

Interventionists- a Red Actions Supplement

A few notes for Red Actions! Veterans:

Since the release of RA, we have had a number of requests for new cards to be added to the set, and a number of observations and opinions about the original card set. Most of these have been sound, and have been the inspiration for this supplement.

That being said, many of the cards and their ratings have frankly been included for merely cosmetic purposes. We could have gone with something simple like “elite/regular/poor/mutinous interventionists” cards instead of the nationally-oriented set that was developed, but RA is a game with lots of flash and visual appeal, and the former approach would have been somewhat dull. Even so, many national groups seem to have been short changed: we have no Rumanians, Serbs, Italians, Chinese; much of the break away states are still represented by the few “Nationalist” cards, and other variations of the troops included are also left out. We’re sorry if your favourite formations have been ignored, or if you take exception to say, the varied Czech units being simulated with one card, but we do have day jobs, and I don’t know if anyone would care to print up yet another 40 or 50 cards! We also apologize to those of you who wish to use the system for WWI or the Balkan wars- this set may be tantalizing and frustrating, because some of the cards required for such an endeavour are here, but others are not. Also, some of the ratings for some troops may be perplexing- the French ratings, for instance, seem far too low for experienced troops. It is important to remember that the units portrayed are merely those that were involved in a theatre of Intervention. So the French are solely to be used for those units in Russia in 1918-1919, and not in France during WWI. The same goes for the British Indian troops- they are only for the Trans-Caspian campaign- their ratings reflect their good conduct there, particularly in relation to existing troop ratings; we don’t vouch for them anywhere else (although they usually gave sterling service). This applies to almost all the cards included.

Finally, some of you who have corresponded with the Captain in the past, and knowing him for the Canadian that he is may ask: Why is the Dominion Infantry card portraying some Aussie and not one of our beloved and brave Canucks who served in many of the intervention forces? The answer is simple; the “Diggers” are more picturesque!

Our thanks to all the guys who wrote in to our Yahoo Group with questions, observations, corrections and requests about RA- we hope you are pleased.

Special thanks to Mark Plant for some very helpful suggestions.

Some specific notes:

-British Dominion Infantry: These count as Canadians and the few Australians in the various expeditionary forces, and any other British units not raised in Great Britain itself. They may also be used for some of the better Imperial infantry units, as opposed to the units of wounded veterans or somewhat unmotivated regular infantry, which were common in the Intervention.

French Metropolitan Infantry: mostly veterans of the Western Front or the Salonika campaign, who were very unhappy to have been sent to Russia rather than be demobilized.

French Colonial Infantry & Chasseurs: mostly French who were raised in the colonies, as well as a few colonial native units. They had better morale, but they soon became infected due to mutinous and Bolshevik influence.

Baltic Recruits: not all Freikorps units were full of ubermenschen! Many of the Baltic German units fared poorly on the battlefield- this card represents them.

Finnish “Jagers” : at the outset of the Finnish Civil war, the returned Finns who served in German Jager units wished to be kept together as elite units, but were separated and sent to stiffen up and command newly raised native Jager units; it is these we are depicting here.

Central Asian Cavalry: This card represents the many types of Turkic and Mongolian nomadic cavalry, mixed with a few eastern Cossacks, which made a fearsome yet irregular mark from the Caspian to the Far East.

National Platoon Infantry: Used for many of the irregular infantry units of south, central and eastern Russia.

Caucasian Recruits: used for the hastily-raised and poorly trained militia units of the various peoples (Azeris, Armenians, etc.) of the Caucasus.

Polish Legionnaire: The Poles were lacking a card for some of their elite infantry units. Now they are not.

Weapons: new weapons have been added for vehicles such as the British Whippet, the Garford-Putilov Armoured car (or truck) and the many forms of armored car which mounts a single MG in a turret, or has a number of MG.s but with no more than one bearing in any given direction. Furthermore, there is now a neutral card for an MG detachment, a mortar, and a Tchanka. They may be used by any side (which are allowed any in their lists).

Revisions to Red Actions:

There have been a number of revisions to the original components of Red Actions. They are as follows:

The Cards-

A number of the cards have been revised. The regular downloads now have all the revised cards, and there are a number of files including only the revised cards in the files section of the Perfect Captain Yahoo group.

Generally, all weapons cards now have the firing arcs for their various weapons printed on the card (except MG's and artillery). MG strengths have been rationalized across the board, depending on how many a unit many bring to bear (more or less) on a company sized target. MG infantry detachments are thought to contain 1 or 2 machine guns.

Infantry fire ratings have also been streamlined. Units firing more or less at regular 1918 WWI standards (good rifles, enough ammunition, and perhaps a small number of light MGs fire at 5 per platoon. Less well-armed infantry will fire at 4, and mounted carbines will be even lower.

Some units have been modified after second thoughts. All those who wrote in have helped greatly in making us think harder and have a second look at our reference.

The Quick Reference Sheet-

This too has been streamlined somewhat, with leftovers from earlier incarnations of Red Actions edited out, and a new, more balanced Fire Chart included (one of the main items that was complained about in feedback). The direct fire sections have also been cleaned up.

The Organization Cards-

There have also been some major changes on these, including a more sensible division of the main armies, and the new units and weapons being added, and the whole system being brought into line with the “Beyond the River Don” Campaign System. An “Asset” card has been included, which allows players to purchase fortifications and upgrades to some of their units (and may be used apart from the “assets” in BTRD). Along with these come a few new rules sections:

Trenches / Blockhouses: A modifier for trenches already exists. A blockhouse is a small pillbox-type fortification for MG detachments. Such units within blockhouses combine the trench modifier (-2 columns) with the hard cover modifier (-1 column) for a cumulative -3 modifier. Engineers and grenadiers may use their modifiers on units within them in hand to hand combat.

Grenadier Infantry: only troops who initially cost 5 points or more per platoon (elite infantry) may be upgraded.

Elite MG or Gun Crews: may only be used if there are any Elite infantry also present. Each crew upgraded has its Fear rating raised by 2.

Horse Artillery: regular Field guns may be upgraded to Horse artillery only if there are also Cavalry present in the force. Horse Artillery may move +2 when limbered, and may move and unlimber (or limber up and move) in the same turn.

Gas bombs: May only be used in a Northern Interventionist Army. When dropped, resolve as normal bomb, but also every unit within a 3” radius of the drop point must take an immediate Fear test.

Anti-Aircraft Units: MGs, Field Artillery or Howitzers may be exchanged for AA versions at no extra cost. They are considered to be configured for AA fire only (may not attack ground units). They may not be “changed back” for the duration of the campaign.

Use the AA rules in RA as normal, only guns may also roll for direct fire, as if a tank gun firing on a vehicle (“12” on 2d6 to hit- aircraft completely destroyed).

All Artillery Train Cars and River Gunboats are assumed to have an AAMG. Austin-Putilovs are the only vehicles that can fire their MG’s at ground units and as AA when they wish. They may only fire at one or the other that turn, of course.

Self Propelled AA: AA weapons may be further upgraded into self propelled version, mounted on trucks (or cars, for MGs). That is, if you have a model for them. Use the move and morale values from the Ford MG Car card. All AA weapons must be stationary to fire, except AAMG’s on Trains, which may have moved in the same turn.

Gunboats: As of yet, there are no rules for gunboats on the RA tabletop. They may be used in the “Beyond the River Don” Campaign System, when using the Major River rule. They cost the same as an Armoured Train, and move and perform Artillery missions in the same manner. They may only move on Major River Spaces. Find your own rules if you plan to fight boat against boat.

That’s All , Dough-Boys! Now up and at those Bolos!