the Corps Attachment marker on the map a short distance behind the corresponding corps’ Train unit. (The “short distance” should be far enough out of the way to avoid clutter, but close enough to be easily found.)
- Attached to a Corps Command (6.2.2): If a formation is attached to a corps command, place the formation’s Attachment marker under or adjacent to the proper corps’ Attachment marker.
- Independent Formations (6.2.3): Place the formations attachment marker on the map under or adjacent to the proper army’s Army marker (6.1).

26.3.2 Recording Combat Effectiveness Levels (7.1): A formation’s Combat Effectiveness Status is recorded by placing a Step Reduction marker under the formation’s Attachment marker. (For example, a Demoralized Formation would have a 4 Step Reduction marker under its Attachment marker. A Formation whose CE status was full would have no marker under its Attachment marker.)

27.0 DETERMINING VICTORY

>> Victory Points (VP) are used to determine which player is victorious and the level of that victory. The player with the most Victory Points at the end of the game wins. There are levels of victory in Scenario 29.1. See that scenario’s Victory Conditions rule.

27.1 Victory Points

During play each player will add or subtract VPs as they are earned or lost according the VP schedule found below. The current quantity of VP accumulated by a specific player is recorded on the VP track (found on the map). The VP marker is two-sided: if the Russian player is in the lead keep the Russian side face up and vice-versa if the Central Powers are in the lead.

>> Important: Earned or lost VPs are recorded immediately as they occur.

27.2 Victory Point Schedule

Players can earn or lose VPs according to the following schedule:

(1) Prepared Attacks: Each attack of Medium, Large or Massive Magnitude (not small) conducted during the phasing player’s Attack Phase THAT IS GIVEN A PREPARED ATTACK CRT COLUMN SHIFT earns 1 VP. (In other words, all involved attacking units must have had a Prepared Attack marker.)

Important Exception: In certain scenarios, the ability to gain VPs for Prepared Attacks is reduced before the scenario ends. See the special rules for each scenario.

(2) Strategic Plans: VPs are awarded for the swiftness a strategic plan is achieved (21.2) or the proximity to an objective if a plan must be abandoned (21.3). Each army may be awarded Strategic Plan VPs only once per game, no matter how many objectives may be captured. Corps objectives do not provide additional VPs, but can cause VPs to be lost.

A. Each Army with a Strategic Plan receives VPs on the GT that the Army achieves an operational objective according to the following table:

<table>
<thead>
<tr>
<th>GT Objective achieved</th>
<th>VPs</th>
</tr>
</thead>
<tbody>
<tr>
<td>GT 3 or earlier</td>
<td>14</td>
</tr>
<tr>
<td>GT 4 or 5</td>
<td>10</td>
</tr>
<tr>
<td>GT 6 or 7</td>
<td>7</td>
</tr>
<tr>
<td>GT 8 or 9</td>
<td>5</td>
</tr>
<tr>
<td>GT 10 or 11</td>
<td>3</td>
</tr>
<tr>
<td>GT 12 and later</td>
<td>2</td>
</tr>
</tbody>
</table>

B. An Army may abandon its Strategic Plan before the plan is complete. The player controlling such an Army loses VPs on the GT the plan is abandoned according to the distance from the closest infantry formation unit attached to that Army to any one of the
Army’s objective hexes:

<table>
<thead>
<tr>
<th>Distance from Objective</th>
<th>VPs</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or more hexes</td>
<td>−16</td>
</tr>
<tr>
<td>6 or 7 hexes</td>
<td>−13</td>
</tr>
<tr>
<td>4 or 5 hexes</td>
<td>−10</td>
</tr>
<tr>
<td>2 or 3 hexes</td>
<td>−7</td>
</tr>
<tr>
<td>1 hex (adjacent)</td>
<td>−4</td>
</tr>
</tbody>
</table>

EXAMPLE: It is turn 6, and the Russian First Army has successfully completed its plan. The Russian player receives 7 VPs. However, he also decides to have his Second Army abandon its plan, when the closest an infantry formation of that army is to one of its objectives is 5 hexes. Thus, the Russian player loses 10 VPs for that army, netting him a total of −3 VPs for both armies together.

C. A Corps may abandon its Strategic Plan before the plan is complete. The player controlling such a Corps loses 5 VPs.

(3) German Western Front Reinforcements: If the German calls for the Western Front Reinforcements on GT 5 = −2 VP; GT 6 = 0; GT 7 = +2; GT 8 = +4, GT 9 = +6; GT 10 = +8.

(4) Capturing Towns or Cities: VPs are earned by occupying certain towns or cities marked with a star. The number within the star is the number of VPs earned. The first time it is occupied by the enemy player, the enemy player earns the points; if it is recaptured the friendly player earns the points (and so on). Accumulated points are never lost.

(5) Completely Eliminating an Enemy Division: For each enemy DIVISION-SIZED Formation (not brigade-sized) eliminated = +4 VP for infantry, +2 VP for cavalry. Enemy units that move or retreat off-map (or into Romania) to avoid destruction do not count as “eliminated.”

(6) Destroying Enemy Supply Units: For each enemy Major Depot unit destroyed = +4 VP; for each enemy Minor Depot or Corps Train unit destroyed = +2.

**DESIGNER’S NOTES**

The design of 1914, *Twilight in the East* began sometime in the late ’90s in a garage in San Francisco. Initially the game was to be an expansion into central Poland of the previously published game *“The Cossacks are Coming!”* (PWG 1982). The expansion was to encompass all of Germany’s 1914 Eastern Front campaigns utilizing the Death of Empires game system found in “Home Before the Leaves Fall” (CoA 1997). The game system was simply to be transported to the Eastern Front.

Somehow in my can’t-leave-any-stone-unturned-way I began to get involved in the game’s development. Right from the beginning something always seemed wrong. Initially the game used only two maps, the old Cossacks map and a new map covering the area between Posen and Brest-Litowsk. Due to this geographic limitation the game seemed scripted with events occurring off-map in Galicia determining events on map. So it was decided to produce a map and order-of-battle (OoB) to allow the simulation of the Galicia Campaign. Of course, since my parents are from and were living in Vienna, I volunteered my time, and my mother’s, to gather and read the information required for such an undertaking. This led me deeper into the development of the game.

Initially my research created more questions than it answered. Good detailed war-game-design information about the summer and autumn of 1914 is just not readily available. This is primarily due to the fact pre-war OoB and concentration plans were all altered during the frantic first months of the war, so that the numerous volumes about these pre-war plans were of little value under the surface. To answer many of these questions I set out to create a very detailed OoB for each belligerent. It was great fun seeking, reading and cross checking the various sources I found. (The highlight being the time spent in the Austrian Archives.)

My research did not stop with Orders of Battle. As I read and learned more about WW1, the importance of RR lines became apparent. Noticing that most WW1 games place the RR lines incorrectly I determined not to do the same. So a considerable amount of time and effort went into seeing to it that the RR lines present in 1914, not those constructed during or after the war, were depicted on the map. As for map terrain, old A-H military booklets provided all the answers. Of particular help was an old handbook stamped with the label K.u.K. 1. Armee-Elappenkommando titled Strategische Uebersicht des oesterreichisch-ungarisch-russischen Kriegsschauplatzes ("Strategic overview of the Austro-Hungarian—Russian Theater of Operations"). Inside I found maps and descriptions detailing the military significance of rivers, forests and fortifications. Creating the map was probably the most enjoyable part of this game’s design process.

As for the game system, that was the hard part. Initially, I attempted to further develop the Death of Empires system. This proved problematic for many reasons. The primary one being the more I worked with the system the more I realized it required development. A determined effort was made to make the system more historically accurate while at the same time more playable. The result was the remake of “The Cossacks Are Coming!” (Bro Games 2004).

TCAC was the perfect size for the Death of Empires system, but now the assignment was to transport it to the entire Eastern Front. To model the entire Eastern Front from Prussia to Rumania, from August to December, is a huge undertaking. The goal set was to produce a historically accurate yet “playable” model. As time past I became convinced that it couldn’t be done using the Death of Empires system. The amount of development and play-testing required was beyond the scope of the possible. The game system was just too extensive and unwieldy! I had little interest in producing a game that people would buy, look at once, realize was under-developed and be placed in a closet. (Not to mention the headache of supporting an under-developed game on ConsimWorld.com.) As my interest waned, work on the project slowed to a crawl.

So, one day in June 2005 I decided to start all over and 1914, *Twilight in the East* was born. Knowing what gamers liked and disliked about the Death of Empires system (thank you ConsimWorld.com), I immediately set to work to produce a new game system that balanced my need for historical accuracy with gamers’ desire for playability. The aim was to create a streamlined system that avoided cumbersome game mechanics without utilizing overly simplistic solutions. Most importantly, the system needed to fit the scale chosen and concentrate on what was important in 1914.

The drive to construct a suitable system led to several failures and dead ends. Initially I tried a system without Army Organizational Displays, Attachment Markers and fluctuating Combat Effectiveness. This proved to be unworkable, for without the effect of reductions in combat effectiveness players tended to keep their units in the front line until they were completely destroyed. It was also endeavored to use a more involved supply system tracking a limited number of Supply Points. But how can one be sure that the number of Supply Points available is going to help create a more accurate model of the campaign? I felt that any elaborate supply system with Supply Point limits would, in the end, be arbitrary and scrapped most of it.

During development of the game system many fine concepts were introduced, the most significant being “Battle Magnitude” and a CRT that partially detaches victory in battle from step losses suffered. WW1 was filled with Pyrrhic victories where the victor suffered more heav-
ily than the vanquished. When trying to model 1914 it is important to keep in mind that an attacker did not regularly lose more heavily than a defender.

Other good quality concepts have also been successfully integrated. The historical use of cavalry to screen and protect exposed flanks has been facilitated by the Cavalry Reaction rule. Army Areas of Attachment have been added which removed the need for HQ units and their often arbitrary command ranges found in so many games. As can be seen, so many new and modified concepts are present, that I can proudly announce “the 1914, Twilight in the East game system is brand new!”

Now, we all know, the development of a new game system takes time and effort, and most importantly play-testing. 1914, Twilight in the East’s first play-test took place at John Kranz’s ConsimWorld Expo ’05 in Phoenix. Dick Vohlers, Gregg Kilbourne and I set up the whole thing. Wow! It looked great! Many convention attendees came by our table to “Just look at the map” or ask “When did this go on sale?” I repeatedly explained it was only a prototype. It was an encouraging beginning.

During play it was immediately obvious that the foundation of the system was sound, but several concepts were immediately thrown out or marked for serious modification. Very helpful in this regard were observations and suggestions made by Joe Youst, who has play-tested many game systems.

After the convention I determined the game system would require much more play-testing. Play-test kits were sent out across the world — North Carolina, Italy, Holland and Canada. Observations, suggestions and comments poured in resulting in significant improvements to the game. Play-testing reached a crescendo during the next year at ConsimWorld Expo ’06 where ten dedicated gamers played the Grand Campaign scenario. It was truly “Grand.” The numerous observations and suggestions once again led to improvements in the game system.

All the play-testers involved in Twilight in the East’s development deserve a great deal of recognition. A coincidence created the opportunity for me to meet the group who, in the end, were my best, most active play-testers; both my wife and the “North Shore Wargaming Society” are from Vancouver, B.C. This group of gamers can take credit for many constructive suggestions that led to various significant changes to the rules. Their input has brought the game system to its present state. I hope I rewarded their efforts with courtesy, respect and, most importantly, flexibility. It’s not always easy to hear that “your” project has numerous problems.

I also owe a great deal of thanks to Maurizio Bragaglia in Rome, Rian van Meeteren in Holland, Gregg Kilbourne here in Oregon and to Dick Vohlers who proved to be an excellent, detail oriented developer. I’m looking forward to working with all these men again soon.

Well, suffice it to say that after considerable play-testing, followed by discussion and editing, followed by further play-testing, and so on, the game is ready. I hope that most will agree that the goal of creating a playable historically accurate model that is challenging, fun and, best of all, educational has been attained. ENJOY!

PLAYER NOTES
The following concepts are suggested to players to aid their play. The initial concepts concern themselves with the Macro level of play, while the later concern themselves with the Micro level.

(1) ATTACK! ATTACK! ATTACK! GAIN THE INITIATIVE! (Players will know who has the initiative; if you don’t know who has the initiative, it’s not you.) If an army finds itself with an advantage over its opponent, the best way to exploit this advantage is to attack. Not only is this the best method to gain a military success, most importantly in game terms, Victory Points are earned for Prepared Attacks.

Yes, your forces will suffer horrendous losses, but as they say at ConsimWorld Expo, “cardboard soldiers never bleed.”

(2) The importance of gaining and maintaining the initiative cannot be overstated. To secure the initiative, players should strive to create situations of “local superiority,” situations where friendly forces may be able to rest while the opponent’s forces are forced to fight with no opportunity to recuperate. These sorts of situations can best be created by quickly transferring troops from one area to another, then launching an offensive before the opponent has time to shift his forces.

The 1914 campaign on the Eastern Front is filled with examples of this sort of dramatic maneuver: The German shift of forces prior to the victory at Tannenberg, the German transfer of forces to southern Poland after the Battle of the Masurian Lakes, and the Allies’ shift of troops prior to the Battles of Lodz; and Krakau being the best examples..

(3) When conducting an army-sized offensive it is advisable to keep the attacking units together. Do not allow the army’s strength to become dispersed. If an enemy army is retreating, keep the pressure on. Do not succumb to the urge to stop to rest and rebuild your forces. Only rest those troops not directly needed to keep the offensive moving. Keep attacking as long as the initiative is in your hands. This is WW1; armies must be worn down before they will break (don’t look for the WW2 style break-through). Any halt will allow the enemy to recover and the process of wearing down the enemy must begin again.

(4) If the opponent has the initiative it may be advisable to conduct a SIGNIFICANT retreat. Such a retreat may give your army the needed opportunity for rest. As the enemy pursues he may out-run his supply capability, possibly putting him in a disadvantageous situation where a counter-offensive may have success. It is also important to remember that VPs are earned for Prepared Attacks, so when the opponent has the initiative, limit the enemy’s ability to conduct such attacks.

For players of the Campaign Game, this may be the best advice found in these Player’s Notes. Remember retreating to fight again is better than dying in place. The 1914 campaign was a see-saw affair. Forces flowed back and forth over great areas gaining and losing the initiative time and time again. Players will find that 1914, Twilight in the East models this ebb and flow very well.

(5) Great care should be taken when allocating reinforcements for they are often a large factor in keeping or losing the initiative. Once a formation is attached to a specific army and fighting in the front line it is difficult to move that formation to a new location. Determine where the most important battles are being fought (or will be fought), and then pour in the reinforcements.

The allocation of reinforcements (and for that matter replacements) is especially important for the Russian Player for there are few lateral railways behind his front. The Russian’s problem becomes greater as the front line moves west during the campaign.

(6) Players should strive to keep their corps’ units relatively close together. This is advisable for many reasons; the most significant being to avoid the CRT shift for attacking with units attached to more than one corps (and, if supply lines are extended, to reduce AP expenditures).

(7) Prior to contact with the enemy, an army can safely be in an open flexible formation. However, once the battle commences the front line should not have any gaps. Players will find stacking in every other hex to be disadvantageous. One should avoid defending in situations that can lead to being flanked.

If an army participating in an intense battle desires to hold its position, stacking two divisions high becomes advisable. To do so an army’s
frontage will need to contract. Do not attempt to defend with holes in the front line. This tactic, against an experienced player, is sure to lead to disaster.

(8) Cavalry units are very useful for guarding an army’s flanks. As the great infantry battles rage invariably each army’s front will contract and gaps between friendly armies will form. The nature of the special cavalry rules makes cavalry ideal for filling these gaps. It is advisable to conserve cavalry strength for lost cavalry steps cannot be readily replaced. A player lacking cavalry will definitely be aware of his deficiency.

A word on Cavalry Raids: if an opponent is able to conduct a raid, don’t complain (next time see to it that there are no holes in your front line), just proceed to hunt down the offending cavalry. It will soon be Out of Supply and isolated, and may surrender. (Remember that the elimination of an enemy division-sized formation earns you VPs.)

(9) The 1914 campaign was dominated by artillery; it caused the majority of combat casualties suffered. Players will find that in 1914, Twilight in the East it is the same way. The SLRT modifier for artillery strength is the most significant modifier in the entire combat resolution sub-system. Not only is artillery important to increase enemy losses, players will find it imperative to have both Heavy and/or High Trajectory artillery when attacking enemy units in Improved Positions (IPs). Without the CRT column shift negating effects of artillery such attacks are more likely to fail.

(10) The benefits of Level 1 and 2 IPs should not be overlooked. Although the CRT shifts these IPs provide can be negated by enemy High Trajectory and Heavy artillery, they continue to reduce the risk of being forced to retreat due to combat and Level 2 IPs give the occupant a benefit during post combat Effectiveness Checks.

(11) Asset Units, due to their characteristics, are inherently brittle. Players should avoid the temptation to “waste” their small Asset Units. These units are particularly useful to garrison fortresses and cover (relatively) quiet sectors (and chase down raiding cavalry). It should be remembered that Asset Units may be easily flanked and therefore easily repulsed by retreating enemy units. They are therefore not well suited for cutting enemy unit’s retreat paths.

(12) And a final word. Players will find that the result of each individual battle in 1914, Twilight in the East is unique. The combat resolution method employed allows for 47,916 possible dice-roll results in each battle (in the case of one stack vs. one stack). The outcome with the highest probability occurs 1.29% of the time (that’s 1 in every 77.5 combats). Therefore combat results are not easy to predict. This is not a simplistic 1d6 (or even 2d6) resolution system. It is best to simply place troops in the most favorable situation possible and hope for the best result. Attempting to conduct only successful attacks by figuring the possible results before hand (or factor counting or any other such practice) is a waste of time. This is WW1, go up there and show you have Élan!

GAME SUPPORT

Ongoing errata and game support materials for 1914, Twilight in the East will be available on the GMT Web site at:

http://www.gmtgames.com

and on the Oregon Consim Games Web site at:


CREDITS

GAME DESIGN: Michael Resch.
GAME DEVELOPMENT: Dick Vohlers.
RESEARCH ASSISTANCE: Carl Gruber, Rian van Meeteren, Heide Resch, Dick Vohlers.
EDITING: Hans Korting.
BOX ART: Rodger MacGowan
COUNTER ART: Michael Resch, Mark Simonitch.
MAP: Markus Brown, Michael Resch, Mark Simonitch.
IN-HOUSE PLAY-TESTERS: Gregg Kilbourne, Michael Resch, Dick Vohlers.
OEGSTGEEST, HOLLAND GROUP: Rian van Meeteren, Ben Sanders.
ROMA, ITALY GROUP: Alessandro Babbi, Maurizio Bragaglia, Paolo Penza, Fabrizio Vota.
VANCOUVER, B.C. GROUP: David Antonio, Jeff Christensen, Brian Moore, Mark Woloschen.
VIRGINIA GROUP: Mark Guttag, John Vasilakos.
CONVENTION PLAY-TESTING: Bob Cloyd, Mark Fisher, Don Johnson, Darryl McCallum, Phil McQueen, Kevin Melahn, Michael Pitts, Joe White, Carrington Ward, Tim Wilcox.
PRODUCTION COORDINATION: Tony Curtis
PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Dedication

This game is dedicated in memory of my mother, Heide Resch (1940-2004). Her support and research assistance was invaluable.

BIBLIOGRAPHY

A great many sources were used for design of 1914, Twilight in the East. The following is an abridged list of English language sources. Check www.ConSimGames.com for a more detailed bibliography.

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Golovin, N. N. The Russian Campaign of 1914, the beginning of the War and operations in East Prussia translated by Arthur Muntz (Ft. Leavenworth, Kansas 1933). Hoffmann, Max The War of Lost Opportunities (Battery Press 1999).
Ironside, Sir Edmund The first thirty days in East Prussia (1925).
Stone, Norman The Eastern Front 1914-1917 (1975). This is a brief but very useful overview and analysis of the war in the East. If you are looking for a short history this is your best bet.
THE INTER-PHASE
Both players conduct the Inter-Phase simultaneously (5.2).

1. Administrative Segment
Record the allotment of Rail Points (RPs) received on the Rail Point Tracks (5.2.1).

2. Replacement Allocation Segment
Incorporate the allotment of REPLs received into units. (See 15.1 for the procedure.)

GAME TURNS
A. Weather Determination
On GTs 1-10 and 34-47 the Russian player rolls 1d6 and determines the weather. During GTs 11-16 and 24-33 the weather is automatically normal; between GTs 17-23 it is automatically High Water (20.0).

B. Russian Player Turn
1. Reinforcement, Withdrawal and Activation Phase
   a. Place Russian reinforcements for the current GT on the map and organizational displays.
   b. Execute all withdrawals and substitutions dictated by the scenario (16.0).
   c. Activate all commands, formations and units “Activated” this GT as detailed in the scenario rules (28.3).

2. Attachment Phase
   a. Designate each Army’s “Area of Attachment” boundaries, and determine the attachment of all units (6.1).
   b. Abandon Strategic Plans if desired (21.3).

3. Pontoon Bridge Phase
   Place pontoon bridges (18.0).

4. Supply Phase
   a. Flip any depot and Corps Train units on their Extended Mode sides (back sides) to their front sides and remove all AP Allocated markers.
      (For the Praga Depot unit, see 24.5.)
   b. Determine the supply state of all friendly units (14.4).
      (1) Check to determine that every Major and Minor Depot unit has a valid LOC (14.2.1a).
      Place an Out of Supply marker on any depot unit without a valid LOC.
      (2) Check to determine that every Corps Train unit is In Supply (14.2.2).
      Corps Trains may receive supply from either an In Supply depot unit or from a RR line. Place an Out of Supply marker on any Corps Train unit with no valid supply line.
   (3) Attempt to trace a supply line to all combat and artillery units. Combat and artillery units can use several sources to trace supply:
      • Major and Minor Depot units (if the unit is attached to the depot’s army);
      • Corps Train units (if the unit is attached to the corps or is cavalry—see 14.3);
      • RR lines and fortress units.

5. RR Engineering Phase
   a. Advance Roadhead markers per 17.1.2.
   b. Construct new RR lines and Field Railways (17.5, 17.6 & 17.7) and repair the bridge at Jaroslau (17.4).

6. Russian Movement Phase
   Perform the following activities during this phase:
   • Move through hexes (8.1),
   • Enter or leave Rail Mode (8.2),
   • Place Prepared Attack markers (8.4),
   • Conduct Repulse attempts (8.5),
   • Recover Combat Effectiveness Levels (8.6),
   • Incorporate Ersatz replacements (8.7), and
   • Construct or upgrade IPs (13.1).

7. Central Powers Counter Movement Phase
   The Central Powers player may perform all activities allowed during the Russian Movement Phase EXCEPT the placing of Prepared Attack markers. (See also Poor Cavalry Doctrine—9.3.)
   Halve the movement allowance of all Central Powers units.

8. Russian Player Attack Phase
   The Russian conducts all of his Attacks (10.0).
   a. Combat Sequence Summary
      (1) First he indicates all enemy occupied hexes that will be attacked using white “Attack markers.” All attacks are announced prior to any combat resolution. Then he conducts all attacks in the order he determines.
   b. Individual Attack Sequence Summary:
      (1) The attacker identifies the defending and attacking hexes.
      (2) Both players announce the allocation of APs; attacker first followed by defender. If a supplying unit is on its Extended Mode side, is a Minor Depot or is Incomplete (24.3), record the allocation of APs (10.5.4).
   (3) The ID and unit type of all units in the defending and attacking hexes is revealed. Announce here if units are to be Withdrawn.
   (4) Each player calculates his total combat strength. Add the current combat strength of each unit, considering artillery values (if APs have been allocated), and making adjustments for terrain and Combat Strength 1/2 markers.
   (5) Determine the initial odds ratio.
   (6) Determine the number of CRT Column Shifts. Apply them to find the final odds ratio.
   (7) Resolve the Attack.
      (i) Roll 2d6. On the CRT cross-reference the result with the final odds ratio, and determine and apply the result. (Retreat results may be converted to fortress step losses—see 10.9.)
      (ii) Next consult the SLRT. First determine the Magnitude of the combat by adding together the number of division equivalents (on both sides) that participated in the combat. Then the attacker and defender each roll 1d6 individually, applying the appropriate DRMs. Both players cross-reference their individual result on the column corresponding to the combat’s magnitude and apply the result (11.0).
      (iii) Both players conduct Post-Combat Effectiveness Checks and the results are applied (11.3).
      (iv) Attacking units may Advance after Combat if eligible.
      (v) If this qualified as a Prepared Attack (27.2), the attacking player receives a VP.

9. Central Powers Counter Attack Phase
   The Central Powers player conducts all of his Attacks.

10. Post-Combat Phase
    a. Cavalry Retirement Step: All eligible Russian cavalry units adjacent to enemy units may voluntarily retire, followed by Central Powers cavalry (9.2).
    b. Remove Markers Step: Both players remove all Artillery Displaced markers (9.5.1) and remove all Combat Strength 1/2 Markers (8.2.5) on their Final side and flip all Combat Strength 1/2 Markers on their Initial side to their Final side.

C. Central Powers Player Turn
   Same as the Russian Player Turn above except the Central Powers Player is the Phasing Player.