

Russia's Great War:

1914

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

"Tannenberg was the only battle of World War I that could be compared with the great battles of history."

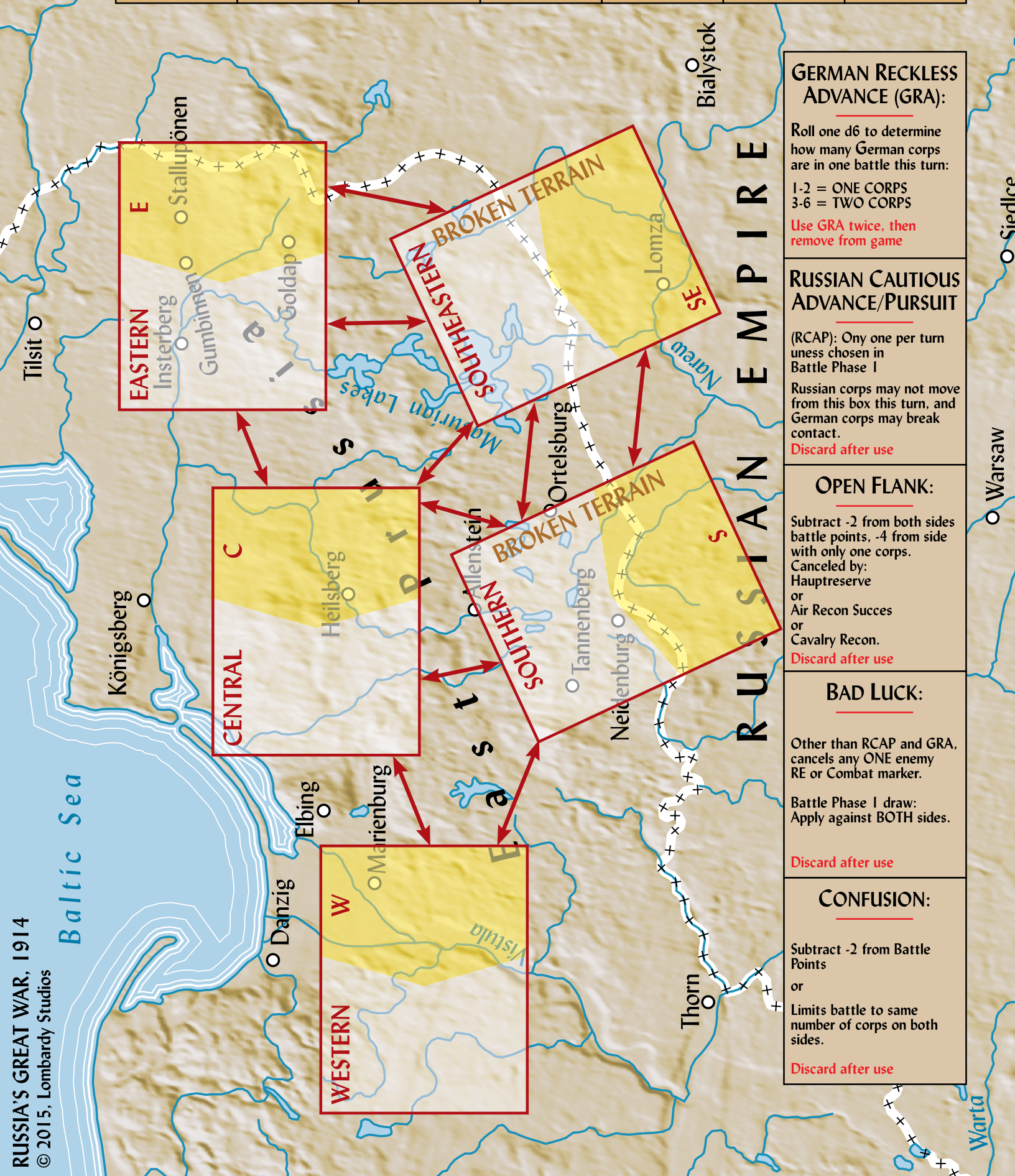
—Dennis Showalter, *Tannenberg: Clash of Empires*



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	AUGUST 17 18	AUGUST 19 20	AUGUST 21 22	AUGUST 23 24	AUGUST 25 26	AUGUST 27 28	AUGUST 29 30
START HERE	E	R	SE	S	R	S	R



GERMAN RECKLESS ADVANCE (GRA):
Roll one d6 to determine how many German corps are in one battle this turn:
1-2 = ONE CORPS
3-6 = TWO CORPS
Use GRA twice, then remove from game

RUSSIAN CAUTIOUS ADVANCE/PURSUIT (RCAP):
Only one per turn unless chosen in Battle Phase I
Russian corps may not move from this box this turn, and German corps may break contact.
Discard after use

OPEN FLANK:
Subtract -2 from both sides battle points, -4 from side with only one corps.
Canceled by:
Hauptreserve
or
Air Recon Success
or
Cavalry Recon.
Discard after use

BAD LUCK:
Other than RCAP and GRA, cancels any ONE enemy RE or Combat marker.
Battle Phase I draw:
Apply against BOTH sides.
Discard after use

CONFUSION:
Subtract -2 from Battle Points
or
Limits battle to same number of corps on both sides.
Discard after use

YOU WILL NEED 3 SIX-SIDED DICE (THREE “D6”).

OBJECT OF GAME:

Russian Victory: By the end of turn seven, the Russian player eliminates three German corps markers, OR there are three Russian corps markers (full or reduced strength) in the W half of the Western area box, and at least one full- or reduced-strength corps marker in each of the other four area boxes.

German Victory: By the end of turn seven, the German player eliminates at least three Russian corps markers, AND there are no Russian corps markers in the W side of the Western area box.

Any other result is a draw.

GAME MAP: The game map shows East Prussia with five area boxes. Each area box is divided in half with the name of that box spelled out in one half and abbreviation in the other half: Southeastern / SE. The Southern and Southeastern area boxes are noted as “Broken Terrain” with Russian corps limits on battles (7D). The effects of Random Event (RE) markers are explained along one side of the map.

PLAYING PIECES (MARKERS): The 1-inch square playing pieces are called “markers.” Nine markers are Russian army corps identified by Roman numeral (II, III, etc.), Russian word for corps in Cyrillic, and combat strength (4 for full strength, 2 for reduced side). Four markers are German corps identified by Roman numeral with a flag symbol. Three German corps (I, XVII, XX) are active corps and one is a reserve corps (IR). German corps markers also have a full strength side and reduced strength on the opposite side. German active corps markers also have an aviation propeller symbol and plus (+) sign that indicate a combat bonus for attached aeroplanes and heavy artillery (7K). Each side has three combat markers noted with a German cross or Russian roundel on one side and effects on the opposite side. There are thirteen random event (RE) markers with a German cross and Russian roundel on one side and the effects noted on the opposite side. The “Turn” marker (“New German Leaders” noted on the opposite side) is used to keep track of the current turn on the turn track.

HOW TO PLAY THE SOLITAIRE GAME

Place the “Turn” marker with that word face-up on the first space of the turn track (August 17-18).

1. Initial German Eighth Army Set Up

- Place the I and XVII Corps in the Eastern half of that area box.
- Place the IR Corps in the Southeastern half of that area box.
- Place the XX Corps in the Southern half of that area box.

2. Russian Corps Entry

- On turn 1 III, IV, and XX Corps (First Army) enter the E half of the Eastern area box (noted as “E” on the turn track).
- On turn 3 II Corps (Second Army) enters the SE half of the Southeastern area box (noted as “SE” on the turn track).
- On turn 4 I, VI, XV, and XIII Corps (Second Army) enter the S half of the Southern area box (noted as “S” on the turn track).
- On turn 5 XXIII Corps (Second Army) enters the S half of the Southern area box (noted as “S” on the turn track).

NOTE:

- All German and Russian corps markers start at full strength. Each side may have no more than five (5) corps markers in one half of an area box.

3. Combat Markers

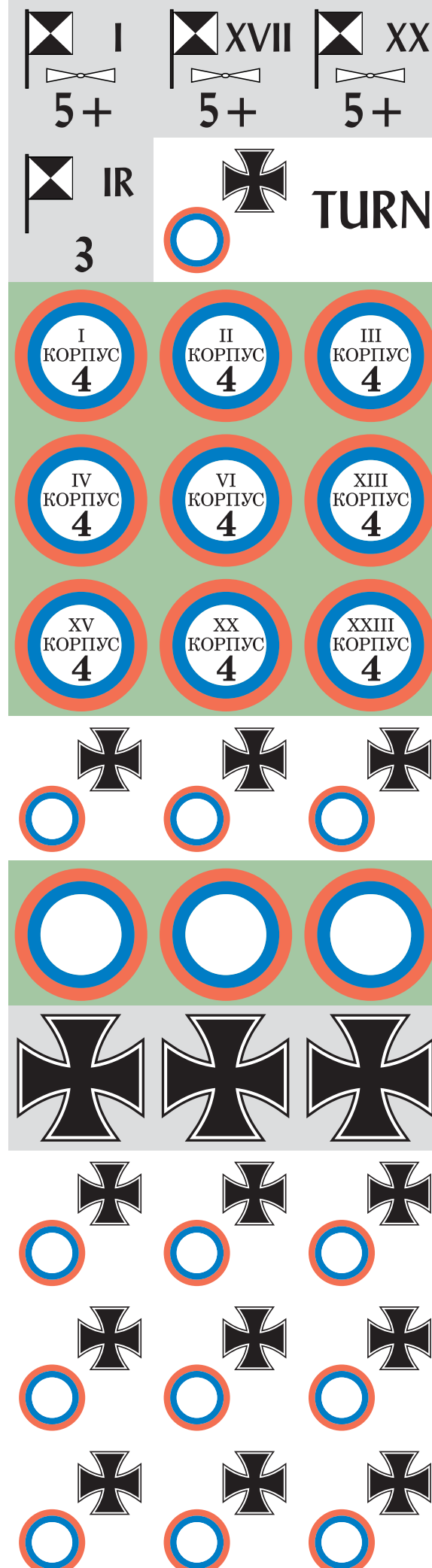
- Set aside the German “Broken Terrain Cut Off” marker—it is not available to play until the third turn (21-22 August). It may only be used in the Southern and Southeastern areas and is removed from the game after being used twice. The other two German combat markers may be used every turn.
- You may examine the effects of the three Russian combat markers before choosing two of them (5A).
- Unused combat markers may be saved and used on a subsequent turn.

4. Random Event (RE) Markers

- Choose one “Russian Cautious Advance-Pursuit” (RCAP) marker to be used for the German side once at the end of every turn—it is never discarded in the solitaire game.
- The RCAP marker prevents Russian corps markers from moving in the next turn. If chosen at random in Battle Phase 1 (7F), it also cancels the Russian “Cavalry Raid” marker in step 7O.
- The Russian player may choose and use the “German Reckless Advance” (GRA) marker twice—for two separate battles on the same or two successive turns. The GRA marker is permanently discarded after being used twice.
- Without looking at their effects side, mix all of the remaining 12 RE markers, effects side face down.
- Except GRA and the one RCAP marker noted above, all other RE markers are discarded after being used in a turn: they are immediately placed effects side face down and remixed with the other RE markers, and may be chosen and used again on a subsequent turn.
- Unused RCAP and other RE markers may be saved and used in a future turn.
- The side that wins a battle may choose an extra RE marker in the next turn for each victory.

5. Solitaire Turn Sequence

- At the beginning of each turn, before any movement, the Russian player chooses 2 RE markers to play against the German side, and 2 Russian combat markers to use in that turn’s battles—if any.
- Choose two RE markers and two German combat markers for the German side.
- Russian reinforcements (if any) enter into the area box noted on the turn track, and Russian corps markers already on the map at the start of a turn may now move, subject to the rules outlined in Section 6.
- German corps markers are moved by the Russian player in the solitaire game.
- Battles must occur if there are any opposing corps markers in the same half of an area box. If opposing corps markers are in the same area box, but not the same half of that box, a battle only occurs if the Russian player uses the GRA marker.





6. Movement

- Russian corps markers always move first each turn (except 6.2B). Neither player is forced to move any corps marker except in a retreat (7M).
- If there is only one Russian corps marker in an area, the German "Hauptreserve" combat marker may be placed there to prevent it from moving that turn.
- Starting on turn 2, at the start of every turn, the German RCAP marker must be placed in a box with the most Russian corps markers. This allows any German corps markers in the same box half with Russian corps markers to move out of that box. RCAP also prevents Russian movement from that half of the area box this turn, although Russian corps markers may enter that box as reinforcements or from another area box.
- Placing Russian corps markers on the map counts as their movement for that turn—they may move no farther.
- Russian corps markers may move one-half of an area box each turn. For example, from E to Eastern side of that area box, even if there are German corps markers in the Eastern half.
- Russian corps markers may move from one area box to an adjacent area box. Small movement arrows on the map indicate permitted movement between boxes. For example, a Russian corps marker in the Eastern half of that area box may move into C or Southeastern, or back to E.
- Markers may not move through an area box half that has any enemy corps markers. For example, if a German corps marker and Russian corps marker are both in the same Southeastern half of that area box, the Russian marker may not move into the C half of the Central area box.
- German corps markers may move to either half of one full box every turn. For example, from Eastern to Central or Eastern to C. They may enter but not move through the half of an area box containing any Russian corps markers.
- German corps markers in the half of an area box that has the same number or fewer Russian corps markers may leave that box. If there are more Russian corps markers in the same half of that area box, the German corps markers may only leave if they use a RCAP marker. Otherwise, the German corps markers must remain there until they use a RCAP marker, are forced to retreat, or force the Russian corps markers to retreat (7M).

7. Battle (Combat)

- After all movement is finished, a battle occurs in every area where opposing corps markers are in the same half of that area, or the Russian player uses the GRA marker in an area box even if opposing corps markers are not in the same half of that box.
- If the GRA marker is played, the German side may use a "Confusion" marker to limit the number of Russian corps markers in the battle to the same number of German corps markers as per the d6 die roll noted for the GRA marker.
- The Russian player determines the order in which battles are resolved in the solitaire game.
- BROKEN TERRAIN:** The numerous lakes in the Southern and Southeastern areas separated Russian corps and prevented close cooperation: roll one d6 and divide by 2, rounding up. This d6 roll equals the number of Russian corps that may participate in the battle (a "3" = two corps).
- The Russian player may use one of his "Confusion" markers to limit the number of German corps markers in the battle to the same number of German corps markers as per the d6 die roll in step D. (The German player may use a "Bad Luck" marker to cancel the Russian "Confusion" marker.)
 - Each battle is resolved separately as follows:
 - BATTLE PHASE 1 - Deployment**
 - For each corps marker a side has in a battle, randomly choose one face down RE marker—apply those effects against both sides now or in step I.
 - Combat and RE markers may be used to cancel these RE and enemy markers.
 - BATTLE PHASE 2 - Combat & Retreat**
 - Each side chooses which corps to use and adds the strength points of its corps markers.
 - Both sides, Russian first, may use their combat or RE markers to cancel a marker or help its side.
 - Each side rolls one d6 and adds or subtracts any points from combat or RE markers to get its total battle points.
 - If there are two or three German active corps in this battle, the German side may roll another d6 and add this roll to its total battle points.
 - Compare the opposing battle point totals. Results are:
 - Tie or only 1 point difference = no winner or loser—no losses, no retreat
 - One side's total is 2 or more points higher = lower total losses and must retreat OR losing side may remain in place, but must reduce one corps marker by one strength step (full to reduced, or eliminate a reduced corps).
 - One side's total is double the other side's battle points = lower side loses one strength step AND all its corps markers must retreat.
 - RETREAT:** All corps markers on the losing side must retreat one half box. For example, from Eastern to C half of the Central area. Corps markers may not retreat into a half box with enemy corps markers.
 - Corps markers that cannot retreat, or that are forced to retreat off the map are eliminated.
 - PURSUIT:** The Russian player may use his "Cavalry Raid" marker to raise his point total by one point to possibly reduce the level of a German victory. A "Bad Luck" marker can cancel this Russian pursuit.

2-Player rules and tutorial are available from dana.lombardy@gmail.com

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