

Tannenburg 1914: Guarding the Flank

A Fictional Scenario for *Der Grosse Krieg*



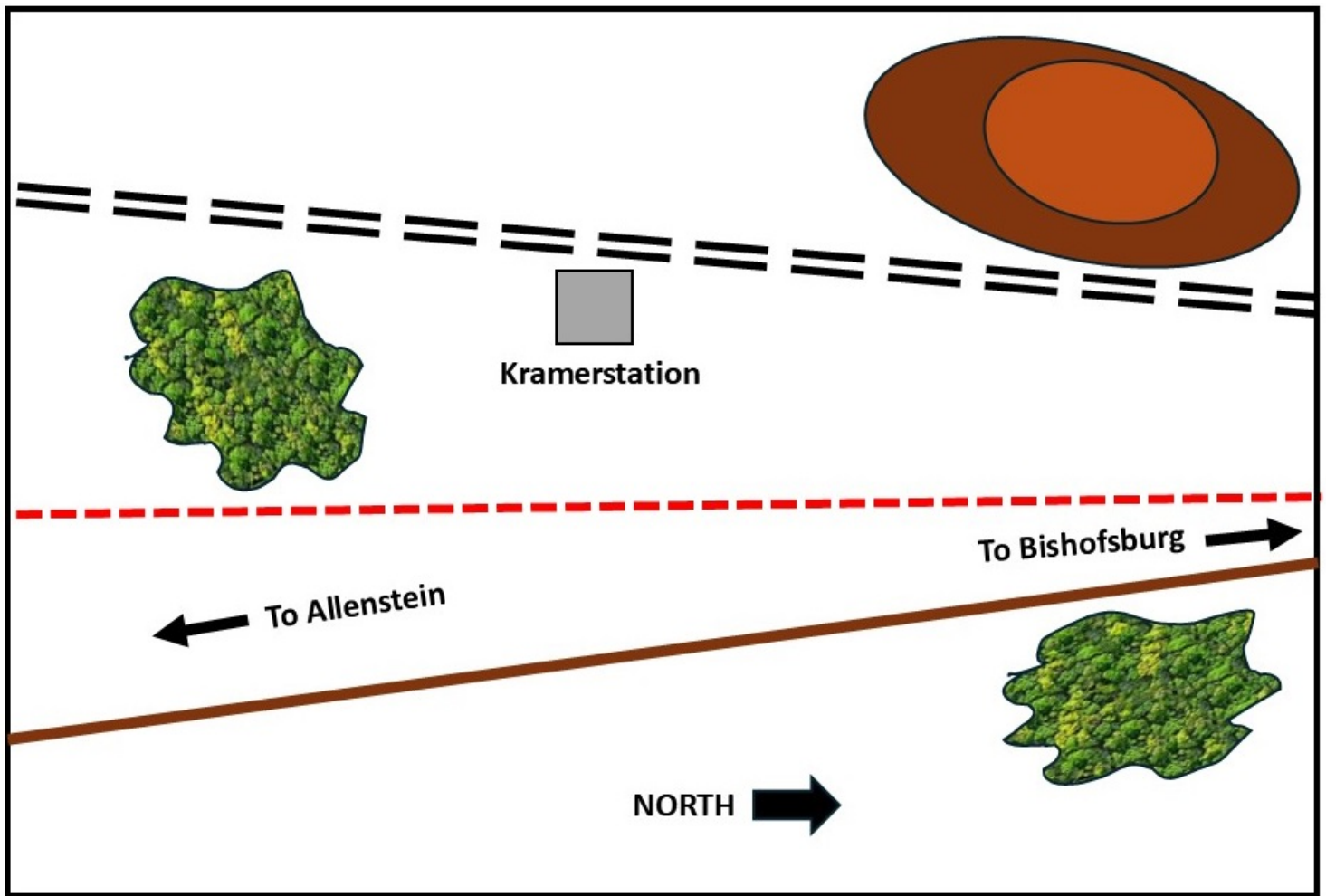
Background

This scenario is the result of my discovery that there was a German armored train active during the Battle of Tannenburg in 1914, acting as a flank guard against Russian cavalry. Sadly, I could find no specific details, but there were a number of German armored trains in action almost as soon as war was declared. Presumably, this was one of them. I looked for a place where there was a flank threatened by Russian cavalry and a suitable rail line, and I made up the rest! Historically, armored trains were used on the Eastern Front for reconnaissance, support of detached infantry, and - especially - to cover retreats.

This scenario is set against the fighting around Bishofsburg on August 25th. It assumes that elements of Russian VI Corps have gotten past Bishofsburg and are moving toward Allenstein (which, of course, did not happen). Standing in their way is an infantry brigade, supported by the armored train. The goal of the Germans is to hold out against superior numbers. The Russian goal is to swarm past the Germans and open the way toward the German rear.

The Tabletop

The table shown below is 4' x 5'. All distances are doubled for use with 25/28mm. The dotted black line is the rail track, which provides soft cover to units behind the embankment. The station - Kramerstation - provides soft cover in its wooden buildings. The hill is rough and provides soft cover, as do the woods.



Germans units aside from the armored train will set up anywhere to the west of the red dotted line. They may choose to be entrenched. The armored train will enter from the direction of Allenstein. All Russian units must move onto the table from the eastern board edge.

Orders of Battle

German

72 Reserve Brigade

Generalleutenant von Foerster

Reserve-Infantry Regiment 18: 3 Battalions Average Infantry @ 4 bases

Reserve-Infantry Regiment 59: 3 Battalions Average Infantry @ 4 bases

Maschinengewehr-Kompanie 1: 1 base Machineguns

Jager Reserve-Battalion 1: 1 Battalion Veteran Infantry @ 4 bases

Reserve Feldartillerie Regiment 1: 3 Batteries Field Guns

Panzerzug 23

Colonel Stoltz (on board train)

Panzerzug 23: Locomotive and 1 car rated as Field Artillery

Russians

16th Infantry Division, 2nd Brigade

Lieutenant-General Kazimirovich Richter

63rd Infantry Regiment: 4 Battalions Average Infantry

63rd Machinegun Company: 1 base Machineguns

64th Infantry Regiment: 4 Battalions Average Infantry

64th Machinegun Company: 1 base Machineguns

16th Artillery Brigade: 4 bases Field Artillery (each a separate unit)

4th Cavalry Division

Lieutenant-General Tolpygo

1st Brigade

Colonel Dropovich

4th Dragoon Regiment: 6 bases Average Cavalry

4th Uhlan Regiment: 6 bases Average Cavalry

2nd Brigade

Colonel Balakireva

4th Hussar Regiment: 6 bases Average Cavalry

4th Don Cossacks: 6 bases Average Cavalry

Game Length and Victory Conditions

The Russian Army is rated Average. so it has a breakpoint of 9. The German army is Motivated, and has a breakpoint of 8. The game will play for 12 turns or until one side breaks. If neither side is broken by the end of the game it is a German victory.