

	Characteristics	Fire Factor	Range	Melee Factor	Charge	Fear	Serious	Rally	Move	Evasive Move	Notes
					(need to roll under on 2d6)						
Reds											
Red Conscript Company	Mob	4	300 m	3	6	6	6	6	125 m	50 m	
Red Regular Company		5	450 m	3	7	6	7	6	125 m	75 m	
Naval Infantry Company	Storm	5	450 m	5	8	7	7	8	125 m	50 m	
Red Machine-gun Detachment		18	800 m	1	–	6 ±	7 ±	–	100 m	50 m	
Red Cavalry Squadron	Skirmisher	3	400 m	6	7	6	7	8	225 m		
Red Tachanka		18	800 m	1	–	5	7	8 ±	175 m		
Red Artillery		16	2,000 m	–	–	5	5	6	125 m		
Red Horse Artillery		16	2,000 m	–	–	6	6	7	175 m		
Poles											
Polish Conscript Company		4	400 m	3	5	6	6	7	125 m	75 m	
Polish Regular Company		5	450 m	4	7	7	7	8	125 m	75 m	
Polish Legionaire Company	Specialist	5	450 m	4	8	8	8	8	125 m	75 m	
Polish Machine-gun Detachment		18	800 m	1	–	6	7	–	100 m	50 m	
Legion Machine-gun Detachment	Specialist	18	800 m	1	–	7	8	–	100 m	50 m	
Polish Uhlan Squadron	Storm	1	400 m	8	10	7	7	8	225 m		Can charge formed
Polish Tachanka		18	800 m	1	–	5	7	8	175 m		
Polish Artillery		16	2,000 m	–	–	5	7	7	125 m		
Polish Horse Artillery		16	2,000 m	–	–	6	7	7	175 m		
Howitzers		18	3,000 m	–	–	6	7	7	175 m		Min 300m

NB: The move speeds above are for the 5 minute moves of Red Actions! and are when moving at tactical speed.

All troops add 50m when the entire move is along roads. Artillery may prolong 25m while firing, or 50m when not (for short periods).

March Speeds	Country	Road
Infantry, including MGs, and foot artillery	3 kph	4 kph
Cavalry, including tachankas, and horse artillery	5 kph	6 kph
Messengers and staff on foot	6 kph	6 kph
Messengers and staff on horses	12 kph	15 kph

These movement rates include small regular rest pauses, time for checking directions etc. Mounted troops (including all artillery) may increase the pace of a march by up to 2 kph by alternating trot and walk. Faster pace, or infantry forced marching, will quickly cause fatigue.

Troops will stop marching at 1,000m of enemy or when they start to take casualties, unless specifically ordered otherwise.

All values above are indicative only. Game units may differ slightly.