

Russia's Great War:

1914

Can the Tsar's armies win in East Prussia? *YOU* decide in this solitaire and 2-player game.

2-PLAYER RULES

The second player is the commander of the German Eighth Army. In both the solitaire and 2-player games the Russian player is the Northwestern Front commander and controls the nine corps of the Russian First and Second Armies.

2.2 Optional Russian Entry

A) Instead of using the solitaire game entry schedule, the Russian player may move onto the map at least one corps marker but no more than three corps markers on each turn marked E, SE, S and S—and only into those boxes.

4.2 Random Event Markers

- A) The German player chooses the RE markers he wants to use each turn. He may only use one RCAP marker per turn.
- B) The Russian player chooses his RE markers first on the three even numbered turns: 2, 4, 6 (noted as "R" on the turn track).
- C) Except for the GRA marker, all other RE markers are discarded after they are used in a turn.

5.2 2-Player Turn Sequence

A) At the beginning of each turn the German player chooses 2 RE markers to play against the Russian side and 2 German combat markers to use to help the German side in that turn's battles—if any.

6.2 Movement

- A) The German player decides how to move his corps markers and where to place any RCAP marker.
- B) Once the NGL marker is in play, the German player may temporarily interrupt Russian movement at any time during a turn.

8.2 New German Leaders

- A) When any Russian corps marker enters either half of the Central area box, or the German side fails to win any battle in the first three turns, flip the "Turn" marker to the "New German Leaders" (NGL) side on the turn track.
- B) If the GRA marker has not been used before NGL appears, remove the GRA marker from the game.
- C) On the next turn and all remaining turns of the game the German player determines the order in which battles are resolved, and the German player may use all three combat markers every turn (the Broken Terrain Cut Off marker may only be used twice).



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Russia's Great War, 1914

Game Turn 1 (17-18 August)

Historical Situation:

Russian invasion of East Prussia 1914
Russian Northwestern Front commander Zhilinskii wanted Samsonov's Second Army to remain close to Rennenkampf's First Army, but Samsonov changed to a more aggressive plan, shifting his offensive further west.

While Samsonov assembled his army, First Army crossed the border before its corps were completely mobilized and supplies and communications were fully organized.

German Eighth Army commander Prittwitz planned to defend the Angrapa (Angerapp) River 40 km inside the German border, but his I Corps advanced recklessly without permission and ran into Rennenkampf's III Corps at Stallupönen on the 17th without hope of reinforcements.

Despite this blunder, the Russians failed to coordinate more than one corps into the unexpected battle.

The German advance left both I Corps flanks unprotected. German aviation units (*Feld Flieger Abteilung* or *FFA*) were vital to the eventual German victory in 1914, but they sometimes missed Russian units or were unable to share key information in a timely fashion.

Russian cavalry failed to cut off the German retreat, and the III Corps started a cautious pursuit after the Russian victory.

HAUPTRESERVE = German combat marker

CAVALRY RECON = Russian combat marker

OPEN FLANK = random event marker

BAD LUCK = random event marker

Player Actions:

Section 3 Combat Markers: each player chooses 2 combat markers to use for their side.

Russian player chooses **GOOD ARTILLERY FIRE** and **CAVALRY RECON** combat markers. German player chooses **HAUPTRESERVE** and **AIR RECON SUCCESS** combat markers.

Section 4 Random Event Markers: each player chooses 2 Random Event (RE) markers to play on their opponent.

German player goes first and chooses **RUSSIAN CAUTIOUS ADVANCE/PURSUIT (RCAP)** and **CONFUSION RE** markers. Russian player chooses **GERMAN RECKLESS ADVANCE (GRA)** and **BAD LUCK** RE markers.

Section 6 Movement: Russian II, IV, and XX Corps markers enter E box of Eastern area (2A). (Before turn 1 the German I and XVII Corps markers were set up in the Eastern box of that area as per Section 1.)

Section 7 Battle: Russian player uses **GRA** marker and German player uses his **CONFUSION** marker. The German player rolls one d6 and the result is one German (I) and also only one Russian (III) corps marker fight a battle—but both corps markers remain in their respective boxes of the Eastern area.

BATTLE PHASE 1: German player chooses at random an **OPEN FLANK** RE marker and uses his **AIR RECON SUCCESS** to cancel its effect on his side; Russian player uses his

CAVALRY RECON marker to cancel its effect on his side AND also uses his **BAD LUCK** RE marker to cancel the German **AIR RECON SUCCESS** combat marker so the **OPEN FLANK** still affects the German point total in phase 2 (-4 for just one corps).

The Russian player then chooses at random a **RCAP** RE marker. The RCAP has no effect on the German side and is discarded after step 70 (pursuit).

BATTLE PHASE 2: German player rolls one d6, adds the I Corps strength of 5 plus **HAUPTRESERVE** (+2), and must use **OPEN FLANK** effect (-4). Total = 3+5+2-4 = 6.

Russian player rolls one d6, adds the III Corps strength of 4 plus **GOOD ARTILLERY FIRE** (+1). Total = 4+4+1 = 9.

Russian victory: German I Corps retreats to box C of Central area. To stay in the Eastern box it must be reduced in strength.

German RCAP marker is saved to use in a future turn. Russian **GRA** marker must be used again in turn 2.

The "Turn" marker is advanced to the next turn.

Game Notes:

The German "Broken Terrain Cut Off" combat marker is not available until the third turn.

A RE or combat marker may be used only once per turn, but they may be saved and used in a future turn.

Both players hide these markers from their opponent's view.

The RCAP RE marker may not be used until the end of a turn (4B), except to enable German movement as per 6H.

No opposing corps markers are in the same box of the Eastern area so no battle takes place unless the Russian player uses the **GRA** RE marker (7A).

RE markers may be used at any point in Battle (Section 7), but a combat marker may be used only once in either of the two Battle phases (DEPLOYMENT or COMBAT & RETREAT).

BATTLE PHASE 1 (DEPLOYMENT): each player chooses one RE marker at random for each corps marker they have in the battle (7F).

Both players may use their combat and RE markers to cancel the RE markers randomly chosen and/or cancel their opponent's RE and combat markers.

A RCAP marker chosen during **BATTLE PHASE 2** cancels the Russian "Cavalry Raid" +1 pursuit bonus combat marker if the Russian player wins the battle.

BATTLE PHASE 2 (COMBAT & RETREAT): each player totals their strength points (both corps markers are at full strength), rolls one d6 and adds or subtracts any RE or combat markers.

Compare point totals to determine victor.

Russia's Great War, 1914

Game Turn 2 (19-20 August)

Historical Situation:

The Russian aviation groups assigned to their corps (Korpusnoi Aviatsionniy Otryad or KAO) were curiously ineffective during the campaign. Rennenkampf and Samsonov were handicapped by a lack of information about the location of German forces. Despite an overall numerical advantage of seven cavalry divisions to the German one, Russian cavalry was not aggressive and did not compensate for Russian aerial reconnaissance failures. These weaknesses, along with the strung out Russian troop and supply columns, contributed to Russian caution advancing into enemy territory.

Prittwitz's I and XVII Corps commanders convinced him to advance, but it was not well synchronized. At the same time, First Army's overconfident advance failed to maintain a continuous front and the battle was a poorly coordinated fight near Gumbinnen. The Russian IV Corps prevented the German I Reserve Corps from joining the battle on the 20th.

The Russian cavalry corps on the far right routed an advancing Landwehr brigade of the Hauptreserve, but then withdrew to rest and resupply.

Gumbinnen was a sequence of confused German flank attacks that were in turn outflanked. Miscalculating the lethality of Russian artillery and machinegun fire, German troops blundered forward into devastating fire. At one point divisions on both sides lost their discipline and fled in disorder.

Although not driven from the field, The German Eighth Army was in no condition to stand and fight another day.

Player Actions:

Russian player chooses **GOOD ARTILLERY FIRE** and **CAVALRY RAID** combat markers. German player chooses **HAUPTRESERVE** and **AIR RECON SUCCESS** combat markers. Russian player goes first and chooses **OPEN FLANK** and two **BAD LUCK** RE markers—he chooses an extra RE marker for his victory in turn 1 (4G). German player chooses **RCAP** and **CONFUSION** RE markers—and still has the **RCAP** marker saved from turn 1.

Movement: Russian III, IV, and XX Corps markers enter Eastern box that the German XVII Corps still occupies. German I Corps and I Reserve Corps both move into the Eastern box with the XVII Corps.

Battle: The **GRA** marker is still in play from turn 1 and the German player again uses his **CONFUSION** marker. The German player rolls one d6 and the result is two German corps (I, XVII) against two Russian corps (III, XX). The **GRA** marker is now removed from the game and **CONFUSION** marker discarded.

BATTLE PHASE 1: German player chooses at random two **OPEN FLANK** RE markers (one per corps) and uses his **AIR RECON SUCCESS** to cancel one marker's effect on his side; Russian player uses both his **BAD LUCK** RE markers to cancel the German **AIR RECON SUCCESS** combat marker so both **OPEN FLANK** markers will subtract from the German point total (-4), but only -2 from the Russian point total.

Russian player then chooses at random a **CONFUSION** RE marker (another -2 from both German and Russian point total) and **RCAP** marker (discarded after step 70).

BATTLE PHASE 2: German player rolls two d6 for bonus of two active corps (7K), adds I and XVII Corps strengths—and tries to use **HAUPTRESERVE** but it's canceled when the Russian player uses **CAVALRY RAID**—and subtracts two **OPEN FLANK** and one **CONFUSION** (-2 each).

German total = 6+10-6 = 10.

Russian player rolls one d6, adds the III and XX Corps strengths plus **GOOD ARTILLERY FIRE** (+1).

Russian total = 4+8+1-4 = 9.

Result: Tie—no retreat or winner. The German player places one of his **RCAP** markers on this box to allow his three corps to move out, and stop the three Russian corps from moving, in turn 3.

German saves his second **RCAP** marker.

The "Turn" marker is advanced to the next turn.

Game Notes:

The German "Broken Terrain Cut Off" combat marker is not available until the third turn.

Both players hide these markers from their opponent's view.

Both sides choose which corps to use (7H).

BATTLE PHASE 1 (DEPLOYMENT): each player chooses one RE marker at random for each corps marker they have in the battle (7F)—two corps = two RE markers per side.

Both players may use their combat and RE markers to cancel the RE markers randomly chosen and/or cancel their opponent's RE and combat markers.

BATTLE PHASE 2 (COMBAT & RETREAT): each player totals their strength points (all four corps markers are at full strength), German player rolls two d6 and Russian player rolls one d6, plus both sides add or subtract any RE or combat markers.

Compare point totals to determine the victor.

The German player may use only one **RCAP** marker per turn—it prevents these Russian corps from moving in turn 3. It is discarded after all moves are finished for turn 3 (at end of Section 6).

Russia's Great War, 1914

Game Turn 3 (21-22 August)

Historical Situation:

Radio intercepts and aerial confirmation indicated that Samsonov's Second Army had at least five corps approaching an area faced only by the German XX Corps. Even worse news for Prittwitz indicated that the Russians were invading much further west than he expected—this threatened his army's rear and potential escape route.

Although the German I Reserve Corps held its own on the 20th, Prittwitz decided to retreat to the Vistula River and contemplated abandoning East Prussia. His subordinates were convinced they had won a victory at Gumbinnen despite heavy losses, and argued to stand and fight somewhere. There was already a pre-war plan that anticipated a German re-deployment if Russian forces approached from the south, but Prittwitz would not be swayed. Post-war memoirs by German officers claimed that Prittwitz panicked.

The night of the 20th Prittwitz had a telephone conversation with his boss, Moltke, who tried to calm the Eighth Army commander. Prittwitz's appeal for reinforcements led to a strategic mistake: Moltke detached several corps from the push on Paris and sent these divisions to East Prussia. They would not arrive in time to fight at Tannenberg, and their removal reduced the strength of the German drive in the west.

Moltke's concerns about Prittwitz resulted in replacing him with Hindenburg (from retirement) as Eighth Army commander, and Ludendorff (from German Second Army in the west) as new chief of staff. Before they arrived on the 24th, Prittwitz's operations officer, Hoffman, redeployed the army.

Rennenkampf rested and reorganized his troops two days before pursuing with his First Army on 23 August.

Player Actions:

Russian player chooses **GOOD ARTILLERY FIRE** and **CAVALRY RAID** combat markers. German player chooses **HAUPTRESERVE** and **AIR RECON SUCCESS** combat markers. German player goes first and chooses RCAP and CONFUSION RE markers—and still has the RCAP marker from turn 2. Russian player chooses an **OPEN FLANK** and a **BAD LUCK** RE marker (only two RE markers—no Russian victory in turn 2, no extra RE marker).

Except for the German player using one of his RCAP markers this turn, both players save the combat and RE markers noted above for use in a future turn.

Game Notes:

The German "Broken Terrain Cut Off" combat marker is now available this turn and every turn thereafter.

Both players hide these markers from their opponent's view.

Movement: The Russian II Corps is placed in the SE side of the Southeastern area box (2B). The Russian III, IV, and XX Corps markers must stay in the Eastern box (the RCAP marker on them is then discarded). The three German corps in that box move into the furthest west half of the Central box.

Battle: There is no combat this turn as no opposing markers are in the same box and the **GRA** marker was removed from the game on turn 2.

German player again places one RCAP marker on the Eastern box with the three Russian corps there and saves his second RCAP marker.

The "Turn" marker is flipped to the "New German Leaders" side and advanced to the next turn.

The RCAP in this box allows the German corps markers to leave.

The RCAP marker prevents these Russian corps from moving in turn 4. It is discarded after all moves are finished for turn 4 (at end of Section 6).

The German player did not win a battle in the first three turns, so the "New German Leaders" rules come into play (Section 8.2).

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Game Turn 4 (23-24 August)

Historical Situation:

The Russian II Corps (transferred to First Army on the 21st) moved directly against the Masurian Lakes before most of the other five corps of Samsonov's army crossed the border in force. It was supposed to maintain contact between the Second Army and First Army, but was too far from either to really support them.

Unlike *Rennenkampf's* homogeneous force, Samsonov's corps came from three different military districts and had not trained nor operated together until the 1914 invasion.

Second Army's staff was described as "a hastily assembled group of self-defined rejects unused to working together." (Showalter: *Tannenberg*)

The long marches into East Prussia required efficient logistics, but Russian supply services were badly disorganized. A new centralized system introduced just before the war created more problems than solutions. Russian supply difficulties grew the further they marched from their railheads in Poland. Water discipline collapsed and straggling increased as hungry, tired Russian soldiers searched for village wells and streams in the high August temperatures.

Ironically, the numerous lakes in East Prussia provided some relief to thirst but they also separated and isolated the advancing Russian columns.

Samsonov's reconnaissance efforts were restricted by the need to use his three cavalry divisions to protect the flanks of the widely separated corps. The various aviation units failed to coordinate their flights and Russian pilots, unlike their German counterparts, were unfamiliar with East Prussia.

Instead of a compact army, Samsonov's large force was dangerously divided and spread out, marching deeper into enemy territory with little or no idea where the Germans were.

Player Actions:

Russian player chooses **CAVALRY RECON** combat marker to add to his other two combat markers saved from turn 3. German player chooses **BROKEN TERRAIN CUT OFF (BTCO)** combat marker to add to his other two combat markers saved from turn 3.

Russian player goes first and chooses **RCAP** and **CONFUSION** RE markers to add to his other two RE markers saved from turn 3 (choosing the RCAP marker denies its use by the German player).

German player chooses **CONFUSION** and **BAD LUCK** RE markers to add to the two RE markers he saved from turn 3—and still has the **RCAP** marker from turn 2.

Movement: Russian I, VI, XV and XIII Corps markers are placed in the S side of Southern area box (2C). The Russian III, IV, and XX Corps markers must stay in the Eastern box (the **RCAP** marker on them is then discarded). The three German corps in the Central area box move into the Southern side of that area box, joining the German XX Corps already there. The Russian II Corps marker moves from SE to the Southeastern side of that area box.

Battle: There is no combat this turn as no opposing markers are in the same box and the **GRA** marker was removed from the game on turn 2.

German player places his only **RCAP** marker on the Eastern box with the three Russian corps there.

The "New German Leaders" (NGL) marker is advanced to the next turn on the turn track.

Game Notes:

Both players hide these markers from their opponent's view.

The **RCAP** marker prevents these Russian corps from moving in turn 5. It is discarded after all moves are finished for turn 5 (at end of Section 6).

Russia's Great War, 1914

Game Turn 5 (25-26 August)

Historical Situation:

While hungry and exhausted Second Army Russian soldiers trudged north into unfamiliar territory, many German soldiers rode in trains to deploy against them. Relatively fresh Germans would surprise Samsonov in what would become known as the battle of Tannenberg.

Rennenkampf's cautious advance started on the 23rd but made little progress, mostly due to his complete ignorance of where the German Eighth Army had gone. Despite his superiority in cavalry, he did not use them to track German movements or harass the retreating enemy. The First Army met only scattered resistance as it carefully advanced—monitored by German aircraft.

Rennenkampf told his boss, Northwestern Front commander Zhilinskii, as late as the 26th—when Samsonov's Second Army was already marching into a trap—that “we still do not have any information as to where the defeated formations of the German I and XVII Corps have fled,” and that “our cavalry have not to this time uncovered the direction of retreat of the main German forces.” (Stone: *The Russian Army in the Great War*)

Hindenburg and Ludendorff had the advantage of using interior lines with a well organized but not error-free rail network to help assemble their forces against each Russian army, one at a time.

Too late, Samsonov reinforced his exposed left flank with another arriving corps (XXIII), but by midday on the 26th the German I, XVII, and XX Corps struck the Russian I, XV and VI Corps. Misunderstanding and bad roads prevented the German I Reserve Corps from fighting that day.

Player Actions:

Both players already have all three of their combat markers.

German player goes first and chooses **BAD LUCK** and **RCAP** RE markers. Russian player chooses two **OPEN FLANK** RE markers. (This leaves only one “Open Flank” marker to use in Battle Phase 1.)

Movement: Russian I, VI, XV and XIII Corps markers move into the Southern side of that area box where the German I, XVII, XX and I Reserve Corps are located. (This gives the Russian corps the S box to retreat to if necessary.) The Russian XXIII Corps is placed in the S box of the Southern area (2D). The German player could have interrupted this Russian movement and moved to another area (6.2B) but chooses to stay and fight.

Battle: There are opposing corps markers in the same half of the Southern area box, so battle occurs.

Broken Terrain: Russian player rolls one d6 and the result: “5” divided by 2 = three Russian corps markers fight. Russian player uses his **CONFUSION** marker to limit German player to three corps (he chooses his I, XVII and XX Corps).

BATTLE PHASE 1: The one remaining **OPEN FLANK** RE marker not chosen by either side is revealed and the German player uses his **AIR RECON SUCCESS** and the Russian player his **CAVALRY RECON** marker to cancel this marker's effect on their respective sides.

BATTLE PHASE 2: Russian player uses his three **OPEN FLANK** markers, German player uses his **HAUPTRESERVE** and one of his **BAD LUCK** markers to cancel two of these, but the Russian player uses **CAVALRY RAID** to cancel the **HAUPTRESERVE** so net is -4 from German point total.

German total = 8 (2d6) +15 (3 corps) -4 = 19.

Russian player adds his **GOOD ARTILLERY FIRE** but German player uses his two **CONFUSION** markers (-4 from Russian point total). Russian total = 5 (1d6) +12 (3 corps) +1 (artillery) -4 = 14.

Result: German victory and Russian player must retreat his three corps or reduce one corps—he chooses to reduce his I Corps so the German player cannot play his **BROKEN TERRAIN CUT OFF (BTCO)** combat marker.

The German player places one of his **RCAP** markers on the Eastern box with the three Russian corps there.

German saves his **BTCO**, **BAD LUCK** and **RCAP** markers.

The **NGL** marker is advanced to the next turn.

Game Notes:

The German **BROKEN TERRAIN CUT OFF (BTCO)** combat marker is available this turn.

Both players hide these markers from their opponent's view

The five Russian corps markers (including the new XXIII reinforcement) outnumber the four German corps markers in the Southern area box, so the German corps could only leave that area using a **RCAP** marker (6H) or using movement step 6.2B—New German Leaders.

German player could have used one of his **BAD LUCK** markers to cancel the Russian **CONFUSION** marker but chooses not to do so and let the battle be 3 on 3.

Both sides choose which corps to use (7H).

BATTLE PHASE 1 (DEPLOYMENT): each player usually chooses one RE marker for each corps marker they have in the battle (7F)—three corps = three RE markers per side, but there is only one RE marker available.

Both players may use their combat and RE markers to cancel the RE markers randomly chosen and/or cancel their opponent's RE and combat markers.

Compare point totals to determine the victor.

The **RCAP** marker prevents these Russian corps from moving in turn 6. It is discarded after all moves are finished for turn 6 (at end of Section 6).

Russia's Great War, 1914

Game Turn 6 (27-28 August)

Historical Situation:

After Rennenkampf reported the retreat of the German Eighth Army from Gumbinnen on the 20th, Northwestern Front commander Zhilinskii urged Samsonov on the 23rd to “attack energetically” in order to cut off the German retreat to the Vistula.” (Stone: *The Russian Army in the Great War*)

As Samsonov's Second Army pushed forward around lakes and through marshes and forests, the German XX Corps fought a delaying action, retreating slowly before the Russian host.

As the Russian columns advanced, radio communications became the only reliable method to maintain contact between corps—Russian divisions lacked radios. Uncoded messages were intercepted by the Germans (and the Germans also sometimes sent messages *en clair* in both the west and east).

The German three-corps attack on the 26th caught Samsonov by surprise. Although they fought hard, Russian positions were outflanked and overpowered by the German heavy artillery—the large projectiles were nicknamed “valises” by the Russian soldiers.

Incredibly, Samsonov seemed unaware that his flanks were being driven away by the German attack, and the Russian corps in the center continued to push forward—inviting disaster.

German aviation units detected this vulnerability and Hindenburg and Ludendorff ordered their corps forward to encircle the exhausted Russians.

Lack of leadership and confusion doomed three Russian corps. By the 29th only the Russian I and VI Corps remained intact. In three days the Russians lost 165,000 men.

On the 30th Samsonov rode away from his staff and shot himself.

Player Actions:

Russian player chooses **GOOD ARTILLERY FIRE** and **CAVALRY RECON** combat markers. German player chooses **HAUPTRESERVE** and **AIR RECON SUCCESS** combat markers. Russian player goes first and chooses **OPEN FLANK** and **CONFUSION** RE markers. German player chooses a **BAD LUCK** and two **CONFUSION** RE markers—he chooses an extra RE marker for his victory in turn 5 (4G).

Movement: Russian XXIII Corps moves from the S box into the Southern area half where the Russian VI, XV and XIII Corps markers are located. Russian reduced I Corps marker does not move. The German player interrupts the Russian movement (6.2B) and places his **HAUPTRESERVE** marker on the Russian II Corps to prevent its movement (6B)—the **HAUPTRESERVE** marker is then removed.

Battle: Occurs again in the Southern area box.

Broken Terrain: Russian player rolls 1d6 and the result: “6” divided by 2 = three Russian corps markers fight (XXIII, XIII, XV). Russian player uses his **CONFUSION** marker to limit German player to three corps (I, XVII XX).

BATTLE PHASE 1: The three **OPEN FLANK** RE markers not chosen by either side are revealed and the German player uses his **AIR RECON SUCCESS** and the Russian player his **CAVALRY RECON** marker to cancel one marker's effect on their respective sides (net -4 to both sides).

BATTLE PHASE 2: Russian player uses his **OPEN FLANK** marker but German player uses one of his **BAD LUCK** markers to cancel it, and then uses both of **CONFUSION** markers to subtract -4 from Russian point total.

German total = 10 (2d6) +15 (3 corps) -4 = 21.

Russian player adds his **GOOD ARTILLERY FIRE** but the two **OPEN FLANK** markers and two **CONFUSION** markers subtract -8 from Russian points. Russian total = 4 (1d6) +12 (3 corps) +1 (artillery) -8 = 9.

Result: German victory—Russian player must reduce one corps and retreat all three corps. German player now uses his **BTCO** combat marker, but Russian player uses his **BAD LUCK** marker to try and cancel it—German player then uses his last **BAD LUCK** marker to cancel the Russian RE marker. All three Russian corps in the battle are eliminated.

The German player places his last **RCAP** marker on the Eastern box with the three Russian corps there.

The NGL marker is advanced to the next turn.

Game Notes:

The German **BROKEN TERRAIN CUT OFF (BTCO)** combat marker is available this turn.

Both players hide these markers from their opponent's view

Russian VI, XV and XIII Corps markers decide to stay in the Southern side of that area box where the German I, XVII, XX and I Reserve Corps are still located. Although outnumbered, the German corps could leave that area using a **RCAP** marker (6H) or using movement step 6.2B, but choose to stay and fight. The **HAUPTRESERVE** marker could have been canceled by a Russian **BAD LUCK** marker, but the Russian player chooses to save it.

German player could have used one of his **BAD LUCK** markers to cancel the Russian **CONFUSION** marker but chooses not to do so and let the battle be 3 on 3.

BATTLE PHASE 1 (DEPLOYMENT): each player usually chooses one RE marker for each corps marker they have in the battle (7F)—three corps = three RE markers per side (total of six), but there are only three RE markers available.

Both players may use their combat and RE markers to cancel the RE markers randomly chosen and/or cancel their opponent's RE and combat markers.

German player may roll an extra d6 as the bonus for at least two active corps in the battle (7K).

Compare point totals to determine the victor.

The **RCAP** marker prevents these Russian corps from moving in turn 7. It is discarded after all moves are finished for turn 7 (at end of Section 6).

Designer's Notes

The turn-by-turn tutorial presented in the previous pages shows that this game can recreate or duplicate the actual history of the 1914 Russian campaign in East Prussia. I believe that a game design must be able to do that—even if only as one possible outcome—in order for it to be considered an accurate interpretation of history.

However, the purpose of a historical game design is not to simply force players to repeat history—it is to enable players to investigate “what if” possibilities and alternative histories.

For example, what if Samsonov had followed Zhilinski's strategic plan and invaded with his army much closer to Rennenkampf's? What if Prittwitz had reacted in a more aggressive manner against the Russian First Army—as his subordinate corps commanders urged him—instead of using the cautious defensive strategy that immediately spun out of his control?

This minigame should assist players in exploring these and other options. Enjoy!

Dana Lombardy

This tutorial primarily used the following sources:

Showalter, Dennis E. *Tannenberg: Clash of Empires*. Dulles, Virginia: Brassey's, 2004.

Stone, David R. *The Russian Army in the Great War: The Eastern Front, 1914-1917*. Lawrence: University Press of Kansas, 2015.

Danilov, Yuri. *Russia in the World War (1914-1917)*. 6:178-204. (Translated from French; Danilov was the Quartermaster General of the Russian Armies.)

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This German postcard printed during World War One shows retreating Russian soldiers with the caption “Destruction of 5 Russian army corps in the Masurian Lakes.” Although the victory in East Prussia was celebrated throughout Germany and made heroes of von Hindenburg and Ludendorff, the reality was two Russian corps (XV and XIII) destroyed and two more (I and VI) badly mauled, plus the commander of Second Army (Samsonov) committed suicide. Although a debacle, these losses were a small percentage of the 37 active corps (as well as independent brigades and other formations) Russia mobilized in 1914.