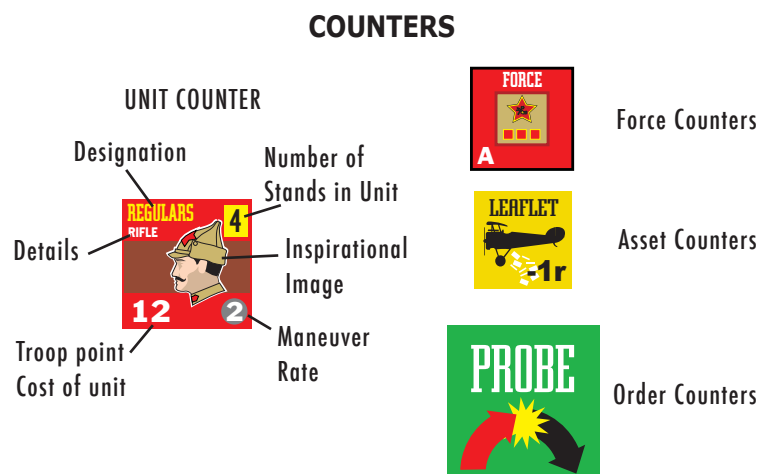
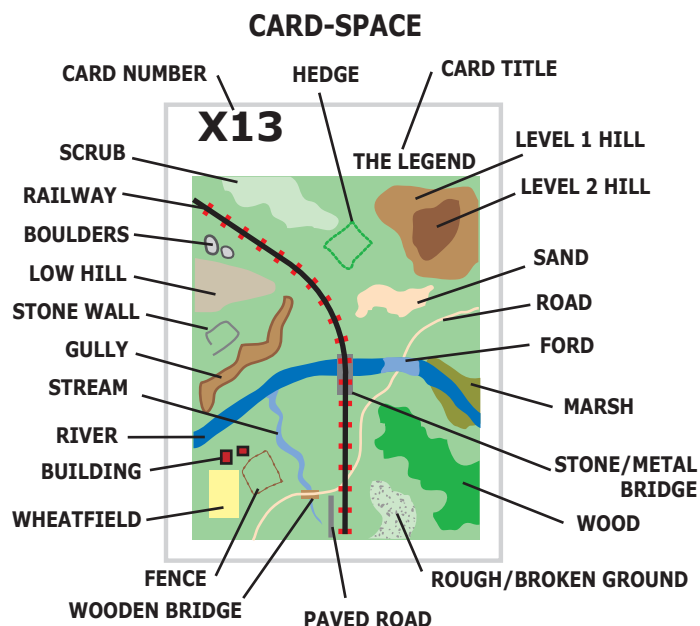


★ RED ACTIONS! ★

BEYOND THE RIVER DON

Campaign Quick Reference Sheet



ORDER DEFINITIONS

PROBE (P)	Move into Adj. unfriendly Card-Space (CS); if empty, do recon; if occupied, fight; return to original CS
ASSAULT (A)	Attack Adj. within 2 CS (CS); if first CS empty, 1 unit Humiliated in 5 (fatigue), move to next CS. If first CS occupied, fight, but no second move. After win, occupy CS.
BREAKTHROUGH (B)	As above, but may attack in first CS and second CS.
MANEUVER (M)	Move to Friendly CS; Mounted, Car, Train: 4CS; Other, 2CS
DISENGAGE (D)	Move away from Adj. enemy occupied CS
RESERVE (R)	Force stationary, but may move to join other force in Battle; breakthrough within 2 CS, other within 1CS. Success on 8+ (2D6). +2 to roll if All mounted, -1 if any Arty present, +/- Leader modif.
DIG IN (G)	Entrench Infantry and Support Weapons.

AIR MISSIONS

Mission	Cost	Effect
Leaflet Drop	1r (per Plane)	Roll 1D6 for every mob present: 4-6- immobile for one turn.
Bomb & Strafe	3r (per Plane)	9+ on 2D6: Enemy loses 10% Flight# Per Plane (max-20). Entrenched enemy: Must roll 2x All Cav target: +2 to roll Attack artillery only: As above, Each successful attack kills 1 Arty
Air Superiority	1r (per Plane)	Attack any enemy Air Unit that ventures into chosen space.
Direct Support	2 r (per Plane)	Unit may be used in tabletop battle
Reconnaissance	1r (per Plane)	Find out how many Units, and whether Infantry, Cavalry, Arty or Vehicles

Roll 2D6 before mission: on 11,12 Aircraft Lost; +1 per AA unit present

ARTILLERY MISSIONS

Soften Enemy	6r	9+ on 2D6: Enemy loses 10% Flight# -must have 3 Arty firing (2 howitzers)
Major Bombardment	10r	As above, but +4 to roll; if result is 12+ : Enemy loses 20% Flight#
Direct Support	1r (per gun, Tank or Train)	Unit may be used in tabletop battle

OPERATIONS & DEFENCE

- 1) Probe Enemy Line:
P, M, D, R
- 2) Assault and Hold:
A, P, M, R
- 3) Breakthrough:
B, A, P, M, R
- 4) Hold:
G, P, M, R
- 5) Fighting Withdrawal:
M, D, R
- 6) Counter-Attack:
A, P, M, R

TURN SEQUENCE

- 1) Determine SI
- 2) Weather/Resources
- 3) Leader movement
- 4) Player w/SI chooses Operation
- 5) Defender chooses Defence
- 6) Leader Orders
- 7) Pre-Op Missions
- 8) Order Execution