

# Powrot do Wisły

## Quick Reference Sheet (1.7)

### A/Car, Train, Tank and Aircraft Actions

Roll	Austin A/C or Train	Garford A/C or Tank	Aircraft
1	5 Actions*	4 Actions	2 Attacks at different targets
2	4 Actions	4 Actions	1 Attack
3	4 Actions	4 Actions	1 Attack
4	3 Actions	3 Actions	1 Attack
5	3 Actions	3 Actions	1 Attack
6	3 Actions	3 Actions	1 Attack
7	2 Actions	2 Actions	1 Attack
8	2 Actions	1 Action	No Attack
9	1 Action	No actions	No Attack
10	No actions	No actions	No Attack
11	Disabled	Disabled	Return to Base
12	Disabled	Disabled	Return to Base
13 +	Destroyed	Destroyed	Destroyed

### Modifiers

If carrying a Casualty Marker when activated

- +1 if hit by small arms / MG fire
- +2 if hit by tank / field gun

### Results

- 5\* Actions – owner may restate orders to take advantage of this
- No Actions – no action this turn BUT normal activation next turn
- Disabled – no action this turn AND must pass an additional 4-6 test each turn before activating

### Multiple Weapon Cases

- Tanks, A/Cars, Trains may fire any weapon at the cost of one action.
- Any weapon may fire twice (for 2 actions) at the same target per turn
- Different weapons may fire at different targets, actions allowing
- So a two turreted Austin A/Car may fire 4 times at two targets for 4 actions, twice from each turret at the same turret target.
- A Garford may fire its Tank gun and three MGs once each for three actions
- An armoured train could use three actions to fire one turret twice and either one turret once or one carriage MG once.
- Aircraft Actions are either attacks or no actions. They do not need to 'move' using movement rules.
- Two seater aircraft carry two bombs (use the field gun table) into action and one MG (use 2D6 on the MG table)
- Single seater aircraft carry one MG (use 4D6, as always count enfilading unless at right angles to entrenchments)

### Aircraft sequence

1. Roll on Aircraft activation table
2. If allowed, place aircraft by unit to be attacked, specifying either strafing or bombing if appropriate
3. Carry out defensive fire by target rolling 1D6 per base for non-MGs, 2D6 for MGs. 6 to hit and count saves as at long range, mark the defending unit as activated if it is not already so marked.
4. If still able, make aircraft attack.

Move plane 12 inches forward in a straight line and remain at current height until turn end where other infantry may choose to fire at it

## Firing Table

Weapon	Short Range	Long range	Dice per shot	To Hit	Saving Rolls
Small Arms	4 †	12	1 (half if skirmishing)	4,5,6	5,6
HMGs	6 †	18	2 (4 if enfilade)	4,5,6	5,6
Field Gun	20	60	2	4,5,6	6 ††
Tank Gun	12	36	2	4,5,6	6
Heavy Artillery	20	100	4	3,4,5,6	6 ††
<b>Saving roll - modifiers to die roll</b>			Troops in buildings or trenches cannot be enfiladed except trenches from the air by a single-seater (only) when flying along the trench line		
+2 armoured	+1 long range	+1 cover	† effective vs armour at close range		
+1 skirmish order or deployed MG/ Gun	+1 pinned	+1 firer disorganised	†† No saving roll if inf/cav/art in open vs observed guns		
+1 firer damaged	-1 column	-1 shot in flank or rear			

## Melee table

+1D6	Per undamaged base or general attached
+3D6	Initiated contact
+2D6	Attacking flank or rear
+2D6	Infantry attacking in assault column
+2D6	Cavalry
+1D6	Deployed tchanka /HMG within 6"
+1D6	Per quality difference
-2D6	Unit in skirmish order
-2D6	Unit disorganised
-3D6	Second unit fought this turn
-3D6	Attacking cover
*0.5	MGs halve all dice in melee
Minimum 1 die	
Hits on 5,6 only	
Only armour gets a saving roll in melee on a 5 or 6	
Must score 2 or more hits than opponent to win. Losing unit retires 1 action and tests morale immediately. Otherwise draw: Draw in open: Attacker retires 1 move. No morale checks. First round Draw in terrain: Fight a second round.	

## Morale table

Roll	Result
<= 7	OK *
8	P
9	P
10	R
11	R
>=12	Rout

Add the following factors to a D6 roll

Number of hits:			
+1	Lost one element	+1	Per coercion marker (min 1)
+2	Lost 2 elements	+1	Disorganised
+3	Lost 3 elements	+1	Unit within 6 retired
+4	Lost 4 elements	+2	Just lost melee combat
+5	Lost 5 elements	+2	Charged in open
-2	<b>Attached commander</b>	+2	<b>No Commander in range</b>
-2	<b>Specialists</b>	+2	<b>Conscripts</b>
-3	18 or more from the enemy	+3	Unit within 6 routed

\* Infantry which do not get an OK result when testing due to a charge by cavalry in the open also count as disordered.

## Morale results

P	Pinned – No actions this turn: No defensive fire if a morale result to charged. Mounted are not pinned, but must use at least two commands this turn to retire away from the enemy. If a melee result, unit retires one (extra) move away and is disorganised – the victorious unit may immediately follow up.
R	Retire - Unit retires two increments and becomes disorganised. If a melee result the victorious unit may follow up preventing reorganisation or other commands by this unit. No further actions this turn. No defensive fire if a morale result to charged. May not change formation or facing until the turn after it removes disorder.

## Turn Sequence

Orders sequence	Activations sequence
Remove all unit green activation tokens and all commanders tokens for primary and secondary orders	The command checks morale if it received casualties since the last time it acted.
Roll initiative – highest picks the first command to act (inf regiment, cav brigade or individual asset) Alternating players, each uses up their primary and secondary orders and asset orders and CnC order, marking as they activate with a green token.	It may then roll once for its Tak /Nie test or machine action roll if it is still acting. Tak is Polish for Yes Nie is Polish for No
When one player has used all his primary orders he may start issuing secondary orders	Pass is determined by the individual unit status on the same roll for all units within the single order Units which fail may coerce (must if Bolshevik) – check for mutiny!
When he player has used all his secondary and asset commands, he may make the free commands for units which still have no green token showing they have not yet acted	Declare activations
	Roll D12s and make appropriate number of actions

### Tak / Nie test

All units require a basic **6 or more on 2D6 to pass**

- Add 1 for an attached leader
- **Add 1 for specialist troops**
- **Minus 1 for Conscript or Militia troops**
- Minus 1 if disorganised
- Minus 1 if 2 or more coercion markers
- Minus 1 if no commander in range

### Activations

Roll 3 D12:

- Conscript/Militia on a 6+ on D12
- Regulars / Volunteers on a 4+ on D12
- Specialists on a 2+ on D12

### Mutiny table

1	No effect
2.3	Argument (unit disorganised, no actions this turn)
4	Shoot commissars /officers (remove officer, no actions this turn, unit disorganised, no actions this turn)
5	Fight each other (take 1 hit per base, unit disorganised, no actions this turn)
6	Routs (remove unit)

### Disorganisation cases

- Hit by observed artillery
- Hit by guns / HMGs which roll a 6
- Moving in difficult terrain
- Morale outcomes

### Permitted Activations

Cost	Actions
One	Per 3 infantry or tank move
	Per 4 Cavalry / tchanka/ limber move
	Per 6 A/C move on road / train move on tracks
	Extra to charge
	Cross terrain edge
	Change formation or facing
	Fire
	Deploy MG to fire
	Halt after moving before firing tank /A/C / train
	Raise steam action before a train may move
Two	Remove disorganisation
	Per 4" Armoured Car move off road
	Mount / Dismount / Limber / Unlimber et
	Clear Casualties
Three	Move backwards
	Dig trenches (must pass all three in same turn)
Four	Anything more complicated

### Movement Limits

- Infantry Lines move one activation only per turn
- Infantry Skirmishers move twice only
- Infantry columns or cavalry move up to three