

TANNENBERG 1914



INTRODUCTION

Tannenberg 1914 covers the first Russian offensive of the Great War, which aim was to relieve German pressure to the French Western front. Two Russian armies have as target the port of Königsberg and the destruction of the opposing army. The Germans, with numerical inferiority but with interior lines have no right for mistake if they want to prevail. Hopefully, they have some key assets in their hands...

Forces of both sides are different in quality, as the Russians have not completed their mobilization.

- **The Germans** have good defensive positions in marshy areas and can use an excellent railroad network.
- **The Russians** have two plentiful armies, but separated from each other and of mediocre quality.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military or political fields.

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: Russians

The scenario lasts 14 turns (between August 17th and September 10th, 1914), each turn being equivalent to 1 day.

The **Russian players** always plays first, followed by the **German player**.



FORCES

The **Russian player** controls the **Russian units (green)**.

The **German player** controls the **German units (grey)**.

MAPBOARD

The map represents Eastern Prussia and its neighboring regions inside the Russian Empire in 1914



The game has two main theaters, delimited by the official border: Eastern Prussia (the **German area**) and the Russian Empire (**Russian area**).



VICTORY

IMMEDIATE VICTORY

The **Russian player** is victorious if, at the end of a turn, he controls the fortress of Königsberg with supplied units.

Any player wins if he reaches or exceeds 20 VP at the end of a turn.

Otherwise, the player with most VP at the end of the scenario wins the game.

VP BONUS

The **Russian player** earns 3 VP for each of the controlled cities below:

Instenberg / Lötzen / Königsberg / Thorn/ Dantzig.

The **German player** earns 3 VP for each of the following controlled cities below:

Kovno / Bialystok / Ostrolenka/ Mlava.

SPECIAL RULES

ECONOMIC PHASE

None in this scenario.

SUPPLY SOURCES

- **Russia** : Kovno, Bialystok, Mlava.
- **Germany** : Baltic Ports and coastal regions, regions with railraod to the West.



DECOYS

Where is the VIIIth Army?

There 5 **German** units called “Decoys” that are placed within **German stacks**, in order to confuse the **Russian player**. Those units have no combat value and are removed in battle.

ENTRENCHMENTS

The “entrench” button is active in the scenario in favor of the **German player** only.

A **German stack** that does not move in its turn may entrench in its region, and then receives the “Entrenched” indicator.



it gives to the attacking **Russian units** an extra -1 penalty to their attack factors.

The indicator and its benefit are automatically removed if no **German combat unit** is present in the region (either from voluntary move or retreat).

RUSSIAN REINFORCEMENTS – TURN 2

Second Army

- **Chorzele** : General* *Blagoveschenski* + 4th I.D. + 16th I.D. + 4the C.D.
- **Janow** : General*** *Samsonov* + Artillery + 2nd I.D. + 3rd Ind. C.Bde.
+ 6th I.D. + 8th I.D. + 1st I.D. + 36th I.D. + 2nd Ind. C.Bde.
- **Mlawa** : General* *Artamanov* + 22nd I.D. + 24th I.D.
- **Biezun** : 6th C.D. + 15th C.D.