

## AUSTRO-HUNGARIAN SETUP GRID

See 28.0 for how to use the grid.

### Other Information, Units, and Markers

Unit/Marker	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
First Turn	4		4		4		1	
Last Turn	12		15		15		47	
Map Used	Part of Center		South, East, & part of Center		>>Back of South Map		All	
Rail Points	0		0		0		0	
Pontoon	51.74 – 50.74		51.74 – 50.74		51.74 – 50.74		51.74 – 50.74	
Pontoon	49.75 – 48.75		49.75 – 48.75		49.75 – 48.75		49.75 – 48.75	
Pontoon	<i>Not in play</i>		59.79 – 60.79		<i>Not in play</i>		59.79 – 60.79	
Pontoon	<i>Not in play</i>		52.75 – 52.74		<i>Not in play</i>		52.75 – 52.74	
2 Field Rwy	<i>Not in play</i>		Available per 17.5		Available per 17.5		Available per 17.5	
3 Field Rwy*	48.77 (Deployed) Railhead in 48.77		48.77 (Deployed) Railhead in 48.77		48.77 (Deployed) Railhead in 48.77		48.77 (Deployed) Railhead in 48.77	
4 Field Rwy*	49.75 (Deployed) Railhead in 49.75		49.75 (Deployed) Railhead in 49.75		49.75 (Deployed) Railhead in 49.75		49.75 (Deployed) Railhead in 49.75	
5 Field Rwy	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: Available per 17.5	

\* These two units may begin construction during the RR Engineering Phase of GT 4.

### Fortress Units

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Halicz	<i>Not in play</i>		Per counter		Per counter		Per counter	
Jaroslaw	<i>Not in play</i>		Per counter		Per counter		Per counter	
Krakau N	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Krakau	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Krakau	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Krakau	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Martinow	<i>Not in play</i>		Per counter		Per counter		Per counter	
Mikolajow	<i>Not in play</i>		Per counter		Per counter		Per counter	
Nisko	<i>Not in play</i>		Per counter		Per counter		Per counter	
Nizniow	<i>Not in play</i>		Per counter		Per counter		Per counter	
Przemysl N	<i>Not in play</i>		Per counter		Per counter		Per counter	
Przemysl	<i>Not in play</i>		Per counter		Per counter		Per counter	
Przemysl	<i>Not in play</i>		Per counter		Per counter		Per counter	
Przemysl	<i>Not in play</i>		Per counter		Per counter		Per counter	
Radymno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Sienawa	<i>Not in play</i>		Per counter		Per counter		Per counter	
Zaleszczyki	<i>Not in play</i>		Per counter		Per counter		Per counter	
Zurawno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Zydaczow	<i>Not in play</i>		Per counter		Per counter		Per counter	

**Army Units & Leaders**

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>FIRST</i> Major	48.77		48.77		48.77		48.77	
<i>FIRST</i> Minor	55.79		55.79		55.79		55.79	
<i>SECOND</i> Major	<i>Not in play</i>		22.100		22.100		22.100	
<i>SECOND</i> Minor	<i>Not in play</i>		26.93		26.93		26.93	
<i>THIRD</i> Major	<i>Not in play</i>		41.90		41.90		41.90	
<i>THIRD</i> Minor	<i>Not in play</i>		38.91		38.91		38.91	
<i>FOURTH</i> Major	5: 34.80		43.84		43.84		43.84	
<i>FOURTH</i> Minor	5: 34.80		43.84		43.84		43.84	
AG P-B Minor #1	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: See Special Group 1 below	
AG P-B Minor #2	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: See Special Group 1 below	
Karpaten Minor (23.5)	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		31: Ready for voluntary substitution (16.2.3)	
Auffenberg	See rule 25.7		See rule 25.7		See rule 25.7		See rule 25.7	
Brudermann	<i>Not in play</i>		See rule 25.7		See rule 25.7		See rule 25.7	
Dankl	See rule 25.7		See rule 25.7		See rule 25.7		See rule 25.7	

**Corps Units (and detachments)**

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Train/1	49.75	<i>FIRST</i>	49.75	<i>FIRST</i>	49.75	<i>FIRST</i>	49.75	<i>FIRST</i>
5/1	49.73 [-2]	1/ <i>FIRST</i>	49.73 [-2]	1/ <i>FIRST</i>	49.73 [-2]	1/ <i>FIRST</i>	49.73 [-2]	1/ <i>FIRST</i>
det 5/1	48.73		48.73		48.73		48.73	
12/1	50.73	1/ <i>FIRST</i>	50.73	1/ <i>FIRST</i>	50.73	1/ <i>FIRST</i>	50.73	1/ <i>FIRST</i>
46/1	49.74	1/ <i>FIRST</i>	49.74	1/ <i>FIRST</i>	49.74	1/ <i>FIRST</i>	49.74	1/ <i>FIRST</i>
Train/2	>>4: 38.80	<i>FOURTH</i>	40.83	<i>FOURTH</i>	40.83	<i>FOURTH</i>	40.83	<i>FOURTH</i>
4/2	40.79	2/ <i>FOURTH</i>	40.79	2/ <i>FOURTH</i>	40.79	2/ <i>FOURTH</i>	40.79	2/ <i>FOURTH</i>
25/2	>>4: 38.80	2/ <i>FOURTH</i>	38.81	2/ <i>FOURTH</i>	38.81	2/ <i>FOURTH</i>	38.81	2/ <i>FOURTH</i>
Train/3	<i>Not in play</i>		30.91	<i>THIRD</i>	30.91	<i>THIRD</i>	30.91	<i>THIRD</i>
6/3	<i>Not in play</i>		29.89	3/ <i>THIRD</i>	29.89	3/ <i>THIRD</i>	29.89	3/ <i>THIRD</i>
22/3	<i>Not in play</i>		29.90	3/ <i>THIRD</i>	29.90	3/ <i>THIRD</i>	29.90	3/ <i>THIRD</i>
28/3	<i>Not in play</i>		28.89	3/ <i>THIRD</i>	28.89	3/ <i>THIRD</i>	28.89	3/ <i>THIRD</i>
Train/4	<i>Not in play</i>		11: 55.113		11: 48.91		11: 55.113	
31/4	<i>Not in play</i>		9: 55.113		9: 48.91		9: 55.113	
32/4	<i>Not in play</i>		10: 55.113		10: 48.91		10: 55.113	
Train/5	47.78	<i>FIRST</i>	47.78	<i>FIRST</i>	47.78	<i>FIRST</i>	47.78	<i>FIRST</i>
14/5	47.75 [-2]	5/ <i>FIRST</i>	47.75 [-2]	5/ <i>FIRST</i>	47.75 [-2]	5/ <i>FIRST</i>	47.75 [-2]	5/ <i>FIRST</i>
det 14/5	46.74		46.74		46.74		46.74	
33/5	46.75 [-2]	5/ <i>FIRST</i>	46.75 [-2]	5/ <i>FIRST</i>	46.75 [-2]	5/ <i>FIRST</i>	46.75 [-2]	5/ <i>FIRST</i>

<i>det 33/5</i>	45.74		45.74		45.74		45.74	
37/5	45.76	5/ <i>FIRST</i>	45.76	5/ <i>FIRST</i>	45.76	5/ <i>FIRST</i>	45.76	5/ <i>FIRST</i>
Train/6	(5): 34.80		38.85	<i>FOURTH</i>	38.85	<i>FOURTH</i>	38.85	<i>FOURTH</i>
15/6	(5): 34.80		35.83	6/ <i>FOURTH</i>	35.83	6/ <i>FOURTH</i>	35.83	6/ <i>FOURTH</i>
27/6	(5): 34.80		36.83	6/ <i>FOURTH</i>	36.83	6/ <i>FOURTH</i>	36.83	6/ <i>FOURTH</i>
39/6	(5): 36.80		36.82	6/ <i>FOURTH</i>	36.82	6/ <i>FOURTH</i>	36.82	6/ <i>FOURTH</i>
Train/7	<i>Not in play</i>		6: 47.113		6: 40.95		6: 47.113	
17/7	<i>Not in play</i>		6: 47.113		6: 40.95		6: 47.113	
34/7	<i>Not in play</i>		6: 47.113		6: 40.95		6: 47.113	
Train/9	5: 36.80		41.85 (Rail)	<i>FOURTH</i>	41.85 (Rail)	<i>FOURTH</i>	41.85 (Rail)	<i>FOURTH</i>
10/9	4: 36.80		37.81	9/ <i>FOURTH</i>	37.81	9/ <i>FOURTH</i>	37.81	9/ <i>FOURTH</i>
26/9	5: 36.80		43.84 (Rail)	9/ <i>FOURTH</i>	43.84 (Rail)	9/ <i>FOURTH</i>	43.84 (Rail)	9/ <i>FOURTH</i>
Train/10	44.79	<i>FIRST</i>	44.79	<i>FIRST</i>	44.79	<i>FIRST</i>	44.79	<i>FIRST</i>
2/10	43.77	10/ <i>FIRST</i>	43.77	10/ <i>FIRST</i>	43.77	10/ <i>FIRST</i>	43.77	10/ <i>FIRST</i>
24/10	42.78 [-2]	10/ <i>FIRST</i>	42.78 [-2]	10/ <i>FIRST</i>	42.78 [-2]	10/ <i>FIRST</i>	42.78 [-2]	10/ <i>FIRST</i>
<i>det. 24/10</i>	42.75		42.75		42.75		42.75	
45/10	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>
Train/11	<i>Not in play</i>		29.87	<i>THIRD</i>	29.87	<i>THIRD</i>	29.87	<i>THIRD</i>
30/11	<i>Not in play</i>		28.86 [-4]	11/ <i>THIRD</i> [-1]	28.86 [-4]	11/ <i>THIRD</i> [-1]	28.86 [-4]	11/ <i>THIRD</i> [-1]
<i>det 30/11</i>	<i>Not in play</i>		28.81		28.81		28.81	
<i>det 30/11</i>	<i>Not in play</i>		22.86		22.86		22.86	
11 m/11	<i>Not in play</i>		29.86	11/ <i>THIRD</i>	29.86	11/ <i>THIRD</i>	29.86	11/ <i>THIRD</i>
93 ls/11	<i>Not in play</i>		28.87 [-1]	11/ <i>THIRD</i>	28.87 [-1]	11/ <i>THIRD</i>	28.87 [-1]	11/ <i>THIRD</i>
Train/12	<i>Not in play</i>		22.97	<i>SECOND</i>	22.97	<i>SECOND</i>	22.97	<i>SECOND</i>
16/12	<i>Not in play</i>		22.93	12/ <i>SECOND</i>	22.93	12/ <i>SECOND</i>	22.93	12/ <i>SECOND</i>
35/12	<i>Not in play</i>		23.93	12/ <i>SECOND</i>	23.93	12/ <i>SECOND</i>	23.93	12/ <i>SECOND</i>
Train/14	6: 31.79		38.91	<i>THIRD</i>	38.91	<i>THIRD</i>	38.91	<i>THIRD</i>
3/14	6: 29.79		31.86	14/ <i>THIRD</i>	31.86	14/ <i>THIRD</i>	31.86	14/ <i>THIRD</i>
8/14	6: 30.80		33.87	14/ <i>THIRD</i>	33.87	14/ <i>THIRD</i>	33.87	14/ <i>THIRD</i>
Train/17	7: 34.80		5: 41.85		5: 41.85		5: 41.85	
19/17	7: 34.80		5: 40.85		5: 40.85		5: 40.85	
2 m/17	7: 34.80		5: 43.84		5: 43.84		5: 43.84	
9 m/17	7: 34.80		5: 41.85		5: 41.85		5: 41.85	
Train/18	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		17: Within 4 hexes of any AH inf. division	
Train/1 C	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		25: In any hex with an A-H cavalry unit	
Train/2 C	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		43: In any hex with an A-H cavalry unit	
Train/HN	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		21: 43.106	
Train/Kummer	6: 51.69 or 50.72		59.79	<i>FIRST</i>	6: 51.69 or 50.72		59.79	<i>FIRST</i>
Train/SY	<i>Not in play</i>		10: Within 4 hexes of any AH inf. division		10: Within 4 hexes of any AH inf. division		10: Within 4 hexes of any AH inf. division	
Train/3 LW*	9: See † below		67.63	<i>FIRST</i>	9: See † below		67.63	<i>FIRST</i>
3 lw/3 LW*	9: See † below		70.64	3 LW/ <i>FIRST</i>	9: See † below		70.64	3 LW/ <i>FIRST</i>
3 lw*	9: See † below		70.64		9: See † below		70.64	
4 lw/3 LW*	9: See † below		67.63	3 LW/ <i>FIRST</i>	9: See † below		67.63	3 LW/ <i>FIRST</i>

4 lw*	9: See † below		67.63		9: See † below		67.63	
3 LW AP Marker*	<i>Not in play</i>		See 22.3		<i>Not in play</i>		See 22.3	
3 LW Limit 4 Attachment Marker	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		31: Substitutes for Limit 2 Attachment Marker	

\* Note that the 3 LW Corps consists of German units, and starts with the Attachment marker with a limit of 2.

† May be placed in any A-H controlled Vistula river crossing in play for the given scenario: 51.68, 51.69, 50.72, 50.73, or 52.75.

#### Independent Infantry Divisional Formations (and detachments)

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
11	<i>Not in play</i>		17.89 [-7]	Ind./ <i>SECOND</i> [-1]	17.89 [-7]	Ind./ <i>SECOND</i> [-1]	17.89 [-7]	Ind./ <i>SECOND</i> [-1]
1 – det 11	<i>Not in play</i>		12.91		12.91		12.91	
2 – det 11	<i>Not in play</i>		12.92		12.92		12.92	
3 – det 11	<i>Not in play</i>		12.95		12.95		12.95	
4 – det 11	<i>Not in play</i>		27.79		27.79		27.79	
13	39.79	2/ <i>FOURTH</i>	39.79	2/ <i>FOURTH</i>	39.79	2/ <i>FOURTH</i>	39.79	2/ <i>FOURTH</i>
20	<i>Not in play</i>		5: 24.95		5: 24.95		5: 24.95	
23	<i>Not in play</i>		5: 36.87		5: 36.87		5: 36.87	
38	<i>Not in play</i>		21.98 (Rail)	12/ <i>SECOND</i>	21.98 (Rail)	12/ <i>SECOND</i>	21.98 (Rail)	12/ <i>SECOND</i>
41	6: 31.79		38.89	Ind./ <i>THIRD</i>	38.89	Ind./ <i>THIRD</i>	38.89	Ind./ <i>THIRD</i>
43	<i>Not in play</i>		08.107	Ind./ <i>SECOND</i>	<i>Not in play</i>		08.107	Ind./ <i>SECOND</i>
44	<i>Not in play</i>		34.89	14/ <i>THIRD</i>	34.89	14/ <i>THIRD</i>	34.89	14/ <i>THIRD</i>
52 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		26: 41.113 or 47.113	
54 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		26: 41.113 or 47.113	
56 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		25: Substitute for <i>Attems</i> per 16.2 or enter at 55.113 [-3]	
95 ls	6: 51.69 or 50.72		60.74	Kummer/ <i>FIRST</i>	6: 51.69 or 50.72		60.74	Kummer/ <i>FIRST</i>
106 ls	7: 51.69 or 50.72		63.72	Kummer/ <i>FIRST</i>	7: 51.69 or 50.72		63.72	Kummer/ <i>FIRST</i>
Kornhaber	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		38: 63.109	

#### Independent Infantry Brigade Formations

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
6 et	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		21: Substitute for <i>Bothmer</i> per 16.2 or enter at 41.113 or 47.113 [-4]	
det 6 et	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: See <i>Special Group 1</i> below	
7 et	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: See <i>Special Group 1</i> below	
1 ls	5: 49.75		5: 49.75		5: 49.75		5: 49.75	
35 ls	<i>Not in play</i>		07.108	Ind./ <i>SECOND</i>	<i>Not in play</i>		07.108	Ind./ <i>SECOND</i>
36 ls	6: 47.78		5: 48.77		5: 48.77		5: 48.77	

40 ls	<i>Not in play</i>		23.103	Ind./ <i>SECOND</i>	23.103	Ind./ <i>SECOND</i>	23.103	Ind./ <i>SECOND</i>
97 ls	<i>Not in play</i>		5: 42.88		5: 42.88		5: 42.88	
100 ls	7: 51.69 or 50.72		58.75	Kummer/ <i>FIRST</i>	7: 51.69 or 50.72		58.75	Kummer/ <i>FIRST</i>
101 ls	51.74	1/ <i>FIRST</i>	51.74	1/ <i>FIRST</i>	51.74	1/ <i>FIRST</i>	51.74	1/ <i>FIRST</i>
102 ls	<i>Not in play</i>		11: 47.113		11: 40.95		11: 47.113	
103 ls	<i>Not in play</i>		5: 41.113		5: 23.103		5: 41.113	
105 ls	<i>Not in play</i>		31.95	Ind./ <i>SECOND</i>	31.95	Ind./ <i>SECOND</i>	31.95	Ind./ <i>SECOND</i>
108 ls	<i>Not in play</i>		5: 85.83		5: 63.83		5: 85.83	
110 ls	<i>Not in play</i>		51.72	Kummer/ <i>FIRST</i>	<i>Not in play</i>		51.72	Kummer/ <i>FIRST</i>
111 ls	<i>Not in play</i>		42.88	Ind./ <i>FOURTH</i>	42.88	Ind./ <i>FOURTH</i>	42.88	Ind./ <i>FOURTH</i>
129 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		21: 41.113 or 47.113 [-1]	
130 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		22: Substitute for <i>Sparbar</i> per 16.2 or enter at 55.113 [-3]	
131 ls	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		22: Substitute for <i>Berger</i> per 16.2 or enter at 55.113 [-3]	
1 m	50.74	1/ <i>FIRST</i>	50.74	1/ <i>FIRST</i>	50.74	1/ <i>FIRST</i>	50.74	1/ <i>FIRST</i>
3 m	<i>Not in play</i>		7: 85.83		7: 63.83		7: 85.83	
4 m	<i>Not in play</i>		6: 85.83		6: 63.83		6: 85.83	
5 m	47.77	5/ <i>FIRST</i>	47.77	5/ <i>FIRST</i>	47.77	5/ <i>FIRST</i>	47.77	5/ <i>FIRST</i>
6 m	<i>Not in play</i>		5: 38.87		5: 38.87		5: 38.87	
7 m	<i>Not in play</i>		11: 47.113		11: 40.95		11: 47.113	
10 m	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>	42.79	10/ <i>FIRST</i>
12 m	<i>Not in play</i>		5: 21.98		5: 21.98		5: 21.98	
14 m	<i>Not in play</i>		6: 85.83		6: 63.83		6: 85.83	
1 pol	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		>>38: Substitute for <i>1 pol legion</i> per 16.2 or enter at 75.86 [-2]	
2 pol	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		19: 71.81	
88 sch	<i>Not in play</i>		36.90	Ind./ <i>THIRD</i>	36.90	Ind./ <i>THIRD</i>	36.90	Ind./ <i>THIRD</i>
1 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		25: 63.109	
2 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		25: 63.109	
11 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		29: 63.109 or 85.83	
12 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		25: 63.109 [-2]	
14 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: 71.81	
15 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		19: 59.101	
16 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		19: 59.101	
17 t	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		18: 59.101	
Fischer	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: Bukowina Box	

#### Independent Infantry Asset Units

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
2 ls m	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		43: 85.83	
10 ls	<i>Not in play</i>		71.81		7: 63.83		71.81	
35 ls	<i>Not in play</i>		07.108	>>(Removed)	<i>Not in play</i>		07.108	Ind./ <i>SECOND</i>

95 ls	6: 51.69 or 50.72		60.74		6: 51.69 or 50.72		60.74	
20 m	<i>Not in play</i>		10: 55.113		10: 48.91		10: 55.113	
23 m	<i>Not in play</i>		7: 38.91		7: 38.91		7: 38.91	
37 m	47.77		47.77		47.77		47.77	
38 m	<i>Not in play</i>		5: 21.98		5: 21.98		5: 21.98	
39 m	<i>Not in play</i>		5: 38.87		5: 38.87		5: 38.87	
41 m	<i>Not in play</i>		10: 63.109		10: 48.91		10: 63.109	
1 pol legion	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		52.79	
Attems	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: <i>See Special Group 1 below</i>	
Berger	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		18: 41.113 or 47.113	
Bothmer	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: <i>See Special Group 1 below</i>	
Fischer (2SP)	<i>Not in play</i>		06.109		<i>Not in play</i>		06.109	
Fischer (1SP)	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		33: Bukowina Box	
Gendarm	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: w/in 5 of 23.105	
Halicz	<i>Not in play</i>		21.96		21.96		21.96	
Jaroslau	<i>Not in play</i>		42.84		42.84		42.84	
Kassa	<i>Not in play</i>		59.101		<i>Not in play</i>		59.101	
Krakau	<i>Not in play</i>		71.81		<i>Not in play</i>		71.81	
Mikolajow	<i>Not in play</i>		30.91		30.91		30.91	
Munkacs	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		20: 43.106	
Nickl	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: 42.88 (even if isolated)	
Racz	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		23: Bukowina Box	
Sparbar	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: <i>See Special Group 1 below</i>	
Traxler	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16+: <i>See Special Group 1 below</i>	

### Cavalry Divisional Formations

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 c	<i>Not in play</i>		11.98	Ind./ <i>SECOND</i> [-1]	11.98	Ind./ <i>SECOND</i> [-1]	11.98	Ind./ <i>SECOND</i> [-1]
2 c	6: 27.79 [-1]	[-1]	28.81 [-1]	Ind./ <i>THIRD</i> [-1]	28.81 [-1]	Ind./ <i>THIRD</i> [-1]	28.81 [-1]	Ind./ <i>THIRD</i> [-1]
3 c	50.72	Ind./ <i>FIRST</i> [-1]	50.72	Ind./ <i>FIRST</i> [-1]	50.72	Ind./ <i>FIRST</i> [-1]	50.72	Ind./ <i>FIRST</i> [-1]
4 c	<i>Not in play</i>		19.86	Ind./ <i>THIRD</i> [-1]	19.86	Ind./ <i>THIRD</i> [-1]	19.86	Ind./ <i>THIRD</i> [-1]
5 c	<i>Not in play</i>		17.94 [-1]	Ind./ <i>SECOND</i> [-1]	17.94 [-1]	Ind./ <i>SECOND</i> [-1]	17.94 [-1]	Ind./ <i>SECOND</i> [-1]
6 c	36.75	Ind./ <i>FOURTH</i>	36.75	Ind./ <i>FOURTH</i>	36.75	Ind./ <i>FOURTH</i>	36.75	Ind./ <i>FOURTH</i>
7 c	<i>Not in play</i>		57.67	Ind./ <i>FIRST</i> [-1]	<i>Not in play</i>		57.67	Ind./ <i>FIRST</i> [-1]
8 c	<i>Not in play</i>		14.95	Ind./ <i>SECOND</i> [-2]	14.95	Ind./ <i>SECOND</i> [-2]	14.95	Ind./ <i>SECOND</i> [-2]
9 c	42.74	Ind./ <i>FIRST</i> [-1]	42.74	Ind./ <i>FIRST</i> [-1]	42.74	Ind./ <i>FIRST</i> [-1]	42.74	Ind./ <i>FIRST</i> [-1]
10 c	4: 36.80		39.82 (Rail)	Ind./ <i>FOURTH</i>	39.82 (Rail)	Ind./ <i>FOURTH</i>	39.82 (Rail)	Ind./ <i>FOURTH</i>
11 c	<i>Not in play</i>		26.85	Ind./ <i>THIRD</i>	26.85	Ind./ <i>THIRD</i>	26.85	Ind./ <i>THIRD</i>

**Artillery Units**

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
3 Fs2	7: 51.69 or 50.72		62.75		7: 51.69 or 50.72		62.75	
FsAB.5	<i>Not in play</i>		Any Krakau fortress area hex (near 71.81)		<i>Not in play</i>		Any Krakau fortress area hex (near 71.81)	
FsAB.10	<i>Not in play</i>		8: 42.88		8: 42.88		8: 42.88	
FsAR 1	<i>Not in play</i>		8: 71.81		8: 63.83		8: 71.81	
FsAR 2	<i>Not in play</i>		Any Krakau fortress area hex (near 71.81)		<i>Not in play</i>		Any Krakau fortress area hex (near 71.81)	
FsAR 3	<i>Not in play</i>		Any Przemyśl fortress area hex (near 42.88)		Any Przemyśl fortress area hex (near 42.88)		Any Przemyśl fortress area hex (near 42.88)	
GAR. 3	>>4: 38.80		38.82		38.82		38.82	
GAR. 8	49.74		49.74		49.74		49.74	
GAR. 14	<i>Not in play</i>		23.94		23.94		23.94	
Krakau	<i>Not in play</i>		Any fortress area hex (near 71.81)		<i>Not in play</i>		Any fortress area hex (near 71.81)	
Krakau	<i>Not in play</i>		Any fortress area hex (near 71.81)		<i>Not in play</i>		Any fortress area hex (near 71.81)	
Przemyśl	<i>Not in play</i>		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)	
Przemyśl	<i>Not in play</i>		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)	
Przemyśl	<i>Not in play</i>		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)		Any fortress area hex (near 42.88)	

**Special Group 1: GT 16 to 21:**

Securing the Carpathians: See 23.1

AG P-B ARMY ORGANIZATIONAL DISPLAY Available

Unit	Location [SP Losses]
AG P-B Minor #1	31.113 or 37.10 or 45.109
AG P-B Minor #2	43.106 or 49.106
Bothmer	On any primary road hex between Korosmezo (26.109) and Maramaros-Sziget (31.113) inclusive
det 6 et	On any primary road hex between Konigfeld (31.107) and Maramaros-Sziget (31.113) inclusive
7 et	Bukowina Holding Box [-2]
Attems	On any primary road hex between Huzst (37.110) and Toronya (34.103) inclusive [-1]
Sparbar	On any primary road hex between Munkacs (43.106) and Al-Verecke (39.101) inclusive
Traxler	On any primary road hex between Ungvar (48.103) and the Uzsok Pass (41.98) inclusive

## RUSSIAN SETUP GRID

See 28.0 for how to use the grid.

NOTE: The first section lists only those units used (or part of formations used) in the scenarios using the North map. It also lists the campaign (and Post GT3) setups for these units. All other units are listed in the second and third sections. Thus, to play 29.1 or 29.5, the Russian Player only needs to consult the first section. For 29.2, 29.3, and 29.4, he only needs to consult the second section. He'll need to consult all three sections for the Campaign game.

### NORTHERN SCENARIOS

#### Other Information, Units, and Markers

Unit/Marker	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
First Turn	12		1		4		1	
Last Turn	16		15		47		47	
Map Used	Part of North		North east of Vistula		All		All	
Rail Points	0		0		0		0	
Warsaw Rail Points	<i>Not in play</i>		<i>Not in play</i>		0		0	

#### Fortress Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Grodno	Per counter		Per counter		Per counter		Per counter	
Grodno	Per counter		Per counter		Per counter		Per counter	
Kovno	Per counter		Per counter		Per counter		Per counter	
Kovno	Per counter		Per counter		Per counter		Per counter	
Kovno	Per counter		Per counter		Per counter		Per counter	
Kovno	Per counter		Per counter		Per counter		Per counter	
Lomza	Per counter		Per counter		Per counter		Per counter	
Lomza	Per counter		Per counter		Per counter		Per counter	
Olita	Per counter		Per counter		Per counter		Per counter	
Osowiec	Per counter		Per counter		Per counter		Per counter	
Osowiec	Per counter		Per counter		Per counter		Per counter	
Ostroleka	<i>Not in play</i>		Per counter		Per counter		Per counter	
Ostroleka	<i>Not in play</i>		Per counter		Per counter		Per counter	
Pultusk	<i>Not in play</i>		Per counter		Per counter		Per counter	
Rozan	<i>Not in play</i>		Per counter		Per counter		Per counter	

#### Army Units & Leaders

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
FIRST Major	44.20		28.16		36.19		28.16	
FIRST Minor	48.19		26.23		38.27		26.23	
SECOND Major	<i>Not in play</i>		47.41		51.40		47.41	
SECOND Minor	<i>Not in play</i>		47.41		52.44		47.41	
TENTH Major	<i>Not in play</i>		<i>Not in Play</i>		<i>Per Campaign</i>		16: 58.52 or 36.41	



							or 29.33	
TENTH Minor	40.36		8: 36.41 or 29.33		Per Campaign		8: 58.52 or 36.41 or 29.33	
PRAGA (24.5) (range 7)	Not in play		Not in play		57.51		57.51	
PRAGA (range 3)	Not in play		60.46		Not in play		Not in play	
Artamanov	Not in play		See 25.4		See 25.4		See 25.4	
Blago- veshchenski	Not in play		See 25.4		See 25.4		See 25.4	
Rennenkampf	Not in play		See 25.3		Not in play		See 25.3	
Khan Nakhi- chevanski	See 25.1		See 25.1		See 25.1		See 25.1	

### Corps Units (and detachments)

	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Train/1	Not in play		60.46 (Incomp. 1)	SECOND	62.41 (Incomp. 2)	SECOND	60.47 (Incomp. 1)	SECOND
22/1	Not in play		64.46 [-2]	1/ SECOND	65.38 [-2]	1/ SECOND	64.47 [-2]	1/ SECOND
24/1	Not in play		64.46 [-2]	1/ SECOND	65.38 [-2]	1/ SECOND	64.47 [-2]	1/ SECOND
det 22 + 24/1	Not in play		Not in play		Per Campaign		58.52	
Train/2	46.25	FIRST	37.30 (Rail)	FIRST	43.30	FIRST	37.30 (Rail)	FIRST
26/2	50.24 [-1] (2 IP)	2/ FIRST	37.30 [-4]	2/ FIRST	47.29 [-4]	2/ FIRST	37.30 [-4]	2/ FIRST
det 26/2	Not in play		29.33		29.33		29.33	
43/2	48.26 [-4] (2 IP)	2/ FIRST	37.30 (Rail)	2/ FIRST	46.28	2/ FIRST	37.30 (Rail)	2/ FIRST
Train/3	48.19	FIRST	32.23 (Incomp. 1)	FIRST	40.20	FIRST	32.23 (Incomp. 1)	FIRST
25/3	53.19 [-1] (2 IP)	3/ FIRST	38.20	3/ FIRST	44.20 [-2]	3/ FIRST [-2]	38.20	3/ FIRST
27/3	53.20 [-2] (2 IP)	3/ FIRST	38.21 [-1]	3/ FIRST	44.20 [-2]	3/ FIRST [-1]	38.21 [-1]	3/ FIRST
det 27/3	Not in play		3: 25.16		Not in play		3: 25.16	
Train/4	50.21	FIRST	34.26 (Incomp. 1)	FIRST	40.22	FIRST	34.26 (Incomp. 1)	FIRST
30/4	53.22 [-1] (2 IP)	4/ FIRST	39.24	4/ FIRST	44.22 [-1]	4/ FIRST	39.24	4/ FIRST
40/4	53.21 [-1] (2 IP)	4/ FIRST	38.24	4/ FIRST	44.22 [-1]	4/ FIRST [-1]	38.24	4/ FIRST
Train/6	Not in play		46.40 (Incomp. 1)	SECOND	53.35 (Incomp. 1)	SECOND	46.40 (Incomp. 1)	SECOND
4/6	Not in play		47.39 [-2]	6/ SECOND	57.33 [-2]	6/ SECOND	47.39 [-2]	6/ SECOND
16/6	Not in play		47.39 [-2]	6/ SECOND	56.34 [-2]	6/ SECOND [-1]	47.39 [-2]	6/ SECOND
det 4 + 16/6	Not in play		40.36		40.36		40.36	
Train/13	Not in play		48.42 (Incomp. 1)	SECOND	54.36 (Incomp. 1)	SECOND	48.42 (Incomp. 1)	SECOND
1/13	Not in play		51.40	13/ SECOND	58.36	13/ SECOND	51.40	13/ SECOND
36/13	Not in play		50.41	13/ SECOND	57.35	13/ SECOND	50.41	13/ SECOND
Train/15	Not in play		51.43 (Incomp. 1)	SECOND	60.39 (Incomp. 1)	SECOND	51.43 (Incomp. 1)	SECOND
6/15	Not in play		55.43	15/ SECOND	62.37	15/ SECOND	55.43	15/ SECOND
8/15	Not in play		53.43	15/ SECOND	61.36	15/ SECOND	53.43	15/ SECOND
Train/20	50.19	FIRST	32.18 (Incomp. 1)	FIRST	40.19	FIRST	32.18 (Incomp. 1)	FIRST
28/20	52.18 [-4] (2 IP)	20/ FIRST	37.17 [-3]	20/ FIRST	45.18 [-7]	20/ FIRST [-3]	37.17 [-3]	20/ FIRST
det 28/20	Not in play		14: 28.16		Per Campaign		14: 28.16	
29/20	51.18 [-2]	20/ FIRST	38.18 [-3]	20/ FIRST	45.18 [-2]	20/ FIRST [-2]	38.18 [-3]	20/ FIRST
det 29/20	Not in play		2: 25.16		Not in play		2: 25.16	
Train/22	42.33	TENTH	10: 25.29		Per Campaign		10: 25.29	

1 rf/22	44.32 [-2]	22/ TENTH [-2]	8: 25.29		Per Campaign		8: 25.29	
2 rf/22	43.30 [-1]	22/ TENTH	9: 25.29		Per Campaign		9: 25.29	
3 rf/22	42.33 [-1]	22/ TENTH	11: 25.29		Per Campaign		11: 25.29	
4 rf/22	40.32	22/ TENTH	12: 25.29		Per Campaign		12: 25.29	
1+2 rf/22	Not in play		Not in play		Per Campaign		16: Ready to substitute for 1 rf/22 & 2 rf/22 – see 16.2.2	
3 + 4rf/22	Not in play		Not in play		Per Campaign		16: Ready to substitute for 1 rf/22 & 2 rf/22 – see 16.2.2	
Train/23	Not in play		7: 60.46		Per Campaign		7: 61.48	
2/23†	Not in play		59.45	Ind./ SECOND	62.38	Ind./ SECOND	59.46	Ind./ SECOND
3 gd/23*	Not in play		32.37[-2]	Ind./ SECOND	32.37 [-2]	Ind./ SECOND	32.37 [-2]	Ind./ SECOND
det 3 gd/23*	Not in play		32.37		32.27		32.37	
Train/1 C	50.21	FIRST	36.18	FIRST	42.16	FIRST	36.18	FIRST
Train/26 R	50.16	FIRST	7: 28.16		Per Campaign		7: 28.16	
53 r/26 R	53.15 (2 IP)	26 R/ FIRST	7: 28.16		Per Campaign		7: 25.16	
56 r/26 R	53.17 (2 IP)	26 R/ FIRST	28.17	Ind./ FIRST	41.19	20/ FIRST	28.17	Ind./ FIRST
Train/3 S	Not in play		Not in play		Per Campaign		16: 25.41	
7 s/3 S	14: 40.36		14: 36.46		Per Campaign		14: 25.41	
8 s/3 S	40.36	Ind./ TENTH	10: 46.46		Per Campaign		9: 25.41	
Train/1 TK	Not in play		Not in play		Per Campaign		16: 25.41	
1 rf/1 TK	14: 47.39		12: 25.41		Per Campaign		12: 25.41	
2 rf/1 TK	16: 47.39		14: 25.41		Per Campaign		14: 25.41	
11 s/1 TK	Not in play		Not in play		Per Campaign		19: 25.41	

† See 24.4.

\* See the Release schedule, where the detachment is released separately from the parent unit.

#### Independent Infantry Divisional Formations (and detachments)

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
54 r	46.22	Ind./ FIRST	10: 25.16		Per Campaign		10: 25.16	
57 r	50.23	Ind./ FIRST	26.23	Ind./ FIRST	26.23	Ind./ FIRST	26.23	Ind./ FIRST
59 r	Not in play		Not in play		36.41	Ind./ SECOND	36.41	Ind./ SECOND
68 r	Not in play		Not in play		Per Campaign		17: 25.16 [-2]*	
270/68 r	Not in play		12: 47.12*		Per Campaign		12: 47.12*	
72 r	48.19	Ind./ FIRST	4: 25.16		Per Campaign		4: 25.16	
73 r	w/in one of 28.16	Ind./ FIRST	28.16	Ind./ FIRST	28.16	Ind./ FIRST	28.16	Ind./ FIRST
79 r	Not in play		Not in play		47.46	Ind./ SECOND	47.46	Ind./ SECOND

\* >> 270/68 r enters on GT 12 only if Tilsit is Russian controlled. Otherwise 270/68 r never enters, but 68 r enters at full-strength instead (Campaign game only).

#### Independent Infantry Brigade Formations

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 rf	Not in play		7: 60.46		Per Campaign		61.48	Ind./ WARSAW
5 rf	52.23 (2 IP)	4/ FIRST	40.26	Ind./ FIRST	44.24	4/ FIRST	40.26	Ind./ FIRST

### Independent Infantry Asset Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
>>(Removed)								
170+	47.27		<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>	
302+	48.26		8: 29.33		<i>Per Campaign</i>		8: 29.33	
Bialystok	<i>Not in play</i>		36.41		36.41		36.41	
Grodno	29.33		29.33		29.33		29.33	
Osowiec	40.36		5: 40.36		<i>Per Campaign</i>		5: 40.36	

### Cavalry Divisional Formations

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 gd c	49.23 [-1]	1 C/ <i>FIRST</i> [-1]	38.17	1 C/ <i>FIRST</i>	44.15	1 C/ <i>FIRST</i>	38.17	1 C/ <i>FIRST</i>
2 gd c	49.23	1 C/ <i>FIRST</i> [-1]	38.17	1 C/ <i>FIRST</i>	44.15	1 C/ <i>FIRST</i>	38.17	1 C/ <i>FIRST</i>
1 c	47.24	Ind./ <i>FIRST</i>	40.26	Ind./ <i>FIRST</i>	45.25	Ind./ <i>FIRST</i>	40.26	Ind./ <i>FIRST</i>
2 c	51.21	1 C/ <i>FIRST</i> [-1]	38.19	1 C/ <i>FIRST</i>	44.16	1 C/ <i>FIRST</i>	38.19	1 C/ <i>FIRST</i>
3 c	50.22 [-1]	1 C/ <i>FIRST</i> [-1]	39.19	1 C/ <i>FIRST</i>	44.16	1 C/ <i>FIRST</i>	39.19	1 C/ <i>FIRST</i>
4 c	<i>Not in play</i>		44.34	Ind./ <i>SECOND</i>	56.33	Ind./ <i>SECOND</i>	44.34	Ind./ <i>SECOND</i>
6 c	<i>Not in play</i>		w/in one of 61.42	Ind./ <i>SECOND</i>	62.38	Ind./ <i>SECOND</i>	w/in one of 61.42	Ind./ <i>SECOND</i>
15 c	<i>Not in play</i>		w/in one of 61.42	Ind./ <i>SECOND</i>	67.39	Ind./ <i>SECOND</i>	w/in one of 61.42	Ind./ <i>SECOND</i>

### Cavalry Asset Unit

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 c bd	53.15		37.15		41.15		37.15	

### Artillery Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1/1 hvy	52.18		28.16		28.16		28.16	
2/1 hvy	51.17		28.16		28.16		28.16	
3/1 hvy	51.19		36.19		44.20		36.19	
1/2 hvy	<i>Not in play</i>		6: 60.46		<i>Per Campaign</i>		61.48	
Grodno	<i>Not in play</i>		29.33		29.33		29.33	
Kovno	Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)	
Kovno	Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)		Any fortress area hex (near 28.16)	
Osowiec	40.36		40.36		40.36		40.36	
Second	<i>Not in play</i>		29.33		29.33		29.33	

## SOUTHERN SCENARIOS

### Other Information, Units, and Markers

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit/Marker	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
First Turn	4		4		4		1	
Last Turn	12		15		15		47	
Map Used	Part of Center		South, East, & part of Center		>>Back of South Map		All	
Rail Points	0		10		2		0	
Warsaw Rail Points	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		0	
Pontoon	<i>Not in play</i>		28.74 – 29.74		28.74 – 29.74		28.74 – 29.74	
Pontoon	<i>Not in play</i>		27.72 – 28.73		27.72 – 28.73		27.72 – 28.73	

### Fortress Units

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Brest-L	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Dubno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Ivangorod	Per counter (50.62)		Per counter		Per counter (50.62)		Per counter	
Ivangorod	<i>Not in play</i>		Per counter		<i>Not in play</i>		Per counter	
Luzk	<i>Not in play</i>		Per counter		Per counter		Per counter	
Luzk	<i>Not in play</i>		Per counter		Per counter		Per counter	
Rovno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Rovno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Rovno	<i>Not in play</i>		Per counter		Per counter		Per counter	
Roziszczce	<i>Not in play</i>		Per counter		Per counter		Per counter	

### Army Units & Leaders

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
THIRD Major	<i>Not in play</i>		05.76		05.76		05.76	
THIRD Minor	<i>Not in play</i>		10.80		10.80		10.80	
FOURTH Major	43.67		43.67		43.67		43.67	
FOURTH Minor	43.67		43.67		43.67		43.67	
FIFTH Major	25.67		21.67		21.67		21.67	
FIFTH Minor	34.69		34.69		34.69		34.69	
EIGHTH	<i>Not in play</i>		01.91		>>01.91		01.91	

Major							
<i>EIGHTH</i> Minor	<i>Not in play</i>		04.92		04.92		04.92
<i>NINTH</i> Major	8: 53.56 or 44.56		8: 53.56 or 44.56		8: 51.61 or 44.56		59.52
<i>NINTH</i> Minor	7: 53.56 or 44.56		7: 53.56 or 44.56		7: 51.61 or 44.56		62.54
<i>DN</i> Minor #1*	<i>Not in play</i>		13: Anywhere w/in <i>EIGHTH</i> Army Area of Attachment		13: Anywhere w/in <i>EIGHTH</i> Army Area of Attachment		13: Anywhere w/in <i>EIGHTH</i> Army Area of Attachment
<i>DN</i> Minor #2	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		19: place with <i>DN</i> Minor Depot #1
Brusilov	<i>Not in play</i>		See 25.5		See 25.5		See 25.5

\* Note that the *DN* Army has no Major Depot.

### Corps Units (and detachments)

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Train/GD	8: 53.56 or 44.56		8: 53.56 or 44.56		8: 51.61 or 44.56		w/in 3 of 64.55	<i>NINTH</i>
1 gd/GD	7: 53.56 or 44.56		7: 53.56 or 44.56		7: 51.61 or 44.56		w/in 3 of 64.55	GD/ <i>NINTH</i>
2 gd/GD	9: 53.56 or 44.56		9: 53.56 or 44.56		9: 51.61 or 44.56		w/in 3 of 64.55	GD/ <i>NINTH</i>
Train/GR	39.68	<i>FOURTH</i>	39.68	<i>FOURTH</i>	39.68	<i>FOURTH</i>	39.68	<i>FOURTH</i>
1 gr/GR	40.71	GR/ <i>FOURTH</i>	40.71	GR/ <i>FOURTH</i>	40.71	GR/ <i>FOURTH</i>	40.71	GR/ <i>FOURTH</i>
2 gr/GR	39.71	GR/ <i>FOURTH</i>	39.71	GR/ <i>FOURTH</i>	39.71	GR/ <i>FOURTH</i>	39.71	GR/ <i>FOURTH</i>
Train/5	(5): 28.73		25.70	<i>FIFTH</i>	25.70	<i>FIFTH</i>	25.70	<i>FIFTH</i>
7/5	(5): 28.75		26.73	5/ <i>FIFTH</i>	26.73	5/ <i>FIFTH</i>	26.73	5/ <i>FIFTH</i>
10/5	(5): 28.75		25.73	5/ <i>FIFTH</i>	25.73	5/ <i>FIFTH</i>	25.73	5/ <i>FIFTH</i>
Train/7	<i>Not in play</i>		07.91	<i>EIGHTH</i>	07.91	<i>EIGHTH</i>	07.91	<i>EIGHTH</i>
13/7	<i>Not in play</i>		10.91	7/ <i>EIGHTH</i>	10.91	7/ <i>EIGHTH</i>	10.91	7/ <i>EIGHTH</i>
34/7	<i>Not in play</i>		09.91	7/ <i>EIGHTH</i>	09.91	7/ <i>EIGHTH</i>	09.91	7/ <i>EIGHTH</i>
Train/8	<i>Not in play</i>		07.94	<i>EIGHTH</i>	07.94	<i>EIGHTH</i>	07.94	<i>EIGHTH</i>
14/8	<i>Not in play</i>		09.94	8/ <i>EIGHTH</i>	09.94	8/ <i>EIGHTH</i>	09.94	8/ <i>EIGHTH</i>
15/8	<i>Not in play</i>		09.95	8/ <i>EIGHTH</i>	09.95	8/ <i>EIGHTH</i>	09.95	8/ <i>EIGHTH</i>
Train/9	<i>Not in play</i>		11.83	<i>THIRD</i>	11.83	<i>THIRD</i>	11.83	<i>THIRD</i>
5/9	<i>Not in play</i>		13.84	9/ <i>THIRD</i>	13.84	9/ <i>THIRD</i>	13.84	9/ <i>THIRD</i>
42/9	<i>Not in play</i>		13.84	9/ <i>THIRD</i>	13.84	9/ <i>THIRD</i>	13.84	9/ <i>THIRD</i>
Train/10	<i>Not in play</i>		10.85	<i>THIRD</i>	10.85	<i>THIRD</i>	10.85	<i>THIRD</i>
9/10	<i>Not in play</i>		11.88	10/ <i>THIRD</i>	11.88	10/ <i>THIRD</i>	11.88	10/ <i>THIRD</i>
31/10	<i>Not in play</i>		12.87	10/ <i>THIRD</i>	12.87	10/ <i>THIRD</i>	12.87	10/ <i>THIRD</i>
Train/11	<i>Not in play</i>		12.81	<i>THIRD</i>	12.81	<i>THIRD</i>	12.81	<i>THIRD</i>
11/11	<i>Not in play</i>		14.83	11/ <i>THIRD</i>	14.83	11/ <i>THIRD</i>	14.83	11/ <i>THIRD</i>
32/11	<i>Not in play</i>		14.83	11/ <i>THIRD</i>	14.83	11/ <i>THIRD</i>	14.83	11/ <i>THIRD</i>
Train/12	<i>Not in play</i>		06.93	<i>EIGHTH</i>	06.93	<i>EIGHTH</i>	06.93	<i>EIGHTH</i>
12/12	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		16: Ready to substitute for 1/12/12 and 2/12/12 brigades – see 16.2.2	
1/12/12	<i>Not in play</i>		09.92	12/ <i>EIGHTH</i>	09.92	12/ <i>EIGHTH</i>	09.92	12/ <i>EIGHTH</i>
2/12/12	<i>Not in play</i>		05.108	Ind./ <i>EIGHTH</i>	<i>Not in play</i>		05.108	Ind./ <i>EIGHTH</i>

19/12	<i>Not in play</i>		09.93	12/ EIGHTH	09.93	12/ EIGHTH	09.93	12/ EIGHTH
65 r/12	<i>Not in play</i>		07.92	12/ EIGHTH	07.92	12/ EIGHTH	07.92	12/ EIGHTH
Train/14	45.67	FOURTH	45.67	FOURTH	45.67	FOURTH	45.67	FOURTH
18/14	47.70	14/ FOURTH	47.70	14/ FOURTH	47.70	14/ FOURTH	47.70	14/ FOURTH
45/14	45.70	14/ FOURTH	45.70	14/ FOURTH	45.70	14/ FOURTH	45.70	14/ FOURTH
Train/16	42.67	FOURTH	42.67	FOURTH	42.67	FOURTH	42.67	FOURTH
41/16	42.70	16/ FOURTH	42.70	16/ FOURTH	42.70	16/ FOURTH	42.70	16/ FOURTH
47/16	43.69	16/ FOURTH	43.69	16/ FOURTH	43.69	16/ FOURTH	43.69	16/ FOURTH
Train/17	(6): 27.77		24.71	FIFTH	24.71	FIFTH	24.71	FIFTH
3/17	5: 27.77		25.74	17/ FIFTH	25.74	17/ FIFTH	25.74	17/ FIFTH
35/17	5: 27.77		22.75	17/ FIFTH	22.75	17/ FIFTH	22.75	17/ FIFTH
Train/18	6: 53.56		6: 53.56		6: 51.61		57.51	NINTH
23/18	6: 53.56		6: 53.56		6: 51.61		57.51	18/ NINTH
37/18	6: 53.56		6: 53.56		6: 51.61		57.51	18/ NINTH
Train/19	30.70	FIFTH	30.70	FIFTH	30.70	FIFTH	30.70	FIFTH
17/19	30.74	19/ FIFTH	30.74	19/ FIFTH	30.74	19/ FIFTH	30.74	19/ FIFTH
38/19	31.73	19/ FIFTH	31.73	19/ FIFTH	31.73	19/ FIFTH	31.73	19/ FIFTH
Train/21	<i>Not in play</i>		15.78	THIRD	15.78	THIRD	15.78	THIRD
33/21	<i>Not in play</i>		17.79	21/ THIRD	17.79	21/ THIRD	17.79	21/ THIRD
44/21	<i>Not in play</i>		19.78	21/ THIRD	19.78	21/ THIRD	19.78	21/ THIRD
Train/24	<i>Not in play</i>		02.95	EIGHTH	07.97	EIGHTH	02.95	EIGHTH
48/24	<i>Not in play</i>		07.97	24/ EIGHTH	07.97	24/ EIGHTH	07.97	24/ EIGHTH
49/24	<i>Not in play</i>		01.96	24/ EIGHTH	5: 07.98		01.96	24/ EIGHTH
Train/25	34.69	FIFTH	34.69	FIFTH	34.69	FIFTH	34.69	FIFTH
46/25	36.71 [-5]	25/ FIFTH	36.71 [-5]	25/ FIFTH	36.71 [-5]	25/ FIFTH	36.71 [-5]	25/ FIFTH
det 46/25	36.71		36.71		36.71		36.71	
3 gt/25	34.72	25/ FIFTH	34.72	25/ FIFTH	34.72	25/ FIFTH	34.72	25/ FIFTH
70 r/25	34.70	25/ FIFTH	34.70	25/ FIFTH	34.70	25/ FIFTH	34.70	25/ FIFTH
Train/2 C	<i>Not in play</i>		8: Any Russian controlled hex in supply		8: Any Russian controlled hex in supply		8: Any Russian controlled hex in supply	
Train/3 C	<i>Not in play</i>		8: Any Russian controlled hex in supply		8: Any Russian controlled hex in supply		8: Any Russian controlled hex in supply	
Train/4 C	<i>Not in play</i>		8: Any Russian controlled hex in supply		<i>Not in play</i>		8: Any Russian controlled hex in supply	
Train/3 CN	>>9: 32.56		9: 03.78		9: 03.78		9: 03.78	
21/3 CN	7: 32.56		7: 03.78		7: 03.78		7: 03.78	
52/3 CN	>>9: 32.56		9: 03.78		9: 03.78		9: 03.78	

>>(Note Removed)

#### Independent Infantry Divisional Formations (and detachments)

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
58 r	<i>Not in play</i>		12.84	9/ THIRD	12.84	9/ THIRD	12.84	9/ THIRD
60 r	<i>Not in play</i>		11.86	10/ THIRD	11.86	10/ THIRD	11.86	10/ THIRD
61 r	(5): 27.77		24.71	17/ FIFTH	24.71	17/ FIFTH	24.71	17/ FIFTH

69 r	<i>Not in play</i>		21.77	21/ <i>THIRD</i>	21.77	21/ <i>THIRD</i>	21.77	21/ <i>THIRD</i>
71 r	<i>Not in play</i>		7: 01.108		<i>Not in play</i>		7: 01.108	
75 r	50.62	Ind./ <i>FOURTH</i>	50.62 or 51.62	Ind./ <i>FOURTH</i>	50.62	Ind./ <i>FOURTH</i>	50.62 or 51.62	Ind./ <i>FOURTH</i>
78 r	<i>Not in play</i>		14.82	11/ <i>THIRD</i>	14.82	11/ <i>THIRD</i>	14.82	11/ <i>THIRD</i>
80 r	6: 32.56		6: 25.51		6: 42.57		6: 25.51	
82 r	7: 32.56		7: 25.51		7: 42.57		7: 25.51	
83 r	8: 32.56		8: 25.51		8: 42.57		8: 25.51	

#### Independent Infantry Brigade Formations

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 cn rf	<i>Not in play</i>		15: 25.51		<i>Not in play</i>		15: 25.51	
2 rf	48.70	14/ <i>FOURTH</i>	48.70	14/ <i>FOURTH</i>	48.70	14/ <i>FOURTH</i>	48.70	14/ <i>FOURTH</i>
3 rf	<i>Not in play</i>		05.97	24/ <i>EIGHTH</i>	06.97	24/ <i>EIGHTH</i>	05.97	24/ <i>EIGHTH</i>
4 rf	<i>Not in play</i>		07.98	24/ <i>EIGHTH</i>	07.98	24/ <i>EIGHTH</i>	07.98	24/ <i>EIGHTH</i>
gd rf	8: 53.56 or 44.56		8: 53.56 or 44.56		8: 51.61 or 44.56		w/in 3 of 64.55	GD/ <i>NINTH</i>

#### Independent Infantry Asset Units

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
71 r	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		7: 01.108	
fn gd 1	<i>Not in play</i>		50.62 or 51.62		<i>Not in play</i>		50.62 or 51.62	
fn gd 2	<i>Not in play</i>		05.107		<i>Not in play</i>		05.107	
Brest-L	<i>Not in play</i>		31.55		<i>Not in play</i>		31.55	
Lublin	43.66		43.66		43.66		43.66	

#### Cavalry Divisional Formations

Unit	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
7 c	5: 27.77	[-1]	24.76	Ind./ <i>FIFTH</i> [-1]	24.76	Ind./ <i>FIFTH</i> [-1]	24.76	Ind./ <i>FIFTH</i> [-1]
8 c	<i>Not in play</i>		7: 03.78 or 01.91		<i>Not in play</i>		7: 03.78 or 01.91	
9 c	<i>Not in play</i>		16.87	Ind./ <i>THIRD</i>	16.87	Ind./ <i>THIRD</i>	16.87	Ind./ <i>THIRD</i>
10 c	<i>Not in play</i>		>>15.86	Ind./ <i>THIRD</i>	>>15.86	Ind./ <i>THIRD</i>	>>15.86	Ind./ <i>THIRD</i>
11 c	<i>Not in play</i>		18.81	Ind./ <i>THIRD</i> [-1]	18.81	Ind./ <i>THIRD</i> [-1]	18.81	Ind./ <i>THIRD</i> [-1]
12 c	<i>Not in play</i>		11.89	Ind./ <i>EIGHTH</i>	11.89	Ind./ <i>EIGHTH</i>	11.89	Ind./ <i>EIGHTH</i>
13 c	50.70	Ind./ <i>FOURTH</i>	50.70	Ind./ <i>FOURTH</i>	50.70	Ind./ <i>FOURTH</i>	50.70	Ind./ <i>FOURTH</i>
14 c	<i>Not in play</i>		54.67	Ind./ <i>FOURTH</i>	<i>Not in play</i>		54.67	Ind./ <i>FOURTH</i>
3 cn cs	<i>Not in play</i>		12.88	Ind./ <i>THIRD</i>	12.88	Ind./ <i>THIRD</i>	12.88	Ind./ <i>THIRD</i>
1 d cs	34.74	Ind./ <i>FIFTH</i> [-1]	34.74	Ind./ <i>FIFTH</i> [-1]	34.74	Ind./ <i>FIFTH</i> [-1]	34.74	Ind./ <i>FIFTH</i> [-1]
3 d cs	38.74	Ind./ <i>FOURTH</i> [-1]	38.74	Ind./ <i>FOURTH</i> [-1]	38.74	Ind./ <i>FOURTH</i> [-1]	38.74	Ind./ <i>FOURTH</i> [-1]
4 d cs	6: 32.56		6: 03.78		6: 03.78		6: 03.78	
5 d cs	6: 32.56		6: 03.78		6: 03.78		6: 03.78	
1 ku cs	<i>Not in play</i>		02.105	Ind./ <i>EIGHTH</i>	<i>Not in play</i>		02.105	Ind./ <i>EIGHTH</i>
2 ku cs	<i>Not in play</i>		6: 01.96		7: 07.97		6: 01.96	
cn c	<i>Not in play</i>		<i>Not in play</i>		<i>Not in play</i>		7: 58.52	

comb c	30.77 [-1]	Ind./ FIFTH [-1]	30.77 [-1]	Ind./ FIFTH [-1]	30.77 [-1]	Ind./ FIFTH [-1]	30.77 [-1]	Ind./ FIFTH [-1]
comp cs	<i>Not in play</i>		09.98	Ind./ EIGHTH [-1]	09.98	Ind./ EIGHTH [-1]	09.98	Ind./ EIGHTH [-1]
ural cs	<i>Not in play</i>		14: 25.51		<i>Not in play</i>		15: 25.51	

### Cavalry Asset Units

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>gd c bd</i>	50.70		>>50.70		50.70		50.70	
<i>tr cs 1</i>	<i>Not in play</i>		5: 01.101		<i>Not in play</i>		5: 01.101	
<i>tr cs 2</i>	<i>Not in play</i>		5: 01.101		<i>Not in play</i>		5: 01.101	
<i>tr cs 3</i>	<i>Not in play</i>		5: 01.101		<i>Not in play</i>		5: 01.101	

### Artillery Units

	Scenario 29.2 (Lublin)		Scenario 29.3 (Galicia)		Scenario 29.4 (One-map Galicia)		Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>1/3 hvy</i>	43.66		43.66		43.66		43.66	
<i>1/4 hvy</i>	<i>Not in play</i>		05.76		05.76		05.76	
<i>2/4 hvy</i>	<i>Not in play</i>		7: 01.91		>>7: 01.91		7: 01.91	
<i>3/4 hvy</i>	<i>Not in play</i>		05.76		05.76		05.76	
<i>1/5 hvy</i>	34.69		34.69		34.69		34.69	
<i>2/5 hvy</i>	7: 32.56		31.55		7: 32.62		31.55	
<i>3/5 hvy</i>	11: 32.56		31.55		11: 42.57		31.55	
<i>Brest-L</i>	<i>Not in play</i>		Any fortress area hex (near 31.55)		<i>Not in play</i>		Any fortress area hex (near 31.55)	
<i>Brest-L</i>	<i>Not in play</i>		Any fortress area hex (near 31.55)		<i>Not in play</i>		Any fortress area hex (near 31.55)	
<i>Fourth</i>	50.62		50.62 or 51.62		50.62		50.62 or 51.62	
<i>Ivangorod (3 SP)</i>	9: 50.62		9: 50.62		9: 50.62		9: 50.62	

## CAMPAIGN SCENARIO

### Other Information, Units, and Markers

	Scenario 29.6 (Campaign)	
Unit/Marker	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Field Rwy 1	19: Available per 17.5	
Railroad A	10: Optionally available per 17.7	
Railroad B	13: Optionally available per 17.7	
Railroad C	16: Optionally available per 17.7	

### Fortress Units

	Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Novo-G	Per counter	
Novo-G	Per counter	
Novo-G	Per counter	
Novo-G	Per counter	
Novo-G	Per counter	
Zegrze	Per counter	

### Army Units & Leaders

	Scenario 29.6 (Campaign)	
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>ELEVENTH Major*</i>	23: See 24.2	

\* Note that the *ELEVENTH* Army has no Minor Depot.



**Corps Units (and detachments)**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Train/2 CN	18: 25.51	
cn gr/2 CN	17: 25.51	
51/2 CN	14: 25.51	
Train/27 R	21: 58.52	
9 op/27 R	26: 58.52	
10 op/27 R	30: 58.52	
Train/28 R	23: Any Russian controlled hex in supply	
11 op/28 R	35: with 28 R Train unit.	
Train/29 R	23: Any Russian controlled hex in supply	
12 op/29 R	35: with 29 R Train unit.	
Train/30 R	43: Any Russian controlled hex in supply	
Train/1 S	24: 25.41	
1 s/1 S	23: 25.41	
2 s/1 S	24: 25.41	
Train/2 S	21: 25.41	
4 s/2 S	20: 25.41	
5 s/2 S	21: 25.41	
Train/5 S	27: 25.41	
50/5 S	24: 25.41	
Train/6 S	29: 25.41	
13 s r/6 S	25: 25.41	
14 s r/6 S	30: 25.41	

**Independent Infantry Divisional Formations (and detachments)**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 op	21: 28.16	
2 op	21: 29.33	
3 op	21: 31.55	
4 op	25: 31.55	
5 op	29: 31.55	
6 op	26: 58.52	
7 op	29: 28.16	
8 op	21: 05.76	
55 r	38: 25.51 or 25.29	
62 r	45: 03.78 or 01.91	
63 r	18: 58.52 or 31.55	
64 r	36: 25.29 or 25.41	
67 r	39: 03.78 or 01.91	
74 r	36: 25.51 or 03.78	
77 r	58.52	Ind./ WARSAW
81 r	31.55	Ind./ FIFTH
84 r	31: 25.29 or 25.41	
3 s	44: 25.41	
6 s	30: 25.41	
12 s r	31: 25.41	

**Independent Infantry Brigade Formations**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
3 tk rf	39: 25.41	
13 op	42: 28:16	

**Independent Infantry Asset Units**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
fn gd bd	61.48	
14 op	17: 01.108 or 01.91	
15 op	28: 01.108 or 01.91	
16 op	32: 01.108	
17 op	39: 01.108 or 01.101	
fn gd 3	69.53	
fn gd 4	67.55	
fn gd 5	17: 46.12 or 25.16	
Ivangorod	28: 50.62	
Lemberg	21: 29.86	
Lomza	20: 51.40	
O.sch.rgt	10: 58.52	

Ostroleka	20: 47.39	
Siedlce	45.53	
Warsaw	58.52	
Zegrze	57.48	

**Cavalry Divisional Formations**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
gd cs	20: Substitute for 3 gd c per 16.2 or enter at 58.52 [-2]	
5 c	69.53	Ind./ Ninth

**Cavalry Asset Units**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 tk cs	11: 25.41	
3 gd c	67.55	
4 c bd	17: 25.16 or 25.29	
Krasnakov	32: 61.48 or 58.52	
t-b cs	27: 25.51	
us cs	36: 25.41 or 25.51	

**Artillery Units**

Scenario 29.6 (Campaign)		
Unit	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
2/2 hvy	61.48	
3/2 hvy	61.48	
2/3 hvy	58.52	
3/3 hvy	58.52	
1/1s hvy	23: 25.41	
2/1s hvy	26: 25.41	
1/2s hvy	31: 25.41	
2/2s hvy	37: 25.41	
Ivangorod (5 SP)	17: Substitute for Ivangorod (3 SP) per 16.2.	
Novo-G	Any fortress area hex (near 61.48)	
Novo-G	Any fortress area hex (near 61.48)	
Warsaw	58.52	
Warsaw	58.52	

## GERMAN SETUP GRID

See 28.0 for how to use the grid.

WF = Western Front Reinforcement (GT 9 to GT 14: see 22.1)

### Other Information, Units, and Markers

Unit/Marker	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
First Turn	12		1		4		1	
Last Turn	16		15		47		47	
Map Used	Part of North		North east of Vistula		All		All	
Rail Points	0		6		0		6	
Narrow-gauge RR markers 1 & 2	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		21: Available per 17.6	

### Fortress Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Boyen	Per counter		Per counter		Per counter		Per counter	
Breslau	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Breslau	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Breslau	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Breslau	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Fordon	<i>Not in play</i>		Per counter		Per counter		Per counter	
Graudenz	<i>Not in play</i>		Per counter		Per counter		Per counter	
Königsberg	Per counter		Per counter		Per counter		Per counter	
Königsberg	Per counter		Per counter		Per counter		Per counter	
Königsberg	Per counter		Per counter		Per counter		Per counter	
Königsberg	Per counter		Per counter		Per counter		Per counter	
Kulm	<i>Not in play</i>		Per counter		Per counter		Per counter	
Marienburg	<i>Not in play</i>		Per counter		Per counter		Per counter	
Pillau	<i>Not in play</i>		Per counter		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Posen	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Thorn	<i>Not in play</i>		Per counter (80.39)		Per counter		Per counter	
Thorn	<i>Not in play</i>		Per counter (81.39)		Per counter		Per counter	
Thorn	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	
Thorn	<i>Not in play</i>		<i>Not in play</i>		Per counter		Per counter	

**Army Units & Leaders**

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>EIGHTH</i> Major #1	61.30		61.30		66.31		61.30	
<i>EIGHTH</i> Major #2	60.18		53.19		60.18		53.19	
<i>EIGHTH</i> Minor	<i>Not in play</i>		55.25		64.25		55.25	
<i>NINTH</i> Major #1	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		10 to 21: See 22.2	
<i>NINTH</i> Major #2	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		10 to 21: See 22.2	
<i>NINTH</i> Minor	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		10 to 21: See 22.2 Ready for voluntary substitution for <i>EIGHTH</i> Minor (16.2.3)	
<i>AG F</i> Major	<i>Not in play</i>		78.33		78.33		78.33	
<i>AG W</i> Major	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		31: 98.47 or 99.65	
François (* 2)	<i>Not in play</i>		See 25.6		See 25.6		See 25.6	
Prittwitz	<i>Not in play</i>		See 25.2		<i>Not in play</i>		See 25.2	

**Corps Units (and detachments)** Note: See the Austro-Hungarian Setup Grid (Corps Units) for the 3 LW Corps units.

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
Train/GD R	61.23	>> <i>EIGHTH</i>	WF: 85.27		<i>Per Campaign</i>		WF: 85.27	
1 gd r/GD R	56.21	GD R/ <i>EIGHTH</i>	WF: 85.27		<i>Per Campaign</i>		WF: 85.27	
3 gd/GD R	56.21	GD R/ <i>EIGHTH</i>	WF: 85.27		<i>Per Campaign</i>		WF: 85.27	
Train/1	52.32	>> <i>EIGHTH</i>	44.20	<i>EIGHTH</i>	74.30 (Rail)	<i>EIGHTH</i>	44.20	<i>EIGHTH</i>
1/1	48.31 [-1]	1/ <i>EIGHTH</i>	41.19	1/ <i>EIGHTH</i>	70.32 (Rail) [-1]	1/ <i>EIGHTH</i>	41.19	1/ <i>EIGHTH</i>
2/1	49.29 [-1]	1/ <i>EIGHTH</i>	42.22 [-4]	1/ <i>EIGHTH</i>	72.34 (Rail) [-1]	1/ <i>EIGHTH</i>	42.22 [-4]	1/ <i>EIGHTH</i>
<i>det 2/1</i>	<i>Not in play</i>		43.24		<i>Not in play</i>		43.24	
Train/2	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		40: 99.36 or 99.47 or 99.65	
4/2	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		40: 99.36 or 99.47 or 99.65	
3/2	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		39: 99.36 or 99.47 or 99.65	
Train/11	57.26	>> <i>EIGHTH</i>	WF: 86.38		<i>Per Campaign</i>		WF: 99.36	
22/11	54.25	11/ <i>EIGHTH</i>	WF: 86.38		<i>Per Campaign</i>		WF: 99.36	
38/11	54.25	11/ <i>EIGHTH</i>	WF: 86.38		<i>Per Campaign</i>		WF: 99.36	
Train/13	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		41: 99.36 or 99.47 or 99.65	
25 r/13	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		42: 99.36 or 99.47 or 99.65	
26/13	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		41: 99.36 or 99.47 or 99.65	

Train/17	53.29	>>EIGHTH	53.19 (Rail)	EIGHTH	54.21	EIGHTH	53.19 (Rail)	EIGHTH
35/17	50.28 [-1]	17/ EIGHTH	50.21 (Rail)	17/ EIGHTH	50.21 (Rail) [-2]	17/ EIGHTH [-1]	50.21 (Rail)	17/ EIGHTH
36/17	50.28 [-1]	17/ EIGHTH	48.19 (Rail)	17/ EIGHTH	51.21 (Rail) [-2]	17/ EIGHTH [-1]	48.19 (Rail)	17/ EIGHTH
Train/20	56.27	>>EIGHTH	61.30	EIGHTH	63.32	EIGHTH	61.30	EIGHTH
37/20	52.26 [-1]	20/ EIGHTH	w/in one of 57.33	20/ EIGHTH	62.35	20/ EIGHTH	w/in one of 57.33	20/ EIGHTH
41/20	52.26 [-1]	20/ EIGHTH	w/in one of 57.33	20/ EIGHTH	64.35	20/ EIGHTH	w/in one of 57.33	20/ EIGHTH
Train/1 C	Not in play		Not in play		Per Campaign		33: 99.47	
Train/3 C	Not in play		Not in play		Per Campaign		>>32: Ready for voluntary substitution for FR (16.2.3)	
Train/4 C	Not in play		Not in play		Per Campaign		37: 99.47	
Train/1 R	62.25	EIGHTH	50.25	EIGHTH	53.22	EIGHTH	50.25	EIGHTH
1 r/1 R	56.23 [-1]	1 R/ EIGHTH	49.24	1 R/ EIGHTH	50.24	1 R/ EIGHTH	49.24	1 R/ EIGHTH
36 r/1 R	56.23 [-1]	1 R/ EIGHTH	49.24	1 R/ EIGHTH	50.23	1 R/ EIGHTH	49.24	1 R/ EIGHTH
Train/3 R	Not in play		Not in play		Per Campaign		43: 99.36 or 99.47 or 99.65	
5 r/3 R	Not in play		Not in play		Per Campaign		43: 99.36 or 99.47 or 99.65	
6 r/3 R	Not in play		Not in play		Per Campaign		43: 99.36 or 99.47 or 99.65	
Train/24 R	Not in play		Not in play		Per Campaign		40: 99.36 or 99.47 or 99.65	
48 r/24 R	Not in play		Not in play		Per Campaign		40: 99.36 or 99.47 or 99.65	
Train/25 R	Not in play		Not in play		Per Campaign		25: 99.36 or 99.47	
49 r/25 R	Not in play		Not in play		Per Campaign		25: 99.36 or 99.47	
Train/BU	Not in play		Not in play		Per Campaign		37:99.65	
Train/FR	Not in play		Not in play		Per Campaign		14: 99.36 or 99.47 or 99.65	
Train/GZ	Not in play		Not in play		Per Campaign		32: 78.33	
Bg/GZ	Not in play		Not in play		Per Campaign		32: Substitute for Graudenz (see 16.2) or 78.33 [-4]	
Wz/GZ	Not in play		Not in play		Per Campaign		37: Substitute for gz lw (see 16.2) or 78.33 [-6]	
Train/KG	60.17	EIGHTH	3: 60.17	EIGHTH	60.17	EIGHTH	3: 60.17	EIGHTH
kg/KG	w/in 1 of 60.17	KG/ EIGHTH	3: 60.17	KG/ EIGHTH	w/in one of 55.16 or 56.17	KG/ EIGHTH	3: 60.17	KG/ EIGHTH
kg ls/KG	In any printed IP w/in 6 of 60.17	KG/ EIGHTH	4: 60.17		Per Campaign		4: 60.17	KG/ EIGHTH
1 lw/KG	w/in 1 of 60.17	KG/ EIGHTH	3: 60.17	KG/ EIGHTH	w/in one of 55.16 or 56.17	KG/ EIGHTH	3: 60.17	KG/ EIGHTH
Train/MO	51.32	>>EIGHTH	Not in play		Per Campaign		12: Within 5 hexes of 3 r/MO division	
3 r/MO	46.33	MO/ EIGHTH	49.27	Ind./ EIGHTH	61.30 (Rail)	Ind./ EIGHTH	49.27	Ind./ EIGHTH
Train/PN	Not in play		Not in play		Per Campaign		35: 98.47	
Dn/PN	Not in play		Not in play		Per Campaign		33: 98.47	
Hfn/PN	Not in play		Not in play		Per Campaign		20: Substitutes for	

							Hoffmann (16.2) or 98.47. [-2]	
Rz/PN	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		10: 98.47	
Train/TN	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		31: 81.39	
Wn/Tn	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		31: Ready to substitute for Westernhgn and Jonas – see 16.2.2	

#### Independent Infantry Divisional Formations (and detachments)

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 lw	55.33	Ind./ EIGHTH	5: 85.27		<i>Per Campaign</i>		5: 85.27	
35 r	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		16: Ready to substitute for 5 lw & 20 lw – see 16.2.2	
47 r	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		41: 99.36 or 99.47 or 99.65	
kg lw	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		18: Ready to substitute for kg ez & 2 lw – see 16.2.2	
Bredow	60.18	>>Ind./ EIGHTH	11: 86.43		98.47	Ind./ EIGHTH	98.47	Ind./ EIGHTH
Menges	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		10: 99.65	

#### Independent Infantry Brigade Formations

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
2 lw	In any printed IP w/in 6 of 60.17	KG/ EIGHTH	47.12	Ind./ EIGHTH	w/in one of 55.16 or 56.17 [-1]	KG/ EIGHTH	47.12	Ind./ EIGHTH
5 lw	<i>Not in play</i>		81.39	Ind./ AG F	81.39	Ind./ AG F	81.39	Ind./ AG F
6 lw	57.24	1 R/ EIGHTH	50.29	Ind./ EIGHTH	49.27	Ind./ EIGHTH	50.29	Ind./ EIGHTH
9 lw	In any printed IP w/in 6 of 60.17	KG/ EIGHTH	48.19	Ind./ EIGHTH	>>50.19	Ind./ EIGHTH	48.19	Ind./ EIGHTH
20 lw	<i>Not in play</i>		73.36	Ind./ EIGHTH	68.36	Ind./ EIGHTH	73.36	Ind./ EIGHTH
21 lw	<i>Not in play</i>		<i>Not in play</i>		99.65	Ind./ EIGHTH	99.65	Ind./ EIGHTH
70 lw	<i>Not in play</i>		65.37	Ind./ EIGHTH	63.35	20/ EIGHTH	65.37	Ind./ EIGHTH
99 r	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		25: 99.36 or 99.47	
100 r	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		25: 99.36 or 99.47	
Bacmeister	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		19: Substitutes for Bacmeister (16.2) or 61.30 or 78.21. [-2]	
Graudenz	<i>Not in play</i>		68.37	Ind./ EIGHTH	67.35	Ind./ EIGHTH	68.37	Ind./ EIGHTH
gz lw	<i>Not in play</i>		78.33	Ind./ AG F	78.33	Ind./ AG F	78.33	Ind./ AG F
Jonas	<i>Not in play</i>		81.39	Ind./ AG F	81.39	Ind./ AG F	81.39	Ind./ AG F
kg ez	In any printed IP w/in 6 of 60.17	KG/ EIGHTH	48.19	Ind./ EIGHTH	>>50.19	Ind./ EIGHTH	48.19	Ind./ EIGHTH
ls XX	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		25: 61.30 or 78.21	
Lötzen	49.27	Ind./ EIGHTH	49.27	Ind./ EIGHTH	49.27	Ind./ EIGHTH	49.27	Ind./ EIGHTH

Protzen	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		19: Substitutes for <i>Allenstein</i> (16.2) or 61.30 or 78.21. [-2]	
Schmdecke	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		29: 99.65	
Wernitz	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		16: 78.33	
Westernhgn	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		20: 81.39	

**Independent Infantry Asset units** Note: See the Austro-Hungarian Setup Grid (the 3 LW Corps in the Corps Units section) for the 3 *lw* and 4 *lw* asset units.

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
99 <i>lw</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		35: 99.47	
<i>Allenstein</i>	<i>Not in play</i>		61.30		61.30 in Level 1 IP		61.30	
<i>Bacmeister</i>	46.33		53.33		52.29		53.33	
<i>Braunsberg</i>	<i>Not in play</i>		67.21		67.21		67.21	
<i>Dirschau</i>	<i>Not in play</i>		<i>Not in play</i>		77.24		77.24	
<i>Dtsch-Eylau</i>	<i>Not in play</i>		70.32		70.32		70.32	
<i>Elbing</i>	<i>Not in play</i>		71.24		71.24		71.24	
<i>Gabriel</i>	<i>Not in play</i>		<i>Not in play</i>		89.63		89.63	
<i>Hoffman</i>	<i>Not in play</i>		<i>Not in play</i>		90.49		90.49	
<i>Kothe</i>	<i>Not in play</i>		<i>Not in play</i>		85.57		85.57	
<i>Kraewel</i>	<i>Not in play</i>		<i>Not in play</i>		79.77		79.77	
<i>Krieger</i>	<i>Not in play</i>		<i>Not in play</i>		79.70		79.70	
<i>Kulm</i>	<i>Not in play</i>		82.35		82.35		82.35	
<i>Is I</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		25: 60.17	
<i>Is VI</i>	<i>Not in play</i>		<i>Not in play</i>		85.69		85.69	
<i>Is XVII</i>	<i>Not in play</i>		62.36		78.21 (Rail)		62.36	
<i>Is XX</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		16: 61.30 or 78.21	
<i>Marienburg</i>	<i>Not in play</i>		74.26		74.26		74.26	
<i>Masurian</i>	50.29		50.29		50.29		50.29	
<i>Masurian</i>	51.30		51.30		50.29		51.30	
<i>Masurian</i>	51.32		51.32		50.28 in Level 1 IP		51.32	
<i>Mehlsack</i>	<i>Not in play</i>		64.23		64.23		64.23	
<i>Osterode</i>	<i>Not in play</i>		66.31		66.31		66.31	
<i>Pr. Holland</i>	<i>Not in play</i>		69.25		69.25		69.25	
<i>Reuter</i>	<i>Not in play</i>		<i>Not in play</i>		77.45		77.45	
<i>Rintelen</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		17: 98.47	
<i>Tilsit</i>	<i>Not in play</i>		47.12		47.12		47.12	
<i>Zimmer</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		24: 49.27 or 60.17 or 78.21	

**Cavalry Divisional Formations (and detachments)**

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
1 c	51.27	Ind./ EIGHTH	41.17	Ind./ EIGHTH	48.19	Ind./ EIGHTH	41.17	Ind./ EIGHTH
2 c	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		37: 99.47	
4 c	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		36: 99.47	
5 c	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		32: 99.47	

6 c	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		33: 99.36	
8 c	53.27	Ind./ <i>EIGHTH</i>	WF: 86.43		<i>Per Campaign</i>		WF: 99.47	
9 c	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		34: 99.47	

#### Independent Cavalry Asset Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>3 c bd</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		37: place on any Corps Train unit attached to the <i>EIGHTH</i> Army	
<i>5 c bd</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		38: place on GZ Corps Train unit	
<i>41 c bd</i>	46.33		41.17		48.21		41.17	
<i>Charisius</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		16: Place on kg ez unit if in play; if not, <i>Charisius</i> never enters	

#### Artillery Units

Unit	Scenario 29.1 (First Masurian)		Scenario 29.5 (Tannenberg)		Scenario 29.7 (Post GT 3 in Prussia)		Scenario 29.6 (Campaign)	
	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]	Turn: Hex (Mode) [SP Losses]	Track [CE Losses]
<i>1 + 2/6</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		43: 99.36 or 99.47 or 99.65	
<i>2 + 3/7</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		42: 99.36 or 99.47 or 99.65	
<i>3/12</i>	<i>Not in play</i>		<i>Not in play</i>		<i>Per Campaign</i>		41: 99.36 or 99.47 or 99.65	
<i>2/15</i>	<i>Not in play</i>		78.33		78.33		78.33	
<i>2/1 gd r</i>	w/in 1 of 60.17		60.17		60.17		60.17	
<i>1/2 gd r</i>	<i>Not in play</i>		81.39		81.39		81.39	
<i>2/2 gd r</i>	56.24		81.39		81.39		81.39	
<i>1/1r</i>	w/in 1 of 60.17		60.17		60.17		60.17	
<i>2/4r</i>	w/in 1 of 60.17		60.17		60.17		60.17	
<i>2/5r</i>	<i>Not in play</i>		<i>Not in play</i>		98.47		98.47	
<i>5r + 6r</i>	<i>Not in play</i>		<i>Not in play</i>		98.47		98.47	
<i>2/11r</i>	<i>Not in play</i>		81.39		81.39		81.39	
<i>1/15r</i>	<i>Not in play</i>		81.39		81.39		81.39	
<i>2/15r</i>	49.29		81.39		81.39		81.39	
<i>17r</i>	54.25		74.26		74.26		74.26	
<i>Nikolaiiken</i>	<i>Not in play</i>		51.30		<i>Per Campaign</i>		51.30	
<i>Schimonken</i>	50.29		50.29		<i>Per Campaign</i>		50.29	

## Railroad Engineer, Rail, and Replacement Points Table for all non-campaign scenarios

Turn	29.2 (Lublin)		29.3 (Galicia)						29.4 (One-map Galicia)						29.5 (Tannenberg)					
	A-H	Rus.	A-H			Russian			A-H			Russian			German			Russian		
	Repl Pts	Repl Pts	RR Eng	Rail Pts	Repl Pts	RR Eng	Rail Pts**	Repl Pts	RR Eng	Rail Pts	Repl Pts	RR Eng	Rail Pts**	Repl Pts	RR Eng*	Rail Pts	Repl Pts	RR Eng	Rail Pts**	Repl Pts
Start																6	0		0/0	0
1															0			0		
2															1			3		
3															1			3		
1 <sup>st</sup> Inter-Phase	0	0		0	0		10/0	0		0	0		2/0	0		20	0		4.5/0	0
4			3			4			0			4			2 (3)			3		
5			3			4			0			4			2 (3)			3		
6			3			4			0			4			2 (3)			3		
2 <sup>nd</sup> Inter-Phase	5	6		5	5		10/4	13		5	>>5		2/4	13		20	10		5/0	7
7			4			6			0			6			2 (3)			4		
8			4			6			0			6			2 (3)			4		
9			4			6			0			6			2 (3)			4		
3 <sup>rd</sup> Inter-Phase	5	10		10	10		10/6	13		8	10		6/6	13		20	10		5/4	7
10			5			6			2			6			3 (5)			4		
11			5			6			2			6			3 (5)			4		
12			5			6			2			6			3 (5)			4		
4 <sup>th</sup> Inter-Phase				15	10		10/7	19		10	10		10/7	19		20	10		5/4	11
13			5			6			2			6			4 (5)			4		
14			5			6			2			6			4 (5)			4		
15			5			6			2			6			4 (5)			4		

\* RR Engineer points in parenthesis can be used in Germany only (17.1)

\*\* Russian gauge/European gauge