

Powrot do Wisły

(Return to the River Vistula)

The Phoenix Club amendments to Graham Evan's Return to the River Don rules for the Russian Civil War, amended for a multi-player campaign based around the 1920 Bolshevick Invasion of Poland

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v 1.7

Campaign Strategy

Players will begin fighting isolated battles which merge over the weeks into a final big battle outside Warsaw.

Individual victories do not affect the overall campaign narrative – your forces are too small to influence the overall campaign.

The victor of each battle will be given an additional asset for the next game – a tank, an armoured car, a plane, an armoured train, a gun battery... Any player deploying a train will be allowed to place a straight line of track from one edge to another at the terrain deployment stage.

We will not make forces follow into the next game with their status from the previous game – only assets are carried forward or destroyed, players will receive a full force (plus any personal assets) for each new game, but any conscripts which perform something of note during the battle and which survive with more than half their elements return as regular status.

To reflect the strategic value of cavalry in this period, cavalry units may appear along any table face – with their main army on turn one, from the first ‘half’ of either flank from turn 2, or from the any point on either flank from turn 3. They do not have to appear on that specific turn, but may appear from that turn onward.

Specialist status is awarded only at umpire’s discretion for the next game. All cavalry and marine (or Blue Brigade) units are likely to start as Veterans / Specialists, other forces are likely to start as Regulars / Volunteers.

Only the most successful Red Player will be awarded the victors asset in a multi-player game, whilst each of the Poles who are on the victorious side will gain an asset for their next game – this is to represent the intense competition between the Red armies, and the single unified command of the Poles.

Additionally, only the Poles have an overall commander who may assign the forces to the tables in advance of the players arriving. This adds an element of doubt about what is being faced on each table and reflects the lack of overall command for the Bolsheviks.

The Bolsheviks are expected to have more forces and players on any campaign night (but not necessarily on every table being used that night).

First Round Battles

Polish Forces

There will be four tables, three of which will have a small (battalion sized) village to defend, and the fourth of which has a rail exit from the Polish table edge.

The Polish commander allocates three Militia regiments and one Regular regiment to a table, and then allocates extra regular Infantry regiments and the Cavalry brigade as additional players arrive, and as he sees fit. The umpires have discretion to use the dismounted Cavalry figures for an extra Polish force – if not already used by the Cavalry commander.

Bolshevik Forces

There is no overall Russian commander.

The Bolsheviks dice for forces and tables as the players arrive.

They begin with 4 regular brigades of infantry, one per table. All subsequent players dice first for the table with an even chance of any one table on any one turn for any one player.

They then dice for which force they command – infantry or cavalry (while figures last), and they then dice for the quality of those troops.

On a 1 or 2, the chosen troops are one quality level less than normal – Cavalry or the Naval/ Blue brigades become regular quality instead of specialist, Infantry become conscripts instead of regulars.

There is no requirement for the Bolsheviks to balance out their forces on each table– it is entirely random to reflect the competitive nature of the divided Bolshevik command.

Table wins- The umpires will determine whether the Poles or the Bolsheviks have won each table. Every winning Pole will receive an asset choice for game two. Only the single best performing Bolshevik will receive any assets.

Second Round Battles

There will be two tables, one of which will feature a river crossing – remembering the Cavalry rules, and the potential for assets; this is not as simple a defence as it may appear.

Bolshevik players are allocated alternating to Table 1 and then Table 2 as they arrive, but still with randomly allocated troops and quality.

The Polish commander allocates his forces as he sees fit.

Third Round Battles

May be another pair of table if the players wish 4 games, otherwise, a final single table ‘outside the gates of Warsaw’ – Poles start with some entrenchments.

Bolshevik cavalry were ‘to arrive on turn three’ – in fact they were intercepted off table, and the Poles were able to make use of historical radio intercepts to plan a full counter attack, featuring truck delivered infantry arriving along the southern flank of the table.

Introduction

This set of rules is intended to cover battles in the Russian Invasion of Poland in 1920.

They are a reworking of the Russian Civil Wars rules of Graham Evans, and are largely his work.

The changes have been written with a multiplayer environment in mind.

Contradictions should defer to the QRS first, and then to a dice roll if the Umpire cannot decide.

Equipment

These rules are written for 15mm figures, and are intended to be played on a 6' x 4' table, although we play on a 12' x 5' usually. So first off you'll need two armies and a table or a floor, and some scenery. Otherwise you'll also need: A bucket full of d6 and three D12.

Tape measures

Markers to indicate whether a unit has activated this turn

Markers to indicate hits, casualty morale tests, pinned and disordered status and mechanical breakdowns.

Markers to indicate Mutiny and Coercion are also required.

Unit Organisation

Infantry:

The basic unit of manoeuvre is the Battalion. This will usually be supported by an MG company and be part of a Regiment made up of two or three Battalions.

The Battalion will be made up of 6 30mm square bases with three figures, representing 100 men. See below for Formations.

A Regiment also has one MG section attached represented by 3 MG bases of the same size as the normal infantry base. The MG companies are deployed separately.

The Regiment will have a Commander base with two figures. In order for a battalion to perform Command actions it must be ordered by a Commander. Bolsheviks also require a commissar base.

Cavalry:

The basic unit of manoeuvre is the Regiment. It will typically be part of a Brigade of two Regiments.

The Regiment is made up of a number of 30mm x 30mm bases with two figures representing 60 men (or 30mm x 40mm bases with three figures). See below for Formations. A Regiment will be made up 6 bases, when dismounted the regiment will be represented by 4 bases only.

Each Brigade will be accompanied by a tchanka section of two tchanka models.

The Brigade will have a Commander base with two figures. Bolsheviks also require a commissar base.

In order for a battalion to perform Command actions it must be ordered by a Commander.

Artillery:

Two bases representing one battery.

They are standalone units and do not require a Commander to give them Orders.

Armoured Cars and Armoured vehicles:

One model represents one vehicle. As with Artillery, they are standalone and do not require a commander to order them. NB For infantry units in vehicles the infantry Command process applies.

Aircraft and Armoured Trains:

Aircraft are represented by single planes of either one or two-seater craft. Trains are represented by initially two carriages and one engine. Additional pairs of carriages may be added.

Unit Quality

All units have a quality, which affects how easy they are to give Orders to and reorganise and so on. Each side has three quality types

Poles:

"Veterans":

This is the best type typically these are the men who soldiered in the First World War and then enlisted in the new Polish Army. It also covers other elite units, such as the best mounted Cavalry units (especially when fighting in defence of their homelands). Armoured Cars will often be of this type.

The Blue Brigade are of this type.

“Regulars”:

The second best type of men. Competent, trained forces motivated to fight against the Reds for personal and national reasons.

“Militia”:

Called up when the Reds crossed the border, they have had little training or equipment. Enthusiasm lasts only so long in the face of a gunfight.

Bolsheviks:

“Specialists”:

The best quality, most motivated troops. They include veterans of the Civil War, particularly the elite Konarmia cavalry and the Naval brigades.

“Workers”:

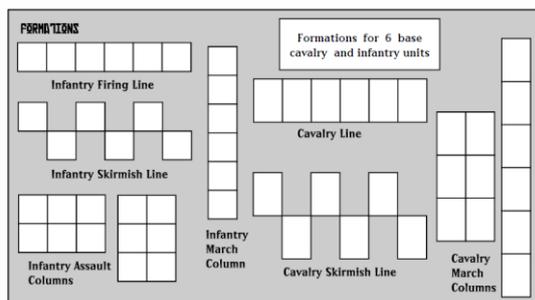
Units made up of workers and others supporting the Revolution for ideological reasons.

May make up for lack of training in enthusiasm (like the best early Red Guards)

“Conscripts”:

As with Polish Militia, conscripts are fighting because they don't have an option. This may also include Red Guards away from their home towns or poorly trained or equipped.

Formations



Cavalry and infantry formations are shown in the box above. The effects of the various formations are:

Column:

Unit generally moves faster. If on a road it ignores wheeling restrictions. It may not fire. If in double files it counts as Massed.

Assault column:

Lines of double depth or more. This formation is best for packing the men in and getting them to charge trenches and wire in a futile fashion. The front rank only may fire. All Assault Columns are Massed formations.

Firing Line:

Lines move very slowly, but are much more effective for firing.

Skirmish Line:

Skirmishers move fairly quickly. This formation enables half of the unit to shoot (if infantry). Less vulnerable to fire, it is exposed if close assaulted. However it does not suffer from disorganisation unless caused by a morale failure.

Cavalry Line:

An appropriate formation for moving or close assault.

Defensive position:

When infantry or dismounted cavalry are deployed in a village or other defensible terrain they can adopt a defensive position in which the bases are contiguous but face in more than one direction, for example forming a perimeter.

In such a formation the unit may not move.

Commanders and Commissars

Each command will have a single officer, and there will be one overall commander for multiple commanded forces on the table. Players may use an optional rule to introduce commander quality with an appropriate effect on Tak / Nie tests and moral roles.

In addition Bolsheviks have Commissars attached to all their officers – something learned from experience in the Civil War which will ensure enthusiastic action at all levels of Trotsky's army.

Commissars ensure that Tak / Nie tests which fail must be re – rolled.

Commissars are the first officers to be shot in the event of a mutiny roll calling for a shot officer.

Commissars are not replaced – thus ending the mandatory coercion roll.

Normal officers are replaced if they are shot, at the cost of the primary order.

Turn Sequence

Each side rolls a D12. The player rolling the highest decides which player will move first. The game continues with Commanders on each side attempting to give orders to their sub units using their Primary orders first and then their Secondary orders.

Primary and Secondary orders

All primary orders must be given before a player may begin giving secondary orders. When one Commander has finished an order the turn passes to the other side, alternating back and forth until all eligible orders have been made.

One primary and one secondary order are available for each commander, and they must be completed in that order. This is designed both to ensure players are not stuck waiting all turn for a 'go' and to prevent players 'hanging back' with their key regiment and then acting twice, or having super active commanders beating all others to the punch with two actions immediately.

The CnC order may be made at any stage in the Primary / Secondary turn sequence; otherwise, all priority orders for all battalions are done, then all secondary.

Units which have shot their officers may only be ordered as a secondary order or as individual units. They have no primary orders available.

Standalone unit orders

Standalone units get one order only which may interrupt the normal Primary and Secondary sequence – but do not interrupt the other player's turn. Standalone units thus sit outside the Primary and Secondary order sequence.

Group orders

Non-movement orders (fire, rally, clear casualties) may be given to all units in the regiment /brigade as one order.

Movement orders may be given to a group of battalions /regiments provided the movement is in the same direction for all those units. To order part of a regiment /brigade to move in a different way requires a second order.

We are flexible for things like putting one battalion into skirmish and the brigade advancing behind it, provided it is logically the same basic order, but having two units moving in different directions will require two separate orders.

Thus spread out regiments on the defensive may all be on a fire and rally sequence, but this is quite difficult to organise when they want to attack as movement is not in the same direction (remembering that movement is straight ahead or wheeling).

Forfeiting an order

Primary orders may be forfeited one at a time, to burn through your turn sequence if you need to get back to a regiment for its secondary order quickly. Secondary orders may be similarly burned if you have nothing to do with them.

Unordered units

Units which have not yet activated may take a single defensive fire if charged, as may proximate non activated units of the same command as the charged unit – removing their green activation marker to prevent them acting later in the turn.

No Tak / Nie tests are required, but a morale check may be necessary if they have a marker indicating that they must test when they next act.

Single Action orders

Once all secondary and standalone units have acted, all unordered units may then make a single standalone action order such as one shot or one rally disorder or one clear casualties (if eligible).

They may make a single movement provided it is not closer to the enemy.

A Tak / Nie test is still required, but not activation dice since there is only one stage permitted.

This is still within the usual order sequence meaning that out commanded armies may be making single action orders while their opponent is making secondary moves.

Commander Sequence

Each turn starts with all battalions removing last turn's green markers.

As each unit is activated, a green marker will be placed next to it as an aide to remembering which units have acted.

Commanders should have one marker placed to show they have used their primary order, and then a second marker to show they have used their secondary order, as the occasion arises.

This marker fiddliness will be necessary given a multiplayer environment producing questions about whether a unit has acted or not that turn and whether all primary orders are completed to allow a secondary order to be made, it serves no other purpose and may be dispensed with if appropriate.

Ordered Unit Sequence

- 1) If the unit has a casualty check marker, it must begin by testing for this to determine its morale effect.
- 2) Take a "Tak /Nie" test for all units commanded by the order. One die is rolled for the order, and then each unit being commanded tests on its own circumstances against that die roll.
- 3) If any unit refused with a "Nie" the Unit fails to obey unless the commander coerces the unit by testing for an immediate Mutiny and then increasing the coercion count for that unit after the mutiny test is completed. This is compulsory if the unit is a Bolshevik.
- 4) Perform a series of Commands (see orders below).

Standalone Unit Sequence

- 1) The unit must test on the appropriate machinery activation chart according to whether it has received hits that turn or not.
- 2) Perform a series of Commands (see Orders below).

Orders

Infantry and Cavalry units require Orders from a Command Base in order to move or perform any actions.

Order must first be obeyed.

Cross reference the leader and unit quality on the "Tak / Nie" test, modifying the roll as indicated.

Exceed the stated score on 2D6 to see if the unit's orders take effect.

Recalcitrant units may be coerced

If the Orders fail to take effect the Commander may choose to coerce it through some vigorous pistol waving if it is within the Commander's movement range.

Move the Commander and any attendant Commissar into contact with the unit, even if it has already moved this turn.

Roll a D6 and exceed the number of coercion markers on this unit in order to proceed.

After checking the result, then add another coercion marker to the unit after the check has been made if it has not mutinied off the table.

N.B. Rolling a six is always a pass.

Bolsheviks with a Commissar MUST coerce, other officered units MAY coerce

Mutiny

If the coercion test is failed (the die roll is equal or less than the unit's number of coercion markers) you must roll on the Mutiny table.

This takes the place of the unit's intended Commands.

In subsequent turns a Commander may attempt to bring a mutinous unit under control by giving it orders in the normal way. If this succeeds the unit is back under control, although the coercion markers remain.

You may not coerce a unit out of a Mutiny.

Mutiny only affects the individual unit being commanded which mutinied; it does not affect the rest of the group being ordered.

Coercion

A coerced unit forfeits the automatic activation it would have received had it passed the “Tak / Nie” test – thus it requires all three activation dice to pass if it has three stages in its move – otherwise it acts as if commanded, but it has increased its coercion level by one should it need to test again.

Assuming no Mutiny takes place the unit is then given its Activation stages.

It may be given up to three Activations per turn (having forfeited the ‘free’ fourth activation for obeying orders).

General’s Orders

Each overall Commander has one “General’s Orders” marker. This can be placed on any unit in the General’s movement radius at the start of the full turn. This command can be exercised at any point (even during an opponent’s move sequence).

Any unit so activated is subject to the “Tak / Nie” test and the normal Command rules.

General’s Orders can be used to hold back a unit as a reserve if the opponent has more Commanders.

i.e. if the unit is the player’s last unit he may “pass” his turn to see the outcome of the opponent’s next unit to move. If both player’s last units have General’s Orders and both pass the turn is ended.

Activations

All units that successfully passed the “Tak / Nie” test are automatically allowed one free Activation that turn.

Further Activations up to a maximum of 4 require the successful check against the Activation test using a D12.

If the unit has been Coerced, or is Disorganised it does not get the automatic Activation, and therefore only has a maximum of three Activations in the turn, all of which require a passed Activation roll.

N.B. ‘Two Activation’ actions can make use of the automatic Activation as one of the two Activations required.

Activations are passed by rolling 3 D12 –

- volunteers/regulars pass on a 4+
- conscripts/militia on a 6+
- specialists pass on a 2+

Most actions require only one activation, some require two or three.

The player must state what Commands are being given this turn before rolling the Activation dice and these must be followed in sequence even if not enough activations are passed. e.g. A player has a volunteer infantry battalion in column marching up a road. He states the activations as “Move two movement increments, deploy into line and fire”. He then rolls three D12 failing with one. He moves the first increment as that is allowed automatically, then the two passed activations, but the final stage – firing – is not reached due to the failed die roll.

The permitted actions and the number of Activations required are given in the Permitted Activations table.

Activations cannot be carried over to the following turn - e.g. a three Activation action cannot start on turn one and finish on turn two.

Activations can be given in any sequence desired (e.g. Fire/Move, Move/Fire).

Movement

Movement is done by measuring in straight lines and wheeling.

Units (columns, A/cars, limbers etc.) moving on roads may follow the line of the road without wheeling except tanks which must wheel even on a road.

Normal wheeling is done by holding one corner stationary and wheeling the outside corner at normal move speed.

- Infantry and Tanks move in 3 inch increments
- Cavalry, tchanka's and off-road Armoured Cars move in 4 inches
- Trains and Armoured Cars on the road move in 6 inch increments

Changing formation requires one Command. This does not include a change of facing or direction. Note that when crossing the boundary of difficult terrain, - e.g. a wood or a village - an extra order is required.

A unit is not required to move the full increment but it may not move a part increment, fire, and then complete the rest of the increment.

Commanders do not require Orders or Activations to move, but may move up to the following distances:

Infantry Command - 12"

Cavalry Command - 16"

Motorised Command - 18" (on road) 9" (off road)

If a Commander attaches himself to a unit he will also move when the unit does.

Units in vehicles require two Commands to dismount. Place figures next to the vehicle in the desired formation, and give them a disorganisation marker.

Interpenetration

Infantry and Cavalry units may interpenetrate subject to the following restrictions:

1) One of them must not move in the same turn.

2) Massed units may not be interpenetrated. i.e. they can move through units, but not be moved through.

Disorganisation

Unit disorganisation is caused by the following events:

- **formed units hit by Observed Artillery**
- **formed units coming under MG or gun fire and the MGs / guns rolling a '6' in their hit dice**
- **formed units moving in difficult terrain**
- **Certain morale outcomes**

Disorganisation is automatic to cavalry and infantry units in formation.

Units in Skirmish order or which are armoured are only disordered by morale outcomes.

Note that terrain disorganisation only occurs when actually in difficult terrain. e.g. If a unit moves into a village it will become disorganised. If it halts and reorganises itself as long as it does not move it will not be disorganised. This is important for units defending built up areas and woods.

To remove disorganisation takes an activation point (two if from a morale result disorder).

Firing

A unit normally fires in its turn as one of its actions.

The number of times it can fire will be limited by the type of unit and the number of successful activations it is given.

Note that Cavalry units may NOT fire whilst mounted.

Infantry may fire from trucks, but only a maximum of one base per truck per turn.

Units which have not acted and are charged may fire once – see Unordered Units section.

The firing ranges are given in the Firing Table. Anything over short range is deemed to be long range.

Firing within closed terrain - woods, villages for example - is limited to 6".

When a unit fires it rolls a number of dice depending on the type of base and the number of firing orders it has been given. This, together with the score to hit is given in the Fire Table.

Any hits are rolled against to see if they can be saved. The saving roll is subject to modifiers, all of which are given in the fire table. A saving roll can never be better than 1, -i.e. a 1 always fails regardless of modifiers. Small arms and HMGs are only effective against Armoured Vehicles at close range.

Firing is at a specific battalion even if a combined target presents (such as MGs attaching)

Battalions may split fire in such a circumstance - to enable single units to hold back multiple attackers.

All units have a maximum of two actions firing per turn.

Hits are allocated to bases within a unit. All bases in a unit must receive a hit before a second marker is placed on the base.

Infantry bases can only fire to their front with a fire arc of 90 degrees. Only the front rank of any formation can fire, even when in skirmish order.

HMGs have a fire arc of 180 degrees, again facing to the front.

Artillery bases have a 90 degree forward firing arc.

Armoured car firing arcs depend upon the positioning of the turrets and the vehicle. A tchanka must be turned to point at the enemy to fire, and has a firing arc the same as infantry.

The Command "Deploy tchanka" includes a free turn towards the target.

Observation Posts

Any battery that is deployed before the start of the game may have a OP. This is a single base like a Commander base, deployed Line of Sight to the battery, within 9".

Any target in Line of Sight to the OP does not receive a saving roll if deployed in the open to simulate better fire correction.

A battery deployed during the game may deploy an OP but this will take a whole move following the successful unlimbering of the battery.

Melee

Melee occurs when two opposing Cavalry or Infantry units contact each other. Any such contacts are resolved immediately during the turn.

In order to charge an opposing unit the charging unit must be given a "Charge" Command and have sufficient move Activations in order to contact their opponents.

The charge sequence is:

- 1) Declare charge and test morale to make that charge.
- 2) If Infantry charged by Cavalry, take a Morale Test.
- 3) Defender fires if possible.
- 4) Move the appropriate movement increments to contact, subject to passing the activation dice.
- 5) Resolve the Combat (see Melee Table)

NB Charging does not have to be the first action of the turn. A unit may shoot then charge, but the "Charge" Command can be the first automatic activation.

N.B. The need for a Charge Command means that Cavalry units may only move three increments maximum in a Charge turn. Once a Melee is established it takes place in the unit's turn sequence before activations or any other Orders are given.

e.g. A three battalion regiment has one battalion in a melee as it was attacked in the opponent's unit turn that has just finished. The player does not give this unit an Order marker. It resolves a further round of Melee before the player allocates Order markers to other units in the Command.

Any unaccompanied Artillery contacted by a charge is automatically overrun and is removed.

Skirmishers which survive the first round of melee in terrain are formed into battle line and fight as such if the melee continues.

Infantry may only follow up one melee victory per turn.

Taking Hits

Bases can absorb a number of hits before being removed. When a base is hit mark it with a hit marker and a casualty check marker to indicate that it must check morale when it next acts.

The hit marker represents a number of physical casualties, people hiding and a general loss of effectiveness.

When a unit reaches 3 hits it loses one element— hence the clearing of casualties remains important.

Armoured Cars and Aircraft take 4 hits.

Tanks take 6 hits.

Rail carriages take 4 hits each with the engine taking 6.

Logical targeting will dictate which carriage or element takes the hit should it matter, but generally it is at the owning player's discretion.

Clearing Casualties

Clearing casualties takes 2 actions.

When a unit clears Casualties it either automatically removes all accrued hits, or it tests to recover one element. The test is a D6 roll OVER the current number of bases, subtracting 1 if within 6 of the enemy, subtracting 1 if disorganised.

Standalone machinery (Tanks, Aircraft and Armoured Cars and Rail carriages) may not clear casualties.

Standalone machinery should still mark the casualty check marker when hit, to remind the

player to use the appropriate Machine Actions modifier when they come to act.

Standalone guns treat casualties as if they were infantry units.

Commander figures are generally immune to combat, but are lost if attached to a unit that is fought and routs. If contacted in the open move them to their nearest unit under their command. They may not give Orders next turn.

Killed Officers

Officers killed through attaching to a destroyed unit or via a Mutiny result are replaced by a junior officer that has no primary order available.

Bolshevik mutineers will shoot their Commissar first, thus removing the requirement that they must coerce. If their officer then chooses to coerce and in turn is shot, they revert to the same junior officer rule as the Poles.

Morale

Infantry which are charged by cavalry in the open must immediately take a morale check before attempting to fire at the chargers or fight melee (depending upon whether they are still eligible to fire).

Any unit which had a friend rout through which was of equal or greater density (e.g. not skirmishers unless skirmishing yourself) will require a morale check at the start of their next action unless immediately engaged in melee (where they will count disordered for the rout through).

Any unit with a casualty check marker on it must begin its activations by checking its morale.

This is the first action it takes.

The test involves adding a number of tactical factors to a die roll.

There are four outcomes:

Okay:

The unit may continue as normal.

Pinned:

The unit is 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.

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.

Rout:

Remove unit from the board.

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

Regimental morale

If the regiment / brigade has suffered $\frac{3}{4}$ losses to its assets (including MG's), the remainder may no longer advance closer to the enemy and must take an immediate morale test.

Machine Actions checks

Armoured Cars were a decisive weapon in the East, they were much more decisive than tanks, and were more valuable in the East than they had been on the Western Front.

They were practically invulnerable to small arms and machine gun fire and as such gave a significant morale impulse to their own side. However due to the ad-hoc nature of their construction and poor standards of maintenance they were prone to breakdown and other mishaps.

In order to capture the apparently random nature of armoured car and other machine events, in place of a "Tak / Nie" test you must check the machine actions for your vehicle type to determine whether the machine is in working order and under instruction.

Armoured Cars and other machinery which receive a 'damage' result, must use an action to repair it each subsequent turn – needing a 4,5,6 on the die roll.

Armoured Cars have 4 hits and always count armoured.
Tanks have 6 hits and also count as armoured.

Gun turrets etc are applied logically from the model. Turrets may freely turn as part of their firing without requiring an action.

All vehicles require one action to 'set up' after moving.

Armoured Trains

Armoured trains act as if a single unit but with each individual carriage able to fire at different targets in its activations. It may spend two activations to de-couple any carriage.

Machine Actions checks of an adverse nature will only apply to one carriage at the train owner's discretion provided they meet logical targeting criteria (hits on the head of the train may not damage the rear carriage if the result is an immobility result, for example).

Each carriage counts as 4 hits and armoured, except the engine, which counts as 6 hits and armoured.

Aircraft

Aircraft are equally unreliable assets. They zoom about above the battle, occasionally dropping in to cause some mayhem. Aircraft are treated as armoured for saving rolls and are always targeted at long range. They take 4 hits.

Two-seater's may carry two bombs, which hit as if a field gun (with all that this implies for saving rolls). They have one MG which may never enfilade (i.e. 2 dice)

Single seater fighters do not carry bombs, but count as one MG which always enfilades when firing (i.e. 4 dice).

Any mechanical damage through a machine action check will force an aircraft out of the game.

Terrain

Hills in Poland only block line of sight – they do not add advantage in melee or effect movement.

Wire forces a halt on contact, and then an additional activation is required to cross it. Any troops receiving any hit while in contact with wire is immediately disordered.

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 ††
Saving roll - modifiers to die roll			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	Attached commander	+2	No Commander in range
-2	Specialists	+2	Conscripts
-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

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.
5. 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.