NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed. There are two unit tracks (one Japanese and one Russian) those pages may be removed by carefully pulling the center four pages out of the rules and cutting them apart.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ strategyandtacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION

Mukden is a two-player simulation (easily adapted for solitaire play) of the climactic struggle of the Russo-Japanese War of 1904–05. Both players can attack and defend, but the main burden of the offensive is on the Japanese player.

1.1 Scale

Each hexagon on the map represents three miles (4.9 kilometers) from side to opposite side. The units of maneuver are regiments, brigades, divisions, and one (cavalry) corps. Each full turn represents two days of real time.

2.0 COMPONENTS

The components to a complete game of Mukden include these rules, the map, and one sheet of 228 9⁄16-inch die-cut counters. Counters are also referred to as units and unit counters. Players must provide a standard six-sided die to resolve combat and other random game events.

2.1 Game Map

The map illustrates the militarily significant terrain found in and around the Manchurian town of Mukden in 1905 when portrayed at this scale under these system dynamics. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it, much as in chess and checkers. A unit may only be in one hex at any one time.

Every hex on the map has a unique four-digit identification number printed within it. They are provided to help find exact locations quickly and to allow for the recording of unit positions if a game must be taken down before it can be completed.

Example: The town of Mukden is in hex 2310.
2.2 Unit Counters
The unit counters represent combat formations, while others are informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter clipping device) to remove the nub-like dog ears from their corners will facilitate easy handling and stacking of units during play.

2.3 Combat Units
Each combat unit displays specific information regarding nationality, specific historical identification, unit type, size, combat, and step strengths or other special status.

<table>
<thead>
<tr>
<th>Size Symbol</th>
<th>Type Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front</td>
<td></td>
</tr>
<tr>
<td>Placement Hex</td>
<td>Combat Strength</td>
</tr>
<tr>
<td>Unit ID</td>
<td></td>
</tr>
</tbody>
</table>

Example: The illustration shows the full-strength increment of the Japanese Imperial Guard infantry division. It has a starting step and combat strength of 12. No unit ever gets stronger during play, but only weaker due to combat losses. The division begins play set up in hex 2917 (3.2).

2.4 Nationality
A unit’s nationality, and therefore the side it is on, is shown by its color scheme.

Japanese Units: White on Red
Russian Units: Black on Tan

2.5 Identifications & Abbreviations
All units are given their specific identities by the numbers or names used to designate those formations. Those abbreviations are as follows.

Russian Units
Ch: Chasseur (Light Infantry)
CC: Cavalry Corps
ESi: East Siberian

Japanese Units
IG: Imperial Guard
IGR: Imperial Guard Reserve

2.6 Unit Organizational Sizes
Unit organizational sizes are shown with the following symbols. From largest to smallest they are as follows (6.0).

XXX: Corps
XX: Division
X: Brigade
III: Regiment

2.7 Unit Types
The following symbols in each counter’s unit-type box distinguish the two main combat arms.

 Infantry  Cavalry

Important: There is no functional combat or movement distinction between infantry and cavalry. The fact is neither side had a distinctive, or otherwise functional, tactical doctrine for its cavalry (5.2).

2.8 Movement Factor (MF)
This number is a measure of a unit’s ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each hex. Unlike most wargames, MFs are not printed on the counters. The MF of all units is eight.

Exception: See Forced March 8.4.

2.9 Combat Factors & Step Strengths
Combat factors (CF) are the measure of each unit’s ability to conduct offensive and defensive combat operations. A unit’s combat factor is also its step strength. Their specific uses are explained in 9.0

2.10 Step Reduction
All ground units in the game have a combat factor/step strength from one to 12 (called steps). The strength of a unit is an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its robustness in current US Army jargon).

- Each unit’s current step strength is shown by the large number printed along its bottom edge. This number is also its current combat factor.
- If a two-step unit suffers a step loss, its two-strength counter is removed, and its one-step substitute counter is placed in the hex formerly occupied by the two-step counter.
- If a one-step unit suffers a step loss, it is removed from the map (eliminated) and placed into a dead pile off to the side.
- All units of both sides begin play at their full step strength. No unit of either side ever regains lost step strength; units only grow weaker, never stronger, during play.
- Each formation’s full step strength is easily recognized by the fact it has a four-digit set-up hex number printed on the left side of the counter. Units without those numbers are substitute counters.
- Most Russian and Japanese units have more than one strength step available within them. When such units are reduced to step strengths below what is shown on their present on-map counter, remove that counter from the map and replace it with their appropriated weaker substitute counter as described above.

Example: The diagram below shows the Japanese Imperial Guard Infantry Division. The division starts the game with a combat factor of 12. Each time the units suffers one step loss, remove the current counter from the map and replace it with the counter with the next lower combat factor from the pullout sheet.
Important: A multi-step unit will never have more than one of its counters in play on the map at any one time.

2.11 Disruption
On their reverse sides, combat unit counters display only the battle flags of their respective empires. That side is their disrupted side.

- Units become disrupted and are immediately flipped over so their flag sides show upward whenever they complete a move or take part in an attack or defense.
- Disrupted units retain their zones of control (7.0) and defend normally, but they may not move or attack.
- Units recover from disruption (shown by being flipped back over so their sides with numeric data again show upward) during each turn’s Phase V and VIII (5.0).

2.12 Markers
The uses of the following counters are explained at the appropriate points throughout the rest of the rules.

3.0 SET UP & HEX CONTROL
The players should first decide the side each will control. After that, they each take their own units and sort them onto and around the map according to sequence and instructions below.

3.1 Marker & Substitute Counter Set Up
Players place the substitute unit counters and markers as follows:
- The Japanese player places the Japanese artillery bombardment markers off to the side within easy reach.
- The game turn marker is placed in the Turn 1 box of the Game Turn Record Track (GTRT).
- Each player places one step lost x1 and x10 marker near his respective Steps Lost Tracks on the map.
- Each player lays out his respective Unit Tracks (center pullout) and places his combat units on the appropriate Unit Track. These tracks will allow players to quickly locate the correct substitution counter when needed.

3.2 At Start Combat Unit Set Up
Both players then place the full-strength unit counter (the one with the hex number) on the map in the hex with the corresponding number. All units are set up with their undisrupted (numeric) sides showing upward.

Example: The Japanese Imperial Guard Infantry Division is placed in hex 2917.

Counter Errata: Russian 55th Div three-strength counter is marked with set up hex. Players should place the four-strength counter in hex 2215.

3.3 Hex Control
The idea of hex control (the side that owns a critical hex at any given instant) is important for judging victory (4.0).
- Critical hexes are:
  - Mukden (hex 2310)
  - Railroad running from hex 2310 to 2900.
  - Liaoyang (hex 1922)
- At the start of play, the Russian player controls Mukden and the railroad, while the Japanese player controls Liaoyang.
- The control status of a critical hex switches from one side to the other whenever a ground unit from the other side enters it. Change of control is immediate and may potentially occur at any time and any number of times during play.

Important: A side does not lose control of a critical hex simply by vacating it. The enemy side must move into or through the hex to cause control of it to change.

3.4 Hex Control vs. Zone of Control
Do not confuse the idea of hex control with that of zone of control (ZOC) (7.0).

Important: The projection of a ZOC into an enemy-controlled critical hex does not, by itself, cause the control status of that hex to switch from one side to the other.

4.0 HOW TO WIN
Both players can go on the attack and win the game offensively. The Russian player may also win defensively by preventing a Japanese victory as large as the one that occurred historically. The inescapable burden of going onto the overall offensive is therefore on the Japanese player. There are two types of victory: Sudden Death and Game End victory.

4.1 Russian Sudden Death Victory
If, at any time during play, the Russian player gains control of Liaoyang (hex 1922), play stops and the Russian player is declared the winner.

Designer’s Note: Liaoyang was the Japanese supply head for the battle. Its capture by the Russians, in and of itself, would not have been immediately decisive. Even so, its fall to the Russians would represent such an overmatch of their historic commander’s performance in the battle (and a corresponding failure in the Japanese commander) that a victory is awarded on that purely competitive basis.
4.2 Japanese Sudden Death Victory
If the Japanese player gains control of Mukden (hex 2310) or any hex of the railroad from hex 2210 to hex 2900 (inclusive) prior to the end of Turn 3, he has won a Sudden Death victory at that instant.

Important: A Japanese Sudden Death victory is not possible after the end of Turn 3.

Designer’s Note: The Japanese historically cut the railroad on Turn 5. So, again, in beating that performance, the Japanese player is awarded a victory on purely competitive grounds.

4.3 Japanese End Game Victory (Historic Outcome)
If neither player wins a Sudden Death victory, play continues to the end of Turn 6. To win an end game victory, the Japanese player must:
1) Control Mukden (hex 2310); and,
2) Have inflicted at least 20 percent more step losses on the Russians, than lost by the Japanese (9.10).

Important: Russian units still on the map at the end of the game, which cannot trace a line of communication (LOC) (7.6) are considered eliminated (9.9).

Optional: Alternatively, to better simulate the informational uncertainty under which both sides’ supreme headquarters operated during the actual battle, players may choose to not keep track of step losses during the game. Instead, just put the eliminated counters into separate piles or containers, and then count those counters (one counter = one step) at the end of play.

Exception: If you use this alternative method it is still necessary to keep track of the number of times during a game the Russian Cavalry Corps is eliminated (5.2).

4.4 Russian End Game Victory
If the Japanese player did not achieve a Sudden Death or End Game victory, the Russian player wins. This is true no matter any other circumstances that may pertain across the map.

4.5 Capitulation
Of course, if either player becomes convinced his situation is hopeless, he may capitulate to his opponent at any time.

5.0 TURN SEQUENCE
Every turn of Mukden is divided into eight segments, called phases. Each full sequence of phases, as shown below, make one game turn. There are six game turns in each game.

Exception: Sudden Death victory (4.1, 4.2 & 4.5).
• Every action taken by a player must be conducted during the appropriate part of the sequence outlined below.
• Once a player has finished a phase or a specific activity within a phase, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.1 Turn Sequence
I: Russian Cavalry Corps Replacement Phase (skip on Turn 1)
II: Japanese Phase Sequence Declaration Phase
III: Russian Paralysis Determination Phase
IV: Alternating Actions Movement (or Combat) Phase
V: Recovery Phase
VI: Russian Paralysis Determination Phase
VII: Alternating Actions Combat (or Movement) Phase
VIII: Recovery Phase

Example: After the Russian Cavalry Corps Replacement Phase is conducted, the Japanese player declares that Phase III will be a Combat Phase. Russian Combat Paralysis is determined and implemented. The Japanese player assigns artillery as allowed. The Japanese player conducts his first combat, then the phase shifts to a Russian player combat and then back to the Japanese player. After all combats are conducted, the joint Recovery Phase is conducted. The Japanese player then determines the Russian Paralysis for movement and implements the results. The Japanese player moves his first unit, then the Russian player moves his first unit. Movement proceeds until neither player has units to move. A Recovery Phase is conducted, then the turn is ended with advancement of the marker on the GTRT.

Important: Except for the requirement in 4.3 (Japanese End Game victory) and 9.7 (Japanese artillery bombardment), there is no requirement for units of either side to trace supply and thus there are no out of supply effects.

5.2 Russian Cavalry Corps Replacement Phase (Phase I)
If the Russian Cavalry Corps was eliminated during the prior game turn, the Russian player places it back on the map in:

a) Mukden (hex 2310); or,

b) If Mukden is Japanese controlled or already stacked to maximum capacity, in any Russian-controlled hex of the railroad.

• This phase is skipped, on Turn 1, when the corps is automatically on the map; however, it may be potentially replaced in each of the following turns throughout play.

Important: Each time the corps is eliminated, it counts as one step as having been destroyed.

Designer’s Note: The Russian Cavalry Corps was a large force consisting of eight cavalry divisions and two separate cavalry corps. Under ideal circumstances, it would have given them an important edge over the Japanese. Sadly, for the Russians, though, due to a lack of any coherent cavalry doctrine, or even good communications between the corps commander and their main headquarters, they got almost no practical use out of it. The miniscule combat and step strength of the corps is meant to reflect those weaknesses. At the same time, though, there is no danger the Russians will run out of horsemen, so the unit’s unique replacement capacity models that fact.
5.3 Japanese Phase Sequence Declaration Phase (Phase II)
During this phase, the Japanese player announces the order this turn’s movement and combat phases will take place. That is, he declares either that Phase IV will be a Movement Phase and Phase VII a Combat Phase, or that Phase IV will be a Combat Phase and Phase VII a Movement Phase. He is always free to choose either order.

Important: The Japanese artillery bombardment markers (9.7) are only available for use during turns that the Japanese player selects combat for Phase IV and movement for Phase VII.

5.4 Russian Paralysis Determination Phases (Phases III & VI)
During these phases, the Japanese player openly rolls a die and halves the result (round down) for a result of zero through three.
- If the result is one or more, the Japanese player chooses that number of Russian units (anywhere on the map) and flips them over (so their disrupted side is showing).
- Those units are then, in effect, out of action during the immediately following Movement or Combat Phase. They cannot move or attack during that phase.

5.5 Alternating Actions Movement or Combat Phases (Phases IV & VII)
The Japanese player is always the first player to take an action in these phases.
- In the Movement Phase, a player may only take movement actions.
- In the Combat Phase, a player may only take combat actions (attacks).
- After the Japanese player completes his first action, the Russian player takes an action.
- Players then continue alternately taking actions until both sides have completed all desired actions.
- Each individual combat action (an attack) may involve more than one attacking unit (9.0). After each attack action, all attacking and defending units are flipped so that their disrupted side is up.
- Each individual movement action may only involve one unit (only one unit can move during a single movement action). After each movement action, the unit that took the action is flipped so that its disrupted side is up.
- A movement or combat phase continues until either both players are out of undisrupted units or both agree they would like to end the phase.
- Players may not pass (not take an action) and then later in the phase continue taking actions.
- A player must flip at least one unit to its disrupted side each time that it is that player’s action to signify that he has taken an action.

Important: A unit does not need to move or attack during that action. A player may complete that action by just flipping a unit over.
- If one player runs out of undisrupted units before the other, the player with those undisrupted units may continue to complete all actions he desires to perform, without interruption by the opposing player.

5.6 Recovery Phases (Phases V & VIII)
When a Combat or Movement Phase is ended, both players should cooperatively flip back all units on the map, so their undisrupted sides are showing upward.

5.7 Ending a Turn & Ending a Game
A turn is completed when Phase VIII is concluded. At that time, move the game turn marker one box forward on the GTRT and start Phase I of the next turn. If the game turn just ended is Turn 6, the game is over. Consult section 4.0 to determine who won.

6.0 STACKING & FOG OF WAR
Stacking is the term used to describe placing more than one friendly unit in the same hex at the same time.
- The stacking rules apply at the end of every turn’s Phase I and at the completion of each combat or movement action.
- Units from opposing sides may never stack in the same hex.
- Markers do not count towards stacking.

6.1 Stacking Limit
No more than two division equivalents may be stacked in the same hex. Division equivalents are:
- Russian Cavalry Corps (XXX): 2 Brigade (X): ½
- Division (XX): 1 Regiment (III): ½

- The number of steps a unit has remaining has no effect on the number of divisional equivalents.
- Disruption has no effect on stacking.

6.2 Fog of War
Both players are always free to examine their own stacks of units.
- Neither player may look beneath the top unit of a stack of the opposing side, regardless of the disrupted or undisrupted status of the various units within it.
- After an attack has been declared and its resolution begun, the necessary unit examinations may take place. Once the defending units have been revealed, the attack cannot be cancelled.
- Within the above strictures, both players are free to maintain any desired top to bottom stacking order in their own stacks.

7.0 ZONES OF CONTROL
The six hexes immediately surrounding a hex containing one or more ground units constitute the ZOC of the unit(s) in that hex.
- ZOC extend across all hexes, and into and out of all types of terrain.
- All ground units (including disrupted units) of both sides always project ZOC.
- There is no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

7.1 Enemy Zones of Control (EZOC) & Movement
A moving unit must end its move for that phase when it first enters an EZOC. See page 14 for example of EZOC restrictions.
- A unit that begins its move in an EZOC may leave that hex, but only by entering a hex that does not contain an EZOC, however it must stop for that phase as soon as it does enter a hex containing an EZOC.
- Units may not move directly from EZOC to EZOC.

7.2 No EZOC Negation
The presence of a friendly unit or stack in a hex containing an EZOC does not negate that EZOC for any purposes.
7.3 EZOC & Advance After Combat
EZOC do not in any way inhibit or block the ability of victorious units that advance after combat (9.11).

7.4 Probing Attacks
Hexes containing EZOC, but that are otherwise empty of actual units, may be the subject of probing attacks (9.13).

7.5 Momentum Attacks
EZOC do not inhibit or block the ability of victorious attacking units that advanced after combat from making a momentum attack (9.12).

7.6 Lines of Communication
While there are no supply rules, there are times in the game when units must trace a line of communication (LOC) to a point on the map.
- A LOC is defined as a path of hexes, of any length, running from the unit in question back to a supply head.
- The Japanese supply head is hex 1922 (Liaoyang).
- The Russian supply head is any north map edge hex between hex 1000 and hex 4200 (inclusive).
- When tracing a LOC, start at the unit in question and trace a path of hexes. The unit itself may be in an EZOC, but no other hex within the LOC may contain an EZOC or be occupied by an enemy unit.

8.0 MOVEMENT
Every ground unit in the game has a movement factor of eight (2.8).
- The movement factor of a unit is the number of movement points (MP) available to that unit to use for movement across the hex grid during each turn’s Movement Phase.
- Units move from hex to adjacent hex (no skipping of hexes is allowed) paying varied costs to do so depending on the type of unit, hexside terrain and the terrain in a hex being entered.
- Units are moved individually. They cannot move as a stack.

8.1 Limits
MP may not:
- a) Be accumulated from turn to turn or phase to phase.
- b) Be loaned or given from one unit to another.
- A player may potentially move any number or none of his units in each Movement Phase throughout the game.

Important: During the Movement Phase, one player may move one unit, then the opposing player moves one unit. A player may decide not to move a unit; however, one unit must still be disrupted.

- Units that move are not required to expend all their MP before stopping.
- The movement of each unit must be completed before that of another is begun. A player may only change the position of an already moved unit if his opponent agrees to allow it.
- At the end of any move, the unit that moved is disrupted. Show that by flipping it so the side with the empire’s battle flag is upward. Disrupted units remain disrupted until the immediately following Recovery Phase.

8.2 No Minimum Movement
There is no guaranteed ability for any unit to be able to move at least one hex during a movement phase.
- To enter any hex, a moving unit must have sufficient MP available to pay all the involved costs or the move may not be made.
- Moving units may never enter hexes containing enemy units.
- Disrupted units may not move.

8.3 Terrain & Water Barriers
There are nine types of terrain and water features on the map.
- The effects those various features have on the movement of units are described below and are summarized on the Terrain Effects Chart (TEC) printed on the map for quick reference during play.

Clear Terrain: This is the base terrain of the game; it is devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All towns are considered to exist in hexes that are otherwise clear. For a hex to be considered clear, it must be entirely devoid of any other terrain.

Important: If a hex contains any amount of mountain terrain, it is considered entirely that type of terrain.

Mountains & Passes: Each mountain hex costs units two MP to enter. The three mountain passes shown on the map are, in effect, highways through them. Units moving from one pass hex to another pass hex, do so at the cost of just one MP per hex instead of the usual two.

Major & Minor River Hexsides: It costs all units one extra MP to cross a minor river hexside, and two extra MP to cross a major river. This means these MP must be paid in addition to the cost for entering the hex on the other side of the river. The Wen Kia Pass does not negate the extra MP to cross the minor river.

Railroads: Railroads have no effect on movement. Treat railroad hexes as clear (or for Mukden, as victory town) hexes: that is, they cost one MP to enter. Note also that where the railroad crosses a minor river does not negate the one extra MP required to cross that minor river hexside.

Example: A unit crossing a river hexside into a mountain hex would have to pay a total of three MP to make that one-hex move.

Towns & Trenches: The cost for entering a town or victory town hex is one MP per hex for all units. There is no additional MP cost involved in crossing any trench hexside, neither friendly nor enemy.

Important: The total movement cost for entering any hex is always the sum of all the applicable costs.

8.4 Forced March
Units may increase their MP to 10 whenever they conduct a move that does not start, move through, or end in an EZOC.
- The presence of other friendly units in EZOC hexes does not negate those EZOC for purposes of determining forced march eligibility.
- A unit conducting a forced march must be able to trace a LOC to its supply head.
<table>
<thead>
<tr>
<th>Division</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
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Errata: three-strength counter is marked with setup hex. Players should place the four-strength counter in box 2215.
9.0 COMBAT
The player launching the present attack is considered the attacker and the other player is considered the defender, no matter the general situation on the map.

- Attacking is always voluntary. Units are not required to attack adjacent enemy units.
- An attack may not have more than one enemy-occupied hex as its objective.
- Not all attacking units in the same hex are required to attack the same defender.
- No unit in a hex being attacked may be withheld or excluded from the defense of that hex.
- A defending hex could be attacked by all adjacent enemy occupied hexes.
- To execute an attack, first designate the hex being attacked along with those of your units that will be participating in that action.

9.1 Repeat Attacks & Defense & Disruption
Any given hex may potentially be attacked any number of times in each turn’s Combat Phase. Each such attack, however, constitutes a separate action.

- Undisrupted units that participate in a defense are immediately disrupted and then cannot participate in a combat action as the attacker.
- Disrupted units defend normally, no matter the number of times they have been attacked during a given combat phase.

Important: Participating in just one attack disrupts all the units participating in that attack for the rest of that Combat Phase (Exceptions: 9.12 & 9.13). Units may attack only once per Combat Phase, but they may potentially be attacked any number of times during a Combat Phase.

9.2 Indivisibility of Units
A single attacking unit cannot divide its combat factor and apply it to more than one battle. All defending units in a hex must be attacked as a single group.

9.3 Attack Sequencing
There is no arbitrary limit on the number of attacks each player may resolve during a Combat Phase. The attacking player does not have to declare all his attacks beforehand, and he may resolve them in any order he wishes, alternating one at a time with the attacks of his opponent, as long as the resolution of one is completed before that of the next is begun.

- Each combat action may involve an attack, probing attack (9.13), momentum attack (9.12), or no attack at all.
- A combat action can consist of any of the following combinations of attacks. No matter the combination executed, the attacking units are not flipped to their disrupted side until the action is complete. Each enemy stack/unit attacked is flipped as soon as that individual attack is resolved.
  1) An attack against an enemy-occupied hex.
  2) An attack against an enemy-occupied hex, followed by a momentum attack (9.12) against an enemy-occupied hex.
  3) An attack against an enemy-occupied hex, followed by a momentum attack against a hex that qualifies as a probing attack (9.12 & 9.13).
  4) A probing attack against an eligible hex (9.13).
  5) A probing attack against an eligible hex, followed by a momentum attack against an enemy-occupied hex (9.12 & 9.13).
  6) A no-attack is signified by flipping one friendly unit to its disrupted side.

9.4 Combat Procedure
The attacking player should strive to have more combat factors involved in a battle than the defender has combat factors in the defense.

- Both players total all their combat factors involved in the attack.
- Subtract the defender’s total from the attacker’s total. The result is the combat differential.
- Refer to the Combat Results Table (CRT) on the map and locate the corresponding combat differential at the top of the table.
- The Japanese player uses the Japanese Attack Differential line for his attacks and the Russian player uses the Russian Attack Differential line for his attacks.

9.5 Combat Results Table (CRT) Limits
The column headings on the CRT range from “≤ −1” to “≥ 30.”

- Find the rightmost column heading that is equal to or less than the combat differential that was just calculated.

Example: If your attacking force contains five combat factors, and the defending force contains three combat factors in the defense, that battle would be resolved (unless columns shifts were also involved) using the “+2” column on the CRT.

Example: If an attack had an exact calculated differential of +9, that battle would be resolved using the “+5” column.

9.6 Combat Column Shifts
Combat differentials may be shifted by the terrain in the defender’s hex as well as by other factors described below. All applicable shifts are cumulative in their effect. Leftward shifts favor the defender; rightward shifts favor the attacker.

Example: In every battle, all applicable shifts are combined to get one final left or right shift.

Clear Terrain: Units defending in clear hexes derive no benefit to their defense for terrain.

Mountains & Towns: Units defending in mountain or town hexes receive one column shift to the left (1L). The presence of a pass in a mountain hex does not negate this shift.

Map Errata: All towns and victory towns provide a one column shift to the left (1L).

Minor Rivers & Trenches: If all attacking units are attacking across a minor river or trench hexside, shift the differential column one to the left.

Major Rivers: If all attacking units are attacking across a major river hexside, shift the differential column two to the left.

Important: If units are attacking across a minor river and/or trench and other units across a major river, use the minor river differential shift.

Trenches: Trenches are manmade hexside features that function in combat effectively like minor river hexsides.

Important: Only Japanese units get the defensive combat benefit from Japanese trenches, and only Russian units get the defensive combat benefit from Russian trenches.
Concentric Attacks: If units attack a defending hex:
1) In opposite hexes; or,
2) By units from three surrounding hexes with one hex between each and the next attacker-occupied hex; or,
3) By units from more than three hexes.
- A concentric attack by Japanese units receives a two-column rightward shift.
- A concentric attack by Russian units receives a one-column rightward shift.

9.7 Japanese Artillery Bombardment Points
During turns in which the Japanese player has picked Phase IV to be a Combat Phase and Phase VII a Movement Phase (5.3), he may commit all eight Japanese bombardment markers.
- For one or more bombardment factors to be committed to an attack, at least one of the involved Japanese attacking units must have a line of communication (LOC) open to Liaoyang at the time of that battle’s resolution (7.6).
- Each marker may be committed, alone or in combination with other markers, to support any Japanese attack. There are never any bombardment-only attacks. The points are only available to support regular Japanese attacks.
- Markers may not be used to support momentum attacks (9.12).
- The effect of each marker committed to a battle is to add one Japanese combat factor to that attack’s total attack factors.
- Each marker may only be committed to one attack per Combat Phase; they never have any defensive use.
- There may never be more artillery bombardment points committed to a Japanese attack than there are non-artillery Japanese combat factors involved in the attack.

Example: The Japanese player is conducting an attack with a total of six combat factors. He could only commit a maximum of six artillery bombardment markers (for a total of 12 combat factors).

9.8 Artillery points may never be given up to satisfy combat loss requirements.

9.9 Combat Results
Results are given exclusively in terms of steps lost by the involved forces in each battle. Results to the left of the slash apply to the attacker and those to the right of it apply to the defender. Every battle is fully resolved as a discrete event. There is never any carry over of extra unabsorbed step losses from battle to battle or phase to phase.

Example: Using the example in 9.8; the attacking player would be called on to remove one step from his attacking force and the defending player would be called on to remove three steps from his defending units.

9.10 Apportioning Losses
Each player is free to apportion his own side’s step losses among his involved units as they see fit.

9.11 Advance After Combat
At the end of every attack, whenever the defender’s hex is left empty of all units, the victorious attacking units may advance after combat into that hex.
- Each player reduces or eliminates his own units as required (2.3), and then adjusts the markers on his own Steps Lost Track on the map to reflect his revised cumulative total steps lost.
- Stacking limitations must be observed.
- Advance after combat is not part of regular movement does not cost any MP. Advancing units must still observe normal terrain prohibitions.
- EZOC do not block advances after combat.
- Advance after combat is an option and it is not mandatory. However, the decision to advance must be made immediately after the battle is resolved.
- There is never any defender advance after combat; victorious defenders simply hold in place.
- At the end of an advance after combat, disrupt those advanced units unless they are going to immediately take part in a momentum attack (9.12).

9.12 Momentum Attacks
Attacking units that advance after combat may immediately attack again (owning player’s choice).
- Momentum attacks may only be conducted by the units that advanced after combat. No other attacking units may participate.
- Momentum attacks must be declared prior to ending the participating unit’s combat action and before play is passed to the opposing side.

Important: Japanese artillery bombardment markers may not be used to support a momentum attack.
- The option to launch a momentum attack must be exercised immediately, prior to starting the resolution of any other battle.
- There are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and that victorious attacking unit advances after combat again, it would then not be allowed to make yet another momentum attack that same phase.
- At the end of a momentum attack, disrupt participating attacking units.
**9.13 Probing Attacks**

If friendly units are located such that they are adjacent to one or more hexes containing enemy units and other hexes that contain only EZOC, the friendly unit(s) may attack into that empty (but EZOC containing hex) in a procedure known as a probing attack.

- To make a probing attack, the attacking units must already be in an EZOC, and make a probing attack into another hex that is also in an EZOC but is empty of units of either side.

**Important:** More than one unit or stack of units may make probing attacks.

- Probing attacks are conducted using the same procedures as regular attacks, with the important exception that no differential calculation process is undertaken and neither side can suffer any step loss. The probing player simply announces the probing attack and then makes an advance after combat into the probed hex.

- Momentum attacks may be conducted as probing attacks.

- A probing attack may be used to create the opportunity for a momentum attack.

- Probing attacks resulting from a momentum attack must be declared prior to ending the participating unit’s combat action and before play is passed to the opposing side.

**Important:** No unit may ever make more than one probing attack and one momentum attack per combat action.

**Example:** Combat Action using probing and momentum attacks.

It is the Combat Action Phase, and the first action that the Japanese player takes is to declare a probing attack with both the 1st and 9th Infantry Divisions. Since both units are in an EZOC and are adjacent to the same unoccupied hex that is in the ZOC of a friendly unit, they can automatically move into the hex (black arrows). The Japanese player then (prior to ending those units’ action) declares a momentum attack against the Russian 15th Div (red arrows). The attack is conducted on the +5 column of the Japanese Attack Differentials line. The Japanese player rolls a “1” thus eliminating the 15th Div, with no loss to itself. Both Japanese units advance into hex 1707, ending their combat action (units may only make one probing and one momentum attack per action).

After the Russian player conducts a combat action (elsewhere on the map), the Japanese player declares an attack by the 7th Div. It attacks the Russian 9th Div (blue arrow), eliminating it. The 7th could then declare a momentum attack against the Russian 25th Div, or a momentum probing attack into hex 1807 but in this case the Japanese player elects to hold in hex 1808.

After the Russian player takes a combat action (elsewhere on the map), the Japanese IG Infantry Division conducts a probing attack into hex 1409 (black arrow) and advances into the hex, immediately declaring a momentum attack against the Russian 1SI Div (red arrow).
Example Enemy Zones of Control and Movement (7.1): ZOCs generated by Japanese units only are in red. ZOCs generated by Russian units only are in brown. Both sides exert ZOCs into hexes 1903, 2002, and 2103.

REMINDERS

STACKING LIMITS

No more than two division equivalents may be stacked in the same hex. Division equivalents are:

- Russian Cavalry Corps (XXX): 2
- Division (XX): 1
- Brigade (X):
- Regiment (III):

MOVEMENT

Every unit in the game has a movement factor of eight (2.8). Units are moved individually. They cannot move as a stack.

FORCED MARCH

Units may increase their MP to 10 whenever they conduct a move that does not start, move through, or end in an EZOC.

- The presence of other friendly units in EZOC hexes does not negate those EZOC for purposes of determining forced march eligibility. A unit conducting a forced march must be able to trace a LOC to its supply head.

The Russian (IESi) division is in the ZOC of the Japanese IG Division. The Russian division cannot move from its current position (in a Japanese ZOC) to hex 2002, 2103, or 1903 (red arrows). The unit could move into hex 1902 then into hexes 1803, 1903, or 2002 (green arrows), at which point it would be required to cease its movement.

COMBAT RESULTS

Results are given exclusively in terms of steps lost by the involved forces in each battle. Results to the left of the slash apply to the attacker and those to the right of it apply to the defender. Every battle is fully resolved as a discrete event. There is never any carry over of extra unabsorbed step losses from battle to battle or phase to phase. Each player is free to apportion his own side’s step losses among his involved units as they see fit.
**Turn Sequence**

I: Russian Cavalry Corps Replacement Phase (skip on Turn 1)

II: Japanese Phase Sequence Declaration Phase

III: Russian Paralysis Determination Phase

IV: Alternating Actions Movement (or Combat) Phase

V: Recovery Phase

VI: Russian Paralysis Determination Phase

VII: Alternating Actions Combat (or Movement) Phase

VIII: Recovery Phase

**Important:** Except for the requirement in 4.3 (Japanese End Game victory) and 9.7 (Japanese artillery bombardment), there is no requirement for units of either side to trace supply and thus there are no out of supply effects.

**Russian Cavalry Corps Replacement Phase (Phase I)**

If the Russian Cavalry Corps was eliminated during the prior game turn, the Russian player places it back on the map in:

a) Mukden (hex 2310); or,

b) If Mukden is Japanese controlled or already stacked to maximum capacity, in any Russian-controlled hex of the railroad.

- This phase is skipped, on Turn 1, when the corps is automatically on the map; however, it may be potentially replaced in each of the following turns throughout play.

**Important:** Each time the corps is eliminated, it counts as one step as having been destroyed.

**Japanese Phase Sequence Declaration Phase (Phase II)**

During this phase, the Japanese player announces the order this turn’s movement and combat phases will take place. That is, he declares either that Phase IV will be a Movement Phase and Phase VII a Combat Phase, or that Phase IV will be a Combat Phase and Phase VII a Movement Phase. He is always free to choose either order.

**Important:** The Japanese artillery bombardment markers (9.7) are only available for use during turns that the Japanese player selects combat for Phase IV and movement for Phase VII.

**Russian Paralysis Determination Phases (Phases III & VI)**

During these phases, the Japanese player openly rolls a die and halves the result (round down) for a result of zero through three.

- If the result is one or more, the Japanese player chooses that number of Russian units (anywhere on the map) and flips them over (so their disrupted side is showing).

- Those units are then, in effect, out of action during the immediately following Movement or Combat Phase. They cannot move or attack during that phase.

**Alternating Actions Movement or Combat Phases (Phases IV & VII)**

The Japanese player is always the first player to take an action in these phases.

- In the Movement Phase, a player may only take movement actions.

- In the Combat Phase, a player may only take combat actions (attacks).

- After the Japanese player completes his first action, the Russian player takes an action.

- Players then continue alternately taking actions until both sides have completed all desired actions.

- Each individual combat action (an attack) may involve more than one attacking unit (9.0). After each attack action, all attacking and defending units are flipped so that their disrupted side is up.

- Each individual movement action may only involve one unit (only one unit can move during a single movement action). After each movement action, the unit that took the action is flipped so that its disrupted side is up.

- A movement or combat phase continues until either both players are out of undisrupted units or both agree they would like to end the phase.

- Players may not pass (not take an action) and then later in the phase continue taking actions.

- A player must flip at least one unit to its disrupted side each time that it is that player’s action to signify that he has taken an action.

**Important:** A unit does not need to move or attack during that action. A player may complete that action by just flipping a unit over.

- If one player runs out of undisrupted units before the other, the player with those undisrupted units may continue to complete all actions he desires to perform, without interruption by the opposing player.

**Recovery Phases (Phases V & VIII)**

When a Combat or Movement Phase is ended, both players should cooperatively flip back all units on the map, so their undisrupted sides are showing upward. A turn is completed when Phase VIII is concluded. At that time, move the game turn marker one box forward on the GTRT and start Phase I of the next turn. If the game turn just ended is Turn 6, the game is over. Consult section 4.0 to determine who won.
Tannenberg: East Prussia, August 1914

In August 1914, two Russian armies invaded the German province of East Prussia. The lone German army there had to rely on interior lines and railroads to concentrate against each Russian army in turn. This game focuses on the southern half of the campaign. Victory conditions vary with the options chosen by each player so neither knows the other’s intent.

Tannenberg uses a modification of the Fire & Movement game system, stressing fire support to generate breakthroughs, followed by rapid penetration by mobile reserves. Both players have hidden movement, allowing them to concentrate in unexpected locations, surround and destroy isolated enemy units. Fire support is represented by artillery brigades available to division and corps commanders.

The historical outcome at Tannenberg was the destruction of Samsonov’s army, but it need not have been so. Both players have options and can achieve decisive success. The player who makes the better choices, and backs his strategy to the hilt, will emerge the victor.

Contents:
• 17×22-inch map
• 100 die-cut counters
• 1 Standard Rules booklet for this series
• 1 Exclusive Rules booklet for this title

Scale:
• Players: 2
• Unit Level: Brigade
• Hex Scale: 3 miles (5 km)