

Permitted Actions

A can do one, and only one, of the following in its action segment:

- Move, with the option of shooting first;
- Charge;
- Divide or combine units;
- Hide (for infantry and unlimbered guns in cover);
- Attempt to rally from rout;
- Take possession of a building, vehicles, prisoners etc.;
- Rally from terror;
- Cut wire, dig foxholes or other engineering actions;
- Mount, dismount, embark, disembark, limber, unlimber. (1/2 move for horse artillery)

the following may also form part of an action segment:

- Change formation;
- Test to free stuck vehicles or repair broken down ones
- Attempt to rally from pinned.
- Attach or detach a senior officer.

Pre-empting Enemy Actions

- Firing at chargers, if not already made an action this move.
- Rifles returning close range fire, if not already made an action.
- "Clever" officer may attempt to pre-empt, needs d6 = 6.
- Ambush.

Characteristics

Mobs who can see the enemy require a 3+ roll on a d6 except to charge, retire or shoot, or they will remain stationary, though they may still shoot.

Partisans scout better and move better in some terrain. They double the range at which an ambush can be spotted.

Storm units may forgo a retire result by losing a stand instead. No fear test is required. They ignore officers with the Mob characteristic.

Specialist units can forgo retire results by adding a terror marker. They ignore officers with the Mob characteristic.

Skirmisher units use terrain more effectively and gain a bonus when being shot at.

Engineers cut wire.

Grenadiers fight vehicles better.

Clever officers double the range in which troops in ambush may be spotted. They may attempt to make pre-emptive movement.

Commissar will not permit non-Commissar officers to take over the unit. Adds a terror when a charge test if failed (optional).

Morale

A morale test must be taken for the following:

- | | | | |
|-------------------------------|--------|--------------------------------------|---------|
| • Charging the enemy | Charge | • Interpenetrated by routing friends | Fear |
| • When being charged by enemy | Fear | • All officers in the unit killed | Serious |
| • Charged in the rear | Fear | • Suffering a serious result (S!) | Serious |
| • When ambushed or gassed | Fear | • Routers within 8" | Serious |
| • Losing a base involuntarily | Fear | • Attempting to rally from rout | Rally |
| • Humiliated in combat | Fear | • Attempting to remove pin | Rally |

Bonuses are:

- +2 when behind earthworks, in a trench or in a stone building suitable for defence.
- -2 if an enemy unit is behind the unit's flanks within 12" and no visible friends capable of charging it.
- any officer's bonus applicable. A senior officer's may be used instead if he is either (a) in sight unit and within 12", or (b) within 4".

Results of Failed Morale Tests

- | | |
|--------------|---|
| Charge test | - the unit may not charge the enemy this turn, but is otherwise unaffected. |
| Fear test | - immediately routs. |
| Serious test | - immediately retires. |
| Rally test | - a currently routing unit receives a humiliated marker and makes another rout move.
- a pinned unit must remain basically stationary, but may fire. |

Retire: Infantry moves back 3" and cavalry moves back 6", facing the enemy.

Unlimbered guns ignore. Troops in hard cover, except Mobs, ignore a first retire result.

Storm/Specialist may trade a base/add a terror marker instead of retiring.

A unit which has already retired this move which receives a retire result gets a terror marker instead.

Terrain

	Infantry	Sabres	Tachankas + Limbers	Armoured Cars	Tanks
Hedges	1/4 move	1/2 move	1/2 move	1/2 move *	Da *
Walls	1/4 move	Nyet!	Nyet!	Nyet!	Da *
Small streams	1/2 move	Full move	Full move	Nyet!	Da *
Streams	1/2 move	Nyet!	Nyet!	Nyet!	Da *
Fords	Full speed	Full speed	1/2 speed	1/2 speed *	Da
Trenches	1/2 move	Nyet!	Nyet!	Nyet!	Da *
Wire	Halt and test	Nyet!	Nyet!	Nyet!	Da *
Crushed wire	1/2 move	Nyet!	Nyet!	Entire move *	Da
Up normal hills	Full speed	Full speed	1/2 speed	Full speed	Full speed
Steep slopes	1/2 speed	1/2 speed	1/4 speed	1/2 speed *	1/2 speed
Buildings	Full speed	1/4 speed	1/4 speed	1/4 speed *	1/2 speed*
Rough ground	1/2 speed	1/2 speed	1/2 speed	Nyet!	1/2 speed*
Woods	1/2 speed	1/2 speed	1/2 speed	1/4 speed *	1/2 speed *
Dense woods	1/2 speed	1/4 speed	Nyet!	Nyet!	Nyet!

* indicates a breakdown test is required. D6 = 1 → permanently stuck, = 2 → temporarily stuck. Need 4+ to free.

Also test any move a tank moves over 1/2 speed or an A/C moves over 1/2 speed not in open: D6 = 1 → temporarily broken down. Need 4+ to fix.

Moving and Shooting

Troop Type	Movement permitted before firing	Movement permitted after firing
Rifles	turn 90° or 180° or deploy from column	Full speed
Sabres	turn 90° or 180°	Half speed
MG, tachanka, mortar	pivot up to 45°	No movement
Guns	pivot up to 45°	Prolong 1" backwards or forwards
Armoured cars	pivot up to 45°	Half speed
Tanks	pivot up to 45°	No movement

Shooting

- 1) Pivot or turn if required;
- 2) Determine visibility, arc and range;
- 3) Multiply base shooting value by effective bases;
- 4) Apply modifiers to get the shooting total;
- 5) Move the shooters, if entitled;
- 6) Check direct hits for artillery and mortars;
- 7) Roll 2d6 and consult the table.

	2	3 – 4	5 – 8	9 – 12	13 – 16	17 – 20	21 – 24	25 – 28	29 – 36	37+
2	--	--	--	--	--	--	--	--	--	Ret
3	--	--	--	--	--	--	--	--	Ret	Ter
4	--	--	--	--	--	--	Ret	Ret	Ter	Ter
5	--	--	--	--	Ret	Ret	Ret	Ret	Ter	Ter + Ret
6	--	--	--	Ret	Ret	Ret	Ter	Ter + Ret	Ter + Ret	2 x Ter ^{SI}
7	--	--	Ret	Ret	Ter	Ter	Ter	Ter	2 x Ter	2 x Ter ^{SI Off}
8	--	Ret	Ret	Ter	Ter	Ter	2 x Ter	2 x Ter ^{SI}	2 x Ter ^{SI Off}	Kill! ^{SI Off}
9	--	Ret	Ter	Ter	2 x Ter	2 x Ter ^{SI}	2 x Ter ^{SI Off}	2 x Ter ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}
10	Ret	Ter	Ter	2 x Ter ^{SI}	2 x Ter ^{SI Off}	2 x Ter ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}
11	Ter	Ter ^{SI Off}	2 x Ter ^{SI Off}	2 x Ter ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}	Kill! ^{SI Off}
12	Ter ^{SI}	2 x Ter ^{SI}	Ter ^{SI Off}	Kill! ^{SI Off}	Ter ^{SI Off}	Kill! ^{SI Off}	Ter ^{SI Off}	Kill! ^{SI Off}	Ter ^{SI Off}	Kill! ^{SI Off}

Shooting Modifiers

The modifiers below are cumulative:

Long range	½ strength
Speculative area fire	½ strength
MGs at 8" or less	+ 3 columns
Target enfiladed	+ 1 column
Target formed cavalry or in road column	+ 2 columns
Target can skirmish or partisans in rough	- 1 column

Ret Target immediately makes a retire move backwards (infantry 3"/ cavalry 6"), except: unlimbered artillery ignore; troops in hard cover, other than Mobs, ignore a first retire result. Storm/Specialist may over-ride by losing a base/adding a terror marker. a unit having already retired this move receives a terror marker instead.

Ter Place a terror marker on the unit.

2 x Ter Place two terror markers and a pinned marker on the unit.

Kill! A base is removed from the target unit. The unit takes a fear test and gets a pinned marker.

^{Off} Officer casualty test. D6 = 1 → casualty. Add a terror marker if all officers killed.

^{SI} Serious Morale test.

Only the best of the modifiers below may be used:

Target in trenches etc	- 5 columns
Target in stone buildings etc	- 4 columns
Target in woods or wooden buildings	- 3 columns
Target evading etc in soft cover	- 3 columns
Target evading or lying down in open	- 2 columns
Target in crops or scrub	- 1 column

Direct Hit Numbers:

Artillery vs	Building = 9+	Moving vehicle = 11+	Stationary vehicle = 9+	Other = 10+
Tanks/mortars vs	Building = 9+	Moving vehicle = 12+	Stationary vehicle = 10+	Other = 11+

+1 for each km of range unless target stationary from previous turn, +2 Indirect first turn, +1 indirect later turns, +1 early Soviet or poor quality

Hand-to-Hand Combat

- 1) Multiply each side's base fighting number against the number of effective bases in the units.
- 2) Apply any modifiers and then work out the ratio of strengths.
- 3) Roll a 2d6 and cross-reference the result of that against the ratio of strengths on the Combat Table below.
- 4) Check for officer casualties. A d6 = 1 → casualty, unless unit is routed when d6 = 1 or 2 → casualty.

	Advantage	3:2	2:1	5:2	3:1	4:1
2	S/Defeated	S/Defeated	S/Defeated	S/Retires 2 x Ter	S/Retires 1 x Ter	S/Humiliated
3	S/Defeated	S/Defeated	S/Retires 2 x Ter	S/Retires 1 x Ter	S/Humiliated	W/Retires 1 x Ter
4	S/Retires 3 x Ter	S/Retires 3 x Ter	S/Humiliated	S/Humiliated	W/Retires 1 x Ter	W/Retires 2 x Ter
5	S/Retires 2 x Ter	S/Retires 2 x Ter	W/Retires 1 x Ter	W/Retires 1 x Ter	W/Retires 2 x Ter	W/Retires 2 x Ter
6	S/Retires 1 x Ter	W/Retires 1 x Ter	W/Retires 2 x Ter	W/Retires 2 x Ter	W/Retires 3 x Ter	W/Retires 3 x Ter
7	W/Retires 1 x Ter	W/Retires 2 x Ter	W/Retires 2 x Ter	W/Retires 2 x Ter	W/Retires 3 x Ter	W/Defeated
8	W/Retires 1 x Ter	W/Retires 2 x Ter	W/Retires 2 x Ter	W/Retires 3 x Ter	W/Defeated	W/Defeated
9	W/Retires 2 x Ter	W/Retires 2 x Ter	W/Retires 3 x Ter	W/Defeated	W/Defeated	W/Defeated
10	W/Retires 3 x Ter	W/Defeated	W/Defeated	W/Defeated	W/Defeated	W/Defeated
11	W/Defeated	W/Defeated	W/Defeated	W/Defeated	W/Defeated	W/Surrenders
12	W/Defeated	W/Defeated	W/Defeated	W/Defeated	W/Surrenders	W/Surrenders

Combat Modifiers

Behind fortifications	+ 50%	Formed cavalry charging	+ 25%
Defending in cover, at bridge, ford, breach etc	+ 25%	Contacted to flank or rear	- 50%
Uphill	+ 25%	(Contact to flank/rear also results in the addition of terror markers)	

Combat Results

S or W/Retires # x Ter	Stronger or Weaker side retires and places the indicated number # of terror markers on the unit.
S or W/Defeated	Stronger or Weaker side loses two bases and survivors rout.
S/Humiliated	Stronger gets a humiliated marker and takes a fear test, otherwise as for W/Retires 2 x Ter.
W/Surrenders	Weaker side surrenders entirely, or is butchered if historically appropriate.