Army Lists for the Pygmy Wars

These lists are intended as a method to select random armies for 1918–1921 that nonetheless have more than a passing resemblance to the real thing. They are therefore based on actual, rather than theoretical, organisational structures, where this is possible.

I have aimed to make the lists fair, but only in the sense that a player has an equal chance when selecting an army. Because the system is points based you do get fewer elite troops than you do conscripts, but the lists are **not** designed to provide armies that are in any sense "balanced".

Obviously figure availability comes into play, but if you are of the I-have-it-so-I-want-to-use-it school, then perhaps these lists are not for you. That said, judicious "adjustment" of the lists is to be expected, provided your opponent agrees. Note though that, in general, the lists are already a bit too generous with respect to support elements – because gamers like their toys.

Of course, you can merely pick an army using the options rather than rolling the dice, if you prefer. *<Boo! ><Hiss!>*

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Basic System

1. Agree which armies you are going to use, which may require deciding some or all of:
   - respective factions;
   - theatre (potentially relevant for the terrain as well);
   - approximate date;
   - type of division; and
   - if at a "shock" point or a "back-water" area.

   A "shock" army will tend to have more chance of getting better quality troops and more support, while a "back-water" will more often have lower grade troops. It does not follow that because one army is "shock" that the opposition needs to be too – the respective commands may give the area different priorities.

2. Agree the lists to be used, and any deviations from them as written, especially the allocation of support troops.

3. Determine the **nominal points value** of the armies.

   I recommend a small starting points bonus be given to armies with a significantly worse officer set. The amount depending on how penalised the armies are in their respective officer pools and their methods of selection.

4. Take the average of the railway line numbers for the relevant lists and roll 2d6 to see if a railway line will appear on the table.

5. Select or roll for the **basic type**, using Table 1 of your army list. Add one to any roll if the army is designated as "shock" and deduct one if the army is "back-water".

   I suggest that in general the opponent should know the original basic type of your army – it would be unusual for opposing forces not to know anything about their opposition.

6. Roll for the allocation of your first battalion or regiment using Table 2.

7. Roll for the variation in unit size, using Table 3.

8. Roll for the number of MGs attached to the battalion/regiment using Table 4.

9. Roll for support troops using Table 5.

10. Roll for heavy support troops, if applicable, using Table 6. Note that there is no additional roll for any armoured train – any taken will take the place of the item otherwise selected (generally an armoured car).

11. Add up the cost of all the units selected so far.

12. Repeat this process of selecting battalions/regiments and support units until the total is within 60 points of the nominal points value. Use Table 7 to determine how each successive battalion or regiment is selected. Note that even if the battalion/regiment remains identical that the support, including MGs, is rolled for each time.

13. If the total is now less than the nominal points value by between 60 and 20 points use Table 8 to add one final unit.

14. If the total exceeds the nominal points value by more than the cheapest unit in the *last selected* battalion/regiment plus supports, then remove support bases or *whole* units from that group of units, until the points total does not exceed the nominal points value by more than that cheapest unit. Do not remove individual bases from rifle or sabre units nor units from earlier selected battalions and support.

15. You should be left with an army close to the nominal points value (generally ± 20 points).

Any roll that is modified to a result <1 uses the result for a 1; similarly those modified to >6 use the result for a 6.

Assuming that your table represents a frontage of a couple of kilometres (e.g. 2 to 3 metres) even later war battles would not normally have troop densities represented by much more than 500 points.

That 500 points will tend to give about a brigade of Red infantry (three regiments) being an effective maximum of 60 rifle bases if you get a lot of Conscripts. Note though that by making the army "shock" you can generally cut down on the number of Conscripts. You will not *normally* get more than 6 gun bases, 5 cavalry bases or 8 MG bases.

For early 1919 and irregular armies troop densities would hardly ever be that high, and I recommend more like 300 points maximum for a game. That is also a good size for later games, especially of the "back-water" variety.

Many of the field formations of 1918 would struggle even to reach 300 points.

One of the strengths of *Red Actions* is that you can have fun games with a handful of troops a side.

Structuring the Result

On the whole the aim of the lists is to provide units in the regimental sized chunks as likely to be actually commanded by a Colonel or KomPolka (or in battalion sized chunks if this is closer to Red Actions scale), allowing for the fact that most Pygmy Wars units were understrength and/or had units detached.

However some lists can provide results that are better understood by a restructuring, particularly in support elements. For example, if a Polish Infantry division gets a large number of cavalry squadrons attached, then those squadrons will in practise all belong to a separate regiment, which can choose to operate as such. Artillery selected at the same time as a battalion is unlikely to be commanded by the battalion's officer, though it might be attached to the infantry at a higher level. Likewise any armour appearing will not actually be attached to the unit it happens to have been selected with, and its command chain will be quite different.

While it is quite legal in *Red Actions* to split a company during a battle, it is recommended that large companies not be broken into smaller ones *before* the action starts. This is because most armies of the period suffered badly from lack of trained officers and could not just go round dividing units at will. (The White armies did not suffer as badly for lack of officers, but do not get large units in the first place.)

Likewise units should not be divided up and split across other units, e.g. four units of three bases should not be reformed into three units of four bases, as real armies take their Tables of Organisation seriously. Even in irregular armies the commanders were generally not free to distribute men as they liked (generally as units represented individual villages). Small units in regular armies generally represent ones temporarily short-handed (at least in theory) and would expect to receive reinforcements later.

That said, two smaller units may be merged into a larger one, as this merely represents one unit being attached to another on a temporary basis without any formal change of structure. This particularly applies to the many instances where "half-batteries" are selected. Although it was common enough historically for artillery to act in 2 gun sections, they would normally start as batteries of two sections.

In armies where the separate units were under tight control from above, for example the Red Army and Baltic Nationalists, it is reasonable to spread out machine-guns or artillery support more evenly. However many armies were effectively independent regiments, merely brigaded together operationally, who guarded their material jealously, e.g. Early Soviets and Polish Cavalry. This is not a regular vs irregular matter – Makhno had good control of his units, but the Volunteer Army really struggled to get regiments to cough up surplus items acquired by capture.

Optional Rules

○ If under 300 points I recommend that artillery need only be purchased in single bases, even if a full battery is selected, in order to prevent their cost overwhelming a small army.

○ At any scale the cost of heavy support can be prohibitive, so I recommend that it is never compulsory to take expensive items such as planes and armoured trains.

○ If players are playing 400 points or more and desire less predictability, then they can take their chosen points costs and modify them:

d6 =	1	deduct 10%
	2	deduct 5%
	3, 4	no change
	5	add 5%
	6	add 10%

The lists already have enough variation inherent for smaller amies.

○ For scenarios not based on fixed positions, I personally tend to restrict the ammunition supply of field artillery to generally to around 8 "rounds", sometimes with a chance of resupply. As well as being realistic, this prevents lots of speculative long-range shooting and excessively defensive postures based around unlimited supplies.

This does mean that the relative value of artillery is lowered though, and the ammunition supply should be factored into any points costs.

○ Armoured trains did steam into action in the front lines, but given their cost and vulnerability they generally only remained at the back of a battle as artillery support. To replicate this, players might like to consider using an armoured train selected as off-table heavy artillery only. If suitable for the scenario, an on-table spotter with telephone line can be added. Cost would then be the same as a heavy howitzer base, plus a bit for any spotter and the added flexibility and unlimited ammunition supply.

Early Soviet

Flee @ 40%   Railway line at 2d6 = 10+, or 8+ if in the early 1918 "railway war" phase

Table 1: basic type	d6 =	1	Red Guard or downgraded Red Partisan	@ 4 /base
		2	Upgraded Red Guard or Red Partisan	@ 5 /base
		3	Conscript	@ 4 /base
		4	Upgraded Conscript	@ 5 /base
		5	Regular	@ 6 /base
		6	Veteran	@ 8 /base
Table 2: regiment allocation	d6 =	1, 2, 3	2 battalions	
		4, 5, 6	3 battalions	
Table 3: unit size variation	d6 =	1, 2	3 bases per battalion	
		3, 4, 5	4 bases per battalion	
		6	5 bases per battalion	
Table 4: regiment MGs	d6 =	1	0 MG bases	
		2, 3, 4	1 MG base	@ 16 /base
		5, 6	2 MG bases	@ 16 /base
			upgraded to @ 18 /base if Veteran basic type	
Table 5: support	d6 =	1	On a d6 = 4, 5, 6 make a roll on the heavy support table	
		2	None	
		3	Cavalry unit	see below
		4, 5	Half-battery of 1 field gun	@ 40 /base*
		6	Battery of 2 field guns	@ 40 /base*
			upgraded to @ 50 /base if Veteran basic type	

If a cavalry unit is selected in Table 5, determine its size on the following table:

	d6 =	1, 2	Squadron of 3 cavalry bases	@ 10 /base
		3, 4	Squadron of 4 cavalry bases	@ 10 /base
		5	"Regiment" of 2 units of 3 bases (E or S only)	@ 10 /base
		6	"Brigade" of 3 units of 4 bases (E or S only)	@ 10 /base

Armies not on southern or eastern fronts get **no** squadrons on results of 5 or 6

Table 6: heavy support	d6 =	1, 2, 3, 4	None	
		5, 6	Austin armoured car	@ 50
			An armoured train may be taken on a 5, 6 if there is a rail line	@ 180
Table 7: later regiments			Roll randomly starting from Table 1 each time.	
Table 8: last unit			Three units of 4 bases of Red Conscripts	@ 4 /base

Table 5:   The southern fronts include the Ukraine, the Don and the Kuban; the eastern fronts are anything east of Tsaritsyn.

This represents the Soviet forces before the formation of the Red Army.

The earliest Red forces were structured on the basis of a volunteer militia army without any "bourgeois" elements, in accordance with Marxist dogma. Those forces were beaten by every half-way determined foe and when they faced properly organised and trained opponents, such as the early Volunteer Army and the Czech Legion, they were frequently completely smashed. The string of embarrassing failures was only halted when Trotsky was allowed to start restoring most of the attributes of a regular army in later 1918 – harsh discipline, trained commanders (frequently ex-Tsarist) and conscription.

But the chaotic nature of the time did not allow a complete overhaul everywhere. The eastern fronts were first, followed by those facing the Don Cossacks and Denikin, but the Ukrainian Soviet Army was still a complete mess in Summer 1919.

Much of the fighting in late 1917 and very early 1918 was up and down railway lines – the "railway war" phase. Such armies should be very small, but did frequently rely on armoured trains.

Heavy support was sporadic, depending on what was surplus WWI material was present in an area. It is therefore suggested that heavy support should only be obtained randomly via Table 5 unless a specific scenario for the railway war requires a train.

There was little cavalry on the fronts facing the Poles and Baltic States and nothing larger than "brigade" elsewhere.

Troop Types

The ***Red Guards***, properly speaking, were militia units organised around a factory or neighbourhood, many dating back prior to the Bolshevik take-over. Although quite effective enough when defending their home towns, they were reluctant and inefficient troops in more regular combat. Discipline was often poor, especially when it came to obeying orders from higher command, and many had little or no combat experience. Fortunately for the Bolsheviks they were not a large portion of their field armies, even in the early days – propaganda to the contrary notwithstanding.

The ***Upgraded Red Guards*** I use to represent the better units based on proletarians, rather than Red Guards proper. Those, such as the miners and railway workers, who were organised externally by the Communists were no better trained than the city Red Guards, but did at least accept being part of a formal military structure from the start, so were rather more inclined to follow orders.

There were also ***Red Partisans***, who were often pressed willy-nilly into units. This was particularly true of the early 1919 invasion of the Ukraine, when whole brigades were made up this way. Once they were in the army and fighting almost everything else had higher priority than training them properly – especially since they tended to be among the more reliable elements politically-speaking. Their commanders, in particular, tended to be extremely independently minded.

Downgraded Red Partisans are the worst of the Partisan units. The "mob" characteristic can represent either the troops or their commanders' inability or reluctance to follow orders.

Conscript and ***Upgraded Conscript*** units are those based on former Tsarist army formations. With the loss of almost all the officers and a good number of the NCOs, the quality of many of those units fell considerably. The ***Regular*** units represent those ex-Tsarist units which did retain a substantial portion of their original military training, for whatever reason. I would include the Red sailor units in this group at this time – although of high morale and still with much of their discipline, they were inexperienced on land. All use the normal Red card for their class.

The ***Veterans*** are primarily the "Internationals" i.e. non-Russians. The most famous, and most important in the very early days, were the Latvians. The original Latvian Rifles had largely kept their officers and were fiercely Socialist. At the very end of 1918 they were sent to the Latvian front, during which time they lost a great deal of their élan, but until then they were a mainstay of the Soviet forces. Some "Latvian" units were raised with no direct link to the original Rifles (and often with not so many actual Letts in the units) but they also tended to be better than average. The Soviets also raised many units of Hungarians and Chinese, who tended to perform well. All such units can use the Red Latvians card.

The lack of officers was felt extremely keenly in the ***Cavalry***. This was compounded by the loss of many experienced troopers as the Tsarist cavalry had been less Bolshevised during the Great War and had a higher proportion of conservative-minded men. Basically all the Cossack units returned home when the Great War front collapsed, even those which were in sympathy with the Soviets. It took a long time for a Red Russian cavalry to be re-established, and in the meantime the International units filled much of the gap. Use the regular Red Cavalry card for all mounted units.

The ***Artillery*** also suffered tremendously from a shortage of trained commanders, and early Soviet guns were notoriously poorly handled. The standard card for this list is therefore the Red Guard Field Gun card (although few were actually crewed by Red Guards proper). Only the élite units may use the regular Red Field Gun card, as they tended to still have trained commanders. Sailors might also qualify, even if using the Regular Infantry card, since they were skilled at the basics of artillery.

Red Army Infantry

Flee @ 40%   Railway line on 2d6 = 10+

Table 1: basic type	d6 =	1	Conscript infantry	@ 4 /base
		2	Upgraded Conscript infantry	@ 5 /base
		3, 4, 5	Regular infantry	@ 6 /base
		6	Veteran infantry	@ 8 /base
			or Red Sailors	@ 9 /base

Table 2: battalion allocation	d6 =	1	1 company of the basic type, 2 companies of a lower grade	
		2, 3	2 companies of the basic type, 1 company of a lower grade	
		4, 5, 6	3 companies, all of the basic type	

Table 3: unit size variation	d6 =	1	3 bases per company if Veteran, otherwise 4 bases per company	
		2	4 bases per company	
		3, 4, 5	5 bases per company	
		6	5 bases per company if Veteran, otherwise 6 bases per company	

Table 4: battalion MGs	d6 =	1	0 bases	
		2, 3	1 base	@ 16 /base*
		4, 5, 6	2 bases	@ 16 /base*
	Add 1 if basic troop type is Veteran			* @ 18 /base if Veteran

Table 5: support troops:	d6 =	1	On a d6 = 6, adding +1 if "shock", make a heavy support roll	
		2	Half-battery of 1 field gun base	@ 50 /base
		3, 4	Battery of 2 field gun bases	@ 50 /base
		5	Squadron of Regular cavalry	see table below
		6	Player's choice of above if on S or W fronts, otherwise 1 field gun	
If a cavalry unit is selected in Table 5, determine its size on the following table:				
	d6 =	1, 2	3 bases of Regular cavalry	@ 10 /base
		3, 4, 5	4 bases of Regular cavalry	@ 10 /base
		6	5 bases of Regular cavalry	@ 10 /base
	Deduct 1 if not on Southern or Western fronts			

Table 6: heavy support units	d6 =	1	2 mortar bases	@ 30 /base
		2	Engineer/Grenadier company of 3 Veteran bases	@ 14 /base
		3	Battery of 2 heavy howitzer bases	@ 70 /base
		4	Plane if 1920	@ 80 for fighter
		5, 6	d6 = 6 Garford armoured car	@ 80
			else Austin armoured car	@ 50
	An armoured train may be taken on a 5, 6 if there is a rail line			@ 180
	Only apply this table to armies in Russia			

Table 7: later battalions	d6 =	1	All companies same grade(s), but each 1 base larger (up to maximum)	
		2	All companies same grade(s), each 1 base smaller (3 bases minimum)	
		3, 4	All companies same size and type as the original battalion selected	
		5	As original battalion but downgrade one company in the battalion	
		6	As original battalion but upgrade one company in the battalion	
	The results of this table are applied each time to the **original** battalion selected			

| Table 8: last unit | | | Four bases of Regular cavalry if no cavalry is yet selected | @ 10 /base |
| | | | Otherwise add one field gun | @ 50 /base |

Table 1:   Add 2 to the dice roll if representing the defenders at Kakhovka.

Table 2:   Table 1 shows the relative grades with respect to downgrading one step.

Table 3:   If you are playing small games the 6 base companies could be a bit awkward, so in that case (or if figures are not available) use the following alternative:

	d6 =	1	3 bases per company
		2, 3	4 bases per company
		4, 5, 6	5 bases per company

Table 5:   The southern fronts are those facing the Denikin and Wrangel Whites, Ukrainians and Cossacks. The western fronts are basically those facing the Poles.

Table 6:   In general a roll on the heavy support table can be added if the army is 300 points or more and "shock".

For the Red defenders of Kakhovka: make one heavy support roll for each 200 points or part thereof and make the armoured car a Garford on a roll of 4+.

Do not make any rolls on this table if representing any combat west of the *modern* Polish border.

Table 7: Downgrade or upgrade a company one step on Table 1, trying to keep the unit as homogeneous as possible e.g. if you have a unit of one Veteran and two Regular companies, then it would be downgraded to 3 Regular companies (and not one Veteran, one Regular, and one Upgraded Conscript company).

This represents the Red Army on its major external fronts against Denikin's AFSR, Wrangel's "Russian Army", Iudenich's North-Western Army and the Poles. I am uncertain how much the army facing Kolchak differed, but it can't have been by much. It does not represent the armies of the internal fronts against the Greens, nor the Far Eastern Republic.

It is also for regular Red Army units only. Others cover the early cobbled together groupings of Red Guards, worker units and ex-Tsarist units (Early Soviet) and the "brigades" made up entirely of an Ataman's following such as those of Makhno (Atamans) and Grigoriev (Insurgents). The changeover was not uniform and the Red Army proper fought alongside militia- and partisan-style units for a long time.

One legacy of the early Red Guard era that lingered on in the Red Army was the tendency of senior commanders to excessive independence. This tendency to ignore or obstruct orders was stamped out with difficulty and remained a major problem through much of 1919, long after discipline had been fully restored at lower levels.

The list works on the basis that support weapons in general, and cavalry in particular, was more prevalent on the Southern and Western Fronts (i.e. the armies fighting the Poles, southern Whites, Cossacks and Ukrainian factions). However, the Polish campaign was conducted at such break-neck speed that the Red Army basically outstripped its heavy support, which is why only troops in Russia may use Table 8. The spectacularly brief appearances of Soviet tanks do not warrant their inclusion.

On occasion the Red Army received support from naval vessels, such as a flotilla on the Volga. A river and gunboat might replace rail line and train, if the theatre is suitable.

The scale is one base = 40 to 50 men, so a *Red Actions!* "company" would tend to be a battalion in practice and the "battalions" selected are therefore usually regiments.

Troop Types

The Red *Infantry* by now was at least sufficiently trained and commanded that most of it deserves to be Regular. However, recruitment of new divisions continued at a rapid pace, so entirely green units could still be found, and divisions were frequently padded out by incorporation of deserters and locals. It seems that small arms ammunition supply was mostly adequate (by the standards of the RCW anyhow).

The "Upgraded Conscript" is basically the Conscript card less the "mob" characteristic. (The range may also be extended to 16.)

The *Veteran* troops are whatever you have by way of figures, with the available cards being those for the Latvians and Naval troops. By this stage depletion of the original revolutionary core of those units may well have dropped their martial ardour, but other units were coming along to replace them. The truly elite by 1920 were the Kursanty (student officers), particularly if representing the 1920 front against Wrangel. There was also the ChON (special Communist units), although they would normally be used on the internal fronts. ChEKa troops were also generally only used on the internal fronts so have been omitted from this list.

Remember to add morale bonuses to *MG* bases accompanying Veteran infantry if you pay the extra cost.

The *Cavalry* is all Regular. Generally the integral cavalry of the infantry divisions was for scouting and support missions, not charging with sabres out on the battlefield. Hence I strongly recommend not permitting the cavalry to be "formed" when using this list.

Red *Artillery* struggled to obtain adequate equipment and trained crews, especially officers, and they also seem to have had problems with ammunition quality. Resupply could be erratic. As a result, I downgrade their effectiveness slightly by comparison to the Whites.

Red Army Cavalry

Flee @ 40%; or @ 50% if Konnarmiya or KavKor   Railway line on 2d6 = 12+

Table 1: basic type	d6 = ↓	Independent Brigades	Cavalry Division	Konnarmiya Division
	1, 2	Better Regular	Red Cossack	Regular or Cossack
	3, 4, 5	Regular	Regular	Better Regular
	6	Elite	Better Regular	Elite
		@ 10 /base for Regular and Cossack	@ 12 /base for Better Regulars	@ 14 /base for Elite

Table 2: regiment allocation	d6 =	1	2 squadrons	
		2, 3, 4, 5	3 squadrons	
		6	4 squadrons	

Table 3: unit size variation	d6 =	1	3 bases per squadron	
		2, 3, 4, 5	4 bases per squadron	
		6	5 bases per squadron	
	Deduct 1 if a 4 squadron regiment			

Table 4: regiment MGs	d6 =	1	0 tachankas	
		2, 3, 4	1 tachanka	@ 26 /base*
		5, 6	2 tachankas	@ 26 /base*
	Only for units on the Southern or Western fronts			*@ 24 /base if Cossack

Table 5: artillery support	d6 =	1, 2, 3	None	
		4, 5, 6	Half battery of 1 horse gun	@ 60 /base
	Add 1 if an independent brigade or Elite basic type			

Table 5 contd: infantry support	d6 =	1, 2, 3, 4	None	
		5	Roll for a regiment from the Red Infantry list	
		6	Player may choose to roll for a regiment from the Red Infantry list	
	NB: Konnarmiya do not have to roll on this table			

Table 6: heavy support units	d6 =	1, 2, 3, 4	None	
		5	Plane	@ 80 (fighter)
		6	d6 = 6 Garford armoured car	@ 80
			else Austin armoured car	@ 50
		An armoured train may be taken on a 6 if there is a rail line		@ 180
	This table only applies to armies in Russia in 1920			

Table 7: later regiments		Units come in brigades of two regiments with the same values on Tables 1 and 2		
		At each new brigade, roll again at random starting from Table 1		

Table 8: last unit		If there are an odd number of horse guns, add one horse gun	@ 60 /base
		Otherwise add two Regular tachankas	@ 26 /base

Table 5: I do not believe that the armies facing the northwest (e.g. Iudenich and the Baltic states) or in Siberia used tachankas, though I have been unable to confirm this definitely either way. I recommend this table not be used unless the opposition are Poles, Ukrainians, southern Cossacks or Denikin/Wrangel Whites.

Table 5: Roll for a full Red infantry regiment with MGs, but no artillery, cavalry or heavy support.

Table 7: A brigade was two regiments, and would usually be composed of the same type of trooper.

Table 8: These extra tachankas represent the separate MG companies that a division was meant to have. (They might also represent the occasional use of them by armies not given them in Table 4.)

This represents the large, independently operating Red Army cavalry units fighting against Denikin's AFSR, Wrangel's "Russian Army", the Cossacks, the Ukrainians and the Poles. Prior to mid-1919 cavalry had not been fielded in large quantities by the Reds, though there were brigades operating on the main fronts.

There were some cavalry-only units on the eastern front facing Kolchak, which presumably were similar. There seems to have been very little cavalry facing Iudenich's North-Western Army, the Estonians or the Latvians, but if there was it would have had the same structure.

The "Independent Units" option should only be used for small points values, as it represents independent brigades and improvised units.

On the southern and western fronts at least, Red Cavalry generally operated independently of the infantry. Budënny, for example, used the infantry divisions of the 1st Horse Army (Konnarmiya) almost exclusively for rear area support and holding unimportant sectors. Thus, the infantry present in the list represent those on the battlefield by accident as much as it is for those there by design.

It was difficult, if not impossible, for armoured cars and trains to accompany the cavalry units in the mobile warfare that characterised the Russian Civil War and Soviet-Polish War. I would expect armour to be present only in situations where the cavalry were operating at a fixed point for a decent length of time. (There are tales of armour and aviation accompanying the 1st Horse Army, but little evidence that they were used with the cavalry.)

The 1st Horse Army option works on the basis that only the Special Brigade was truly elite, the remainder being mostly better than average. The chance of normal Regular units recognises that sometimes ordinary divisions were drafted into the line-up (and can hardly have become better overnight). The Cossack units are to represent the periods of quite poor morale, especially during the Polish campaign – and many of the men were, in fact, Cossacks.

The scale is one base = 40 to 50 men.

Troop Types

The cavalry appears to have been the elite of the Red Army and therefore even the *Regulars* have quite reasonable morale. Nevertheless, I believe that they do not justify being "formed".

Better Regulars are just that: use the Red International Squadron card, though this need not imply that they are "Internationals".

For the *Elite* I use the Konarmy card. This applies to any particularly good cavalry, but particularly Budënny's "Special" Brigade.

The *Red Cossack* card reflects the Cossacks high skill, but wavering morale when fighting for the Soviets.

I give the Red Horse *Artillery* has slightly downgraded fire-power, for the same reasons as the infantry guns. However it has significantly better morale than standard Red Artillery, to reflect the higher status of the cavalry.

I am uncertain if élite cavalry had élite quality *Tachankas* or if they should use the same values as ordinary cavalry. The points costs assume Red Cossack tachankas have slightly lower morale, to match the Cossacks sabre units.

Red Army 1921+

Flee @ 50%   Railway line on 2d6 = 10+

Table 1: basic type	d6 =	1, 2	Conscript infantry	@ 4 /base
		3, 4	Regular infantry	@ 6 /base
		5	Veteran infantry	@ 8 /base
		6	Elite infantry	@10 /base
		Add 1 if a flying column against rural rebels; add 2 at Kronstadt; deduct 1 if local forces only		

Table 2: battalion allocation		3 companies, all of the basic type	

Table 3: unit size variation	d6 =	1, 2	4 bases per company
		3, 4	5 bases per company
		5, 6	6 bases per company

Table 4: battalion MGs	d6 =	1, 2, 3	1 base	@ 16 /base*
		3, 4, 5, 6	2 bases	@ 16 /base*
			* @ 18 /base if upgraded to Veteran	

Table 5: support troops:	d6 =	1, 2	Half-battery of 1 field gun base	@ 50 /base
		3, 4	Battery of 2 field gun bases	@ 50 /base
		5	Squadron of cavalry	see table below
		6	Player's choice of above	

If a cavalry unit is selected in Table 5, determine its size on the following table:

	d6 =	1, 2	3 bases of Regular cavalry	@ 10 /base
		3, 4	4 bases of Regular cavalry	@ 10 /base
		5, 6	5 bases of Regular cavalry	@ 10 /base

Table 6: heavy support	d6 =	1, 2	Plane	@ 80 (fighter)
		3, 4	Battery of 2 heavy howitzer bases	@ 70 /base
		5, 6	d6 = 6 Garford armoured car	@ 80
			else Austin armoured car	@ 50
		An armoured train may be taken on a 4, 5, 6 if there is a rail line		@ 180

Table 7: later battalions	Flying columns may add a cavalry regiment
	Otherwise select another of the same basic type as before, or roll randomly

Table 8: last unit	Five bases of Regular cavalry, if none yet selected	@ 10 /base
	Otherwise a plane, heavy howitzer or Austin armoured car	as per Table 6

Table 1:   "Flying column" replaces "shock" and "local forces is "back-water".

Table 7:   The cavalry regiment can be selected from the "Independent Brigades" column of the Red Army Cavalry list.

Table 8:   Use the Table 6 to determine the last unit when the cavalry option does not apply, but allowing only one howitzer base and no Garford car.

By the end of 1920 there were no more major external threats to Soviet power but the fighting was far from over.

The Ukrainian Greens and Atamans, especially Makhno, had to be finished off and extremely serious rebellions broke out in the countryside in Tambov and Siberia. The Basmachi rebellion flared up again in Central Asia and the Chechens held out against Soviet power. There were a couple of incursions of division size into Soviet territory from separatist Ukrainians and White Russians out of Poland. Troops were lent to the Far Eastern Republic to finish off the Whites in the far east. Kronstadt naval base rose up and was bloodily suppressed. Lastly, there were campaigns to incorporate the Caucasian republics of Georgia, Armenia and Azerbaijan into the USSR.

The rural rebels – whether Ukrainian, Russian or Moslem – were not insignificant, and the Soviets brought their best generals and many of their best troops in to deal with them. The basic method adopted, with much more success than the 1919 and 1920 attempts against similar opponents, was to use the poorer quality infantry to hold fixed positions and form flying columns of good quality infantry, cavalry and support. Air power and armoured cars were used as much as possible. Poison gas was sometimes used it seems.

The invasions from Poland were contained with local troops and then despatched with the closest good troops in the vicinity. The emphasis seems to have been on taking no risks and containing the incursions rather than eradicating them immediately and thereby courting failure.

Heavy support should be available to every flying column that wants it, but not local forces except via Table 8. Any flying column can also add a cavalry regiment. The "Independent Brigades" option is taken as this has the highest

chance of good quality cavalry.

The various invasions of the Caucasus were so one-sided that the opportunities for gaming the actions seem limited.

Troop Types

With the crises of 1920 dealt with, the regular army could now be trained and purged of the less reliable elements. However it proved itself to be unreliable when dealing with internal enemies because the soldiers tended to sympathise rather too much with the rebels. Some troops called in to attack Kronstadt mutinied (and those were units thought to be particularly reliable) and there was a definite tendency for line infantry to act passively and let Green units pass by (which is one reason Makhno survived so long).

The *Conscript* troops are therefore representing trained troops who are unwilling to risk their necks, not conscripts as such. (They would be regulars if the war with Poland had broken out again, for example.)

The *Regular* and *Veteran* class are regular units of greater reliability. Apparently it was common to employ Siberian troops in the campaigns to crush the Ukrainian atamans in order to reduce the tendency to sympathise with the separatist Ukrainians (and presumably vice versa). Veterans use the Red Latvian card (although the Latvians themselves were largely disbanding at this time).

The *Elite* are the forces of internal security and other dedicated Communists – ChEKa, ChON and Kursanty. The Cheka had only small dedicated forces under its direct control – the large numbers sometimes attributed to it are because it often had regular Red Army units attached. The ChON (Special Purpose) units are the bulk of the elite. Kursanty (officer students) were used to storm Kronstadt. All these units can use the Cheka Card.

The more unreliable *Cavalry* units were disbanded, so all cavalry is regular.

The quality of the *Artillery* had probably improved as trained Red commanders came through. If they use higher values than suggested for 1919/1920, say the top end of the generic weapons set, then the points need to be adjusted accordingly.

Red Insurgents

Flee @ 40%   Railway line at 2d6 = 10+

Table 1:
basic type

2d6 = ↓	Insurgents	Grigoriev
2	Elite + 1 MG base	Regular Field Guns
3	Field Guns	Regular Cavalry
4	MGs	MGs
5	Regular Infantry + 2 MG bases	Regular Infantry + 2 MG bases
6	Red Conscripts	Red Partisans
7	Upgraded Red Conscripts	Upgraded Red Conscripts
8	Cavalry	Partisan Infantry
9	Cavalry + Tachanka	Red Guard Field Guns
10	Field Guns	Red Sailors + 2 MG bases
11	Elite + 2 MG bases	Partisan Cavalry
12	Heavy support	Heavy support

@ 4 / base for Red Conscripts or Ataman Irregulars
@ 5 /base for Upgraded Conscripts or Red Partisans or Partisan Infantry
@ 6 /base for Red Regulars
@ 8 /base for Red Elite
@ 9 /base for Red Sailors
@ 16 /base for Regular MGs
@ 18 /base for Red Sailor MGs
@ 10 /base for Regular Cavalry or Partisan Cavalry
@ 24 /base for Tachankas
@ 40 /base for Red Guard Artillery
@ 50 /base for Regular Artillery

Table 2:
unit size variation

d6 =		
1, 2	2 units of infantry or cavalry	
3, 4	3 units of infantry, 2 units of cavalry	
5, 6	3 units of infantry or cavalry	

Tables 3, 4 & 5:
bases per unit

d6 = ↓	infantry	cavalry	guns	Tachankas	MGs
1, 2	3	3	1	2	2
3	4	3	1	2	2
4, 5	4	4	2	3	3
6	5	4	2	3	3

Table 6:
heavy support

d6 =			
1, 2, 3	Austin armoured car		@ 50
4, 5, 6	Armoured train, if there is a rail line		@ 180

Table 7:
later regiments

Roll randomly starting from Table 1 each time.

Table 8:
last unit

3 units of 4 bases of Upgraded Conscripts or   @ 5 /base
Partisan Infantry as appropriate

This list is to allow players to generate irregularly formed armies, generally aligned to the Red cause. Obviously it is not based on any sort of orbats or TOEs (except for Grigoriev) and should be regarded merely as a basic template. The units are not given titles of "battalion", "company" etc, as this list assumes that there is little or no formal structure. (Obviously most of the units *had* such a title, but there was no consistent relationship between that name and their size.)

Even after the Red Army proper started forming there were many occasions where Red troops fought in informal structures or with large amounts of irregulars attached. One of these was the bulk incorporation of independent atamans into the Soviet Ukrainian Army in early 1919. The two most famous of these Atamans were Nikifor Grigoriev and Nestor Makhno, although this list does not cover Makhno's times in Soviet service.

Grigoriev (Hryhoriiv in Ukrainian) was initially linked to the UNR, but joined with the Ukrainian Soviet Army in early 1918 to force the French out of Odessa. As well as his numerous personal followers, it seems he was able to direct large portions of the Red Army for his own use. He was then ordered to attack the Romanians in Bessarabia but chose instead to change allegiance and attacked the local Soviet forces. His forces were only squashed with some difficulty. The Ataman himself escaped with some of his men and was later apparently shot by Makhno after a political disagreement.

This list also covers the numerous times when bodies of Red troops were cut off behind White lines – a couple of such peregrinations became the Soviet equivalents of the White "Ice" Marches along the theme of "Red Heroes March

Terribly Long Distances Across Whiteguard Territory to Safety". These differ from the White Officer equivalents in that the opposition were not as numerous but often had massive advantages in mobility provided by their cavalry, but the basic theme is the same.

Less gloriously it also covers when Soviet troops mutinied to set up independent Soviets (sometimes fighting alongside local greens).

Troop Types

If representing cut off Red Army, then the troop types are the standard ones – just that their formal structure has started to fall apart. The elite can use the Red Latvians card to represent whatever you fancy by way of more experienced troops.

Grigoriev's army was unusual in the scale of mixing both regular and irregular units under one command, which is why it has a separate column. He captured quite a lot of German WWI stocks, so his partisan units were quite well equipped. He also fielded numerous armoured trains and apparently co-opted a Red Sailor unit as well.

If representing a Red Army unit co-operating with irregulars, then some or all of the following changes can be made, depending on the relative proportions desired:

Red Conscripts → Ataman Irregulars
Upgraded Conscripts → Red Partisans or Partisan Infantry
Regular Infantry → Makhnovist Infantry
Elite Infantry → roll again
Cavalry → Partisan Cavalry
Field Guns → Red Guard Field Guns

Independent Cossack Hosts

Flee @ 40%   Railway on 2d6 = 8+

Table 1: basic type	d6 =	1, 2	Dispirited Cossacks	
		3, 4, 5, 6	Cossacks	
		@ 14 /base for Cossack cavalry	(higher "Host" White Cossacks card)	
		@ 12 /base for Dispirited cavalry	(lower "non-Host" White Cossacks card)	
		@ 5 /base for Plastoons	(lower "Host" Plastoon card)	
		@ 4 /base for Dispirited Plastoons	(Conscript Plastoon card)	
	Alternatively:	@ 12 /base for Cossack cavalry	*(lower "non-Host" White Cossacks card)*	
		@ 10 /base for Dispirited cavalry	*(amended Red Cossack card)*	
	Alternatively:	@ 6 /base for Plastoons	*(higher "non-Host" Plastoon card)*	
		@ 4 or 5 /base for Dispirited Plastoons	*(Conscripts or lower Plastoon card)*	

Table 2: regiment allocation	d6 =	1, 2	Cavalry regiment of 3 squadrons	(start here for CD)
		3	Cavalry regiment of 2 squadrons	(#1 start for HD)
		4	Cavalry regiment of 1 squadron	
		5	Infantry regiment of 2 battalions	(#2 start for HD)
		6	Infantry regiment of 3 battalions	(start here for ID)

Table 3: unit size variation	d6 =	1, 2	3 bases per squadron or battalion
		3, 4, 5	4 bases per squadron or battalion
		6	5 bases per squadron or battalion

Table 5: regiment MGs	d6 =	1	0 MG or tachanka bases	@ 16 /base for MGs
		2, 3	1 MG or tachanka base	@ 24 /base for Tachankas
		4, 5	2 MG or tachanka bases	
		6	3 MG or tachanka bases	

Note: the number of tachankas cannot exceed the number of squadrons in a regiment.

Table 7: support troops:	d6 =	1, 2	None	
		3	On a d6 = 6, adding +1 if "shock", a heavy support roll may be made	
		4, 5	One field gun, if an infantry regiment	@ 55 (50) /base
			or horse gun, if a cavalry regiment	@ 65 (60) /base
		6	Two field guns, if an infantry regiment	@ 55 (50) /base
			or horse guns, if a cavalry regiment	@ 65 (60) /base

Table 8: heavy support units	d6 =	1, 2, 3	None	
		3	Plane	@ 80 (fighter)
		4	Battery of 2 heavy howitzer bases	@ 70 /base
		5, 6	Austin armoured car	@ 50
		An armoured train may be taken on a 5, 6 if there is a rail line	@ 180	

Table 9: later regiments	If rolling a <u>Don</u> Division, or if the division is specifically specified as being Infantry (see Note), take the <u>latest</u> regiment selected and apply the following adjustment:		
	d6 =	1, 2	on Table 2 subtract one from the previous number used
		3, 4	use the same number as last time on Table 2
		5, 6	on Table 2 add one to the previous number used
	Otherwise roll randomly each time on Table 2 (the basic type morale remaining unchanged)		

Table 10: last unit	If no cavalry is yet selected, add one 4 base cavalry squadron	@ same
	Choose from: 1 field gun, 1 horse gun or 2 tachanka bases	@ same

Table 1:   If playing a specific campaign the basic morale might already be determined.

Table 2:   If a specified type of division is required:
- for a Cavalry Division, start with an automatic "2" on Table 2 and roll randomly afterwards for every host except the Don, which uses the variant in Table 9.
- for an Infantry Division, start at "6" and use Table 9 afterwards to vary from there.
- for a "Horse" Division work out a "3" result and a "5" result and roll randomly after that.

Table 8:   The heavy support table would not appear justified in general unless the army is quite large and is designated as "shock".

This represents the forces of the southern Cossacks "Hosts" – Don, Terek, Kuban and Astrakhan – but only when fighting separately. It does not cover the Caucasian Army under Wrangel which fought around Tsaritsyn, despite that army being mostly Cossack units. It does cover the Don Army fighting between the VA and Caucasian Army in late

1919, although formally part of the AFSR at that time.

Morale in the hosts fluctuated wildly throughout the civil war – and not necessarily in tune with the main White armies or each other. At any moment there was likely to be one or other Cossack group sulking, but the times of Red successes were obviously the worst. The 33% chance of being "dispirited" reflects these bad periods.

The Cossack armies had a thorough mix of infantry and cavalry units, though generally a majority were mounted, and this list attempts to replicate the random nature of what was likely to be available. Only the Don, from time to time, fielded large forces and could therefore take care to properly divide infantry and cavalry into separate divisions and armies. Moreover, a great deal of Cossack "infantry" considered themselves as cavalry temporarily without horses (indeed, fluctuating between the two). Sometimes a cavalry division might have units said to be cavalry, but actually fighting at that point as infantry as a result of horse shortages.

Many units were tiny – hence the one "squadron" regiments of horse and the use of "battalion" rather than company for the infantry. Some "divisions" came to less than 1,000 men.

The independent Cossack units were not as well supplied as the regular Whites, even after they had been folded into the AFSR. The Don Host was easily the best supplied with support weapons.

A note on terminology: *Horse* was used at the time to indicate mixed cavalry and infantry units. *Plastoon* by now means just any Cossack infantry, not its original sense of scout.

The scale is one base = 40 to 50 men.

Troop Types

See the appendix for a fuller discussion of the Cossack cards.

On the whole the ***Plastoons*** weren't very good as they lacked officers, equipment and spirit. I suggest using the "Host" Plastoon card for the normal units, downgrading to Conscript Plastoons when dispirited. Alternatively, one can use the higher Plastoon card for the base units and a lower one for dispirited units.

MGs can use the specific Plastoon MG card. There is no need to reduce it further when dispirited (since the change to "mob" and a lower rally number of the Plastoons when downgraded does not have flow-over affects onto its values).

For the ***Cossack Cavalry*** I suggest using the "Host" card as the norm, and the lower alternative when dispirited. Alternatively, one can use the lower card as a base and the Red Cossacks card when morale falls (since this card does actually represent Cossacks with lowered morale and lacking officers).

For ***Tachankas*** I have assumed that players would use the specific White Cossack tachanka card. There seems to be little gained by using a different card when dispirited, but a -1 to rally could be applied.

I believe quite a lot of the "Cossack" ***Artillery*** was actually not particularly Cossack, so I have assumed it remains at full morale value all the time and suggest the normal White artillery cards.

Siberian Cossack Hosts

The Cossacks to the east also formed anti-Bolshevik armies, though not always operating in conjunction with the main White armies – the Orenburg Host under Ataman Dutov formed an important part of Kolchak's army, but the Trans-Baikal Host under Ataman Semenov was very much a thorn in the Admiral's side.

In the absence of more specific lists, the southern Cossack one can be used, except that:
- the chance of a railway line depends on the Host in question, though most fighting was generally along the basic direction of a line
- all tachankas should be omitted
- the heavy support table, which should be used sparingly, should read:

Table 8:	d6 =	1, 2, 3	None	
heavy support units		4	Improvised armoured car, counting as Ford	@ 30
		5, 6	An armoured train, if there is a rail line	@ 180

Cossack Insurgents

Flee @ 40%   Railway line at 2d6 = 10+ (8+ during the "railway war" of early 1918)

Table 1:
basic type

2d6 = ↓	1917 – 1918	Later
2	MGs	MGs
3	Horse or Field Guns	Horse or Field Guns
4	MGs	MGs
5	Plastoons	Plastoons
6	Plastoons (+ 1 MG)	Plastoons (+ 1 MG)
7	Cavalry	Cavalry
8	Cavalry	Cavalry
9	Officer Infantry	Cavalry
10	Officer Infantry	Tachankas
11	Officer Cavalry	Tachankas
12	Heavy support	Heavy support

"Enthusiastic" values   "Dispirited" alternatives
@ 5 /base for Plastoons   @ 4 /base for Conscript Plastoons
@ 16 /base for Plastoon MGs
@ 14 /base for Cossack cavalry   @ 12 /base for Cossack cavalry
@ 24 /base for Cossack Tachankas
@ 55 (50) /base for Cossack Field Guns
@ 65 (60) /base for Cossack Horse Guns

1918 "railway war" additions
@ 10 /base for Officer Infantry
@ 20 /base for Officer MGs
@ 14 /base for Officer Cavalry

Table 2:
unit size variation

d6 =   1, 2   2 units of infantry or cavalry
        3, 4   3 units of infantry, 2 units of cavalry
        5, 6   3 units of infantry or cavalry

"Officer" units do not roll on the table, but come in single units only

Tables 3, 4 & 5:
bases per unit

d6 = ↓	infantry	cavalry	guns	Tachankas	MGs*
1, 2	3	3	1	2	2
3	4	3	1	2	2
4, 5	4	4	2	3	3
6	5	5	2	3	3

* Up to one MG base may be made Officer for every Officer Infantry unit already selected

Table 6:
heavy support

d6 =   1, 2, 3   Austin armoured car   @ 50
        4, 5, 6   Armoured train, if there is a rail line   @ 180

Table 7:
later regiments

Roll randomly starting from Table 1 each time.

Table 8:
last unit

3 units of 4 bases of Plastoons   @ 5 /base

Table 1: The "(+ 1 MG)" applies only in circumstances where units might reasonably have access to a decent number of MGs and sufficient ammunition (i.e. generally not village revolts, nor to Greens).

This list is to allow players to generate various irregularly formed armies of Cossacks. Obviously it is not based on any sort of orbats or TOEs and should be regarded merely as a basic template. The units are not given titles of "battalion", "company" etc, as this list assumes that there is little or no formal structure, with the units often being based raised by stanitsa.

The earliest armies represented are the Cossacks of 1917 and early 1918, during the "railway war" period. Some dedicated groups attempted to fight off the advancing Soviet forces, generally with little success. Units of non-Cossack volunteers, largely officers and cadets, were to be found operating with the anti-Bolshevik Cossacks during this early time – usually in the form of some "partisan" regiment or other. They were extremely motivated, but not numerous. Obviously they preferred to work with the Cossacks actively fighting the Reds rather than the mutinous ones!

The main Host forces meanwhile were generally not enthusiastic (or outright mutinous), enabling the Reds to conquer virtually all the Don, Kuban, Terek and Astrakhan lands.

This left only very small anti-Bolshevik forces. One in the Kuban ended up co-operating with the early Volunteer Army, and Andrei Shkuro was to lead another in the Stavropol area soon afterwards. A similar Don force under General Popov kept itself in being only by avoiding populated areas (the "Steppe March"). There was no similar Astrakhan group that I am aware of.

The Don then saw a very large White uprising in April 1918, after which a proper Host army was organised. In April 1919 there was another large anti-Bolshevik insurgent group in the Upper Don. These groups were quite well organised with a centralised leadership.

The later Kuban became a hot-bed of partisan groups (some Reddish, some Whitish and many neutral), though many of them were distinguished largely by their desire to avoid actively fighting for one side or the other. Cossack partisans were actually quite common in the early war.

The list also covers any "pockets" of Cossacks trapped by the Red Army trying to fight their way back to White lines.

Although mostly not Cossacks, Semyon Budënny led an army from the Don not noticeably different from this list.

Most insurgent armies were quite small, the 1918 ones particularly so.

A note on terminology: an RCW "Partisan" unit implies a formation fighting in an irregular manner, often raised irregularly as well. It need not imply that the unit fought primarily behind enemy lines, though obviously some did.

Troop Types

The Cossacks follow the same classes as the Cossack Hosts list – generally being the same people.

The "enthusiastic" values would seem to be justified for the early forces that remained steadfastly anti-Bolshevik and the Don rebellions. The relevant cards would seem to be the "Host" Cavalry and Plastoon cards.

The "dispirited" values would apply to the early Host armies (not that they really fought), any Cossack Greens, any uprising with little chance of success or a trapped pocket of troops. In these cases the "non-Host" Cavalry card and the Conscript Plastoons card replace the "Host" versions.

White Officers in a Heroic March Against Apparently Overwhelming Odds

Flee @ 100%   Railway line on 2d6 = 12

Table 1: basic type	d6 =	1, 2	Veteran Infantry	@ 8 /base
		3, 4, 5	Officer Infantry	@ 10 /base
		6	Cadets if 1918, otherwise Veteran Infantry	@ 10 or 8 /base
Table 2: unit allocation	d6 =	1, 2	1 battalion	
		3, 4, 5, 6	2 battalions	
Table 3: unit size variation	d6 =	1, 2, 3	3 bases per battalion	
		4, 5	4 bases per battalion	
		6	5 bases per battalion	
Table 4: regiment MGs	d6 =	1, 2	None	
		3, 4, 5	1 MG base	@ 18 /base for Veteran
		6	2 MG bases	@ 20 /base for Officer
Table 5: artillery support:	d6 =	1, 2, 3, 4	None	
		5	Half-battery of 1 field gun	@ 55 (50) /base
		6	Battery of 2 field guns	@ 55 (50) /base
Table 5 contd: cavalry support	d6 =	1, 2	None	
		3, 4	4 base Cossack squadron, if appropriate	@ 14 /base
		5	3 base Officer squadron	@ 14 /base
		6	4 base Officer squadron	@ 14 /base
Table 6: heavy support units	d6 =	1, 2, 3, 4, 5	None	
		6	Austin armoured car	@ 50
Table 7: later units		Roll randomly each time		
Table 8: last unit		Not required		

Table 5:   The Cossack cavalry will only apply if the action crosses Cossack lands.

This list is to represent small bodies of White officers attempting to reach safety and/or other White groups some distance away. The actual groups represented were so small that they can be easily replicated in whole – this list is for generic games only. Generally the scenario should require a couple of hundred points of Whites to cross the table or capture a village for the night, not to defeat the enemy *per se*. The enemy should be numerous, but not co-ordinated, nor necessarily on the table at the start.

The early Volunteer Army "Ice March" is the most famous such march, but there were others, especially very early in the war: we know that Drozdovsky marched across the Ukraine from Romania and of the "Ekaterninoslav March" (when a group largely of officers who had been in the Hetman's service fought through to White Crimea). There were presumably other such groups that failed to make it.

After the collapse of the White army in late 1919 several White columns fought their way through to friendly territory, the most famous being "Bredov's March".

Most of the opposition of these marches was Early Soviet, but the Ekaterinoslav March was fighting Ukrainian Ataman troops and Bredov and similar groups were evading either Red Army (presumably back-water), Atamans or UNR.

Troop Types

I have assumed that only the most committed troops would engage in such an undertaking, so all troops are at their highest possible morale values. However shortages of ammunition mean that "Fire" values should be capped at 5.

I have made a special "Cadet" card, but it is not to be taken entirely seriously.

Optional Rules

Most of these marches had no means of re-supply and therefore had to be very careful about ammunition expenditure. I recommend that players:
- ○ forbid infantry shooting at long range if there is a minus applying
- ○ forbid cavalry to shoot mounted, and only allow dismounting if absolutely necessary
- ○ restrict artillery ammunition considerably

Battle of Ekaterinodar

1st Infantry Brigade (General Markov)

    Composite Officer Regiment – 4 companies of 5 bases each; 4 MG bases
    1st Kuban Rifle Regiment – 3 battalions, each three companies of 4 bases; 3 MG base
    1st Engineer Company – 3 bases
    1st and 4th Separate Artillery Batteries – 1 or 2 gun bases each

2nd Infantry Brigade (General Bogaevski)

    Kornilov Shock Regiment – 3 battalions, each three companies of 4 bases each; 3 MG bases
    Partisan Regiment – 4 companies of 3 bases; 2 MG bases
    Plastun Cossack Battalion – three companies of 4 bases each; 3 MG bases
    2nd Engineer Company – 3 bases
    2nd, 3rd and 5th Separate Artillery Batteries – 1 or 2 gun bases each

Horse Brigade (General Erdeli)

    1st Cavalry Regiment – 4 squadrons of 3 bases each
    Kuban Regiment – 6 squadrons of 3 bases each
    Tcherkess Regiment – 2 squadrons of 3 bases each
    Horse Battery – 2 gun bases

Czecho-Slovak Engineer Battalion – 5 bases

This is the army at the Battle of Ekaterinodar, 10-14 March 1918, and was formed on the basis of the merger of the VA units which set out from Rostov and a small Kuban army. This battle was a bloody repulse for the Volunteer Army, which also lost its commander, General Kornilov.

A table would normally only hold one brigade's worth, but the cavalry did operate with the infantry.

Sizes are all estimates.

Troop Types

The ***Officer Regiment*** can be Officer or, more usefully, Coloured (it was the basis of the Markovsky Regiment).

The ***Kornilov Regiment*** is obviously Coloured.

The ***Partisan Regiment*** can be Cadet if you use that card, since it was mostly composed of young men. Otherwise Coloured (it was to go on to be the Alexseevsky Regiment).

The ***Kuban Rifle Regiment*** was mostly officer, but General Denikin notes that the army contained "raw, almost untrained Kuban Cossacks" who didn't perform so well and this unit contained most of those newly recruited Kuban elements. Perhaps one company in each battalion should be "Host" Plastoon and the rest Officer.

The ***Plastun Cossack Battalion*** can be "Host" Plastoons, on the basis that Denikin's comments cover them.

The ***Cavalry*** should all be the highest morale – Officer or "Host" Cossack.

The ***Czechs*** can use the Czech Infantry card.

Volunteer Army Infantry in the 2nd Kuban March

Flee @ 50%   Railway line on 2d6 = 10+

Table 1 Infantry: basic type	d6 = ↓	Summer and Autumn 1918	Winter 1918–1919
	1, 2	Veteran	Volunteer
	3, 4	Coloured	Veteran
	5, 6	Coloured	Coloured

@ 7 /base for Volunteer
@ 8 /base for Veteran
@ 10 /base for Coloured or Officer

OR

Table 1 Cavalry: basic type	d6 = ↓	Summer and Autumn 1918	Winter 1918–1919
	1, 2	Cossack	Regular
	3, 4, 5	Cossack	Cossack
	6	Officer	Officer

@ 12 /base for Regular
@ 14 /base for Cossack or Officer

Table 2: regiment allocation	d6 =	1, 2	2 battalion or squadron regiment	
		3, 4, 5, 6	3 battalion or squadron regiment	
Table 3: unit size variation	d6 =	1, 2, 3	3 bases per battalion or squadron	
		4, 5	4 bases per battalion or squadron	
		6	5 bases per battalion or squadron	
Table 4: regiment MGs	d6 =	1, 2, 3	1 MG base	@ 16 /base for Volunteer
		4, 5, 6	2 MG bases	@ 18 /base for Veteran
				@ 20 /base for Officer or Coloured
OR, if cavalry	d6 =	1, 2, 3	0 tachanka bases	
		4, 5, 6	1 tachanka base	@ 28 /base for Tachanka
Table 5: artillery support:	d6 =	1	None	
		2, 3, 4	Half-battery of 1 field gun	@ 55 (50) /base
		5, 6	Battery of 2 field guns	@ 55 (50) /base
OR, if cavalry	d6 =	1, 2	None	
		3, 4	Half battery of 1 horse gun	@ 65 (60) /base
		5, 6	Battery of 2 horse guns	@ 65 (60) /base
Table 6: heavy support units	d6 =	1, 2	None	
		3	Engineer company of three Veteran bases	@ 14 /base
		4	Battery of 2 heavy howitzers	@ 70 /base
		5, 6	Austin armoured car	@ 50
			An armoured train may be taken on a 5, 6 if there is a rail line	@ 180
Table 7: later regiments	d6 =	1, 2	A regiment of the ***original*** basic type, rolling again from Table 2	
		3, 4	Roll randomly on Table 1 but remaining either infantry or cavalry	
		5, 6	Roll randomly on either Table, then revert back to original basic type	
Table 8: last unit			Infantry basic type add a 4 base Regular cavalry squadron	@ 12 /base
			Cavalry basic type add a 4 base Cossack cavalry squadron	@ 14 /base

This list covers the period from Summer 1918, after the First Kuban March (the "Ice March"), until the big expansion in early 1919. During this time the Volunteer Army largely cleared the Kuban, Terek and Caucasus of Soviet forces in several lightening campaigns.

During the early part of the campaign the army was still volunteer and mostly composed of former officers, but slowly it was enlarged by drafting in former Reds and locals. New units were created to go alongside the original officer units, often around a core of officers from a former Imperial army unit. Towards 1919 conscription was introduced.

Heavy equipment was rare, since pretty much everything had to be seized from the Reds, who were not themselves always terribly well equipped. I suggest that the heavy support table be only used by large, infantry-heavy forces.

The campaigning was very fluid and the VA could, and did, operate infantry and cavalry together. But the success of the campaigns often depended on speed, so large all-cavalry formations were fielded, reducing the amount of cavalry that could work with the infantry.

Unit sizes are problematic as units were completely depleted and then re-filled many times over in the period (units

would suffer losses of over 100% in a campaign!). The list assumes a mid-campaign unit size, but they could be both smaller and larger.

Note: at the end of this period Denikin introduced a new structure to the Infantry – moving to a three regiment division from the old 4 regiment structure.

Troop Types

The *Coloured* regiments were now at their peak, with high morale and gradually increasing strength. Unlike later periods, the entire regiment can use the Coloured Infantry card and every company can be considered an "officer" company. However ammunition was short, so they should have "Fire" = 5.

The *Veteran* and *Volunteer* regiments are the newly raised units that started to fill out the army. Their morale depended largely on the quality of the officer cadre – already the ranks started to include officers less committed to the cause than the original Ice March veterans.

The *Regular Cavalry* was built up fairly quickly, usually on the basis of officers from former Imperial regiments, but with many locals drafted in as well. The *Officer Cavalry* represent the better regular units, rather than any specific type.

The Kuban and Terek *Cossacks* provided the bulk of the cavalry still. Later Caucasian Mountaineers were included, but they do not differ significantly. As well as fighting to clear their homelands, the incredible successes of this period boosted morale, justifying the high values of the "Host" White Cossack card. Later there would be a political falling-out between most of the Cossacks and the Whites and their values with the VA drop.

I am uncertain whether *Tachankas* were yet used by the Whites. I have assumed that they were just being adopted.

The *Artillery* was excellent, crewed to a large extent by officers, but struggling with ammunition supply.

Optional Rules

Ammunition supply fluctuated wildly with what could be captured, although the Don Cossacks did supply material. It would be realistic to:
   ○ forbid infantry shooting at long range if there is a minus applying
   ○ forbid cavalry to shoot mounted, and only allow dismounting if absolutely necessary
   ○ restrict artillery ammunition considerably

Volunteer Army Infantry Division 1919 – 1920

Flee @ 50% in early 1919 and early 1920, @ 40% in late 1919 and late 1920

Railway line on 2d6 = 8+

Table 1: basic type	d6 = ↓	early 1919 and mid 1920	late 1919 and late 1920
	1	Conscript + Officer	Conscript
	2, 3	Volunteer	Conscript + Officer
	4	Plastoon	Plastoon
	5	Coloured	Coloured Conscript
	6	Coloured	Coloured

@ 4 /base for Conscript , or with one base per unit @ 10 if unit is Conscript + Officer
or @ 5 /base if Upgraded Conscripts
@ 6 /base for Plastoon ("non-Host")
@ 7 /base for Volunteer
@ 8 /base for Veteran (the suggested rating for ordinary Coloured companies)
or @ 10 /base if using Coloured or Officer cards

Table 2: company allocation	d6 =		
	1,	2 company battalion	
	2	3 company battalion, but 3rd company is Conscript + Officer	
	3, 4, 5, 6	3 company battalion	

Table 3: unit size variation	d6 =		
	1, 2,	3 bases per company	
	3, 4, 5	4 bases per company	
	6	5 bases per company	

Table 4: battalion MGs	d6 =		
	1	1 base	
	2	1 base if the unit contains <u>any</u> Conscripts, otherwise 2 bases	
	3, 4, 5	2 bases	
	6	3 bases	

@ 16 /base for Plastoon or Volunteer MGs (also used by Conscripts and Conscripts + Officer)
@ 18 /base for Veteran (suggested for Coloured Conscripts)
@ 20 /base for Officer or Coloured (suggested for Coloured)

Table 5: artillery support:	d6 =		
	1	d6 = 5, 6, adding +1 if "shock" or Coloured, make a heavy support roll	
	2, 3, 4	Half-battery of 1 field gun	@ 70 /base
	5, 6	Battery of 2 field guns	@ 55 (50) /base

Table 5 contd: cavalry support	d6 =		
	1, 2, 3, 4	none	
	5	Regular or Cossack cavalry squadron of 3 bases	@ 12 /base
	6	Regular or Cossack cavalry squadron of 4 bases	@ 12 /base

Table 5 contd: officer company	d6 =		
	4, 5, 6	An additional 3 base "officer" company	@ 10 /base
	This option only applies to Coloured, Coloured Conscript and Volunteer basic types		

Table 6: heavy support units	d6 =		
	1	Engineer company of three Veteran bases	@ 14 /base
	2, 3	Battery of 2 heavy howitzers	@ 70 /base
	4	Plane	@ 80 (fighter)
	5	Austin armoured car	@ 50
	6	British tank if a static battle	@ 60 (Whippet)
		otherwise a Ford armoured car	@ 30
	An armoured train may be taken on a 4, 5, 6 if there is a rail line		@ 180

Table 7: later battalions	Troops come in regiments of three battalions of the same basic type on Table 1
	For subsequent regiments, start again with a random roll on Table 1

Table 8: last unit	d6 =		
	1, 2, 3, 4	4 base Cossack cavalry squadron	@ 12 /base
	5, 6	2 mortar bases	@ 30 /base

This list is to cover most of the non-Cossack portions of the AFSR and Wrangel's "Russian Army".

"Early 1919" starts in February, after the Second Kuban March (which is also when Allied material started landing in large quantities), and ends at the start of July, when Denikin ordered the drive on Moscow. The army was then small and very experienced.

"Late 1919" covers the great advance to Orel and retreat afterwards, finishing with Denikin's resignation at the start of March 1920. The massive expansion of the AFSR at that time led to an inevitable loss in quality, and even the veterans were worn out by the long campaign.

"Mid 1920"   carries on from Wrangel's assumption of command until the failure of the Trans-Dnepr Offensive in mid-October. The army had been reorganised and regained some of its confidence.

"Late 1920"   covers the withdrawal back to the Crimea. With Poland signing a cease-fire, the end was obviously in sight for the tired "Russian Army", now full of pressed ex-Reds.

The VA was able and willing to co-operate infantry and cavalry in the field. So if a large army is selected, a single regiment on the VA Cavalry list may be added.

At the times of lowest numbers the units tended to be quite small. At those times a *Red Actions!* "company" might well be called a battalion.

The VA was able to make use of naval superiority in the Black Sea and, sometimes, on major rivers to provide artillery support. Players which receive an armoured train might instead like to place a river and gunboat, if the theatre is suitable.

The scale is 1 base = 40 to 50 men.

Troop Types

The list makes use of the rule in *Red Actions!* that allows the Whites to improve the value of conscripts by adding an officer base to the unit. The resulting unit acts as if Volunteers until the first base is removed, whereupon it reverts to Conscript.

The elite of the army was the ***Coloured*** regiments, sometimes divisions – the Kornilovsky, Markovsky, Alexseevsky and Drozdovsky. By this point however expansion meant that they were no longer 100% volunteers. Frequently a core of the old unit remained: and the specific Coloured Infantry card should be used only for this "officer" company (if it is selected in Table 5). Note that at this stage I give them "Fire" = 6, to allow for the extra ammunition and Lewis guns supplied by the Allies.

I consider the bulk of the Coloured regiments should use the White Veteran card.

If the unit is ***Coloured Conscripts*** then the unit consists mostly of quite recently drafted men placed into the coloured regiments, and stiffened with a sprinkling of officers. This is represented by adding an officer (or coloured) base in a unit otherwise of conscripts.

The early units composed almost entirely of ***Officers*** were now basically gone, but I have allowed the chance that some Volunteer units might still have a small company. The Officer card represents these.

The ***Volunteer*** units are standard line units, of no particular merit.

The ***Plastoon*** units are costed on the basis of the higher "non-Host" card, which assumes better officers and equipment. Their costs should be lowered to @ 5 /base if the lower "Host values are used.

The ***Officers + Conscripts*** units are those where the main troop type is Conscript but there is an officer base in each company, so that they behave as Volunteers unless the Officer base is removed.

The White Army had large number of unreliable ***Conscript*** units, but were usually able to keep them away from the crucial points.

I have assumed that the ***MGs*** would be crewed by some of the most reliable men in a unit, so suggest that Conscripts can use the Volunteer MG card, the Coloured Conscripts can use the Veteran MG card and that the Coloured units can use the Coloured MG card (or Officer MG card).

My card set also includes a ***Cadet*** card. This is for the 1st and 2nd Kuban campaigns, and mostly if one is gaming them in "heroic" manner. Any similar highly motivated cadets remaining in the VA by the period of this list are assumed to be represented by the Officer companies.

The ***Cossack*** cavalry is costed on the basis that the "non-Host" card for White Cossacks is used.

Caucasian Army 1919

Flee @ 50% during period of advance; @ 40% during retreat   Railway line at 2d6 = 10+, or 8+ at Tsaritsyn

Table 1: basic type	d6 = ↓	Caucasian Army Infantry	Caucasian Army Cavalry
	1	Conscript plastoon	Cossack
	2, 3, 4	Plastoon	Cossack
	5	Volunteer	Cossack
	6	Veteran	Better Cossack

@ 4 /base for Conscript Plastoon
@ 5 /base for Plastoon
@ 6/ base if Volunteer infantry considered to be better quality Plastoon
@ 12 /base for Cossack cavalry
@ 14 /base for Better Cossack cavalry
go to the 1919 VA Infantry list for Veteran and Volunteer infantry units

Table 2: regiment/battalion allocation	d6 =	
	1, 2	Cavalry regiment of 3 squadrons / infantry battalion of 2 companies
	3, 4, 5	Cavalry regiment of 2 squadrons / infantry battalion of 3 companies
	6	Cavalry regiment of 1 squadron / infantry battalion of 3 companies

Table 3: unit size variation	d6 =	
	1	3 bases per squadron or company
	2, 3, 4, 5	4 bases per squadron or company
	6	5 bases per squadron or company

Table 4: regiment/battalion MGs	d6 =	
	1	0 tachanka or MG bases
	2, 3	1 tachanka or MG base
	4, 5	2 tachanka or MG bases
	6	3 tachanka or MG bases

Note: the number of tachankas cannot exceed the number of squadrons in a cavalry regiment
@ 16 /base for Plastoon MGs
@ 24 /base for Cossack Tachankas
@ 26 /base for Better Cossack Tachankas

Table 5: support	d6 =		
	1, 2	Infantry add a Cossack cavalry squadron	@ 12 /base
	3, 4	Cavalry add a Plastoon company	@ 6 /base
	5, 6	Battery of 2 horse guns, if basic type is cavalry	@ 65 (60) /base
		or 2 field guns, if infantry	@ 55 (50) /base

Roll on Table 3 for the variation in size of any Plastoon company or Cossack squadron

Table 6: heavy support units	d6 =		
	1	None	
	2, 3	Heavy howitzer battery of two howitzers	@ 70 /base
	4	Plane	@ 80 (fighter)
	5	British tank if at Tsaritsyn	@ 80 (Mark V)
		otherwise Austin armoured car	@ 50
	6	Austin armoured car	@ 50
		An armoured train may be taken on a 5, 6 if there is a rail line	@ 180

Table 7: later regiments/battalions	Four units of the same basic type should be selected before rolling again randomly on Table 1 (except in the case of Horse Divisions – see Note)	

Table 8: last unit	A field or horse gun if none yet selected	@ same
	Otherwise a 4 base Cossack squadron or two tachankas, as desired	@ same

Table 7:   There were a couple of Horse Divisions in the Caucasian Army (mixing infantry and cavalry), and if one of those is being represented the infantry may not be Volunteer or Veteran but a new basic type may be rolled for every second unit.

Note Cossack cavalry is selected in sets of four regiments/battalions on this list, unlike the Cossack list.

The "Caucasian Army" was a branch of the AFSR which attacked up the river Volga in mid-1919 under the command of Baron Wrangel. It took Tsaritsyn in June and then repelled several assaults on the city, before withdrawing as the rest of the Whites fell back. The army was formed around units from the Kuban, Terek and Astrakhan Cossack Hosts, plus similar units from the Caucasian mountains (Dagestani, Ossetians, Chechnians etc). To this were added regular White infantry divisions and a large amount of heavy support units.

It seems that Wrangel was able to impose some sort of order on the mixed units under his command, so the troops are less variable than on the pure Cossack list. There also seems to have been a reasonable amount of co-operation between

infantry and cavalry, so if a large point army is selected a player may by agreement choose to alternate between sets of infantry and cavalry.

When fighting around the city of Tsaritsyn, either attacking or defending, a heavy support roll can be made for every second cavalry regiment or infantry battalion. Otherwise, purely cavalry armies would not normally have any heavy support.

Since this army was advancing up the Volga, there were occasions when that river flanked a battle, providing an opportunity for artillery support from a naval flotilla. The Volga with gunboat could replace a rail line and armoured train, if players wish.

Unit sizes were often very small, hence the one "squadron" regiments of cavalry. The "companies" and "battalions" of the infantry would in practice often have been entitled "battalions" and "regiments" respectively.

Troop Types

Morale values are problematic: the Cossacks respected Wrangel as a commander, but he still represented the distrusted AFSR. The army had a definite Cossack ethos, but was fighting away from the homelands. I believe that their performance suggests that the lower value cards are more applicable.

The *Plastoons* would appear to be better served by the "Host" card, as they did not seem very keen (rather than my "non-Host" one, which is mainly for VA plastoons anyway).

There is a *Conscript Plastoon* card, but its values are identical to the normal White Conscripts card.

The ordinary Plastoons can use the specific Plastoon *MG* card, but one could use the Volunteer one for the Conscripts, as it is worse.

Ordinary *Cossack* cavalry can be represented by the "non-Host" Cossack card.

The best cavalry seem to have been the Caucasian Mountaineer units, who had neither the separatist sentiment of the Cossacks nor the problems about serving away from their homelands (but did have a tremendous tendency to loot). Whether actually representing Cossacks or not, the "Host" White Cossack card will serve as *Better Cossacks*.

The *Veteran* Infantry in the list represent the good non-Cossack infantry provided to this army – including the 7th ID for the assault on Tsaritsyn and later the Composite Grenadier Division. They use the standard White Veteran card.

The *Volunteer* Infantry represents the case where the regular infantry doesn't justify Veteran status – I have no idea of the quality of the Composite Grenadiers. Alternatively, it might be better grade Plastoons. In the first case use the White Volunteer card; in the second use the "non-Host" Plastoon card @ 6 /base and dice for size as per the other Plastoon units

Volunteer Army Cavalry mid-1919 – 1920

Flee @ 50%   Railway line on 2d6 = 12+

Table 1: basic type	d6 =	1	Cossack	@ 12 /base
		2, 3, 4, 5	Regular	@ 12 /base
		6	Officer	@ 14 /base
	Deduct 1 if in 1920			
Table 2: regiment allocation	d6 =	1, 2, 3	2 squadrons	
		4, 5, 6	3 squadrons	
Table 3: unit size variation	d6 =	1, 2, 3	3 bases per squadron	
		4, 5, 6	4 bases per squadron	
Table 4: regiment MGs	d6 =	1	0 tachankas	
		2, 3, 4, 5	1 tachanka	@ 26 /base*
		6	2 tachankas	@ 26 /base*
				* @ 24 /base if Cossack
Table 5: artillery support	d6 =	1	None	
		2, 3, 4, 5, 6	Half battery of 1 horse gun	@ 65 (60) /base
	Deduct 1 if Cossack or "back-water"			
Table 5 contd: infantry support	d6 =	1, 2, 3, 4	None	
		5	An infantry battalion, from an appropriate list	
		6	Player may choose to take an infantry battalion	
Table 6: heavy support units	d6 =	1, 2, 3, 4	None	
		5	Plane	@ 80 (fighter)
		6	Austin armoured car, if desired	@ 50
			An armoured train may be taken on a 6 if there is a rail line	@ 180
Table 7: later regiments			Troops come in brigades of two regiments with the same values on Tables 1 and 2	
			At each new brigade, roll again at random starting from Table 1	
Table 8: last unit			If there are an odd number of horse guns, add one horse gun	@ 65 (60) /base
			Otherwise add two tachankas	@ 26 /base

A core of motivated and experienced officers made the VA cavalry the best of the RCW, with a distinct preference for mounted charges over fire-power. It did not suffer in quality as badly as the infantry when the army expanded in size in 1919 and 1920, as the cavalrymen drafted tended to be veterans anyway.

The regular White cavalry often operated in extremely large groups away from their infantry. When it did this it generally operated too quickly for heavy support to keep up, though in a large set-piece battle it might appear.

Although the VA cavalry did not value mounted fire-power as highly as the Reds, they recognised the immense value of tachankas.

The scale is one base = 40 to 50 men.

Troop Types

The *Officer* cavalry represents the elite 100% volunteer cavalry, which became rarer as the war drew on.

The *Regular* cavalry were generally formed on the basis of former units, most often a "composite" regiment, whereby a small unit was formed on the basis of men from what had been a division or brigade in the Imperial Army. They fought in the style of the Tsarist army, with half the men lance armed.

The VA incorporated a few units of *Cossack* cavalry from time to time. By this stage there were large political differences between Cossacks and the regular Whites, plus any units on this list will be fighting away from their home lands, which always adversely affected Cossack morale. The points values therefore assume the "non-Host" card.

I have assumed that officers did not crew *Tachankas*, so Officer regiments use the standard White Tachanka card.

Iudenich

Flee 40%   Railway line on 2d6 = 8+

Table 1: basic type	d6 =	1	Conscript	@ 4 /base
		2, 3	Conscript + Officer	@ 4 /base + 6
		4, 5	Regular	@ 7 /base
		6	Veteran	@ 8 /base

| Table 2: regiment allocation | d6 = | 1, 2 | 3 battalion regiment | |
| | | 3, 4, 5, 6 | 4 battalion regiment | |

Table 3: unit size variation	d6 =	1, 2	3 bases per battalion	
		3, 4, 5	4 bases per battalion	
		6	5 bases per battalion	

Table 4: regiment MGs	d6 =	1	1 base	@ 16 /base*
		2, 3	1 base if the unit contains Conscripts, otherwise 2 bases	
		4, 5	2 bases	@ 16/base*
		6	3 bases	@ 16/base*
			* @ 18 /base if upgraded for a Veteran unit	

Table 5: support:	d6 =	1	make a heavy support roll, if none already made	
		2	Cavalry squadron of 3 bases	@ 12 /base
		3, 4	Half-battery of 1 field gun	@ 55 (50) /base
		5, 6	Battery of 2 field guns	@ 55 (50) /base

Table 6: heavy support units	d6 =	1	None	
		2	Battery of 2 heavy howitzers	@ 70 /base
		3	Plane	@ 80 (fighter)
		4, 5, 6	if "shock" Mark V tank + 4 base Veteran battalion	@ 80 + 32
			otherwise Austin armoured car	@ 50
			An armoured train may be taken on a 4, 5, 6 if there is a rail line	@ 180

Table 7: later regiments	d6 =	1, 2	The troop type worse than the last unit selected on Table 1	
		3, 4	Same basic type unit on Table 1 as that most recently selected	
		5, 6	The troop type better than the last unit selected on Table 1	

| Table 8: last unit | | | One field gun, if there is an odd number already | @ 55 (50) /base |
| | | | Otherwise 2 mortar bases | @ 30 /base |

Table 6:   A separate roll on the heavy support table should only be made if the army is "shock" in late 1919, but one can arise otherwise as a result of a "1" on Table 5.

This covers the North-West Army from just before the drive on Petrograd in late 1919 and through the retreat back to Estonia.

The army was structured along old Tsarist lines, with four regiment divisions, theoretically all the same. Unit sizes were sufficiently small that a *Red Actions* "company" was called a battalion in practise.

The army had been expanded quite quickly at that time and the quality of the troops was variable. Cavalry was not plentiful but other supporting arms were, thanks to Allied largesse.

The drive on Petrograd was closely linked to railway lines and forward progress relied heavily on the effect of the small unit of tanks, which is why the chance of railway lines, armoured trains and tanks is high. The Veteran battalion attached to a tank should operate in conjunction with that tank, not act independently.

The Estonian army provided strategic flank and rear support, but did not fight alongside the Whites.

The scale is 1 base = 40 men approximately.

Troop Types

The list makes use of the rule in *Red Actions!* that allows the Whites to improve the value of conscripts by adding an officer base to the unit. The resulting unit acts as if Regular until the first base is removed, whereupon it reverts to Conscript. They might alternatively be Upgraded Conscripts @ 5 /base, but this loses their essential brittleness.

The NW Army placed all regiments in the line without distinction, so **Veteran**, **Regular** and **Conscript** are based on performance not troop types. The cards are the same as for southern Whites, i.e. Veteran, Volunteer and Conscript.

Cavalry and artillery have regular White values as there was sufficient equipment and trained crews.

North-Western Corps and Bulak-Balakavich

Flee 40%   Railway line on 2d6 = 10+

Table 1: basic type			White Infantry Regiment	
Table 2: regiment allocation	d6 =	1, 2 3, 4, 5, 6	2 battalion regiment 3 battalion regiment	
Table 3: unit size variation	d6 =	1, 2, 3, 4, 5 6	3 bases per battalion 4 bases per battalion 5 bases per battalion	
Table 3 contd: battalion type	d6 =	1, 2 3, 4, 5 6	Conscript + Officer Regular Veteran	@ 4 /base + 6 @ 7 /base @ 8 /base
		NB: each battalion is diced for separately		
Table 4: regiment MGs	d6 =	1, 2 3, 4 5, 6	2 bases 3 bases 4 bases	@ 16 /base* @ 16/base* @ 16/base* * @ 18 /base if Veteran
Table 4 contd: regiment mortars	d6 =	1, 2 3, 4, 5 6	0 bases 1 bases 2 bases	@ 30 /base @ 30 /base @ 30 /base
Table 5: cavalry	d6 =	1, 2, 3 4 5 6	None Officer squadron of 3 bases Regular squadron of 3 bases Regular squadron of 4 bases	 @ 14 /base @ 12 /base @ 12 /base
		For the second Rifle Regiment – an automatic squadron if none already selected, otherwise none		
Table 5 contd: artillery	d6 =	1 2, 3 4, 5, 6	None Half-battery of 1 field gun base Battery of 2 field gun bases	 @ 55 (50) /base @ 55 (50) /base
Table 6: heavy support units			An armoured train may be taken on a 4, 5, 6 if there is a rail line	@ 180
Table 7: other units			Only two Rifle Regiments may be taken	
Table 8: last unit			A reserve battalion of random size and composition may be added, with 1 or 2 MGs	

Table 3:   Note that the battalions of the regiments dice separately for troop type.

Table 4:   The MGs should be Veteran in the same approximate proportion as the regiment it comes from.

This covers the White forces in Estonia and the neighbouring area of Russia up until August 1919. The early White Russian army around Pskov in late 1918 was so badly organised and equipped that it is not worth bothering with. The Reds pushed them back into the Baltic states and in early 1919 the "Northern Corps", later the "North-Western Corps" basically sheltered in the Estonian lines.

In May the NW Corps attacked out and held the Luga–Pskov area by themselves until September. The army was composed of two brigades in May, each 2 Rifle Regiments, 1 Cavalry Squadron, 1 Artillery Battalion and a Reserve Battalion. There was a small army reserve. No table-top army should exceed brigade size, and most actions would involve about half that strength.

The army gathered its strength very slowly and it was not until Allied supplies started arriving that it started to be decently equipped. Reinforcements also arrived in the form of Prince Lieven's troops from Latvia.

Because it was quite a small army but attempted to act as if it were a much larger one in terms of structure, the good units and poor units were all mixed up in the line. Therefore I have, unusually, made the list vary quality randomly inside a regiment. Unit sizes were small, in the expectation that they were only cadres for later expansion, and battalions act as *Red Actions* "companies".

The Officer cavalry reflects the volunteer and upper-class nature of the early mounted units. I am unclear if they can be considered charging cavalry, but they were probably never given much of a chance due to their small size (this list tends to exaggerate their numbers).

The Estonians attached their Baltic Regiment at the start of the May offensive. It was approximately 3 battalions (about

4 bases each), 3 MG bases and a field gun base. It was formed from ethnic German Estonians (Balts) and similar in most ways to the Latvian Baltic Landeswehr, but fought loyally for Estonia throughout the wars. (Though it was kept well away from the Latvian Freikorps, just in case.)

Bulak-Balakovich commanded a force on the Estonian-Russian border which operated independently of the Whites (although under their command in theory). It reached brigade size and was not combat shy. His units tended to take on a rather more irregular style, and were notoriously indisciplined. After the collapse of Iudenich's army, Bulak-Balakovich moved to Poland, where he commanded a similar unit during the 1920 campaign.

The scale is 1 base = 30 men approximately.

Troop Types

The list makes use of the rule in *Red Actions!* that allows the Whites to improve the value of conscripts by adding an officer base to the unit. The resulting unit acts as if Regular until the first base is removed, whereupon it reverts to Conscript. They could instead be made into Upgraded Conscript @ 5 /base, although this does not really cover their brittle nature.

Other Russian troops use standard White cards, for their class with the Volunteer card for Regular infantry battalions.

The Baltic Regiment can use the Nationalist Regulars card, or perhaps the Baltic Landeswehr card, if being generous.

KOMUCH

Flee @ 40%   Railway line on 2d6 = 10+

Table 1 Infantry: basic type

d6 = ↓	Early	Late
1	Officer	Conscript
2	Officer	Volunteer
3	Czech	Veteran
4	Czech	Officer
5, 6	Czech	Czech

@ 4 /base for Conscript
@ 7 /base for Volunteer
@ 8 /base for Veteran or Czech
@ 10 /base for Officer

Table 2: regiment allocation	d6 =	1, 2	2 battalions	
		3, 4, 5, 6	3 battalions	

Table 3: unit size variation	d6 =	1, 2, 3	3 bases per battalion	
		4, 5	4 bases per battalion	
		6	5 bases per battalion	

Table 4: regiment MGs	d6 =	1, 2	0 MG bases	@ 16 /base for Volunteer
		3, 4	1 MG base	@ 18 /base for Veteran or Czech
		5, 6	2 MG bases	@ 20 /base for Officer
	Add 1 for Czech Legion basic type			

Table 5: artillery support:	d6 =	1	None	
		2	If late period, a Cossack squadron of 4 bases	@ 12 /base
		3	Cavalry squadron of 3 Officer bases	@ 14 /base
		4, 5	Half-battery of 1 field gun	@ 55 (50) /base
		6	If late period a Battery of 2 field guns	@ 55 (50) /base

Table 6: heavy support		If on the Volga a gunboat may be taken	@ 100
		An armoured train may be taken on a 5, 6 if there is a rail line	@ 180

Table 7: later regiments	d6 =	1, 2, 3	A regiment of the *original* basic type, rolling again from Table 2
		4, 5, 6	Roll randomly from Table 1

Table 8: last unit		A 4 base Czech battalion plus 1 MG	@ 8 /base + 18

This list covers the KOMUCH in Samara and the brief Ufa Directory. While the nature of the army is quite well known, the relative proportions of the various troops and unit sizes are extremely speculative (since both the Whites and Bolsheviks despised the KOMUCH, there has been precious little published about it).

It is factored on the basis of a base being about 50 men. Alternatively, a base might be deemed to represent closer to 20 riflemen and the "battalions" will become companies. The Czechs in Russia continued to use the old Imperial structure with 4 rifle companies per battalion, so Table 2 should be amended in that event to give 3 companies on a d6 = 1, 2 and 4 on a 3, 4, 5, 6. Otherwise, use the list as is (although obviously a gun or MG base will now be representing half as many weapons as well).

The early period covers the initial Czech attacks in June 1918 and their expansion outward until about August, assisted by a few White units. The opposition at this period is "Early Soviet". The later period covers the Soviet counter-attack which weakened the KOMUCH and then the Ufa Directory to such a point that Kolchak's coup could succeed in November 1918. By this stage the enemy might be considered "Red Army Infantry", though many units would still be replicated by "Early Soviet".

The KOMUCH was Marxist (Socialist Revolutionary to be exact), even down to flying the Red Flag and having a "People's Army". The Ufa government was less revolutionary but still dominated by Socialists. They are termed "White" only for historical reasons – basically because the Soviets labelled anyone who fought against them, regardless of their actual position on the political spectrum, as "White".

The Czechs were firmly Socialist. They fought the Bolsheviks only when it was in their interest to do so in order to proceed to the Western Front to fight for an independent Czechoslovakia – hence they did not push on to Moscow in Summer 1918 when they might have succeeded. Their success was as much about Soviet weakness as it was about their power and their fame is not based on a great amount of actual fighting. Even before WWI ended and Kolchak's reactionary government was installed the Czechs had lost all interest in fighting the Bolsheviks. From that point they acted only to secure the Trans-Siberian railway.

At the start both sides fielded armies that numbered a few thousand over frontages of hundreds of kilometres. (While the Czech Legion was some 30,000 strong, only a handful were west of the Urals, and not all of them fought for the KOMUCH even then.) Even by the crucial battle of Kazan (September 1918) the anti-Bolshevik forces could field only about 6,000 men around the city, and the Soviets not a great many more.

The presence of the Volga gunboat squadron was vital to the capture of Kazan, though it didn't do too much in its defence. The famous Czech steel clad armoured trains would appear to be a phenomenon of their time guarding the Trans-Siberian Railway: the early armies generally had improvised ones. Other heavy support was notable by its absence.

The KOMUCH struggled terribly with shortages of weapons and supply. What little they got was usually captured from the Reds. The Czechs mostly only had small arms and were not giving them away to others. Allied supplies were not yet coming through – and in any case the Allies did not view the Marxist government at all kindly, being largely indistinguishable from the Bolsheviks in their eyes.

Troop Types

The ***Czech Legion*** was the principal agent in the establishment of the KOMUCH government. However, they were not terribly enthused by fighting the Bolsheviks and are simple veterans.

The ***Officer*** units represent those built around officers and cadets in the area. Because the KOMUCH was Socialist they struggled to recruit further officers once their power was established, despite actively fighting the Bolsheviks (many officers went instead to the conservative Siberian Provisional Government further east, especially the more reactionary ones).

The People's Army resorted to conscription, against its principles, but were mostly unable to arm or train even the small number that they got. The high proportion of ***Volunteer*** and ***Veteran*** ratings is because generally only motivated units appeared at the front, not because the army was particularly eager in general.

There were some keen volunteer ***Cavalry*** units from the start, but very little.

A few ***Cossacks*** later assisted. As normal for when not fighting for their Host (and for Socialists particularly) I believe they should be downgraded to the "non-Host" card, and I have assumed this for the cost.

I know that there was some ***Czech Cavalry*** but I have no idea how much or where it was fielded. Given their desire to leave via the railway as quickly as possible and the difficulty of transporting and feeding horses, I strongly suspect that it dates to later and further east and have left it out entirely.

The ***Artillery*** would have had sufficient trained officers and crew but there was an extreme shortage of guns, even after some had been captured from the enemy. Ammunition was always in short supply.

Kolchak Infantry Division

Flee 40%   Railway line on 2d6 = 12+

Table 1: basic type	d6 =	1, 2	Conscript	@ 4 /base
		3, 4	Conscript + Officer	@ 4 /base + 6
		5	Regular	@ 7 /base
		6	Veteran	@ 8 /base
		7	Officer	@ 10 /base
	Add 1 if early 1919			

| Table 2: regiment allocation | d6 = | 1, 2 | 3 battalion regiment | |
| | | 3, 4, 5, 6 | 4 battalion regiment | |

Table 3: unit size variation	d6 =	1, 2,	3 bases per battalion	
		3, 4, 5	4 bases per battalion	
		6	5 bases per battalion	

Table 4: regiment MGs	d6 =	1	1 base	@ 16 /base*
		2, 3	1 base if the unit contains Conscripts, otherwise 2 bases	
		4, 5	2 bases	@ 16/base*
		6	3 bases	@ 16/base*
				* @ 18 /base if Veteran or Officer

Table 5: artillery support:	d6 =	1	on a d6 = 6, adding 1 if "shock", make a heavy support roll	
		2	None	
		3, 4	Half-battery of 1 field gun	@ 55 (50) /base
		5, 6	Battery of 2 field guns	@ 55 (50) /base

Table 5 contd: cavalry support	d6 =	1, 2, 3, 4	None	
		5	Cavalry squadron of 3 Regular bases	@ 12 /base
		6	Cavalry squadron of 4 Regular bases	@ 12 /base

Table 6: heavy support units	d6 =	1, 2, 3	None	
		4	Battery of 2 heavy howitzers	@ 70 /base
		5	Plane	@ 80 (fighter)
		6	Austin armoured car	@ 50
		An armoured train may be taken on a 5, 6 if there is a rail line		@ 180

Table 7: later regiments	d6 =	1, 2	The troop type worse than the last unit selected on Table 1	
		3, 4	Same basic type unit on Table 1 as that most recently selected	
		5, 6	The troop type better than the last unit selected on Table 1	

| Table 8: last unit | | | One field gun, if there is an odd number already | @ 55 (50) /base |
| | | | Cavalry squadron of 4 Cossack bases | @ 12 /base |

This covers the non-Cossack portion of Kolchak's Army until its disintegration in late 1919.

The southern part of the line was the Orenburg Army for much of the period, commanded by Ataman Dutov. Their units can be generated on the separate Independent Cossack list (see the Siberian option at the bottom).

Cavalry was reasonably plentiful and apparently reasonable quality. Artillery was variable, but did at least have qualified officers commanding, even when they had to use unfamiliar Allied equipment.

The Czechs now performed rear area security only. No intervention forces ever fought for Kolchak.

The scale is 1 base = 40 to 50 men.

Troop Types

Kolchak's army was largely ***Conscript***, and prone to melt away at the first reverse. I do not think there is much cause to upgrade any of the Conscript basic type to Upgraded Conscript.

The ***Conscript + Officer*** units makes use of the rule in *Red Actions!* that allows the Whites to improve the value of conscripts by adding an officer base to the unit. The resulting unit acts as if Regular until the first base is removed, whereupon it reverts to Conscript. This reflects the basic brittleness of much of the army.

There were several units which merit being ***Veteran***, a few good enough to qualify as ***Officer***. They were consistently the spearhead of the attacks, but were not numerous enough to make up for the low quality of the bulk of the army. Some of these elite units better units were titled "Shock" but others with this name were no better than conscript.

The ***Cavalry*** use normal White cards, with ***Cossacks*** being "non-Host".

Kolchak Cavalry Brigade

Flee @ 50%   Railway line on 2d6 = 12

Table 1:	d6 =	1, 2, 3	Cossack	@ 12 /base
		4, 5	Regular	@ 12 /base
		6	Officer	@ 14 /base
Table 2: regiment allocation	d6 =	1, 2 3, 4, 5, 6	2 squadron regiment 3 squadron regiment	
Table 3: unit size variation	d6 =	1, 2, 3 4, 5 6	3 bases per squadron 4 bases per squadron 5 bases per squadron	
Table 4:			There are no tachankas	
Table 5: artillery support:	d6 =	1, 2 3, 4 5, 6	None Half battery of 1 horse gun Battery of 2 horse guns	 @ 65 (60) /base @ 65 (60) /base
Table 6: heavy support units			None	
Table 7: later regiments			A brigade is two regiments of the same basic type	
Table 8: last unit			None	

This list covers the cavalry in Kolchak's army during 1919.

It seems that it operated in smallish independent brigades away from the infantry. Much of it appears to have been Cossack.

Troop Types

The line *Cavalry* use the standard White values. Some units appear to have been sufficiently good to qualify as Officer.

The *Cossacks* use "Non-Host" as usual when fighting away from their homes and for a White army.

I am unaware of any use of *Tachankas* in the east.

Polish Infantry Division

Flee @ 40%   Railway line at 2d6 = 10+

Table 1:
basic type

d6 = ↓	Pre-divisional 1919	Divisional 1919	1920
1	P.O.W.	Upgraded Conscript	Volunteer
2, 3, 4	Upgraded Conscript	Regular	Regular
5, 6	Regular	Legionnaire	Legionnaire

@ 4 /base for P.O.W., Conscript or Volunteer
@ 5 /base if Upgraded Conscripts
@ 7 /base for Regular
@ 8 /base for Legionnaire

Table 2: battalion allocation	d6 =	1	2 company battalion
		2	3 company battalion, but 3rd Company is Conscript
		3, 4, 5, 6	3 company battalion

Table 3: unit size variation	d6 =	1, 2,	3 bases per company
		3, 4, 5	4 bases per company
		6	5 bases per company

Table 4: battalion MGs	d6 =	1	0 bases	
		2	1 base	@ 18 /base*
		3, 4	2 bases	@ 18 /base*
		5, 6	3 bases	@ 18 /base*

* @ 20 /base if Legionnaire

Table 5: artillery support:	d6 =	1, 2	None	
		3, 4, 5	Half-battery of 1 field gun	@ 55 (50) /base
		6	Battery of 2 field guns	@ 55 (50) /base

Deduct 1 from the die roll for 1919. Add 1 if "shock", deduct 1 if "back-water".

Table 5 contd: cavalry support	d6 =	1, 2, 3	None	
		4	3 base cavalry squadron	@ 14 /base*
		5	4 base cavalry squadron	@ 14 /base*
		6	3 base cavalry squadron and tachanka	@ 14 /base*

* @ 10 /base if Volunteer

Table 6: heavy support units	d6 =	1, 2	None	
		3	Battery of 2 field gun bases	@ 55 (50) /base
		4	Battery of 2 heavy howitzer bases	@ 70 /base
		5	Plane	@ 80 (fighter)
		6	d6 = 1, 2 FT-17 tank, if 1920 and "shock"	@ 60
			3, 4 2 Ford FT-B armoured cars	@ 30 each
			5, 6 Austin armoured car	@ 50

An armoured train may be taken on a 5, 6 if there is a rail line   @ 180

Table 7: later battalions	For pre-divisional 1919:	Roll randomly	
	Otherwise: d6 =	1, 2, 3, 4	Original basic type
		5	The troop type worse than the original basic type
		6	The troop type better than the original basic type

Table 8: last unit	d6 =	1, 2, 3, 4	Half-battery of 1field gun base	@ 55 (50) /base
		5, 6	Engineer/Grenadier company of 3 Legion bases	@ 14 /base

Table 1:   If you want 1919 units and do not want to pre-decide whether divisional or not: start January 1919 with requiring a d6 = 6 is divisional and lower the number required for every two months later (so by November the chance is 100%).

Table 2:   The third company basic type is Conscript, but for pre-divisional 1919 they could be substituted with P.O.W. and in 1920 could be Volunteer reinforcements.

Table 5   The cavalry is only Volunteer if the <u>original</u> army basic type is Volunteer or P.O.W., regardless of the class of unit it is actually selected with. Divisional 1919 only gets regular cavalry.

This list is intended to cover the eastern fronts only – fighting Ukrainians, Soviets and, potentially, Lithuanians.

The Poles also fought the Germans on a couple of occasions, during the original insurrection in Poznania and Pomerania and then later against the Freikorps. These were largely city fights or small scale actions, and this list does

not try to cover them. The fighting against the Czechs was very brief and only half-hearted.

The Polish army was extremely erratically organised in early 1919, basically being *ad hoc* units lumped together. Slowly it was formed into regular divisions, but these remained of very variable size and the amount of support was even more variable. The situation at the Battle of Warsaw again saw the use of large numbers of "Groups", combining whatever was at hand and leading to eccentric combinations of troops. Generally, however, these groups were kept from the front line and I have not tried to replicate them.

The Polish cavalry brigades operated almost exclusively away from the infantry. Most infantry divisions had divisional cavalry however, occasionally quite large regiments. The large but variable amount of cavalry support on the list represents both divisional cavalry and the occasional addition of an extra cavalry regiment to a basically infantry force. This however would only be available on a random basis, so the infantry and cavalry lists should not be combined, regardless of the points value selected.

The technical support from the Allies, and particularly vehicles, did not start showing up in any amount until 1920. The tanks, despite many statements to the contrary, were not much use in the quickly moving battles – and were not much used as a result. They were helpful when defending the frontal attack on Warsaw (near Radzymin). The armoured cars seem to have been often used in quite large groups. The heavy support table would appear justified only in 1920. Perhaps a roll for every third battalion drawn.

The figures scale is 1 base = 40 to 50 men.

Troop Types

The ***P.O.W.*** was an underground military organisation formed during WWI, around which many of the first Polish units were formed. I would apply the card to any self-defence units of the early days, whether strictly speaking P.O.W. or not. These units filled the breach in the desperate early days but, like the Red Guards with whom they have many similarities, suffered when compared to regularly organised units and were merged into regular units as soon as the authorities could do so.

The ***Legionnaire*** card covers any of the better Polish divisions, not just the "Legions" proper. Many of these already existed in early 1919, but were not yet properly organised or equipped, so count as regulars for that period.

As the war against the Soviets went badly there was a massive influx of hastily raised ***Volunteers*** – even a whole infantry division of them. These were very keen but not particularly well trained or equipped. There is no specific card for them, but I recommend the P.O.W. card as this covers patriotic but poorly trained troops, but the conscript card could be used instead.

The divisional ***Cavalry*** is Regular except for where the original basic type rolled was Volunteer or P.O.W., in which case the unit is assumed to have equally hastily raised support, and who therefore use the Volunteer Cavalry card.

My Polish card set also includes one for the ***Lwów Eaglets***. These were units of volunteers of extreme patriotism, often very young, formed to fight the Galician Ukrainians. The card is not to be taken too seriously – it is for the "heroic" version of the battles for L'viv.

Polish Cavalry

Flee @ 50%   Railway line at 2d6 = 12

Table 1: basic type	d6 = ↓	Early 1919	Late 1919	1920
	1	Green	Regular	Volunteer
	2	Green	Regular	Cossack
	3, 4, 5, 6	Regular	Regular	Regular

@ 10 / base for Green and Volunteer
@ 12 /base for Cossack
@ 14 /base for Regular

Table 2: regiment allocation	d6 =	1, 2, 3	1 unit	
		4, 5, 6	2 units	
Table 3: unit size variation	d6 =	1, 2,	3 bases per unit	
		3, 4	4 bases per unit	
		5, 6	5 bases per unit	
Table 4: regiment MGs	d6 =	1	0 tachankas	
		2, 3, 4, 5	1 tachanka	@ 26 /base
		6	2 tachankas	@ 26 /base
	Deduct 2 for early 1919 and 1 for late 1919.			
Table 5: artillery support:	d6 =	1, 2, 3	None	
		4, 5, 6	Half-battery of one horse gun base	@ 60 /base
	Deduct 1 for each of early 1919, "back-water" and Volunteer. Add 1 for "shock"			
Table 6: heavy support units	d6 =	1, 2, 3, 4, 5	None	
		6	Plane	@ 80 (fighter)
	Only for "shock" in 1920			
Table 7: later regiments	d6 =	1, 2, 3, 4, 5	Use the same basic type and roll again on Table 2	
		6	Roll randomly again on Table 1	
Table 8: last unit			Add a 3 base squadron of the original basic type. @ same	

Polish cavalry regiments varied considerably in size, but historical squadron sizes are too small to game with. Sometimes 3 bases will represent an entire regiment, but other times it will require two 5-base "squadrons".

Polish cavalry operated entirely independently of their infantry and with very little support, so there is no infantry on the list and virtually no heavy support. The rare occasions where cavalry was sent to support infantry are covered in the Polish Infantry list.

Polish cavalry brigades were made by slapping together three regiments from whatever source. Two, sometimes three, brigades could then be placed together to make a "division", although really they remained collections of brigades.

Polish cavalry relied on tachankas for their fire support, sometimes accumulating large numbers in a regiment.

This uses a figure scale of approximately 1 base = 40 to 50 men.

Troop Types

Regular Polish cavalry was highly motivated, but not the super-troops of some reports. It had a tendency to excessively favour bravery over caution.

The *Volunteer* Cavalry of 1920, in which category I include border guard and reserve units, still was quite good but obviously not of the quality of the Regulars. Generally these untried units were kept away from the crucial parts of the front.

The *Green* Cavalry represent the many units were sent to the front well before they were properly ready. They can also use the Volunteer cavalry card.

The *Cossacks* are for the two brigades of Russian Cossacks fighting for the Poles, one largely Don and the other largely Kuban. One actually fought as part of the Polish 1st Cavalry Division for a while. They appear to have performed creditably enough, and can use the "non-Host" White Cossack card.

Blank

Ukrainian Galician Army up to July 1919

Flee @ 50%   Railway line at 2d6 = 6+ to end of March, 10+ to end of April, 12 for May to July

Table 1: basic type	d6 = ↓	Early Forces	Regular Army
	1, 2	Irregular	UGA Regular
	3, 4, 5	Regular	UGA Regular
	6	Sich Riflemen	UGA Sich Riflemen

@ 4 /base for Irregular   @ 5 /base for Regular   @ 6 /base for Sich Riflemen

Table 2: regiment allocation	d6 =		
	1	2 battalions	
	2, 3, 4	3 battalions	
	5, 6	4 battalions	

Table 3: unit size variation	d6 =		
	1	3 bases per battalion	
	2, 3, 4	4 bases per battalion	
	5, 6	5 bases per battalion	

Table 4: regiment MGs	d6 =		
	1	0 MG bases	
	2, 3	1 MG base	@ 16 /base*
	4, 5	2 MG bases	@ 16 /base*
	6	3 MG bases	@ 16 /base*

Deduct 1 if unit is Irregular basic type   * @ 18 /base if Sich

Table 5: regular support	d6 =		
	1	make a roll on the heavy support table	
	2, 3	Half-battery of 1 field gun	@ 55 (50) /base
	4, 5, 6	Battery of 2 field guns	@ 55 (50) /base

This version of the table only applies for ***Regular*** units

Table 5 alternative: irregular support	d6 =		
	1	None	
	2	Squadron of 3 Free Cossack cavalry bases	@ 8 /base
	3	Squadron of 4 Free Cossack cavalry bases	@ 8 /base
	4, 5, 6	Half-battery of 1 Irregular field gun	@ 40 /base

This table only applies for ***Irregular*** units

Table 6: early heavy support	d6 =		
	1, 2	None	
	3	Squadron of 3 cavalry bases	@ 8 /base
	4, 5	Plane	@ 80 (fighter)
	6	Austin armoured car	@ 50

This version only applies to the ***Early Forces*** period

Table 6 alternative: late heavy support	d6 =		
	1, 2, 3	Squadron of 3 Regular cavalry bases	@ 8 /base
	4, 5	Heavy howitzer battery of two howitzers	@ 70 /base
	6	Austin armoured car	@ 50
		An armoured train may be taken on a 5, 6 if there is a rail line	@ 180

This version only applied to the ***Regular*** Army period

Table 7: later regiments	Units are selected in brigades. The size of each brigade being randomly determined:		
	d6 =		
	1	Two units the same basic type on Table 1	
	2	Three units the same basic type on Table 1	
	3, 4, 5	Four units the same basic type on Table 1	
	6	Six units the same basic type on Table 1	

The basic type of the next brigade is determined randomly

Table 8: last unit	Two mortar bases	@ 30 /base

Table 1:   The early period covers up until about March 1919, depending on the front.

Table 6:   The cavalry in the Early Forces heavy support should be Irregular or Regular to match the basic type of the regiment.

This is the Army of the West Ukrainian People's Republic, which attempted to gain control of the area of western modern Ukraine and a bit of eastern modern Poland – generally known as Galicia. The Poles also claimed this area (which had been in Poland before the partitions) and after a brief war conquered it, absorbing it into inter-war Poland.

The fighting in the early period was centred on control of the rail lines, especially that serving L'viv to the west, basically in the area of the modern Polish-Ukrainian border (but with a corridor to L'viv). A front line was also established with Soviet Russia, but the fighting was limited and the Poles soon pushed the Russians back. During this

period the Galician forces were an amalgam of ex-Austrian regular units and local defence forces, some of them carrying over from resistance during the Hetmanate period.

A fully regular West Ukrainian army was quickly organised, however, although some partisans continued to operate away from the formal lines. This was the Ukrainian Galician Army, the UGA (or UHA, depending on whether the transliteration is from Russian or Ukrainian). L'viv was still the prime effort in the early period, followed by the areas north and south of there. Secondary fronts were formed facing the Soviets and Romanians.

In May the Poles launched an attack that drove the UGA back from the L'viv area. There was a brief successful counter-attack by the Galicians, and then a short Polish offensive in July drove the UGA into the Directory Ukraine. The list does not cover the UGA after the Polish victory – it was to subsequently fight with the Directory Ukraine, the Whites, the Reds and the Poles, but was never really the same afterwards.

Towards the middle of 1919 the Romanians also attacked Galicia, around Kolomyya. The UGA did little to actively oppose them, as Romanian aims were limited and the Polish threat was more important.

The UGA was noted for its tenacity in defence but lack of impetus on attack, its excellent artillery, and its lack of cavalry – it was very much a WWI style army in its composition and doctrine. Its major weaknesses were a lack of a decent supply of small-arms ammunition and insufficient officers. Once the Poles cut off access to supply via Czechoslovakia in May the end was certain.

Early on it had air superiority, but this was soon lost to the Poles. There were a handful of armoured cars, but they do not seem to have been used very aggressively. As Galicia contained oil wells, the UGA planes and armoured cars did not suffer the fuel and lubrication issues that plagued most RCW armies.

I recommend that the heavy support table be used only at random, via Table 5. Note: the chances of heavy support this way are larger than for most armies in order to to compensate.

The Galicians do not seem to have made much use of armoured trains. Indeed, the later portion of the war was unusual for the period in that the main axes of attack from both sides were not along the railways.

The scale is 1 base = 40 to 50 men.

Troop Types

The *Sich Riflemen* were a carry-over from an Ukrainian legion in the Austrian army. They were the best unit of the UGA but their values are lowered compared to the veteran status they could probably otherwise justify due to the lack of qualified officers and the perennial shortage of ammunition. Their values are also weighted towards tenacity in defence and sluggishness in attack.

The *Regulars* also have lower values than their otherwise regular status due the command and ammunition problems, and are better on defence than attack. In the early period the regulars represent former line Austrian units.

The Galician *Regular Cavalry* was rare and poor . Use the Ukrainian cavalry card.

UGA *Artillery* was excellent and did not suffer the supply issues of the rest of the army. Use the UGA artillery card.

The *Irregulars* represent local partisans, sometimes independent locals, sometimes in groupings under a local "ataman". Either way, they use the Ataman Irregulars card.

The *Irregular Cavalry* is the mounted equivalent of the Ataman Irregulars and use the Free Cossacks card (although I'm not sure the Free Cossack movement, as such, made it to Galicia).

Any *Irregular Artillery* would suffer from all the problems of partisan artillery, especially lack of training and ammunition. The irregular guns should therefore use a "poor" artillery card, the obvious one being the UNR artillery card.

Ukrainian Directory Army 1918 – 1920

Flee @ 40%   Railway line at 2d6 = 10+

Table 1: basic type	d6 = ↓	to June 1919	July to Oct 1919	from Nov 1919
	1, 2	Irregular	UNR Infantry	UNR Infantry
	3, 4	UNR Infantry	UGA	Upgraded UNR Infantry
	5	Upgraded UNR Infantry	Upgraded UNR Infantry	UNR Sich
	6	UNR Sich	UNR Sich	UNR Sich

@ 4 /base for Irregular or UNR   @ 5 /base for Upgraded UNR or for UGA   @ 6 /base for Regular

Table 2: regiment allocation	d6 =	1, 2, 3	2 battalions	
		4, 5, 6	3 battalions	

Table 3: unit size variation	d6 =	1, 2	3 bases per battalion	
		3, 4, 5	4 bases per battalion	
		6	5 bases per battalion	

Table 4: regiment MGs	d6 =	1	0 MG bases	
		2, 3	1 MG base	@ 16 /base
		4, 5	2 MG bases	@ 16 /base
		6	3 MG bases	@ 16 /base

Deduct 1 if unit is Irregular basic type

Table 5: support	d6 =	1	On a d6 = 4, 5, 6 make a roll on the heavy support table	
		2	Squadron of 3 cavalry bases	@ 8 /base
		3	Squadron of 4 cavalry bases	@ 8 /base
		4, 5	Half-battery of 1 field gun	@ 40 /base*
		6	Battery of 2 field guns	@ 40 /base*

* upgraded to @ 55 (50) /base if UGA

Table 6: heavy support	d6 =	1, 2, 3	None	
		4	Heavy howitzer battery of two howitzers	@ 70 /base
		5, 6	Austin armoured car	@ 50
			An armoured train may be taken on a 5, 6 if there is a rail line	@ 180

Table 7: later regiments	Roll randomly starting from Table 1 each time.	

Table 8: last unit	Three tachanka bases	@ 20 /base

Table 5:   The cavalry should be Irregular or Regular to match the basic type of the regiment.

This is the Army of the Ukrainian People's Republic (UNR) of the eastern Ukraine. Often referred to as the Directory, which was its top political body, or by reference to Simon Petliura, who was the leading political and military figure.

The UNR was never much of a government. Even at its brief peak it depended on local Atamans over who it had little control, other than in the immediate environment of Kiev. Initially attempting to oppose the French, Romanians, Poles, Whites and Soviets, the Directory quickly concentrated the bulk of its forces against the threat from the Red Army. It didn't do much good, as by May 1919 the Reds succeeded in conquering almost all of the eastern Ukraine.

The UNR Army hung on in Podilia, assisted by the Poles and joined by the UGA (Ukrainian Galician Army). As the Reds fell back in later 1919 in the face of the renewed White attack, Petliura's army expanded again, briefly taking Kiev. Only to be swept aside quickly as the Reds stormed south after their victory at Orel-Kromy. Ravaged by typhus, the few thousand remaining men took refuge in Poland.

In 1920 the Ukrainians worked closely with the Poles, enlarging their forces into a couple of decent-sized divisions. They took part in the offensive on Kiev, retreated with the Poles and then later faced off successfully against Budënny's 1st Horse Army. After the Poles signed their cease-fire, the UNR led an attack on their own into the Ukraine, which was quickly defeated. Later in 1921 there was on last small attack, even more desperate and brief than the previous one.

The UNR Army was never much good – indeed it was quite possibly the worst regular army of the RCW. The eastern Ukrainians were not particularly patriotic, most preferring to defend their own little patch in the many Ataman armies which sprang up. Geographically cut off from outside supply, and deprived of foreign support because the White politicians opposed their separatism and Socialism, the army suffered extreme supply problems in 1919, only partly solved by allying with the Poles.

The list does not cover the Ataman armies who pledged allegiance to the UNR government, but through-out 1919 there were partisan groups willing to operate with it, and these provide the Irregular elements of the list.

Information about the armoured cars and armoured trains of the UNR is very slight, but they appear to have had both, at least in 1919.

The early army can also be used for the 1918 *Rada* Ukraine.

Note: although the UNR army is not very good, for most of its history its correct historical opponent is Early Soviet or *back-water* Red Army infantry, which is generally not a lot better.

The scale is 1 base = 40 to 50 men.

Troop Types

The specific UNR cards have values are almost identical to the basic Nationalist set.

The standard early troop type is *UNR Infantry* which is your basic Conscript . The low quality reflects the many problems facing the army, but mostly their lack of patriotic support. The *Upgraded UNR* is the same card but without "mob".

The *UNR Sich* represent troops more committed to the cause (but still only have values of a basic regular). In later periods this might be as much anti-Bolshevik in sentiment as pro-Ukrainian separatist. The UNR Sich card stands for these better UNR troops, regardless of actual units (originally formed around Galicians, the "Sich" title soon lost that connection and just became a name). Originally they would have been volunteer units, often students, but the period in Poland allowed some relief to organise and train the army, so overall quality rose a bit.

From June to October 1919 the *UGA* fought alongside the UNR. For simplicity, I assume that during this difficult period that the UGA Sich Riflemen lost their special status and they are therefore not split out. The UGA have their own cards.

Ukrainian *Cavalry* seems to have been difficult to raise and of poor quality. Regulars use the Ukrainian Cavalry card.

I have assumed that the *Tachankas* were likewise of indifferent quality.

Ukrainian *Artillery* also seems to have been of poor quality, except when it was UGA. The UNR artillery is therefore "Fire" = 12.

The *Irregulars* represent the various Atamans who fought alongside the UNR. The foot use the Ataman Irregulars card and the mounted partisan units, the Free Cossacks card. (The Free Cossacks were local self-defence militias which rose up after the revolution, modelling themselves on the ancient Cossacks of the Ukraine – often including colourful archaic uniforms.) On the rare occasions that irregulars have artillery, it should be poor quality (i.e. the UNR card).

Atamans 1919 – 1921

Flee @ 40% or 50% if Makhnovist   Railway line at 2d6 = 10+

Table 1:
basic type

2d6 = ↓	Left Bank Ukraine	Right Bank Ukraine
2	MG bases if defending	Field Guns if defending
3	Partisan Infantry	Partisan MGs
4	Partisan Infantry	Partisan MGs
5	Makhnovist Infantry	Ataman Irregulars
6	Makhnovist Infantry	Ataman Irregulars
7	Makhnovist Cavalry	Partisan Infantry
8	Makhnovist Cavalry	Partisan Infantry
9	Makhnovist Tachankas	Free Cossacks
10	Makhnovist Tachankas	Partisan Cavalry
11	Field Guns if defending	Partisan Tachankas
12	Heavy support	Field Guns

@ 5 /base for Partisan Infantry   @ 4 /base for Ataman Irregulars
@ 6 /base for Makhnovist Infantry   @ 5 /base for Partisan Infantry
@ 16 /base for MGs   @ 16 /base for MGs

@ 14 /base for Makhnovist Cavalry   @ 10 /base for Free Cossacks
@ 28 /base for Makhnovist tachankas   @ 10 /base for Partisan Cavalry
          @ 24 /base for Partisan tachankas

@ 40 /base for Makhnovist artillery   @ 40 /base for Partisan artillery

Table 2:
unit size variation

d6 =	
1, 2	2 units of infantry or cavalry
3, 4	3 units of infantry, 2 units of cavalry
5, 6	3 units of infantry or cavalry

Tables 3, 4 & 5:
number of bases

d6 = ↓	infantry	cavalry	guns	Tachankas	MGs
1, 2	3	3	1	2	2
3	4	3	1	2	2
4, 5	4	4	2	3	3
6	5	4	2	3	3

Table 6:
heavy support

d6 =		
1, 2, 3	Austin armoured car	@ 50
4, 5, 6	Armoured train, if there is a rail line	@ 180

Table 7:
later units

Roll randomly starting from Table 1 each time.

Table 8:
last unit

3 units of 4 Partisan Infantry bases   @ 5 /base

"Left Bank"   refers to the land east of the river Dnepr, but this list is to be thought of as a general type, rather than just applying to that region.

"Right Bank" refers to the land west of the river Dnepr but not extending into Galicia, which seems to have been largely free of the more powerful atamans.

Table 1:   If rolling for a Left Bank ataman other than Makhno, all troops labelled "Maknovist" become Partisan, and the Partisan Infantry become Ataman Irregulars.

This list is to allow players to generate independent partisan armies. Obviously it is not based on any sort of orbats or TOEs and should be regarded merely as a basic template. It is termed "Atamans" to distinguish them from the rather combat-shy "Greens", with who they have so much in common.

The best known ataman of the Left Bank Ukraine is Nestor Makhno – although his post-RCW fame rests chiefly on his willing propagandists and his two stints in the Red Army rather than his uniqueness. His anarchism was simple, of the "f--k off and leave us alone" variety, and he and his men were ***extremely*** violent. There were plenty like Makhno though, and witnesses were often not terribly discriminating in distinguishing the different allegiances (which tends to greatly exaggerate Makhno's influence). It does seem though that Makhno's troops were superior in most military respects and their card values are therefore noticeably higher than for other partisans.

The Right Bank Ukraine seems to have had dozens of atamans, but they generally had smaller outfits. Still some, such as Danylo Zeleny north of Kiev, kept large armies in existence and were able to fight off division-sized attacks. This list

also covers the larger anti-White rebellions in the rear of the Whites as they advanced towards Moscow in late 1919.

The Right Bank armies seem to have had far less cavalry than those to the East.

The survival of these atamans was largely due to the poor quality of the troops sent to contain them, whether White or Red. Even then Makhno was nearly wiped out by the Whites and twice entered the Red Army in order to maintain his existence. They should therefore fight "back-water" armies in until 1920. Once the Soviets could send their best troops, the days of the large partisan armies were numbered – though it did take until the end of 1921, thanks to the very large number of groups they had to deal with.

After the end of the White armies in 1920 the Reds started to face very large armed opposition in Russia proper, especially in Tambov (Antonov) and Siberia. Those armies would appear to be not significantly different from the Right Bank Atamans.

Troop Types

Partisan Infantry was often very motivated, hence none of the relevant cards – Ataman Irregulars, Partisan Infantry and Makhnovist Infantry – have the "mob" characteristic, even when their other statistics would generally warrant it. Their greatest weakness was poor fire-power: caused by shortages of ammunition and lack of properly trained commanders. Indeed, as soon as ammunition was plentiful their lack of fire discipline meant that they tended to blaze away uselessly at long range until the ammunition was short again. Hence the short ranges and low "fire" statistics of the cards. This problem was particularly pronounced with the Makhnovists, despite their undoubted determination, since their commanders were selected on the basis of almost anything other than professionalism.

The inclusion of Partisan Infantry in the Makhnovist option is to cover the frequent incorporation of other groups into his mob.

Machine-guns were sometimes used by partisan groups, but ammunition was a major problem. Use the generic MG card.

The *Makhnovist cavalry* was particularly good, being Makhno's favourite arm, and the "formed" option reflects that. Other partisan cavalry tended to strongly favour fire-power over mounted charges when faced with steady opposition.

Although Makhno probably didn't invent *Tachankas*, he certainly used them in great numbers. Other partisans use the generic tachanka card.

Artillery was sometimes captured by partisans, and they usually had someone in their ranks with enough experience to fire them. Generally they only used them until the ammunition ran out, and moving them any distance was always an issue. A "poor" artillery card should be used such as the generic field gun card, with "Fire" = 12.

Likewise armoured cars and armoured trains were captured from time to time and used if the situation warranted it. Lack of fuel and parts tended to make the armoured cars a short-lived venture. The armoured trains were generally unsuitable for long term purposes as they restricted the partisans to a rail line, making them easy pickings for regular armies, but a captured one was sometimes kept for a while in order to launch long-distance raids or for supply purposes.

Cart-born infantry

Many of the RCW armies transported their infantry on locally obtained carts – indeed it is hard to see how they could have travelled so fast otherwise. But Makhno's men had the advantage that the local carters fully sympathised with his army and therefore were not prone to running off at the first sign of the enemy and would go further distances from their homes. Given the low speed of such carts, there would be little gain in speed, but in campaigns and kriegsspiels the carts prevent fatigue in the men.

Baltic Nationalists

Flee @ 50% for Estonians; @ 40% for Latvians and Lithuanians   Railway on 2d6 = 10+

Table 1: basic type	d6 = ↓	Estonians	Latvians	Lithuanians
	1	Conscripts	Conscripts	Conscripts
	2, 3, 4, 5	Regulars	Regulars	Conscripts
	6	Elite	Regulars	Regulars

"Shock" and "back-water" amendments do not apply to Latvians or Lithuanians

@ 4 /base for Conscripts
alternatively @ 5 /base if fielded as Upgraded Conscripts
@ 6 /base for Regulars
@ 8 /base for Elite

Table 2: battalion allocation	d6 =	1	3 company battalion, all the basic type	
		2, 3	4 company battalion, the 4th being Conscript if basic type is Regular	
		4, 5, 6	4 company battalion, all the basic type	

Table 3: unit size variation	d6 =	1, 2, 3	3 bases per company	
		4	Two 4 base companies, rest 3 bases	
		5, 6	4 bases per company	

Table 4: battalion MGs	d6 =	1	1 base	@ 16 /base*
		2, 3, 4, 5	2 bases	@ 16 /base*
		6	3 bases	@ 16 /base*

* @ 18 /base if upgraded for Elite battalion

Table 5: artillery support:	d6 =	1, 2	None	
		3, 4	Half battery of 1 field gun at Fire = 16	@ 50 /base
			or at Fire = 12	@ 40 /base
		5, 6	Battery of 2 field guns at Fire = 16	@ 50 /base
			or at Fire = 12	@ 40 /base

Up to the Battle of Cesis (inclusive) on a d6 = 1, 2, 3 Latvian and Estonian field guns are downgraded to Fire factor = 12. All Lithuanian guns are Fire = 12

Table 5 contd: cavalry support	d6 =	1, 2, 3	None	
		4, 5	3 base cavalry squadron if Estonian	@ 8 /base
		6	3 base cavalry squadron	@ 8 /base

An army may only have one cavalry squadron

Table 5 contd: elite infantry support	d6 =	1, 2, 3, 4	None	
		5	3 base Elite company, with 1 Elite MG base	@ 8 /base + 18
		6	4 base Elite company, with 1 Elite MG base	@ 8 /base + 18

Table 6: heavy support units	d6 =	1, 2, 3	None	
		4	Plane	@ 80 (fighter)
		5, 6	Improvised Armoured car, counting as Austin	@ 50

An armoured train may be taken by Estonians on a 5, 6 if there is a rail line @ 180

Add +1 if "shock"

Table 7: later battalions			Estonians facing Soviets up until May 1919 with a d6 = 1, take an allied NW Corps regiment. Otherwise, roll randomly from the start	

Table 8: last unit	d6 =	1, 2, 3, 4	3 base company of Regular infantry	@ 6 /base
		5, 6	2 mortar bases	@ 30 /base

Table 1: Estonian conscripts at Cesis can represent the Latvians, and this will affect their later support rolls. The choice between Conscript and "upgraded" Conscript is left to the player.

The "shock" and "back-water" amendments to the dice roll are not applied for this table for Latvians or Lithuanians, as their theatres were not big enough to justify the distinction.

Table 6: For Estonians the heavy support table would appear justified at any time after a second battalion is selected. If the area is deemed "shock" a +1 can be added to the dice roll.

For Latvians the heavy support table would appear justified only if fighting around Riga.

The heavy support table does not apply to Lithuanians at any time.

Table 7: The White Russian allied battalion represents the times the North-Western Army filled the line and should include the usual support.

The list applies for the newly created armies of Estonia, Latvia and Lithuania whether fighting the Soviets or Freikorps.

The Estonians and Latvians seem to have been quite happy to "lend" companies around, which is why Table 8 includes a solo regular infantry company.

The Estonians received a few foreign volunteers, who were important in the early days of the war – as much for moral as military reasons. They were absorbed quickly into the Estonian structure and do not deserve separate morale rates, so do not get to be separated out.

The planes are a stretch. They definitely had them, but were not able to fly many sorties.

The Latvians fighting the Bermondt-Avalov Western Volunteer Army near the city of Riga and the Estonians pushing along the Baltic coast both had the support of Allied naval vessels on quite a large scale. In the absence of rules covering off-table artillery, I have left this possibility out.

The scale is approximately 1 base = 30 men.

Troop Types

The *Elite* card represents the Estonian armoured train landing companies and better independent units (such as the Kuperjanov Partisan and Kalevlaste Maleva battalions). For the Latvians it represents the odd independent company of higher grade troops (students and training companies, perhaps ex-Partisans too).

The *Regulars* card is for the normal run of the Estonian and Latvian armies. Their quality seems to have been pretty good, although equipment was often short until the Allies started supplying in bulk.

The *Conscripts* card is for newly raised units with little experience, including those that were volunteers. As the armies of this period were expanding at a great rate, regular units might suddenly be given entirely green companies to slot in. I have also applied it to the Latvian brigade at Cesis, although this may well be be a bit harsh. Perhaps they should be Upgraded Conscripts. It would appear that the Lithuanian army was never very good, so it is their main type, but a portion of them might also be upgraded.

Baltic *Cavalry* was definitely not charging cavalry, generally used instead for scouting and rear area protection. It is not clear that the Latvians or Lithuanians had any full cavalry squadrons at the front.

The *Artillery* comes with two fire factors. The poor one represents the early lack of quality equipment. The Allies were providing plenty of new material during mid-1919 but the crews had not yet had time to train on the unfamiliar guns, so either factor might apply. After this period the higher factor should be used.

The Estonians in particular seemed quite keen on *Armoured trains*, though mostly of the "improvised" sort.

They were also fond of *Armoured cars*, again often improvised.

There were a handful of Estonian *Mortars*.

Freikorps in Latvia

Flee @ 50% vs Soviets; @ 40% vs Estonians or Latvians   Railway on 2d6 = 10+

Table 1: basic type	d6 = ↓	vs Soviets	vs Estonians	vs Latvians
	1, 2	Baltic Landeswehr	Baltic Landeswehr	1st Plastoon Regt
	3, 4, 5	VI Reserve Corps	Iron Division	Dispirited Freikorps
	6	Baltic Recruits	Iron Division	Rossbach

Do not apply "shock" or "back-water" amendments
@ 4 /base for 1st Plastoon Regiment
@ 7 /base for Dispirited Freikorps
@ 8 /base for Baltic Landeswehr
@ 9 /base for Iron Division and Rossbach column
@ 10 /base for VI-Reserve Korps

Table 2: battalion allocation	d6 =		
	1	2 company battalion	
	2, 3, 4, 5	3 company battalion	
	6	4 company battalion	

Table 3: unit size variation	d6 =		
	1, 2, 3	3 bases per company	
	4	One 4 base company, the rest 3 base companies	
	5, 6	4 base companies	

Table 4: battalion MGs	d6 =		
	1, 2, 3, 4	2 bases	@ 18 /base*
	5, 6	3 bases	@ 18 /base*

*@ 16 /base for the campaign against the Latvians if applying a -1 to morale

Table 5: artillery support:	d6 =		
	1	None	
	2, 3, 4	Battery of 2 field guns	@ 55 (50) /base
	5	Half heavy howitzer battery of 1 base	@ 70 /base
	6	2 mortar bases	@ 30 /base

Table 5 contd: cavalry support	d6 =		
	1, 2, 3	None	
	4, 5	3 base cavalry squadron, but only if no cavalry selected previously	
	6	3 base cavalry squadron	@ 12 /base*

*@ 10 /base for the campaign against the Latvians if applying a -1 to morale

Table 5 contd: MGSS support	d6 =		
	1, 2, 3, 4	None	
	5, 6	MGSS company of 2 bases	@ 24 /base

Replace with ordinary MG bases for the campaign against the Latvians @ 18 /base

Table 6: heavy support units	d6 =		
	1, 2	None	
	3	Plane	@ 80 (fighter)
	4	Engineer company of 3 Iron Division bases	@ 15 /base
		and, optionally, 2 mortar bases	@ 30 /base
	5, 6	MG armoured car (Erhardt, counting as Austin)	@ 50

An armoured train may be taken on a 5, 6 if there is a rail line   @ 180

Table 7: later battalions	d6 =		
	1, 2, 3	Same basic type and battalion allocation as last time	
	4, 5, 6	Roll randomly from the start	

Table 8: within 30 to 10 points	d6 =		
	1, 2, 3, 4	MGSS company of two bases	@ 24 /base
	5, 6	Man-handled infantry support gun	@ 40 /base

Table 1:   The "shock" and "back-water" amendments to the dice roll are not necessary.

Table 6:   A roll on the heavy support table would appear justified, in general, with every second battalion drawn.

The Freikorps generally operated in mixed arms columns numbering several battalions at most. All their wars were distinguished by low troop densities.

The scale is approximately 1 base = 30 men.

Troop Types

Early Period, fighting the Soviets

VI Reserve Korps was the formal name of the German Freikorps in Latvia and northern Lithuania. The card represents all the German soldiers, from after von der Goltz's shake-out of defeatist and Spartakist elements until the Cesis campaign. They are "Specialist" and "Skirmisher" to reflect the large amount of experienced men in the ranks.

The ***Baltic Landeswehr*** were initially recruited from the German speaking population of Latvia. Its value is slightly lower than VI Reserve Korps because it initially lacked the core of experienced soldiers during the initial fighting against the Soviets. Therefore they are "Storm" to reflect their keenness rather than "Specialist".

The ***Baltic Recruits*** card is for situations where a lower grade unit is required. These include:

– the defeatist elements of VI Reserve Korps at the very start of 1919, before von der Goltz shook them out.

– the native Latvian and Russian elements of the Baltic Landeswehr during the Soviet campaign in early 1919. They were generally kept from the main action (to deprive them of any glory) and were not properly supplied. The Letts' keenness could not make up for their lack of experience and the restrictions placed on them by the Germans. The Russians were never very keen to start with.

The ***MG*** card is for all the ordinary MGs of the above units. The ***MGSS Abt*** card is to cover the independent MG battalions that were fielded, as these had specially trained men and superior equipment.

The ***Cavalry*** represents the Baltic Landeswehr cavalry as well. The "Formed" stat is still on the card but I have seen no evidence that the Freikorps cavalry were prepared to charge with steel, so I recommend that they remain in loose order.

The ***Artillery*** and ***Mortar*** cards are pretty obvious. There seems to have always been a good supply of ammunition, though there were difficulties sometimes getting it to the front. Poison gas was available, and definitely used later. It can be added to a battery or two @ +5 /base, but should restricted to counter-battery fire.

The troops in southern Lithuania in the early period were separate from the VI Reserve Korps, but can use the same cards. They appear to have worked much more happily with the locals in opposing the Soviets.

Middle Period, fighting the Estonians

The brief Cesis campaign was led by the Landeswehr, as the Balts tried to re-establish (Baltic) German political dominance in the area. However they had absorbed a large amount of green recruits with the taking of Riga, so I have factored this as cancelling out the morale boost of the victory of taking Riga and the experience gained.

The better ***Iron Division*** card represents the men from that unit who were "lent" to the Baltic Germans, both as large units and smaller ones merged into the Landeswehr structure. This campaign was not popular and morale dipped, so the card has lower values than the VI Reserve Korps, but retains the fact that the men were well trained.

Use the MG, MGSS, cavalry, artillery and mortar cards as normal. Any defeatist or poorly trained units were kept well away from the fighting.

Late Period, fighting the Latvians

After the failure at Cesis the Landeswehr were sent to the Soviet front.

The German elements of the Freikorps merged into the small White Russian army in Latvia commanded by Bermondt-Avalov, to form the Western Volunteer Army. This supposedly Russian army (actually mostly German) was formed solely for propaganda reasons, and really the Freikorps continued as before. Its morale was now quite poor.

The ***1st Plastoon Regiment*** card represents the Russian portion of the WVA, which was never very eager (as all the genuine fighters had gone to Estonia with Prince Lieven) and got worse as time went on. The better portions, that is those with lots of Germans, might alternatively use the Baltic Recruits card.

The ***Dispirited Freikorps*** uses the worse Iron Division card and applies to most of the remainder of the WVA. However some parts were now extremely demoralised, and the Baltic Recruits card could be used for them.

The ***Rossbach*** column arrived very late in 1919, just in time to save the Germans from total disaster. They still retained a high morale, so the higher Iron Division card applies to them.

I would apply a -1 to morale for the MGs, artillery and cavalry cards for the Western Volunteer Army period.

Late Period, fighting the Lithuanians

There was a tiny White Russian force, plus a few German units of poor morale. The fighting seems to have been on a very small scale. Use the Latvian campaign option but replace 6 = Rossbach troops with Baltic Recruits.

Freikorps Vehicles

There is much exaggeration of the Freikorps air force. While the Germans had air superiority, this did not translate into anything much useful by way of supporting the ground troops. (I believe the vast number of airframes in Latvia were held there to escape the attentions of the Allies, not for use by the Freikorps.)

There were a couple of armoured trains in southern Latvia and a hastily improvised train appeared during the Battle of Cesis in northern Latvia (which at that time had a different gauge). The Freikorps had a couple of armoured cars, of German varieties. There were no tanks.

Appendix 1: Points System

The points used are not official. They differ from the original *Red Actions:* the major difference is that they have been doubled in order to add intermediate points (without the need for ½ points). Otherwise the only change is that the comparative cost of veteran and elite infantry has been reduced. The troop types listed below are for my expanded unofficial card set.

Infantry

Conscript @ 4 points
Fire = 4, Melee = 3, Morale around 6 · 6 · 6 · 6, "mob", and a reduced rifle range
    includes: Red Conscript, White Conscript, Polish Conscript, Nationalist Conscript, UNR, 1st Plastoon Regiment (Freikorps)
    similar: Red Guard, Ataman Irregular, P.O.W., Red Partisan with "mob" added

Upgraded Conscript @ 5 points
No "mob", range usually 16
    includes: UGA, "Host" White Plastoon, Partisan, any Conscript above without "mob"
    similar: Red Partisan

Regular @ 6 points
Fire = 5, Melee = 3, Morale around 7 · 6 · 6 · 7
    includes: Red Regular, Nationalist Regular, UGA Sich, Baltic Recruit, "non-Host" White Plastoon
    similar: Makhnovist Partisan

Upgraded Regular @ 7 points
Melee to 4, perhaps slightly better morale than Regular
    includes: Volunteer Infantry, Polish Regular
    similar: downgraded Iron Division

Veteran @ 8 points
Fire = 5, Melee = 4, Morale around 8 · 8 · 8 · 8, usually "storm"
    includes: Red Latvian, Polish Legionnaire, Czech Legionnaire, White Veteran
    similar: Baltic Landeswehr, Nationalist Elite

Upgraded Veteran @ 9 points
Melee to 5
    includes: Red Naval Infantry
    similar: Iron Division

Elite @ 10 points
Fire = 6, Melee = 5, Morale at least = 8 · 8 · 8 · 8, usually "specialist"
    includes: VI Reserve Korps, ChEKa, Officer Company, Coloured Infantry, Cadets, Eaglets

Upgrade to Engineer/Grenadier @ 6 points

Machine-Guns

Regular MG @ 16 points
Fire = 18, Melee = 1, Morale = - · 5 · 6 · -
    includes: Red Regular, White Volunteer, UNR, Freikorps with -1, all Partisan types
with morale - · 5 · 7
    includes: Plastoon, Nationalist, UGA

Veteran MG @ 18 points
Fire = 18, Melee = 1, Morale = - · 6 · 7 · -
    includes: Red Latvian, Red Naval, Freikorps, Polish, White Veteran
with Morale = - · 6 · 8 · -
    includes: Czech, UGA Sich, Nationalist Elite

Elite MG @ 20 points
Fire = 18, Melee = 1, Morale = - · 7 · 8 · -
    includes: Officer, Coloured, ChEKa, Polish Legion,

Special MG @ 24 points
Melee factor > 1 and increased range
    includes: Freikorps MGSS

Cavalry

Poor @ 8 points
> Fire = 2, Melee = 6, Morale around 7 · 7 · 7 · 6, "skirmisher"
>> includes: Nationalist, Ukrainian, Free Cossack

Keen @ 10 points
> Fire = 2, Melee = 7, Morale around 9 · 6 · 6 · 7
>> includes: Polish Volunteer, Red Cossack, Czech
>> similar: Red Regular, Partisan, Freikorps with -1 to morale

Regular @ 12 points
> Fire = 2, Melee = 7, Morale around 9 · 7 · 7 · 8, usually "skirmisher"
>> includes: Freikorps, White Regular, "non-Host" White Cossack

Elite @ 14 points
> Some significant factors better than Regular, often "specialist" or "storm"
>> includes: Polish Uhlan, Konnarmiya, Officer, "Host" White Cossack, Maknovist

Tachankas

Poor @ 22 points
> Fire = 12, Melee = 1, Morale around - · 5 · 6 · 6
>> includes: Ukrainians

Regular @ 24 points
> Fire = 12, Melee = 1, Morale around - · 5 · 7 · 7
>> includes: Red Cossack, VA White Cossack, the generic card

Good @ 26 points
> Fire = 12, Melee = 1, Morale around - · 6 · 7 · 8
>> includes: Red Regular, Polish, White Regular, Host Cossack, Maknovist

(The "Fire" = 12 is standard. I also have cards for "Fire" = 18 based on not allowing movement and firing.)

Field Artillery

NB: The points costs below, and in the lists, assume that you distinguish between "Fire" = 16 and "Fire" = 18 (see Appendix 2) and that there are no restrictions on ammunition supply.

Poor @ 40 points
> Fire = 12
>> includes: Red Guard, UNR, poor Nationalist, all Partisans

Regular @ 50 points
> Fire = 16
>> includes: Red Regular, good Nationalist, Polish, Generic

Good @ 55 points *(but only if "Fire" = 16 and 18 are distinguished)*
> Fire = 18
>> includes: White Regular, Czech, UGA, Freikorps

> **+10 to upgrade any gun to Horse Artillery**
> **+5 for allow any gun Gas**

Heavy Howitzers @ 70 points
Man-handled Infantry Support Gun @ 40 points
Mortars @ 30 points

Armoured Cars
Ford MG Armoured Car @ 30 points
Austin MG Armoured Car @ 50 points
Garford gun Armoured Car @ 80 points

Tanks
FT-17 Tank @ 60 points
Whippet Tank @ 60 points
Mark V Tank @ 80 points

Planes

Fighters @ 80 points
Fighter-Bomber @ 100 points
Bomber @ 140 points

Miscellaneous
Armoured Train @ 180 points
Off-table Armoured Train as heavy artillery @ 90 points
Gunboat @ 200 points

Appendix 2: Card Variants

These lists assume that players will use my unofficial versions of the cards for *Red Actions*, which expand the original set considerably. They can be found at: http://pygmy-wars.50megs.com/. I mostly follow the basic values of the originals, but there are some changes worth noting.

Artillery

All standard *Red Actions* field guns have the same basis statistics for fire-power. I have amended many of them downwards, to reflect a variety of different factors. The main reason is that most armies struggled to find adequately trained gun commanders, and particularly the armies which discriminated against the bourgeoisie, which is the class most artillery officers belonged to. Early in the war some armies struggled to get adequate equipment or were not adequately trained on unfamiliar material supplied by the Allies. Note: downgrading the "Fire" statistic says nothing about the bravery or dedication of the crews, it is merely a technical assessment.

- The Red Guard, UNR, partisans and early Nationalists suffered severe commander and equipment problems. They are "Fire" = 12.

- The Red Army always struggled to get sufficient commanders and seems to also have had a problem with ammunition quality. They are "Fire" = 16

- Many Nationalist armies struggled to get satisfactory training on foreign equipment. I have therefore graded the Estonians, Latvians etc as "Fire" = 16.

The rest remain "Fire" = 18.

NB: normal *Red Actions* does not give different results for "Fire" of 16 and 18. In that case, just cost all artillery except poor as "normal" @ 50 points per base or @ 60 /base if horse artillery.

"Formed" Cavalry

While I believe that Red Cavalry was willing and capable of frontally charging the enemy, I think that it lacked the officers and training to do it in the classic knee-to-knee style. Apparently even the Whites had problems getting their Cossacks to charge in close formation, so strong was their preference for the loose-formation *lava*. Therefore I recommend that Red cavalry not be allowed to be "Formed".

Not that this should be considered a slight against Red cavalry, who were considerably better quality than most of their opposition. In fact only the Whites, Cossacks, Reds, Poles and Makhnovists can be considered charging cavalry in any sense – the Ukrainian, Baltic States, Freikorps and basic partisan cavalry should not be charging frontally at all, let alone in close formation. I consider that the White and Polish cavalry's strength was with a sabre or lance in hand, while the Red cavalry's strengths tended to be in flexibility and tenacity.

- The non-White, non-Polish cavalry have the "formed" movement allowance removed on my cards.

Fire Values for Charging Cavalry

Those units which retain the "formed" ability did so because they preferred sabres and lances to carbines, whether for reasons of chosen doctrine or forced onto them by ammunition shortages.

- The White, Cossack and Polish cavalry all have their "Fire" statistic lowered on my cards.

Cossack Cavalry

Cossack cavalry was rightly admired for its *horsemanship*, but there is a lot more to being good *cavalry* than the ability to ride a horse. During the Russian Civil War the Cossacks performed quite differently at different times and for different armies. Often they struggled for officers as the higher grades tended to sympathise with, and fight for, the main White armies.

The original set of RA cards has very high values for the Cossack Cavalry. I feel that this represents them well when their morale was high and they were fighting for their own Host, except that I trim the fire statistic.

- What I call my **"Host" Cossack Cavalry** card is therefore: **9 · 7 · 7 · 8 + 2 / 8** and is 14 points.

However, frequently they were not fighting for their own Host but were more or less forcibly drafted into forces with who they had serious political disagreements. Therefore I have made another card which I apply as the default value for Cossacks fighting for other non-Bolshevik armies. This lower set of values is also useful for the many occasions when the Cossack morale slumped badly. It was not unusual for whole regiments to desert the front, or even to cross over as a body to the enemy at bad times. In my view both these situations are inconsistent with the higher card.

- What I think of as my **"non-Host" Cossack Cavalry** card has values: **8 · 7 · 7 · 7 + 2 / 7** and is 12 points.

Their morale was even lower when fighting for the Soviets – whole units were still deserting to fight for the enemy until the very end of the RCW. As well as many of them having an aversion to losing their privileges under Communist rule, the Red Cossacks also lacked the trained commanders that made them more formidable when fighting in WWI or for the Whites. My card follows the original, except that I do not allow them to charge "formed" and have once again trimmed the fire-power statistic.

- The **Red Cossacks** card reads: **7 · 6 · 6 · 7 + 2 / 7** and is 10 points.

Cossack Infantry

The Host armies do not seem to have regarded fighting on foot as suitable for a Cossack. There were severe shortages of officers as well, since previously they would have been led by men who were not Cossacks. Therefore I use the original Plastoon card for the Cossack-based armies.

- What I call my **"Host" plastoon** card has values of: **6 · 5 · 7 · 7 + 4 / 3** and is 5 points.

However, when fighting for the main White armies many of their weaknesses were resolved. Fighting on foot was not disdained, there were properly trained officers available and supply was often better (especially when the VA could supply them with Lewis guns etc). Therefore I have added a card for when fighting for the VA and similar situations.

- My **"non-Host" Plastoon** card has values: **6 · 6 · 7 · 7 + 5/3** and is 6 points.

I have also added a lower card for poor Cossack foot, identical in values to the ordinary White Conscripts card.

- The **Conscript Plastoons** card has values: **6 · 6 · 6 · 6 + 4 / 3** with "**mob**" and is 4 points

Tachankas

In the first edition of *Red Actions* the tachanka cards had "Fire" = 18, to match the machine-gun cards. This was subsequently lowered to 12. I have retained the value of 18 because I do not allow tachankas to move and fire in my games (based on the difficulty of hitting anything from a moving cart) and this reduces their fire effectiveness considerably. If you do allow them to move and fire, then use the cards with factor 12, at the same cost.

- The "Fire" value of tachankas is 12 if permitted to move and fire, or 18 if not.

"Fire" Values of 6

In the first edition of Red Actions a couple of élite infantry types had "Fire" = 6. This was subsequently lowered to 5 in all cases. I prefer the higher value in certain circumstances, but use both.

- The "Fire" value of some élite infantry is 5 or 6, according to taste.

MG Cards with ±

The basic system in *Red Actions* is that MGs have no "Charge" statistic, a "Fear" value one lower than the equivalent infantry, a "Serious" value the same as the equivalent infantry and no "Rally" value. Tachankas work the same way but add the "Rally" value of their cavalry equivalent.

The original *Red Actions* set did not have cards for each type of MG and tachanka, which meant that the better troops had MGs worse than they should be. Rather than prepare a separate MG card for every troop type, I have amended some with a "±"to indicate that their values may alter.

- Some MG cards have a "±" added as a note that the values may vary, according to what they represent.

Amended Characteristics

The "mob" characteristic is added to all troops which represent conscripts. Generally that will be the standard for that troop type, but not necessarily. In particular, Polish Conscripts would normally be "Upgraded Conscripts" and not use the "mob" (and accordingly pay an extra point per base).

- The "mob" characteristic has been added to some cards, but this does not imply that they must use it.

Some MG and artillery cards have characteristics added, such as "Storm" or "Mob". These have no effect in standard *Red Actions*, but have been added for my house rules.

- Characteristics added to MG and Artillery cards are optional.

Appendix 3: Opponents

This is a rough list of historical opponents in general order of descending importance for each army.

Opponents marked in *italics* were fought only sporadically, without vigour or on a small scale. They are included only to expand the range of possible historical opponents.

Early Soviets	Early VA
	Insurgents – Cossack and Grigoriev
	Cossacks
	UNR – 1919 versions
	Estonians
	Komuch
	Poles – mostly non-divisional
	Whites in Central Asia
	British in Trans-Caspia
	Siberian Intervention (including Czechs)
	Northern Intervention
	UGA
	Romanians
Red Army Infantry	Poles – mostly divisional
	Late VA
	Caucasian Army
	Kolchak
	Cossacks
	Estonians
	Iudenich
	UNR – mid and late periods
	Komuch
	Freikorps
	Insurgents – not Grigoriev or 1918
	Northern Intervention
	NW Corps
	Latvians
Red Army Cavalry	Late VA
	Poles – 1920
	Caucasian Army
	Cossacks
	UNR – mid and late periods
	Kolchak
	Insurgents – not Grigoriev or 1918
1921 Soviets	Kronstadt
	Atamans
	Greens
	Armenia, Georgia and Azerbaijan
	Basmachi
	White Russians
	UNR

Red Insurgents	Grigoriev	Red Army Infantry – back-water
		French in Odessa
		other Atamans – Right Bank
		(should have fought the Romanians but rebelled instead)
	Other	Red Army
		Late VA
		Cossacks – mostly Siberian
		Siberian Intervention

Independent Cossacks	Early Soviets
	Red Army
	Atamans – Left Bank, including Makhno

Cossack Insurgents		Early Soviets and Red Army *Late VA* – generally back-water varieties
Early VA		Early Soviets
Late VA	Small Expanded	Red Army Red Army Insurgents – mostly Makhno, not Grigoriev or 1918 *Atamans* – mostly Left Bank
Caucasian Army		Red Army
North-West Corps		Early Soviets Red Army Infantry
Iudenich		Red Army Infantry
Komuch	Early Late	Early Soviets Early Soviets Red Army Infantry – "back-water" perhaps, to replicate the very early Red Army
Kolchak		Red Army – but not 1ˢᵗ Horse Army
Polish Infantry	Non-div	UGA Early Soviets Red Army Infantry *Czechoslovakia*
	1919 div	Red Army Infantry UGA
	1920	Red Army *Lithuanians*
Polish Cavalry	1919	Red Army Infantry UGA– Regular option
	1920	Red Army
UGA (Galicians)	Early	Polish Infantry – non-divisional *Early Soviets*
	Regular	Polish Infantry – 1919 options Polish Cavalry – no more than a brigade *Romanians*
UNR (Directory)	Early	Early Soviets Atamans – all *Romanians*
	Middle	Atamans – Right Bank Red Army Infantry *Late VA*
	Late	Red Army
Atamans:	Left Bank:	Red Army – generally a back-water version until 1921 Atamans *UNR* *Late VA* *Cossacks*
	Right Bank	Atamans Red Army – generally back-water infantry until 1921 UNR *French in Odessa* *Romanians*
	Makhno	Red Army Late VA – including mixed infantry/cavalry forces Atamans *UNR – 1919 only* *Cossacks*

Baltic Nationalists	Estonians	Early Soviets
		Freikorps
		Red Army Infantry
	Latvians	Freikorps
		Red Army Infantry – back-water only
	Lithuanians	*Freikorps*
		Red Army Infantry
		Poles

Freikorps	Early	Red Army Infantry – actually particularly organised Early Soviets
	Middle	Estonians
	Late	Latvians
		Lithuanians

| French in Odessa | | Insurgents – Grigoriev |
| | | *Atamans* – Right Banks |

Romanians		Red Hungarians
		Insurgents – this invasion was planned but cancelled by Grigoriev's rebellion
		UGA
		Early Soviets
		UNR

| Siberian Intervention | | Early Soviets |
| | | *Insurgents* - Red |

| Northern Intervention | | Red Army Infantry |
| | | *Early Soviets* |

| Trans-Caspian British | | Early Soviets |