
































Red % DR	White % DR	RANDOM EVENTS TABLE (optional, see §6) (S= Suffered, C = Controlled)
01-05 	01-04 	Defeatist Rumors (S) Description: "We're retreating everywhere! Our generals have abandoned us!" Effect: An entire Formation's morale drops by -1 TQ for 1 turn.
06-09	05-08	Treachery (S) Description: Mistreated, underfed, former prisoners, time to change sides again! Effect (infantry unit): if TQ check failed, -1 step and +1 prisoner for opposing side.
10-16	09-12	Desertion (S) Description: Fed up with army life, homesick, morale dropping: we're going home! Effect (infantry unit): if TQ check failed, -1 step
/	13-17 	Raid (C) Description: a cavalry detachment goes forth to sow chaos behind enemy lines. Effects (play just before combat, or at the end of the Red Command Phase): Target either supply or command. Roll 1d6: 1-2 failure, 3-6 success: one enemy unit within 6 hexes of a friendly Cavalry unit becomes either Unsupplied or Out of Command.
17-28 	18-31 	Civil Exactions (S) Description: Garrisons in liberated territory misbehave (looting, hazing, summary executions). Raising fresh troops from the populace becomes difficult ... Effect: -1 Recruit point next turn (put the marker on the Recruit track as a reminder)
29-32	32-40	Brewery (S) Description: officers and soldiers alike are afloat in rivers of vodka. Effect: one In Command unit becomes Out of Command
33-57	41-65	Nothing Exceptional Description: no unusual events. No effect.
58-63 	66-70 	Fiery Speech (C) Description: A dignitary from the Osvag (White propaganda service) or a political commissar (Reds) fires up the troops. Effect (active or reactive player's combat phase): during one combat (attack or defense), one unit automatically passes a Morale or Cohesion check.
/	71-75	Personal Initiative (C) Description: The commander doesn't wait for orders but decides on immediate action. Effect (movement phase): Choose one Out of Command unit to make a TQ check: if passed, the unit is In Command.
64-77	76-90	Attrition (S) Description: Sickness, frostbite, appalling sanitary conditions, wounded untreated for lack of field hospitals and doctors: troop strength melts like snow in July. Effect: -1 Strength step on one unit.
78-82 	91-95 	Heroism (C) Description: A band of heroes defies fate. Effect (active or reactive player's combat phase): during one Assault of your choice, the Assault dice roll is modified by +1 or -1.
83-86 	96-100 	Surprise Attack (C) Description: By chance or design, the attack has completely surprised the enemy! Effect (combat phase): during one attack, all the units in the defending hex are considered in March mode, and no retreat before combat is allowed.
87-90	/	Soldiers' Soviet (S) Description: Halt everything, we need to call a meeting and discuss what to do. Effect: one In Command unit becomes Out of Command.
91-100 	/	Cheka (C) Description: Political officers come to educate the troops and uphold discipline and the values of the Revolution! The battalions are filled with compulsory enthusiasm. Effect (combat phase): all units in a single combat (attack or defense) benefit from -1 to their Cohesion and Morale check die rolls.

TERRAIN EFFECTS CHART				
Terrain	Movement	Barrage	Assault	Other Effects
Clear 	1 MP			
Valley 	Art, Convoy, Supply, Tank, Armored Car: -1 MA (2)	Inf, Cav 1 MP		-1 (6)
Woods 	as other terrain in hex		-1 (6)	
Forest 	Inf, Cav: 2 MP Art, Convoy, Supply: 3 MP Tank, Armored Car: impassable	-1	-1	Cav dismounted
Village 	as other terrain in hex		-1	
Town 	as other terrain in hex	-1	-1	Cav dismounted
City (Orel)   Centre Ville	Suburbs 1 MP City Center 1 MP	-1 -3	-1 -2	Cav dismounted No ZoC into or out of hex; Cav dismounted
Minor road (1) 	1 MP			
Road (1) 	1 MP and +1 MA (4)			
Major Road (1) 	3/4 MP and +1 MA (4)			
Railroad 	(5)			
Bridge (road or railroad) 	Negates cost of rivers		-1 (7)	
Stream 	-			Decorative

 River (3)	Art, Convoy, Supply: +1 MP; Tank, Armored Car: impassable		-1 (7)	
 Lake (hexside)	Impassable		NA	
 Ditch	Art, Convoy, Supply, Tank, Armored Car: +1 MP	-1 (7)		
 Scattered Marsh	1 MP		-1 (6)	
 Entrenchment	as other terrain in hex	-1	-1 (8)	Cav dismounted (9)

Notes:

- (1) All roads negate other cost of terrain in hexes moved through.
- (2) -1 to the movement allowance if it enters at least one depression hex during its move; a unit may not enter such a hex for the first time in its movement phase if it has only 1 MP remaining.
- (3) Rivers have no effect in the Orël hex.
- (4) +1 to the unit's movement allowance if its entire move is along the road.
- (5) Moving through a forest along a railroad costs only 1 MP.
- (6) -1 if the Assault is from only one direction.
- (7) If all attackers are crossing a river or ditch. Cumulative with the in-hex terrain of the defending hex.
- (8) In Assault, only applies if all defending units are entrenched.
- (9) Only if all defenders are entrenched.

SEQUENCE OF PLAY (§2) (same for both sides)

- 1) Check Depot status
- 2) Recruitment and assign new recruits (§4)
- 3) Check Command status (§5)
- 4) Random Events (optional, §6)
- 5) Movement and Special Actions (§7)
- 6) Combat and expend Munitions (§8)
- 7) Remove 'Barrage' and 'Support' markers; and remove previous turn's Routed markers

Movement and Special Actions (§7)

- Normal movement: per terrain costs
- "Marching Day" (Whites): +2 MA (§7.1.5)
- Enter Combat mode: 1 MP (§7.1.4)
- Prepared Attack: 2 or 3 MP (§7.2)
- Hasty Attack: 1 MP (§7.2)
- Entrench: entire movement allowance (§7.3)
- Barrage: 3 MP (art. & armored trains only §7.2, 8.3)
- Artillery Support: 1, 2 or 3 MP (§7.2)

Combat Sequence (8.1)

I. Munitions and Artillery Actions

- a) Active player: Allocate **munitions** for attacks and for Barrages. Resupply Unsupplied units.
- b) Active player: Resolve **Barrages**.
- c) Reactive player: Announce **Artillery** Counterbattery and Defensive Support.
- d) Reactive player: Allocate **munitions** for units being attacked, and for artillery firing Counterbattery or Defensive Support.

II. Combat

For each attack:

- a) Reactive player: voluntary retreat before combat
- b) Both players: Artillery coordination checks, and determine cavalry charges.
- c) Both players: check Cohesion and apply results.
- d) Resolve any advances/pursuits.
- e) Assault (optional)
- f) Resolve any advances/pursuits as a result of Assault.

Barrage and Counterbattery Resolution

2d6 + Fire Strength + Modifiers =

- <9: No Effect
- 9-11: Units with TQ ≤3 make a Cohesion check (defender column)
- ≥12: 1 step loss; and units of TQ ≤4 make a Cohesion check +1 (defender column)

Fire Strength modifiers:

- x1/2 if target is Artillery or Armored Train
- x1/2 if firer is Unsupplied

Dice Roll Modifiers:

- per Terrain/Entrenchments
- +1 if target in March mode or Routed

Munitions Expenditures

Prepared Attack: 2 Munitions Points

Hasty Attack: 1 Munition Point

Barrage: 1 Munitions Point

Resupply: 1 Munitions Point

Cohesion Checks

mod. d6 roll *	Attacker	Defender
≤ TQ	Success	Success
= TQ +1, +2	Disorg.	Disorg.
= TQ +3	Repulsed	Retreat
> TQ +3	Retreat	Routed

* A natural '1' is always a success

Cohesion Check die roll modifiers:

- Attacker:Defender strength ratio ≥ 2:1 -1 to attacker and +1 to defender
- < 1:1 +1 to attacker and -1 to defender
- Friendly vehicle (armored train only if "in contact"): -1 to stacked friendlies, +1 to enemy
- Enemy includes integrated Art., +1
- Cav charging alone (attack & defense) vs. Combat mode Inf. (only): +2 for Cav.
- At least 2 steps of enemy Cav charging, and no friendly Cav able to charge: +1
- Attacker includes at least one TQ 6 Inf, and defender is not TQ 6: +1 to defender
- Defender subtracts terrain/entrenchment "Assault" modifiers

Retreat Before Combat (8.5)

Unit Attempting Retreat	Attacking Unit Type (1)	Retreat On:
Armored Train	All	Automatic
Cav., Horse Art., Arm. Car	Infantry	Automatic
Cav., Horse Art., Arm. Car	(2)at least one Cav.	TQ Check (4) (5)
White Inf. TQ 5+, Tank (3)	Infantry	TQ Check (4) (5)
White Inf. TQ 5+, Tank	at least one Cav.	Impossible
All others	All	Impossible

- (1) Ignore attacking vehicles.
- (2) Armored Cars are considered to have TQ = 6 for this check.
- (3) Tanks are considered to have TQ = 5 for this check.
- (4) TQ check +1 versus a Hasty Attack.
- (5) A natural (unmodified) 6 is an automatic failure.

Artillery Support Coordination (TQ check)

TQ check die roll modifiers:

- +2 if supporting a Hasty Attack
- +2 if Artillery is Out of Command

Assault Dice Roll Modifiers

- Odds ratio: < 1:4 = -4; 1:3 = -3; 1:2 = -2; 1:1.5 = -1; 1:1 = +0
- 1.5:1 = +1; 2:1 = +2; 3:1 = +3; 4:1 = +4; ≥ 5:1 = +5 (max)
- Predominant TQ differential
- Effects of Terrain/Entrenchments
- Integrated Artillery: +1 in attack, -1 in defense
- Tank attacking, +1
- Armored train in contact: +1 in attack, -1 in defense
- Whites' combined arms attack bonus: +1 if at least 2 steps of non-Disorganised Cavalry charge with infantry.
- Encircled, +2

Combat Strength Mods (cumulative)

- + Art. Support (x1/2 if coordination failed)
- x1/2 Hasty Attack
- x1/2 Unsupplied unit
- x1/2 March mode unit
- x1/2 Disorganised unit
- x1/4 Routed unit

Morale Check Table

mod. d6	if Attacker	if Defender
≤ TQ	Repulsed	Retreat
= TQ +1 to +3	Retreat	Routed
> TQ +3	Routed	Surrender
+1 per step loss unit has suffered		
+1 if unit surrounded by enemy ZoC		

Assault Resolution Table

2d6	≤2	3	4	5	6	7	8	9	10	11	12	13	14	15
Result	3/0	3/1	2/0	2/1	1/0	1/0	1/1	1/1	1/1	0/1	1/2	0/2	1/3	0/3
	m+2	m+1	m	m-1	m-2			m-2	m-1	m	m+1	m+2	m+3	m+4

Attacker steps lost/Defender steps lost; +1 loss to each side if the smaller had at least 6 strength steps involved.
bold result indicates losing side; m +/- indicates losing side takes a morale check with that die roll modifier.