

Red Actions!

A game of company level battles and ambushes in the Russian Civil War Period

In the name of the Socialist Republic, the Council of People's Commissars calls upon all Soviets, all conscious workers and peasants, all honest citizens who are devoted to the people's cause, to redouble their efforts in the great work of safeguarding the independence and freedom of our country.

Liberated Russia will not be enslaved. It will arise and grow strong, it will cast out the beasts of prey, it will live in fraternal unity with the liberated peoples of all lands.

All that is needed is that, in these dark days of calamity affecting the whole people, all true sons of Revolutionary Russia shall have no thought, no desire, no commitment but the salvation of our blood-drained homeland.

Let there be no wavering, no doubts! Work, order, perseverance, discipline, self-sacrifice—and we shall triumph!

Leon Trotsky. March 21, 1918

The evening gloom grew darker and more ominous,
Depriving us of our guiding lights,
The people laughed at us,
Laughing at our belief in God.
And then, against the dark and violence,
Amongst the cowardice, lies, slander,
Spreading their mighty wings,
Flew the eagles into battle.

-Pronim, Drovdoverts from the 7th Howitzers (White Army)

Table of Contents

- 1) Introduction & Summary of Play
- 2) Definitions
- 3) Sequence of play
- 4) Company Organization
- 5) Company Characteristics
- 6) Officers
- 7) Actions
- 8) Movement and Formations
- 9) Morale & Fear
- 10) Shooting
- 11) Charging
- 12) Hand to Hand Battles
- 13) Routing, Pursuing and Rallying
- 14) Ambushes
- 15) Night Battles & Fog
- 16) Artillery
- 17) Buildings
- 18) Flight & Victory

Specific Rules:

- A) Trenches
- B) Capturing & Moving Objects
- C) Setting Fires
- D) Aircraft
- E) Engineers and Grenadiers
- F) Armoured Trains

Appendix :

Scenario Generation,
Scenarios
Troop Definitions

1) Introduction & Summary of Play

Yet another *Actions* knock-off, Cap'n? **Darn straight, Comrade!** The workers at the Perfect Bolshevi.... I mean, Captain, have decided that since there are few RCW rules on the market to our taste, we'd make our own set! Being lazy, we figured, what the heck, let's use the *Actions* platform once again, since we love it so. Further, the graphics boys are hankering for some fun, and they're going to have it. You are going to love the cards....

Scale:

The basic unit of the game is the platoon, which is composed of somewhere between 20-50 Red Gangsters or White Interventionist Dupes. We use the term company to cover the next administrative level, composed of several platoons, somewhere between 150-250 men. The overall commander of a side is called a Colonel. Our typical forces lists include troops for all the sides we could count in Russia including Reds, Whites, Greens, Mensheviks (mostly near the Black Sea), Ukrainians, Independent Cossacks, et al.

The armies of Poland are included, as are some interventionist units. We couldn't include all possibilities, as we'd need about 100 individual troop types to do it right. As it is we have Sailors, Chekists, Partisans, Cossacks, Red Guards, Officer companies, Uhlans.... I'll stop there. It should be remembered, however, that the lists are meant to be typical forces for small engagements, and are not proportional for larger armies. They are also not true army lists.

These rules were written primarily for 15mm figures, but should work for any. Each inch is around 25 yards, each turn a few minutes. For **Basing**, we standardize on a 30mm x 15/20mm rectangle with 2-3 foot figures or 2 horse figures on it. Any similar system will work fine.

Ranges of various weapons shown represent the actual effective range based on those handling them. Thus Red Conscripts have less range than an Officer's company, using the same weapon.

Summary of Play:

Player can make up a scenario or use our scenario generator for a game. After setting up the board and choosing forces, these are organized into companies a Colonel is provided for the whole force. Players then set up their troops per the scenario requirements, and play begins.

Players determine who has "Advantage" and will go first. They then alternate performing actions with one company at a time- sort of a "you go, I go". These companies can move, shoot, charge, and take possession of objects (like wagons), as well as various other activities. Nothing is simultaneous except for hand to hand combat and firefights.

Different troops are good at different things. Each platoon has peculiar characteristics shown on its card. Storm troops can push forward while others hold back. Partisans gain advantages in rough terrain. Specialists are self-motivating. Some troops are afraid of others and suffer adverse morale modifiers when facing them.

Companies can accumulate Terror markers from being shot at or in melee. Once a company has more Terror markers than Platoons, they will rout- so keep an eye on your smaller companies.... Terror markers can be removed by giving your company a breather from the action.

2) Definitions

Action Segment: An action segment is not the same as an Action Phase. A segment is a particular company's chance to perform an action in a given turn. Thus a player with five companies gets five action segments, one for each company. Note that a company cannot receive more than one action per turn.

Turn: All of the sequences in the sequence of play performed once are a turn, including all action segments.

Platoon: The basic unit in the system, representing a specific type of soldier, machine gun, armoured vehicle or gun. Several platoons make up a company.

Officer: Either a Captain (who can command a company) or a Colonel (who command all the companies of a side). Their abilities affect the company they command and the army in general. Some Red officers are Commissars, with special rules relating to them (they are identified by the gold star with a "c" in it, at the upper right corner of some Bolshie officer counters).

Company Characteristics: Some types of companies have characteristics giving them special abilities.

Leader Characteristics: Officers can have a morale bonus, and company characteristic.

3) Sequence of Play

- 1) Determine Advantage: Both players roll 1d6, adding 1 for each Partisan, Cossack or Armoured car company (max +3). The side with the higher number will act first with one company.
- 2) Action Phase: Each player alternates Acting with one company until none are left on either side. NB- nothing is simultaneous in the Actions phase, except hand-to-hand combat and firefights.

4) Company Organization

Comrade, what makes up a company?

Proletarian, I will illuminate you. Companies are composed of platoons and an officer (although we are all equals!). The maximum number of Platoons in a company is six. Further, all of these Platoons must be the exact same type (i.e. All Polish Uhlans, or all Freikorps infantry). Each individual Tank, Armoured Car, Tachanka, Artillery Piece and Machine Gun is considered a company and may not combine with other like platoons at any time.

Tell me Commissar, can Companies ever be divided during play?

Yes Comrade. Companies can divide themselves in two as an action in an action segment. Any Officer attached chooses which company to stay with, and the new company is considered totally independent of the other.

(Beware; the smaller the company the easier they will rout [Ed]) On the turn they divide, neither company may perform any other action. Note that any Terror markers on the company are divided up as equally as possible, rounding up, so be careful!

Example: a six-platoon company has three Terror markers on it. If it splits in two, then each new three-platoon company has two Terror markers on it, meaning you've actually GAINED one Terror marker.

Can Companies ever be combined during play (and possibly form a local Soviets)?

Yes. They must be in contact at the start of an action segment. They are considered one company. If more than one officer is attached, one of them is chosen to lead the company. On the turn they combine, neither company may perform any other action. Note that all of the company's Platoons must be of the exact same type.

5) Company Characteristics

What is the effect of the various characteristics listed on the Platoon Cards? Are they beneficial to the Revolution?

Partisan: Company receives more cover benefits, and can ambush better.

Storm: Can forgo retire results by losing a stand instead. No Fear check is required in this circumstance.

Specialist: Can forgo retire results by adding a Terror marker. Further, they are Self-Motivated. They will always perform actions without hesitation even if their Captain has a Mob characteristic.

Mob: Has difficulty with complex orders. In fact, it has difficulty with any orders, except shooting and charging. Moujiks!

Skirmisher: Receives modifiers when fired at.

The following characteristics do not appear on the cards, but can be allocated to units by special rules:

Engineer: Can cut wire.

Grenadiers: Can fight armoured vehicles.

See Engineers and Grenadiers rules on how to acquire these characteristics

6) Officers

What are the types of Officers, and their functions? Aside from attending the Tsar's dinner functions and taking bribes?

Captains are attached to a company directly (placed behind it on the tabletop), and can never leave it, unless shot by Commissars. Colonels do not possess a company of their own. They may, by moving onto a friendly company, act as a Captain while still attached to it. Any original Captain remains with the company, and takes over again if the Colonel leaves. No Colonel can take over a company lead by a Commissar unless he himself is a Commissar (Commissars Officers are those in black). Also, a Colonel cannot take over a company from

a Captain leading troops of a different nationality (*example- in a White Army, the Colonel may not take over a company of Czechs or Estonians, unless the scenario states that he is himself of that nationality*). Each platoon card has the troops nationality listed on it. Colonels also effect the performance of the entire force under their command with their morale bonus, except for troops of a different nationality.

What is the Effect of Officers, aside from looking Noble and inspiring loyalty?

Each Officer can have a characteristic on his counter that effects the company he is with. Captains can add a morale bonus, a company characteristic, and can be Clever. Colonels can possess any of these, his morale bonus applies to all troops on his side.

How does an officer's morale bonus work? By the ostentatious display of medals?

Officers may have a positive or negative morale bonus, which is added to all of a company's morale numbers, either increasing them or decreasing them. Colonels add their morale bonus to **all companies** on his side, regardless of whether he is currently attached to them or not. Note that morale bonus' **are cumulative**. In the case of a Colonel and a Captain (who is attached to his own company) both having a morale bonus, the highest applies, except if one is negative and the other positive, in which case they are cumulative.

What is the effect of an Officer being Clever? Aside from Promotion?

A Clever Officer can do one of the following during each turn:

- 1) After the enemy has chosen a company to act, but before it does, he may attempt to temporarily preempt it and act with his own company. Roll 2d6. On a 10-12, his company may act immediately. After this, the preempted company acts, and play returns to normal. Note that a Clever enemy may not preempt a company with a Clever officer from acting.
- 2) A Clever officer leading Partisans in woods doubles the range in which they can detect troops in Ambush.

What is the effect of an Officer being a Commissar (Hoolingan, you mean!)?

A lying Red Commissar will not relinquish his company to any other Officer except another Commissar. Further, a company led by one of these devils which fails a morale test to charge gains a terror marker (from "examples" being made...)

Can an Officer be shot for failing to do his duty?

The Red ranks stink with political officers. Any Captain leading a Mob that refuses to perform an action may be shot and replaced by Commissar. If it rolls a "1" when checking if it can advance (see Actions rule), roll 1d6 again. On a "6", the officer is shot. Place a Terror marker on the company, and replace the Captain with an available Commissar.

No Fear morale check is required.

Can Officers become casualties? Even St. George's Cross winners?

Yes. Whenever an Officer's company receives a Serious combat result against it, or is involved in a HTH battle, roll 2d6. On a 10 or higher, the Officer is killed. Add three to the roll if the Officer's company routs due to a lost HTH battle. When an Officer is killed, place a Terror marker on his company. The company must immediately take a Fear morale check.

How are Officers shown on the tabletop, and can they move independently?

Holy Russia's Officers are depicted with their counter on the tabletop, behind their company. You may, if you so choose, place a figure for any Captain with a company, and place the counter behind the figure. Captains cannot leave their company (unless their supply of Napoleon Brandy runs out), so they have no independent movement. Colonels however, can be represented by a figure (or just a counter), and move independently.

They move 10" per turn. Treat terrain as for foot or horse (He's only one guy!). Note that Colonels move during any action segment in which a friendly company is acting. They do not require their own action segment.

How are Officers chosen randomly at the beginning of a scenario? By birth?

Scenarios can specify a particular Colonel is present. Otherwise when choosing a Colonel, two Officers are drawn and one is chosen, the other is put back. For each company, a Captain is drawn which is placed behind the company. No Captain may ever be switched with other companies. See the Nation Force Tables in the Appendix for special rules.

When an Officer is killed, do you get a new one? A cadet perhaps?

Every officer is immediately replaced when killed. Draw a new one randomly.

7) Actions

What are the different actions a company may perform (presumably while singing "The Internationale")?

A company may perform one of the following actions during its action segment of the turn:

- 1) *Move (and Shoot)*
- 2) *Change formation*
- 3) *Charge an enemy company*
- 4) *Rally from Terror or from Rout*
- 5) *Take possession*
- 6) *Divide/Recombine companies*
- 7) *Mount/Dismount from horses*
- 8) *Embark/Disembark from boats*

Who can perform what actions, and when?

In our egalitarian society, everyone! After the first player to act is determined (see play sequence) the other player may act with one company. After which the other player acts with a company, until all companies have acted, even if they choose to do nothing. Note that actions are NOT simultaneous (except hand-to-hand combat and firefights).

Will a company always perform the actions without hesitation?

Sadly not, comrade. A company with a Mob characteristic can only perform certain orders without hesitation. These are to charge and to shoot. They will also move away from the enemy if asked to. Any other actions require a 1d6 roll. On a 1-2, the company will remain in

place and perform no action other than shooting. This may have consequences for the Captain. See the Officers rules.

At what time are routs, HTH combats and similar actions executed? Is there a special phase?

No. They are performed in sequence as regular actions. *For example*, a Counter-Revolutionary White Guard player has a company of Cossacks, a routing company of Platoons, and a company of Partisans about to enter HTH combat with a company of Red Guards. He has the advantage, so acts first. He could choose to act with his idle Cossacks – or- try to rally his routers –or- instigate the HTH. Let’s say he chooses to rally his routers (it fails, so they keep routing). The Bolshevik player goes next. He has lets say, five companies. He can choose to bring on the HTH battle himself! Had the Interventionist player chosen that action first, the Soviet heroes could not have chosen it themselves.

Can a company ever react to the act of an enemy company? Provocation!

Yes. A company may react to an enemy company under the following circumstances:

- 1) If being charged, and have not routed, a company may shoot at the chargers, unless they have already fired at them this turn.
- 2) Companies which are themselves fired upon at close range may fire at the same time as their opponents, provided they have not already fired this turn. This is called a fire-fight. *This rule does not apply to vehicles.*
- 3) If a morale test brought on by enemy action causes the testing company to face Consequences, they will execute them immediately.

8) Movement and Formations

How far can companies move during a turn? My batsman gets around quite easily.

The maximum move distance per turn for every Platoon type is shown on its card. A company may move up to the amount when acting, modified by terrain.

How do companies turn, face to flank and rear?

Turns are made by wheeling on the corner figure of a company. All troops may turn to flank and rear at no cost. All companies may “drift” up to roughly 20 degrees while moving.

Is there a movement advantage to moving in column?

Yes. If the company is in a single platoon-frontage column, and spends its whole move on a road, it may move 2” further than its full move.

Can one company interpenetrate (move through) another? And spread nationalist propaganda?

Yes, they can, at no cost. Companies may not interpenetrate another company if it violates any other movement rules (proximity to enemy, etc).

How does artillery move?

See the Artillery rules below.

How does terrain effect various Platoon types?

See the Quick Reference sheet, comrade.

What is the effect of Wire?

Only foot and Tank units may enter wire. Tanks use half their movement to cross wire, and immediately crush it for a width of one base. Foot troops must stop upon entering undamaged wire. In subsequent action segments, they may attempt to get off the wire. On a roll of 9-12 (2d6), they are placed on the far side of the wire. They may not perform any other actions while on the wire. Engineers may, while on the wire, attempt to cut it. On a roll of 8-12 (2d6) they succeed. Treat the wire as if a tank crushed it.

How do Tanks Breakdown?

Although we appreciate these gifts from the Allied Powers, they break down easily. Roll 1D6 whenever a Tank requires a Breakdown check. On a 5-6, the Tank Breaks down and may not move anymore. They may still fire their weapons.

How close can a company move to an enemy company without charging it?

No company may move closer than 2" without charging the enemy company, unless they are charging an adjacent company within 2".

When a company is called on to retire, either through Shooting results or morale tests, how is this executed? With parade-ground precision one hopes!

The company in question moves back 3" if Foot, still facing the enemy, and for horse or vehicle, 6". It may stop earlier before it runs into either impassable terrain, or a friendly or enemy company. **NOTE: Troops in buildings or trenches ignore retire results.**

What are the Formations companies may be in?

There are no specific formations troops are required to be in. However, platoons may only fire if unobstructed by friendly platoons.

Can mounted companies dismount? Personally, I feel walking is for serfs...

Yes. A company that chooses to dismount as an action replaces all figures with dismounted equivalents, one platoon for one. Place a herd (the horses) behind the company that has dismounted. Treat the horses as a regular herd until the company should choose to remount (they must be in contact). This is what troops should replace the horsemen:

Red Cavalry- Red Conscripts

Konarmy- Red Regulars

Red Cossacks- Partisans

White Cossacks- Platoons

White Cavalry- Volunteers

Nationalist Cavalry- Nationalist Regulars

Polish Uhlans- Polish Regulars

FK Uhlans- Freikorps Kompagnie

Makhnovist Cavalry- Makhnovist Partisans

9) Morale

What can cause a company to take a morale test? White Oppression?

A company must test morale of the type shown for the following causes:

- 1) *Charging an enemy (Charge)*
- 2) *They are ambushed (Fear)*
- 3) *Lost a Platoon for whatever cause (Fear)*
- 4) *Suffered a Serious (*) result (Serious)*
- 5) *Trying to rally from Terror or Rout (Rally)*
- 6) *Company has a pinned marker on it and attempt to move (Rally)*

How does one take a Morale test?

On each Platoon card are the Success numbers for each type of test. Roll 2d6. If the number is equal to or lower than the Success number, then the test has been successfully passed.

Failure to pass brings on Consequences. **NOTE:** All morale rolls fail on an unmodified 12 die roll. Morale checks are modified by the following:

- 1) *An officer's morale bonus*
- 2) *Behind works: Any troops behind earthworks or in a Trench receive a +2 to their base morale numbers.*

What are the consequences for failing a morale test? Aside from shooting stragglers?

This depends on the type of morale test as shown below:

Failed Charge test: Company may not charge enemy this turn.

Failed Fear test: Rout immediately

Failed Serious test: Immediately Retire.

Failed Rally test: Continue routing. If Pinned and testing, cannot move, but may fire.

How does a company accumulate Terror markers, and what is their effect?

Terror markers are placed on a company due to Shooting and HTH battle results, and when ambushed. If a company has more Terror markers than Platoons, it immediately routs.

Note that each Terror marker on a company reduces its number of platoons counted for HTH and Shooting total by one. Thus a four platoon company with a Terror marker on it count only three platoons. If the number of Terror markers equals the number of platoons, only half of one platoon is counted.

How does one get rid of Terror markers, Comrade?

A company may choose as its action to rally from Terror, at which point all Terror markers are removed. A company that rallies from rout immediately removes all Terror markers.

What is the effect of a Pinned marker, Comrade, and how does one get rid of it?

A pinned marker remains on a company until it attempts to move toward the enemy. At this point it must take a rally test. If it passes, the pinned marker is removed, and the company may move normally. Otherwise it remains on the company, and it may only retire or fire as an action. A company may never have more than one pinned marker on it. While pinned, a company is considered to be evading.

Why do Machine Gun and Mortar detachments have no rally number?

Machine guns and Mortar Detachments that rout are considered lost.

10) Shooting

Who can shoot? Aside from firing squads?

Any company that has a Shooting value can shoot, as can Artillery. The third rank of a column and beyond may not fire.

Can troops move and fire?

Yes, except for Artillery, Mortars, Tanks and Machine Guns (not including vehicle mounted such as Tachankas, etc).

What is the range of weapons?

Every Platoon has a card with the range of its weapons shown. If the target is more than half the range number shown, it is considered to be at long range, and the Shooting total of the firing company is halved. Note that in fog or at night, no long range shooting is allowed, and all short range shooting totals are halved.

What about fire arcs? (sigh..)

Companies roughly fire forward. Guns also. If you must have a specific fire arc, lets say 30 degrees to either side of every Platoon to be counted. Tachankas have a 180-degree arc covering the rear of the vehicle. Use your discretion and judgement, and for pity's sake, don't fight over it!</rant>

Some tanks and Armoured Cars have multiple weapons and turrets? How does that work?

Most Armoured Cars have turrets and a 360-degree arc of fire. All Machine guns mounted on them are included in the shooting value on their card, and can only fire once per turn. The British Mark I-V are considered to have two sets of weapons sponsons, located on either side of the vehicle. These tanks are considered to have a 180 degree arc of fire with their guns, and may only fire each weapon once per turn. Note: even though the Mark IV has two guns, it only fires one gun each turn, representing both of them. Female versions (armed only with machine guns) and the other versions have a 360 degree arc.

Can troops fire at a location where they believe the enemy to be, but having not seen them?

Yes, at half fire value. The target need not reveal the effect unless troops are forced into the open (routing, retiring). Direct hits by guns are possible only on buildings in this case (see artillery rules).

How is shooting executed? (How are the executed shot.....?)

Determine the Shooting total of the company. To do this Multiply the base Shooting number times the number of platoons in the company. Then apply all modifiers. Guns have a shooting value (which cannot be combined, ever) as well as having the possibility of a direct hit (see artillery rules). **See the Quick Reference Sheet for the Shooting Table**

Results:

Retire = Target company immediately makes a retire move. It may not act again this turn (Except in this fire-fight if it has not done so yet). Troops in Hard cover ignore, except mobs.

Terror = Target company has one Terror marker placed on it.

×2Terror = Target company has two Terror markers placed on it, and a Pinned marker.

Lose Platoon = Target company loses one Platoon and takes a Fear morale test. Place a Pinned marker on it.

*= Check for Officer casualty & serious morale check

Do Tanks or Aircraft have any extra effect on a target?

Yes. Any troops fired on by a Tank (within 18") or by an aircraft (strafing or bombing) has one Terror marker placed on it over and above any caused by the fire itself, unless it is in a trench.

What kind of fire effects what kind of vehicles?

Tanks are unaffected by all but direct hits (see artillery rules). Armoured Cars are affected by direct hits and all close-range Machine Gun fire. A "lose platoon" result immobilizes it, and causes it to be abandoned and therefore considered destroyed. Tachankas and other unarmoured vehicles are affected normally.

How do Artillery and Tank guns fire?

See the Artillery rules.

11) Charging

Who can charge whom?

- 1) Horse can charge any troops except Tanks and Armoured Cars.
- 2) Foot can charge any except horse. Tanks and Armoured Cars
- 3) Tanks and Armoured Cars can charge any except other Tanks and Armoured Cars.
- 4) Tachankas, Machine Guns, Mortars and Artillery cannot charge any.

When can a company charge an enemy company?

A company can do this during its action segment if it can meet the following criteria:

- 1) It is not itself routing.
- 2) The target company is within its move distance, and in plain sight (not blocked by other regiments or terrain).
- 3) The target company is not behind a high wall or parapet, or across terrain impassible to the charging company.

How does it execute a charge? Cossack style?

Simply move the company into contact with the enemy company (so that they are as evenly distributed against each other as possible. If both the target and the charging company are Horse the charged company may meet the chargers half way (unless they were charged in flank or rear).

Can the company being charged shoot at the charging company?

Yes, unless it has already fired at them this turn. If it causes it to retire or rout, the charge does not continue, and no HTH battle ensues.

Flank charges seem a little easy (with moves non-simultaneous). Are there any restrictions?

Yes. A company must be totally behind (or reasonably so) the line stretching across the front of the target company (at the start of its action segment) to be able to charge its flank. Otherwise it must charge its front. The same is true for charging the rear. It must be facing the rear of the target at the start of its action segment to do so.

What happens when Tanks and Armoured Cars charge a company?

Any troops who are charged by Tanks or Armoured Cars which do not rout from the charged morale test automatically rout when contacted by the vehicle, but have a chance to damage the vehicle. Roll 1d6. On a six, the vehicle is immobilized and may not longer move, but may fire its weapons. Grenadiers add 2 to this roll.

12) Hand to Hand Battles

Who can fight in HTH battles? What part of a company is included?

Companies which have charged or been charged and passed their morale tests. All of a company's platoons are counted in the battle, whether or not they are in direct contact with the enemy company.

What happens when a company charges an enemy company in the flank?

If a company is charged in the flank its HTH total is quartered. All platoons are turned to face their foe unless already engaged in HTH. Place a Terror marker on it immediately.

What happens if a company charges an enemy company in the rear?

The charged company immediately takes a disaster test. If the company does not rout, treat it as a flank attack above. Place three Terror markers on it immediately.

How (and when) are hand-to-hand battles resolved?

HTH battles are resolved immediately after a charge takes place. Determine the HTH total of the companies involved. To do this Multiply the base fighting number times the number of platoons in the company. **See the Hand to Hand Combat Table on the QR sheet**

Results:

S= Stronger, W=Weaker

S or W/Retires = Stronger Side retires and places two Terror markers on company.

S or W/Humiliated = The stronger side places a humiliated marker on company. Treat as a Terror marker that cannot be rallied. Treat as W/Retires.

S or W Defeated = Weaker Side loses two Platoons and survivors rout!

*= Check for Officer casualty. Fear Morale test.

13) Routing, Pursuing & Rallying

What makes a company rout?

There are *three* causes- having more Terror markers than Platoons at any time, a morale test Consequence that requires the company to rout, or they are defeated in HTH combat.

When do they rout?

Immediately after the Consequence is determined.

How do they rout?

As best as possible, they must rout straight back away from the enemy company that caused them to rout. If there is an enemy company in their path they will surrender (and replace all platoons with prisoners objects). If impassible terrain blocks their path, the company is considered destroyed and removed. If a friendly company is in their path, they pass through it, causing a fear morale test.

Who pursues, and when?

Only Cavalry companies who have caused an enemy company to rout in a HTH battle will pursue, and immediately. They will follow the router's path exactly, at their full move rate. Note that Foot never pursues horse.

How long do pursuers pursue?

They may continue to pursue as long as they choose, either hoping to catch up to the routers, or stop them from Rallying. Pursuers will halt if they move within 2" or an enemy company that is not engage in HTH or in rout

Who may rally?

Any routers who are unpursued or have more than their full move distance between them and their pursuers at the start of their action segment.

How does a company rally?

A company pass a morale test using their rally number. Upon succeeding, they may choose any Formation or shape, facing in any direction. If they fail, they must continue routing that turn.

What happen to routers who leave the table?

They are considered destroyed. Pursuers must stop pursuing at the table's edge.

What happens if pursuers catch their prey.....?

If this should happen, half the stands are destroyed (rounding up) and the other half are replaced with prisoners, in the possession of the pursuers. Any Cheka platoons captured by Whites are executed. Any Coloured or Officer platoons captured by the Reds receive similar treatment.

14) Ambushes

When does a company lay an ambush?

Ambushes must be laid during the setup before the game begins, either informing the referee, or using the Captain's **Feldmachink** system, or any other, including noting its location on a scrap paper, keeping the company off the board (hidden!).

Where can an ambush be laid?

In any location where troops can be hidden, either light or deep woods, in buildings, behind a hill or buildings or woods.

How are ambushes detected?

Any company may choose to scout any terrain they suspect of hiding an ambush, once in their action segment. The suspicious terrain must be within 5" of the company in question unless they are Partisans, in which case, 10". Roll 1d6. On a 5-6 the ambush is discovered. Place the company on the table. An ambush detected is no longer an ambush. Note that if a company moves around a corner of a terrain object and sees a company that was in ambush, the spotted company may still in its action phase spring the ambush on the spotting company, if it fulfills the requirements below. In other words, the spotting company is just as surprised as if the ambushers were hidden in woods or other terrain.

When can Ambushes be sprung?

Unique among actions, an ambush can be sprung during another player's action, providing that action was a move that brought the company closer to the ambushing company and within its charge distance or (short shooting range if the ambushers only wish to fire). At this point, the rest of the move is preempted and the ambusher's charge or Shooting attack takes place. Treat this as the next consecutive action segment of the ambusher's side.

How are ambushes sprung, and what are their effects?

An ambush is sprung when the ambushing player decides to place his company on the table. If the ambushers decide to charge an enemy company, they receive the following benefits:

- 1) They do not need to pass a morale check before they charge.
- 2) They add 2" to their move range (due to surprise!).
- 3) They cause the target to take a fear test.
- 4) One Terror marker is placed on the ambushed company

If the ambushers only shoot, and do not charge, then only 3) and 4) above apply. Note that regardless of how many companies fire on an ambushed company, the effects remain the same as if only one did.

What about visibility, in say, woods?

Discretion should be used, but it is safe to say that any troops inside deep woods but just at the rim are visible. In Light woods, troops can see about 4". This would not include orchards.

15) Night Battles & Fog

How are Night Battles and Fog handled?

Since sight range is radically shortened at night or in fog, a referee is required, or perhaps the use of the "Feldmachink"-

(See the Captain's homepage <http://perfectcaptain.50megs.com/captain.html>)

The following effects are also in play:

- 1) All companies add one to morale rolls.
- 2) All companies have one Terror marker on them, which cannot be rallied
- 3) No Shooting is allowed at more than 3", Artillery included.
- 4) Troops should be able to follow a road or river without getting lost.
- 5) Companies coming within 3" of a friend in the dark will fire at them on a roll of 6 on 1d6.

16) Artillery (Guns)

Is a Gun considered a company?

Yes, in that it takes its turn sequentially in the Action segment.

What is the Organization of a Gun company?

A Gun company is composed of a Gun, its horse team and its crew. No officer can be attached. If the Gun crew is separated from its Gun for any reason, it is treated as a Foot company until reunited with a Gun. Crews can take control of any Gun without a crew. Horse teams are always part of the Gun and may not move away from it.

What actions can Guns take?

They can only Move (unlimber, limber), Shoot, and Rally (from Terror).

What are the ranges of the various Guns?

Because of the small scale of Actions, guns have no range restrictions, and no short or long range.

Can Guns move?

Unless stated otherwise in the scenario, all guns have horse teams, and move at the rate shown on the Artillery card. Guns transported by horse teams must limber up as an action before they may move as an action the next turn. They must unlimber as an action before they can fire. Guns may change their facing and fire in the same turn. Guns may also be prolonged (pushed) at the rate shown on the card. They may not fire the turn they are prolonged. Guns may, however, pivot up to 45 degrees and still fire that segment.

What is the effect of fire on Guns?

The only effect possible on Guns is “Lose Platoon” or “Terror”. These effect the crew, never the Gun. A gun receiving a direct hit is destroyed along with its crew. Crews that rout may man the gun upon rallying and returning to it.

What happens when a Gun is charged?

The charging company must still pass a charge morale test. The gun crew must pass a fear test. If it does so, the Gun may still fire on the charging company (if within its arc). If it is contacted by an enemy, the gun crew is captured.

What is the effect of Artillery on infantry or cavalry?

A gun that fires on such a company rolls for a direct hit. Each Artillery Card has a direct hit number on it, which it must roll higher than on 2d6 when firing. If a direct hit is scored, one platoon is eliminated beyond any other result.

What is the effect of Artillery on Tanks and Armoured Cars?

A gun which fires on a vehicle will destroy it with a direct hit. Each Artillery Card has a direct hit number on it, which it must roll higher than on 2d6 when firing. If the vehicle is stationary or immobilized, add 2 to the roll.

What about when firing on buildings?

Aside from regular fire effects, when shooting at troops in a building check for a direct hit. A direct hit will damage and possibly destroy a building. See Buildings rules.

How do “Direct hits” work?

When an artillery piece (gun) or a Tank gun fires at a target, there is a chance it will score a direct hit. Roll on the **Direct Hit Table** for every attack. A direct hit on any vehicle destroys it. If an infantry or cavalry company is hit, it suffers as if it received a “lose platoon” hit on the fire table over and above any damage caused by the Shooting value attack. A direct hit on a building can destroy it (see buildings).

17)

18)

19) **Buildings**

What are the different types of buildings?

There are two types- Stone and Wood. These are further divided into single and multi-sectioned.

Could you give us a general description of how buildings work, please?

My pleasure. A building on the tabletop can represent a single building perhaps with attached shed and outbuildings. They can be occupied by a single company of up to four platoons. Larger buildings such as churches should be divided into several sections, and each section is treated as a different building for game purposes. Occupants receive certain defensive benefits. Buildings can be burned beyond use (see Setting Fires, below) and destroyed by direct hits (see below).

How is a building destroyed by direct hits?

Every time a building (section) receives a direct hit, roll 2d6. If the result is equal to or higher than 9 for a wood building, or 11 for a stone building, that section is considered destroyed and all troops within are considered lost.

18) Flight & Victory

How does the game end, and how is the victor determined?

Unless stated in the scenario, the game ends in victory for one player when the enemy has been put to flight or voluntarily withdrawn.

How is an army put to flight?

Each army has one or two Flight numbers, shown as percentages. One is for Mobs and the second for everyone else (or mobs also if only one number is provided). Multiply this percentage against a side's original point total and determine how many points worth must be destroyed, captured, or routed off the board to **exceed** the two percentages.

Example: White Army (1917-1918) has 150 points to start with. During the scenario, as soon as at least 75 points worth of troops (Say, two field guns and five platoons of "Coloured" platoons) have been lost or routed off the board, the entire army are considered to have been put to flight, and must retire from the board in rout.

Specific Rules

These rules are only used in particular types of scenarios:

A) Trenches

How does a company occupy a trench?

To be considered occupying one, a company must be lined up within it.

Can Trenches be destroyed?

Not in the course of a scenario.

B) Capturing & Moving Objects

Can objects move? How?

Yes. All objects have a move rate, and (invisible) "drivers" that enable them to move as the owner wishes. They have no facing or formation. Objects that are in base contact with an enemy company, even one that has not taken of the object, cannot move until they are either no longer in contact or the enemy has taken possession of them. Note that ALL herds are moved in the same action segment, not in separate segments. All objects have a move rate of 3" per segment.

How does terrain effect them?

Wagons must remain on roads. Prisoners treat terrain as Foot, Herds as Horse.

How do they affect movement of other companies?

Prisoners have no effect on movement of others. They are effectively “not there”. Herds that are moved through or fought over by companies are scattered and removed from play. Wagons are treated as if they were a piece of stone wall for movement and defensive purposes, and cannot be destroyed.

How can they be captured/Change ownership?

Prisoners: A company moving onto unguarded prisoners immediately gains ownership. A company that causes any enemy companies in contact with the prisoners to retire immediately gains possession of them. Any prisoners unguarded in buildings require the capturing company to perform a take possession action. Prisoners, sadly, can be eliminated by any troops as an Action.

Herds: Moving a company adjacent (in contact) to them and closer than any other enemy company may take possession of the Herd.

Wagons: Are captured in the same manner as herds.

C) Setting Fires

How can fires be set?

Any company can attempt to set buildings on fire. It must be within 1” of the building. Roll 1d6. On a 3-6, place a Terror marker on the building. At the beginning of each turn, add one more Terror marker. When the total or Terror markers equals five, the building is considered uninhabitable and effectively destroyed. Stone building may not be burned. Large buildings that have more than one section (see buildings) act normally except that after one section burns completely, the next section is considered on fire.

How can fires be fought?

Fires can be fought in the same manner as they are set. Roll 1d6. On a 4 one terror marker is removed. On a 5, two markers. On a 6, three.

D) Aircraft

How are aircraft represented?

Aircraft are represented by a single model on a raised stand.

How do they move?

They do not actually move. They may be placed on the board when they attack. Upon choosing a target, they are placed facing it 15” away. Note that each aircraft requires an action segment of its own. After attacking, the aircraft is removed. To make a bombing attack, place the aircraft within 3”.

How do they attack?

Aircraft have a shooting factor used to fire at their target. They must be able to see it and cannot fire at troops in woods at all (due to the canopy) except in winter. The attack is performed normally, with the following exceptions:

- 1) If enfilading troops in a trench, they receive no terrain benefit.
- 2) One Terror marker is placed on the Target over and above any caused by the fire itself.

What about bombing?

Fighters may make one bomb attack in place of a strafing attack. Fighter-Bombers may make two such attacks, and Bombers three. It acts exactly as an artillery attack, including direct hits.

How often can an aircraft attack during a scenario?

Unless shot down or damaged, an aircraft may make one attack per turn for three turns. They must be sequential turns- aircraft have limited fuel!

When do they enter during a scenario?

Unless stated otherwise in the scenario, an aircraft will enter the area (and begin its three turn endurance) randomly. Roll 1d6 each turn. On a 5-6, the aircraft enters.

Are there any Anti-Aircraft units available?

Yes. You can use any gun card to represent an Anti-Aircraft gun. It includes a fire value and a range, and can only be used on aircraft. Further, before play starts, a player may designate any Machine Gun platoons as having been mounted for Anti-Aircraft fire. Such units may not move during the course of a battle and may only fire at aircraft.

How are aircraft damaged by ground fire?

Yes. Any AA machine guns may fire on an aircraft within range BEFORE the aircraft strafes any target. Thus any AA machine guns temporarily preempt the aircraft's action segment. The following results affect the aircraft:

- 1) A Terror result means the aircraft breaks off its attack for this turn only. It does however count against its three-attack total.
- 2) A Lose Squadron result means the aircraft is damaged and removed from play.
- 3) A Lose Squadron* result means the aircraft is shot down. Add 10% to the flight number of the successful player!

Note that a given AA gun may only fire at one aircraft per turn.

What happens if aircraft from both sides are on the board at the same time?

If both sides have fighters or fighter-bombers on the board at the same time, they are both removed from play (assumed to be chasing one another off). That turn's attack is lost for both aircraft.

G) Engineers and Grenadiers

There doesn't seem to be any Engineer or Grenadier cards....? Have they deserted?

This is not an omission. If using a points system, one company (chosen before play begins) may be considered Engineers or Grenadiers at a cost of 3 points per platoon. For Freikorps or Landeswehr, the cost is only 1 point per platoon.

What kind of troops can be made into Engineers or Grenadiers? Surely not any Kulaks!

Any infantry with a Storm or Specialist characteristic.

Are the card values modified for these troops?

For engineers no. For Grenadiers, add two to their HTH value.

H) Armoured Trains

What are armoured trains? What time does the next one come by?

All trains come as a series of linked cars, of which there are three types: Engines, Artillery cars, And Other cars (tenders, cargo boxcars, passengers, etc. Engines are usually placed in the center, with any Other types on either side of the engine. Artillery Cars are always located at either or both ends of the train.

Only Artillery cars can fire, and only Engines can provide movement. Other cars have no effect on play, except to carry troops, Troops may fire from within the train, as if they are in a building.

How do trains move? Does this one go to Vladivostok?

Trains move at a maximum of 8" along their rails. If they wish to stop, they may only do so by halving their move each turn until they are stationary.

(Example: a train moving 8" which wishes to stop will move 4" next turn, then 2" the turn after, then one the turn after that. They are fully stopped only on the 4th turn.)

To start moving again, they simply follow the process in reverse. If they wish to move backwards, they observe the same process, but must first be fully stopped from any other forward movement to do so.

Can you uncouple cars?

Not in this game.

How do they engage in combat?

Only Artillery cars may do so. They are usually situated at the front or rear (or both) ends of a train. They are armed with either a 76.2mm or a 120mm battery, but not both. They may fire at any angle except back along their own lengths. They may only fire when stationary.

Each artillery car is treated as it's own battery, and may fire as such only once per turn.

Each Artillery car is also armed with MGs. Each car may fire these twice per turn, but only one per side of the car per turn. They may fire while the train is moving.

How are trains damaged or destroyed?

Train cars may not be destroyed, but they may be damaged by artillery, aircraft bombs, or tank fire, if the tank has guns on it. Mortar fire cannot damage train cars.

Artillery cars may take three direct hits before they are considered damaged and may no longer fire any weapons.

Engines may take three direct hits before they are totally immobilized. For each hit, they lose 2" off their total move allowance.

When moving, use the "vehicle" D.H. numbers for firing at a train. When stationary, use the "building" numbers.

What effect does morale have on trains, and vice versa?

Infantry fired on by a train treat this fire in the same way as tank fire.

Train engines roll their fear numbers each time they receive a direct hit. If they fail, the train must immediately try to retire off their friendly board edge. They may attempt to rally.

Can trains fire at airplanes?

Yes, each Artillery car is supplied with an AA MG. It may only be used for AA fire.

Scenario Generation

We're going to do things a little different for this particular incarnation of *Actions!* Instead of providing specific forces for the scenarios, we're going with a more of a Design Your Own system.

Choosing sides and roles

Players choose their particular "nationality" (based on available miniatures, most likely!) from among the available Nation Force Tables (see separate cards). These will tell a player what types of troops are available to specific geographically located armies, as well as flight numbers and point costs. Having done this, they must decide who will be the attacker or defender. A simple die roll can resolve this.

Determining points

Each player receives 100 points as a base number. The defender secretly rolls 1d6 and adds 20 points per pip. The attacker does the same but rolls 2d6. These numbers can be modified for availability of miniatures- more or less.

Buying troops

Players consult their national lists for availability and cost of troop types. Any combination of troops may be chosen subject to availability to the specific army, as stated above. All points must be spent before the scenario begins; they cannot be saved for purchases during the scenario. Costs shown are per platoon, vehicle, gun or plane.

Reinforcements

A player may choose to purchase reinforcements instead of troops at start. These cost only half as much as (rounded up, after ALL reinforcement purchases are made- not "per platoon") troops deployed at start, but must be rolled for at the start of every turn. They

arrive on a player's table edge on a roll of 11 or higher on 2d6. They enter on any road leading off their edge, if there is one, otherwise anywhere along the edge.

Scenario Type

The following types of scenario may be chosen from, on the agreement of both players:

1) Radio Center Raid

A lightning raid on a brigade headquarters is under way. The board is relatively clear with a town close to the defender's side of the board. One of the buildings (no more than eight should be on the table) is secretly designated as brigade headquarters. The attacker must capture or destroy this building to win. Most buildings should be made of wood, with the defender able to "purchase" one of them as a stone building at a cost of 25 points.

2) Partisans!

A notorious rogue partisan leader is being searched for, in an ever-tightening noose. The board should be composed of rough terrain and numerous woods. The attackers must kill the defending colonel to win. The defending colonel may not exit the board. The defender can only purchase Partisans for infantry, or POW troops if Poles. German Nationalist may choose Freikorps as well as Partisans, but only 50% of points may be spent on them. The defender may not purchase any cavalry, artillery, or vehicles (aside from Tachankas). The colonel must remain with a company at all times or he is considered defeated.

3) Is that the Chattanooga Choo-Choo?

The telegraph lines are cut, and an unguarded ammunition train is on its way to town; the attacker must capture the station before the train rolls in. The board should be relatively open with a rail line running about 12" away from the defenders board edge. The attacker has 15 turns to capture the rail station (or what's left of it) and "welcome" the train (which is considered to halt and surrender upon entry- don't bother representing it). The attacker must set up at least 5' from the defenders board edge.

4) Horse lifting, Cossack style

The previous owners have interrupted a successful "supply" run! The board could be just about any configuration, as long as there is a road running its length. There may even be a river crossing involved. The defenders, 50% of who must be cavalry, set up at the center of the board with eight herds. The attackers start at least 3-1/2 feet away from them. To win, the defenders must get at least 5 herds off their board edge (opposite where the attackers start). No aircraft, artillery or vehicles of any kind are allowed.

5) One Russia.....United.....comrade...?

A battalion of Latvian rifles have gone AWOL. Are they deserting, or using initiative? They have seized a village of uncertain ownership. The Red player sets up a company of 4 platoons of Red Latvian rifles in a town at the center of the board. The White player does the same with another, similar company! Both players then set up at their forces least 2 feet away from the nearest Latvians. When any troops move within short rifle range of any Latvians, roll 1d6; on a 1-2, they join the Whites, and may immediately perform an action. On a 3-4, they join the Reds; on a 5-6 they will fight both players! A Latvian company then may be chosen each to act by the player who's troops are farthest from the company in

question at the time they choose to use an action segment to act with them. To win, a player must chase ALL opponents off the board by bringing them to their flight number and by routing or eliminating all Latvians, if they are their enemies.

Troop Cards

National force tables show troop types based on individual cards, showing the type, nationality and fighting values. Below is a brief explanation of each type.

White Armies:

White Conscripts

Unable to raise enough volunteers to fill the ranks, White armies were forced to conscript large numbers of men. Poorly trained and motivated.

White Volunteers

Mostly regular army units that have gone over to the Whites, and as such more motivated and better trained than conscripts.

Officer Companies

Most common in 1917/18 White armies, these were units composed entirely of commissioned officers and NCO. Since some of the privates were actually Colonels, they were of elite quality.

Colour Companies

Similar to officer companies. These units formed the core of Deniken's southern armies. Of higher quality and professionalism than any other Whites, they were greatly feared by their enemies.

White Cavalry

Russian cavalry with many aristocrats as officers, these units were of higher quality than their more "proletarian" opposite numbers. Good training and discipline. When dismounted, use White Volunteers.

White Cossacks

Following the traditions of hundreds of years, these troopers were more at home in the saddle than out. Excellent quality born of constant practice. When dismounted, use White Platoons.

White Platoons

Skirmish-trained infantry, most commonly from the Kavkaz region, were the light troops of the Russian army.

Czech Legion

Composed of ex-legionnaires and prisoners, these troops turned on the Reds while trying to get home via the only available route- Vladivostok. They showed themselves cohesive and tough opponents.

British Empire Infantry

These really represent any Interventionist troops, from French to Japanese to Americans. Not very highly motivated, they were professional enough, having just gone through the Great War.

Nationalist Armies:

These cards can be used to represent units of the various national groups bent on escaping the now crumbling yoke of the former Russian empire. Emerging nations such as Belorussia, Ukraine, Lithuania, etc. would use these cards.

Nationalist Conscripts

Lacking in training, these troops were of low quality. However their desire for freedom from imperial masters meant they could be highly motivated.

Nationalist Regulars

These troops probably saw service in the Russian Imperial armies as various legions, of which there were many. As such they would have been well trained, and since they often left the front intact as units, well armed.

Nationalist Cavalry

A generic term for such varied units from so many nations and armies. In the lately Russian states, they would likely have been czarist regiments that went over completely to the armies of their new homeland, and would be similar to White Cavalry. When dismounted, use Nationalist Regulars.

Estonian Kompagnie

As hardy and dangerous as the Freikorps they often fought alongside, the Estonians deserve singling out for their own infantry card.

Polish Armies:

Polish Conscripts

Hastily raised units for the war with Russia, these troops would not have had time for proper training and arming during the army's rapid expansion of 1919-1920.

Polish Regulars

As with other nationalist armies, these would have served either in French, Russian, Austro-Hungarian, German or Russian armies in their respective Polish Legions. Well trained, highly motivated.

Polish Uhlans

Some of the most dangerous cavalry in Europe at the time, these lance-armed horsemen famously put the best Red cavalry to flight in one of the war's largest cavalry actions.

Freikorps Armies:

Freikorps Kompagnie

Veteran volunteers of the disbanding German imperial armies, these troops were highly dedicated and disciplined, and showed themselves to be some of the toughest troops in the east. Their commanders were often decorated NCO and junior officers popular with their troops.

Landeswehr Kompagnie

These were a militia raised in the Baltic from German colonists and like minded individuals. Not as well trained as the Freikorps, they were very keen on making the region into a German satellite, and fought well during the Latvian and Estonian campaigns.

Freikorps Uhlans

These lance-armed troopers were also composed of demobilizing regulars- well trained, seasoned horsemen.

Red Armies:

Red Guard

In the initial days of the Revolution, these are the cadres formed from worker's Soviets along with a scattering of like-minded soldiers- filled with revolutionary ardour, but with little discipline- that's what comes from elected officers, comrades!

Red Conscript Company

As the revolution progressed, it was realized that volunteer forces would not be enough. Poorly motivated and prone to desert.

Red Regular Company

Eventually, those who survived the early battles of the civil war began to gain experience, especially as more veterans of the former Tsarist army began to turn up. These units would become more common in later 1919 and 1920.

Naval Infantry Company

Naval units were amongst the first to turn Red, and were some of the most rugged troops around. These can also be used for the Communist German marines who fought the Freikorps within Germany.

Red Latvian Company

The Communist Latvian units in the Red Army were the hardest and most committed to the Red Cause.

Red Partisans

Made up mostly of peasants and a few veterans of the Great War. May be used for Communist insurgents of virtually any country in the post WWI east (including Germany and Poland, for example).

Cheka Company

These units, while few in number in the vast Soviet Army, were greatly feared- mostly by their own comrades! Well armed, motivated and filled with a ruthless zeal for the Revolution, these units would usually appear where the fighting was thickest, or often trailing unmotivated red formations to deal with stragglers. May also represent ChoN infantry specialists.

Red Army Cavalry Squadron

The average cavalry unit in the Red army, usually attached to Rifle divisions. Poorly trained and mounted. When dismounted, use Red Conscripts.

Red Cossack Squadron

Better than the average Red cavalry, these troops did not match the élan of their brothers in the White cause. When dismounted, use Red Conscripts.

Konarmy Cavalry Squadron

A mix of Cossack bandits, ex- Tsarist veterans and committed Reds, the Konarmy and the Kavkor Army were the elite horse formations of the Bolshevik forces. These units would prove to be the breeding ground for the eventual officer elite of Stalin's military.

When dismounted, use Red Regulars.

Red Tachanka

These are small groups wagons with machine guns mounted usually in the rear. Common in most Red Cavalry Divisions, and occasionally in Partisan forces.

Makhnovist Armies

Makhnovist Partisans

Well armed and highly motivated, this card represents the "regular" Anarchist infantry units which Nestor Makhno led in the Ukraine during the Civil War.

Makhnovist Cavalry

Few but ferocious, Makhno himself led troops like these against the best cavalry of the Southern White armies...and won.

Makhnovist Tachankas

One of the many groups who claimed to have invented the tachanka, Makhnovist forces used them to great effect, often packing these wagons with extra troops, in case of melees with enemy infantry.

Weapons Cards

Although certain groups (such as the Reds and Whites) have been given a few of their own weapons cards, most of these could be used for virtually any army which took part in the RCW.

Machine Gun Detachment

A small group of machine guns and troops. No specific MG type is denoted, as many forces would have a mix available.

Mortar Detachment

These could be German Minenwerfers or British Stokes mortars, or any other type of man portable bomb thrower.

76.2mm Field Gun

A small handful of field guns of different sizes and manufacturers, including French 75mm Quick-fire guns, 77mm Krupps, Putilov 76.2mm guns, amongst others.

105mm Howitzers

This card represents merely 2 or 3 howitzers, of differing sizes (from 105 to 150mm) and manufacturers.

Ford MG Car

This can be used for a small group of any type of unarmoured open car which mounts an MG.

Austin Armoured Car

This can be used to represent 2 or 3 of any type of armoured car mounting at least a couple of Mgs, or at least one in a turret mount. It may also fire as an AA MG.

Renault FT-17 Tank

Representing a couple of 37mm gun armed FT-17s

Mark I-V F/M (Female/Male) Tank

This card can be used for a couple of either the Female (Mgs only in its sponsons) or Male (6pdrs in its sponsons) British Mark IV Tanks. Players who have "hermaphrodite" versions may use all the values.

Armoured Train

Artillery Cars use the fire factors from this card, while the Engine car uses the movement numbers. The morale numbers apply to the train as a whole.