Red Actions! – the Pygmy Wars Version

Definitions

Each inch represents about 25 metres. A table-top move represents 5 minutes.

A **base** has a frontage of 30mm and enough depth to fit the figures. It represents
- Between 20–50 riflemen or sabres;
- A handful of machine-guns either on foot or on horse carriages (called **tachankas**);
- Two guns (or one, if a base is only 20 rifles);
- An armoured car or tank; or
- An officer with a few staff.

Infantry includes riflemen, engineers and machine-gunners. **Cavalry** includes sabre and tachanka bases. **Sabres** is any cavalryman prepared to fight, armed with any or all of: sabres, lances, carbines and pistols. **Artillery** includes mortars and canons and their limbers. **Vehicles** includes tanks, armoured cars and trains.

Riflemen and sabres form **units** of 2 to 6 bases of the same sort which act together, commanded by a junior officer. Other troops types normally operate independently, but MGs, artillery and tachankas may form units of up to 4 bases of the same sort acting together, either with or without a junior officer.

Junior officers are represented by tokens attached to the unit they command, from which they may not separate. They are in turn commanded by **senior officers**, one of whom is the commanding **general**, represented by independent bases. Soviet players may prefer to insist that they have no officers, only "Red commanders".

Senior officer bases operating independently are separate units. They require an action segment to move and can be shot at if target priorities are applicable and they are clearly distinct from other units.

Soviet and Partisan armies, except Konnarmiya and Latvians, draw two officer tokens randomly for each senior officer and select one of them. Other armies draw three tokens for each senior officer and then select one. Afterwards both sides draw one token randomly for each junior officer.

A unit **action** is any movement, shooting or change of status by the owner of the unit or which arises as a result of a morale test or shooting or combat result. Voluntary actions by a player occur during a unit's **action segment**.

A **turn** is a series of action segments, one for each unit on the table.

Unit types and officers can have **characteristics** which affect morale and abilities.

A unit accumulates **terror markers** as the game progresses, and when these exceed the number of bases in the unit, the unit immediately routs. They also reduce the effective number of bases in the unit. They are removed by a rally from terror action. A **humiliated marker** is a regarded as a terror marker than cannot be removed and all references to the number of terror markers on a unit includes the humiliated markers.

A **pinned marker** can be placed on a unit as a shooting result. This prevents movement towards the enemy until a successful rally from pinned test is made.

The **effective number** of bases for shooting and combat is the actual number less one for each terror marker. If the number of terror markers equals the number of bases, then one half of one base is counted.

Each army has a **flight numbers**, shown as a percentage. Multiply this percentage against a side's original point total and determine how many points worth must be destroyed, captured, or routing to **exceed** the flight number.

Game Sequence

1) Determine which player is attacking.
2) Draw officer tokens (see above).
3) A defender notes any ambushes, and then places **position markers** which indicate the position of the non-ambushing troops on the table.
4) The attacker moves any or all of his troops 100m (4") onto the table at his entry points and notes the entry point of any reinforcement units.
5) The agreed number of turns is then played, stopping if either army reaches it flight number.

Dummy position markers may be used by agreement. An attacker may use unit position markers too, if only to speed play. Markers are revealed as figures when they become visible to any enemy or fire.

The attacker may move reinforcement units onto the table at any time in a move.

Turn Sequence

Initiative

Standard: The players roll for who first has initiative, and then alternate moving units. After one player has had an action segment for all his units, the other player has one for each of his remaining units and the turn is finished.

Option 1: a card is made for each unit and HQ. Each turn these are shuffled and drawn at random, indicating the order in which the units have their action segment. If units are combined then a card is removed for one of the units. If an HQ directly commands a unit or units, then they may choose to move when either of the cards are drawn, to represent the greater initiative of the higher officers.

Option 2: The players each roll a d6 at the start each action segment, the winner moving a unit. In the case of draws, the player who lost the previous roll-off has the initiative. If players agree, the turn ends when both players roll a "1".

Permitted Actions

A unit may perform one, and only one, of the following in its action segment:
- Move, with the option of shooting first;
- Charge;
- Divide or combine units;
- Hide infantry and unlimbered guns in suitable cover;
- Rally from terror;
- Attempt to rally from rout;
- Take possession of a building, vehicles, prisoners, enemy transport etc.;
- Mount, dismount, embark, disembark, limber, unlimber (NB: ½ move for horse artillery);
- Cut wire, dig foxholes or other engineering actions.

It may also attempt the following, in appropriate circumstances, which do not *necessarily* forbid other actions above.
- Change formation and/or facing;
- Test to free stuck vehicles or repair broken-down ones;
- Scout for ambush;
- Detach or add a senior officer to the unit;
- Test to rally from pinned.

If a unit is forced by a morale test, shooting or combat to make an action out of sequence, before it has had a chance to have its own action segment, it forfeits any later voluntary action segment.

A unit may divide itself into two or more smaller units. Any terror and humiliated markers are divided up as equally as possible, rounding up, which may cause an increase in markers. This takes an entire turn and prevents any other actions.

Two or more units may combine during a turn if they start it in physical contact and neither has yet had an action. If there are two officers, then the commanding one is the higher ranking, or decided randomly. This takes an entire turn and prevents any other actions by either unit for the turn. Units must be of the appropriate type to combine. All markers are retained.

Horse artillery may move half a move and limber or unlimber in the same action segment.

Pre-empting Enemy Actions

The only instances when a unit may voluntarily have its action segment out of initiative order is:
- A unit charged but which has not yet performed an action this turn may elect to either shoot at the chargers or to take a humiliated marker and flee voluntarily.
- An infantry or cavalry unit that is shot at by enemy at close range may elect to return fire simultaneously.
- A "Clever" officer may attempt to pre-empt the actions of a visible unit. If he rolls a 6 on a d6 his unit may move out of initiative order. Another "Clever" officer may not be pre-empted this way.
- An ambushing unit may pre-empt the normal sequence to charge or shoot at a unit within reach.

Characteristics

Special Unit Characteristics

Units with the **Mob** characteristic struggle to do anything other than the simplest tasks. If such a unit can see the enemy and attempts to do any action other than shoot, charge or move away from enemy then it requires a 3+ roll on a d6 or it will remain stationary, though it may still shoot.

Units with the **Partisan** characteristic scout better and move and hide better in some terrain. They double the range at which an ambush can be spotted and have a modifier when shot at in cover.

Units with the **Skirmisher** characteristic use terrain more effectively and thus gain a bonus when being shot at.

Units with the **Storm** characteristic may forgo a retire result by losing a stand instead. They ignore officers with the Mob characteristic.

Units with the **Specialist** characteristic may forgo a retire result by adding a terror marker instead. They ignore officers with the Mob characteristic.

Some "White Conscript" units may have a "White Officer" base in the unit as stiffening. The whole unit loses the mob characteristic and tests morale as if a "White Volunteer Company". However, the first base lost to shooting or combat is the officers and the unit reverts to entirely conscript from then on.

Special Officer Characteristics

Clever officers may attempt to pre-empt the enemy. They double the range at which they check for troops in ambush.

Commissar officers are sticklers for the true Leninist path, rather than commissars as such. They will not permit non-Commissar officers, even if senior to them, to take over the unit. They may also shoot counter-revolutionary or defeatist soldiers.

Officers may also have Partisan, Storm, Specialist or Skirmisher characteristics, which the unit may use while commanded by them.

Certain (less-gifted) officers instil a Mob characteristic on units they command, unless they are units with the Specialist or Storm characteristics.

The Morale Effects of Officers

Officers have a morale effect, either positive or negative. The bonus of an officer commanding a unit is added to the success number for all morale tests.

The morale bonus of a senior officer may be added to that of the commanding junior officer if the senior officer:
- can see the unit and it is within 300m (12") of it; or
- is within 100m (4") of it.

The morale bonus of a senior officer may be substituted for that of the commanding junior officer if he takes personal command of the unit.

Officer Casualties

Officers may become casualties as a result of shooting or hand-to-hand combat. If all officers in a unit are killed, the unit adds a terror marker and takes a serious test.

If an officer becomes a casualty then a replacement is drawn for him when the unit next performs a voluntary action, including attempts to rally from rout.

If a senior officer is killed, then a junior officer is promoted in his place at the end of the next turn in which the information becomes known, which will mean that the units will be without a commander for a least one whole move. The junior officer is replaced immediately.

Morale Tests

A **morale test** must be taken for the following:

	Type of Test
• Charging the enemy	Charge
• When being charged by enemy	Fear
• When ambushed or gassed	Fear
• Losing a base involuntarily for any reason	Fear
• Interpenetrated by routing friends	Fear
• Humiliated in combat	Fear
• Suffering a serious result from shooting	Serious
• All officers in the unit become casualties	Serious
• A routing unit of equal or better class passes within 200m (8")	Serious
• Attempting to rally from rout	Rally
• Attempting to remove a pinned marker	Rally

The **success numbers** for the different troop types for the different tests are shown on their cards. These are altered by adding or subtracting any bonuses. To succeed a 2d6 roll must be equal to or lower than the modified success number. All morale tests are failed on a score of 12.

Bonuses are:
- +/– any junior or senior officer's morale effect applicable.
- –2 if an enemy unit is behind the unit's flanks within 300m (12") and no visible friends capable of charging it.
- +2 when behind earthworks, in a trench or in a stone building suitable for defence.

Events may trigger more than one test at a time, e.g. an gun shooting at riflemen might get a direct hit, kill the officer and get a Kill! result – which would make the receiving unit take a fear test, then serious test, then fear test again.

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.

Rallying from Rout, Terror and Pinned

A unit may choose as its action to **rally from terror** instead of performing any other action. All terror markers, but not humiliated markers, are immediately removed – there is no test for this – but the unit may not do anything else. (Note: many players have house rules to test how many markers may be removed in a turn.)

A pinned marker remains with the unit until it attempts to advance towards the enemy, at which point it must take a **rally from pinned** test. If it passes, the pinned marker is removed, and the unit may move normally. Otherwise the marker remains on the unit, and it may only retire or fire as an action. A unit may never have more than one pinned marker on it. While stationary and pinned an infantry unit is considered to be evading.

A unit may only attempt to **rally from rout** if it is not pursued or the pursuers are more than a full move distance away at the start of the routers' action segment. If they succeed they may rally in any formation and direction, removing all terror but not humiliated markers, but may not take any other action. Failure results in an additional humiliated marker.

MG and mortar teams can rally from rout (use the nearest appropriate infantry rally values) but if they fail to rally *immediately* then they are deemed to have left their weapons behind when they fled. If any abandoned weapons are threatened by enemy (i.e. within close shooting or charge range), then the rallying troops will retire to the rear without them.

Optional: For each turn spent in rout a unit may not advance towards enemy for two turns (Note: this may differ from the number of attempts to rally, due to pursuers) but may otherwise act normally.

Alternatively, play the standard RA! rules for rallying from rout, namely 1) that units that throw more than 2 over their rally value (or a natural 12) are removed from the game permanently, 2) failed tests to rally by only 1 or 2 result in another rout move but no other effect, and 3) MG and mortar teams cannot rally.

Movement

The maximum speed of a troop type is shown (in inches) on their card. No part of any base may move more than this distance during the move – as measured by actual movement, not start and finish location.

If all bases are facing in the same direction, they may move directly forward by bases and may drift to move into or out of column or up to 20° to incline the unit. Units wheeling count all elements moving at the speed of the outside ones. Units may not move backwards or sideways, other than by turning, moving and then turning again.

If the bases in a unit are not facing in the same direction (e.g. in square) they may form up in any formation in any direction as their entire move but one base of the unit must remain at least partly on the same position. But if the formation taken was due to terrain (e.g. they were occupying houses or forest edges) they may move just outside the terrain to take the new formation.

Units may interpenetrate or be interpenetrated if it violates no other rules, except for formed cavalry.

No unit may approach with 50m (2") of the enemy voluntarily except in a charge.

The standard move of officers not attached to units is 400m (20"), if mounted, 250m (10") otherwise.

Note: the movement rules are particularly important for tachankas because they normally must turn around to be able to fire. So a unit facing forwards must sacrifice some of its move to turn (basically the depth of the unit) if it is to end in firing position. Once in that position it must sacrifice two turns in order to move forward and still end facing the enemy, whereas it can retire at full speed and achieve this result.

Formations

Units are not forced into set formations, instead bases in a unit must maintain base-to-base contact but individual bases may face in any direction. Not being basically in line or column will affect movement and is an excuse for your opponent to mock you … There are however a few formations of specific relevance:

- Some cavalry may choose to be **formed**, which is always a straight line of bases. Changing between formed and loose formation can occur at *any* time during an action segment at no cost. Formed cavalry cannot claim a skirmisher bonus.
- **Columns** are single wide lines of bases, with relevance only for movement through terrain and marching.
- Artillery is either limbered or unlimbered (mortars and tachankas do not need to unlimber).

Charging

To determine if a **charge** can go ahead the following must be met:
- The target must be an available type, as below:
  - Sabres can charge any troops except vehicles;
  - Riflemen can charge any except sabres in the front, and vehicles;
  - Vehicles can charge any except other vehicles;
  - Tachankas, machine-guns, mortars and artillery cannot charge any troops.
- The charging unit must be able to see and move to the enemy (not pinned, passable terrain etc);
- The charge must not wheel more than 45° nor involve any facing or formation change;
- The charging unit must pass a charge test;

Once it is determined that the charge is legal, the target unit then takes a fear test and routs if it fails. A target body may also choose to take a humiliated marker and flee voluntarily if charged frontally. If it stands then it may be entitled to shoot, if it has not already acted this turn, which will cause the charge to be cancelled if a retire or rout result is achieved on the chargers.

If the target does not flee, then the charging unit is moved forward so as to contact as much of the target as reasonably possible. Cavalry charge frontally by other cavalry may counter-charge, in which case they meet the chargers half-way.

Guns are charged like any other body and may fire in return if normal conditions are met (in arc, not moved this turn etc), but the crew surrender rather than fight back. Mortar crews automatically rout when charged and are removed.

When a charge is declared it includes the direction of the charge. If the target flees then the charger can choose to halt on the former position of the target, or continue to the full length of his move o*n the original path only*. Any units in the way may be charged. They must take a fear test as normal but may not shoot.

To be able to claim a **flank charge** a unit must have most of its bases behind a line extending along the front of the target. A unit charged in the flank adds a terror marker, and then turns all bases to face but fights at half strength.

For a **rear charge** the bulk of the charging unit must be within lines extending down the sides of the target. A unit charged in the rear adds three terror markers and then turns all bases to face but fights at half strength.
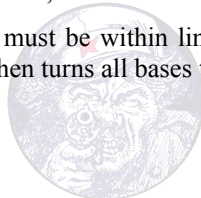
Evading

Most infantry have a "evasive" speed noted. This represents using terrain to reduce the effects of enemy shooting.

Units may also "evade" when stationary, and in particular may do so when they rally from terror, while pinned and when they are forced to retire. Units rallying from rout may not evade.

A unit may change between evading and moving normally automatically, and may make that choice *before* its action segment if it is shot at, but once the choice it remains applicable for the rest of the turn.

Retire Results

- An infantry unit getting a **retire** result moves back 75m (3").
- Cavalry and limbered artillery retire back 150m (6").
- Troops in hard cover, other than Mobs, may ignore one retire result a turn.
- Troops with the Storm/Specialist characteristic may trade a base/terror marker for a retire result.
- Unlimbered artillery, other than mortars, ignore all retire results.

Troops retiring keep their original facing and are considered to be evading.

Troops will push back friendly units behind them. They will halt on impassable terrain. Troops cannot be forced off the back of the table from shooting results. Troops may not be forced to retire more than their allocated retirement move per turn (even if the original retirement was voluntary).

Optional: A unit which has already retired this move and receives another "retire" result gets a terror marker instead.

Routing

Units rout because they accumulate too many terror markers, because they fail a fear test or as a result of a combat.

As soon as it is determined that they rout they make an immediate rout move. As best as possible, they must rout straight back away from the enemy that caused them to rout. If there is an enemy in their path they will surrender (and replace all bases with prisoners). If impassable terrain blocks their path, the unit is destroyed and removed. If a friendly unit is in their path, they pass through it (other than formed cavalry) causing a fear test.

Marching

Troops not in the combat zone can **march** in order to move faster, which means that they move in column at double their usual movement rate. Troops may not march within 1,000 m (40") of any visible or otherwise known enemy or once shot at.

Troops being ambushed while marching suffer a –3 modifier to the fear test and cannot shoot back until deployed.

Officers may also move at double speed when away from combat zones.

Terrain Effects

	Infantry	Sabres	Tachankas and limbered guns	Armoured Cars	Tanks
Hedges	¼ move	½ move	½ move	½ move *	Da *
Walls	¼ move	Nyet!	Nyet!	Nyet!	Da *
Small streams	½ move	Full move	Full move	Nyet!	Da *
Big streams	½ move	Nyet!	Nyet!	Nyet!	Nyet!
Fords	Full speed	Full speed	½ speed	½ speed *	Da
Trenches	½ move	Nyet!	Nyet!	Nyet!	Da *
Wire	Halt and test	Nyet!	Nyet!	Nyet!	Da *
Crushed wire	½ move	Nyet!	Nyet!	Entire move *	Da
Up normal hills	Full speed	Full speed	½ speed	½ speed	Full speed
Steep slopes	½ speed	½ speed	¼ speed	¼ speed	½ speed
Buildings	Full speed	¼ speed	¼ speed	¼ speed	½ speed*
Boggy ground	½ speed	Nyet!	Nyet!	Nyet!	Nyet!
Rough ground	½ speed	½ speed	½ speed	Nyet!	½ speed*
Woods	½ speed	½ speed	½ speed	¼ speed *	½ speed *
Dense woods	½ speed	¼ speed	Nyet!	Nyet!	Nyet!

* indicates a breakdown test is required. Note: one is also required when tanks move faster than half speed or armoured cars move faster than half their movement allowance in non-open terrain.

Troops in column on roads ignore all movement penalties except up hill slopes. They also gain 50m (2") extra move if the entire move is spent on the roads.

Troops other than infantry must be in column in buildings and woods.

Buildings

Since model towns represent an area occupied by lots of actual buildings, plenty of troops can fit into the area and claim hard cover – but only as many can fire out as can occupy the frontage.

Villages and town have small roads and paths not shown, which is how they are traversed. Troops merely moving through buildings count as in soft cover, other than infantry using their evasive move speed who may claim the full benefit, since they are deliberately avoiding the open parts.

Individual farms represent a main building or two with a few scruffy outbuildings and associated fences, orchards etc, so can only fit as many men in cover as the total frontage will take.

Infantry can take possession of buildings and associated hard cover as their action segment. They can also hide in them.

Any unit can attempt to set on fire any buildings it is touching. On a 3–6, place a terror marker on the building. At the beginning of each turn, add one more terror marker. When the total or terror markers equals five, the building is considered uninhabitable and effectively destroyed. Fires can be fought in the same manner as they are set. Roll 1d6. On a 4 one terror marker is removed. On a 5, two markers. On a 6, three.

Barbed Wire

Only infantry and tanks may attempt to cross wire. On each turn after entering the wire infantry roll 2d6. A score of 9+ indicates that they have crossed the wire successfully and are placed on the far side of it. Engineers making the roll who score 8+ are deemed to have cut a base wide path through the entanglements.

Tanks crush wire, but risk track entanglement doing so. Some tanks were fitted with wire removing devices. Once successfully entered into the wire these may move down it at full speed. For each 100m (4") strip a d6 roll of 4+ indicates that the wire there is considered "crushed".

Digging in

Infantry can construct up to 3 columns of cover by digging foxholes. Provided they are equipped with some sort of proper entrenching equipment, which most RCW troops were not, they can do so at ½ column per move; otherwise they may construct ¼ a column per move. This prevents any other actions and the troops cannot count as evading.

(The advantage of digging foxholes over merely evading in the same amount of cover is that it enables the troops in them to ignore a first "retire" result.)

Shooting

To resolve shooting:
1) Pivot MGs or artillery or turn infantry or cavalry if required;
2) Determine how many bases can see the target, are in arc and range (given in inches on the unit's card);
3) Multiply the unit's base shooting value on its card by the effective number of bases;
4) Apply modifiers for range, cover, evading target etc and round down to get the **shooting total**;
5) Move the shooters, if they are entitled to shoot and move;
6) Check direct hits for artillery and mortars;
7) Roll 2d6 and consult the appropriate cross reference for that number and the shooting total.

Shooting 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	Ter + Ret
7	- -	- -	Ret	Ret	Ter	Ter	Ter	Ter	2 x Ter	2 x Ter [S!]
8	- -	Ret	Ret	Ter	Ter	Ter	2 x Ter	2 x Ter [S!]	2 x Ter [S! Off]	2 x Ter [S! Off]
9	- -	Ret	Ter	Ter	2 x Ter	2 x Ter [S!]	2 x Ter [S! Off]	2 x Ter [S! Off]	Kill! [S! Off]	Kill! [S! Off]
10	Ret	Ter	Ter	2 x Ter [S!]	2 x Ter [S! Off]	2 x Ter [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]
11	Ter	Ter [S! Off]	2 x Ter [S! Off]	2 x Ter [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]	Kill! [S! Off]
12	Ter [S!]	2 x Ter [S!]	Ter [S! Off]	Kill! [S! Off]	Ter [S! Off]	Kill! [S! Off]	Ter [S! Off]	Kill! [S! Off]	Ter [S! Off]	Kill! [S! Off]

Shooting Modifiers

The modifiers below are cumulative:

Long range	½ strength
MGs at 200m (8") or less	+ 3 columns
Target enfiladed	+ 1 column
Target formed cavalry or road column	+ 2 columns
Target has skirmishers characteristic or is partisans in cover	– 1 column

Only the best of the modifiers below may be used:

Target in super hard cover	– 5 columns
Target in stone buildings etc	– 4 columns
Target in wooden buildings or woods	– 3 columns
Target evading etc in soft cover	– 3 columns
Target evading /lying down in open	– 2 columns
Target in soft cover	– 1 column

Speculative area fire	½ strength
First turn of observed indirect fire	½ strength
Subsequent turns of " " "	¾ strength

The range of a unit is shown on its card and varies by ability as well as weapon. If the target is more than half the range number shown, it is considered to be at long range and the shooting total of the unit is halved.

Troops may make speculative fire at visible targets which they reasonably believe to contain enemy. Artillery firing at buildings may only use the direct hit values in this case – in all other situations fire at half effect.

Super hard cover is trenches, sandbags and MG nests. **Stone buildings** include stone walls and any buildings of particularly solid construction, even if wood. **Soft cover** is anything that obscures vision, but not bullets – hedges, corn fields, scrub etc – and **hard cover** is anything that will stop bullets (buildings, forests, sturdy walls etc).

Shooting Results

Ret	Target immediately makes a retire move, except:
	unlimbered artillery ignores all retire results;
	hard cover cancels the first retire result;
	Storm/Specialist troops can choose to lose a base/add a terror marker;
	Optional a unit that has already retired this turn gets 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 (killed on d6=1).
[S!]	Serious Morale test.

Officer Casualties from Shooting

When a shooting result indicates that an officer may become a casualty, roll a d6 roll for each officer in the unit. On a score of 1, an officer becomes a casualty and is removed. If all the officers in a unit become casualties, place a terror marker on the unit and take a serious test.

Direct Hits

Each gun or mortar base (including from vehicles) rolls 2d6 before other shooting results are calculated. If the score is equal or greater than the direct hit number on its card, then one enemy base is eliminated beyond any other result.

An artillery piece, tank or armoured car that takes a direct hit is destroyed, along with its crew. See the armoured trains section for hits on trains. Every time a building (section) receives a direct hit, roll 2d6. If the result is equal to or higher than 9 for a wood building, or 11 for a stone building, that section is considered destroyed and all troops within are considered lost.

Direct hit numbers:

Field gun vs	Building = 9+	Moving vehicle = 11+	Stationary vehicle = 9+	Other = 10+
Other vs	Building = 9+	Moving vehicle = 12	Stationary vehicle = 10+	Other = 11+

For each whole km of range +1 (ignored for consecutive rounds if the target remains stationary).

Early Soviet artillery (and some other very poor units) adds +1 to reflect sub-standard ammunition and lack of experience.

Observed indirect fire adds +2 on the first turn, +1 on subsequent turns.

Moving and Shooting

Troop Type	Movement permitted before firing	Movement permitted after firing
Rifle	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

Fire Arcs and Enfilade

Infantry, sabres and artillery that can see the enemy may fire at them unless obstructed by friendly bases in the way. As a rule of thumb they shoot forwards within 22° of straight ahead, although a few wobbly individual bases may exceed this. Tachankas fire in the same manner but to their rear.

Vehicles may fire 360° if they have a turret weapon, 180° if they have a sponson or similar weapon, 45° to either side of the direction of the weapon in other cases, such as MGs from the sides of armoured trains.

A target is enfiladed if the bulk of the shooters are firing effectively down the length of the target, so that high and low shots will have a chance of hitting. Common sense should be the basic rule, but as a guide: the shooters must be within a line extending out 11° in front of the line of the target's front and another extending out 11° to the rear of the target's rear, measured from the furthest point of the target (in the range claimed). Only troops basically in line may be enfiladed.

Firing Priorities

Normally priorities are in the following order:
- Units threatening the firers, either capable of firing at them or moving to charge them.
- Close range in preference to long range
- Targets in the open in preference to those in cover.

Hard and fast rules are hard to give, but players should frame arguments for unusual behaviour only in terms of what the firers would know, not what they happen to know about the battle. Within that boundary however, a player can decide which units are the greater threat, taking into account the constraints of range and cover.

Units will normally fire all their bases at one target, unless there is an overwhelming reason to do otherwise. This particularly applies to artillery and MG batteries – if you want to split fire then they should be separated by an action.

Target priorities can be over-ridden by the presence of a senior officer.

Observed Indirect Fire

The first time a unit fires using an observer, the effect is at ½ normal. On subsequent turns, so long as the target remains visible to the observer, the effect rises to ¾ normal. If the fire is also speculative, then only the ½ factor for that is used. Note: the direct hit numbers are also raised for non-direct fire.

Ranges are measured from the observer, not the battery.

Gas

Not used a lot during the RCW, but the opposition was never properly prepared for it when it was used. Should really be used as either preparatory fire or counter-battery fire. It causes a fear test on top of casualties as normal.

Harassing Fire

Troops can fire at twice their normal range with light "harassing fire" which has no casualty effects, but may alter the behaviour of the troops (primarily ceasing to march).

Ammunition Supply

It is assumed that troops carry enough small arms ammunition to last the battle. (The short ranges and low shooting factors assume that supply was rationed.)

Artillery carries 10 minutes (2 moves) supply per gun with the limber itself and 30 minutes (6 moves) supply in a cart moving with the guns. There may also be a number supply carts to the rear, the first normally being within a kilometre of the guns and the rest further back still.

Mortars carry 15 minutes (3 moves) supply when moving on foot, but can have a supply cart carrying 45 extra minutes (9 moves) as well.

Hand-to-Hand Combat

Combat is resolved immediately that a unit charge meets the enemy. All bases fight, whether in actual base to base contact or not.

To resolve 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.

Combat Table

	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

If both sides are equal strength, the charger has advantage.

Combat Modifiers

The following modifiers are cumulative:

Behind fortifications	+ 50%
Defending in cover or at bridge, ford, breach etc	+ 25%
Uphill	+ 25%
Contacted to flank or rear	− 50%
Formed cavalry charging	+ 25%

Combat Results

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

Officer Casualties

Each time an officer enters combat with a unit, roll a d6. On a 1 the officer is a casualty. If the unit routs, for any reason, then a score of 2 also indicates that the officer is captured or killed. If all the officers in a unit become casualties, place a terror marker on the unit and take a serious test.

Pursuit

Sabre units who have caused an enemy unit to rout in a combat will pursue immediately directly following the routing unit. They will halt if they move within 50m (2") of an enemy that is facing them and capable of fighting them but will contact any units presenting a flank or rear. If not prevented from making their pursuit then they automatically contact any routing troops with a slower movement rate and also any cavalry with an identical movement rate on a d6 roll of 4+.

Other troops types can only pursue in the subsequent turn if they are entitled to charge. They can only catch the enemy if terrain or friends prevent him from routing away, but they can prevent rallying.

Troops caught in a pursuit normally have half their stands (rounded up) destroyed and the rest taken prisoner.
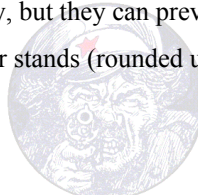
Other

Visibility

This is assuming excellent weather and that the officers in the unit and scouts have passable binoculars, but allows for the fact that troops of this period were extremely difficult to tell apart with their khaki, brown or grey uniforms and small identifying features.

5,000m	200"	large bodies of troops and artillery can just be made out.
3,000m	120"	infantry and cavalry in the open can be distinguished from each other.
1,000m	40"	single figures moving in the open can be seen.
400m	16"	units can signal which side they are on.
200m	8"	enemy in the open can be determined from friends by vision alone.
100m	4"	moving troops can be seen behind hedges, and within built-up areas, woods and scrub
50m	2"	stationary infantry and unlimbered artillery can be seen behind hedges, scrub, ditches etc

Visibility when both units are within built-up areas, woods and scrub is 100m (4"), but troops other than stationary infantry and unlimbered artillery within 50m (2") of the edge of such terrain can be seen anywhere from the outside. Troops within 50m (2") of the outside of such terrain can see out, regardless of whether they can be seen.

Likewise, troops behind a hedge can see through it without problem, but stationary infantry and unlimbered artillery can only be seen at 100m (4").

Hills, but not gentle rises, overlook lower terrain except for a small "dead area" just behind woods or rises. Tall hills overlook low hills, but the dead area behind is equal to the distance between them.

Troops see all round. A unit can see through other units.

Weather

At night or fog:
- All units add +1 to morale rolls.
- All units have one humiliated marker on them from the start of the game.
- Units coming on friends will fire at them on a d6 =1.
- Visibility and shooting range for all units is 75m (3") on a dark night, 150m (6") on in strong moonlight or light fog.
- Units must travel in column if moving at over ½ speed.
- Each turn not following a well-defined terrain feature (e.g. road, stream, hedge, base of a steep slope etc) units must dice a d6 randomly at the start of their action segment. On a 1 they veer 30° left and on a 6 they veer 30° right. They may not reorientate themselves until they strike another well defined terrain feature.

Rain normally has no effect except to remove any road bonus and reduce visibility to 1,000m (40").

Miscellaneous

Optional rule: A unit led by a Commissar officer which fails a morale test to charge gains a terror marker (from "examples" being made…).

A unit moving onto unguarded prisoners immediately gains ownership. A unit that causes any enemy units in contact with prisoners to retire immediately gains possession of them. Any prisoners unguarded in buildings require the capturing unit to perform a take possession action. Sadly, prisoners can be eliminated by troops as an action if historically appropriate, which is more often than not in the RCW.

To the extent possible one should pretend that the world exists beyond the table edge. But if a unit of troops routs behind its starting positions, then it can reasonably be assumed that it won't be coming back if there is any sight of pursuers. Otherwise give them one chance to rally off table. Unless it is absolutely necessary, troops forced to retire can stay on the table.

Ambushes

Units can be placed in ambush in such places as woods, buildings or hollows in the ground. They may also be placed behind suitable walls, buildings, woods or hills.

Ambushing units are trying to keep very quiet and therefore they are not in constant communication with the rest of their army. In order to move an ambushing unit other than to charge or shoot an enemy coming within range, the player must send a senior officer to order the unit out of ambush.

Any unit may choose to scout one piece of terrain they suspect of hiding an ambush a turn, during their action segment. The suspicious terrain must be within 100m (4") of the unit in question unless they are partisans or have a clever officer, in which case, 200m (8"). Roll a d6 and on a 4+ the ambush is discovered. However the potential ambusher is permitted to make the roll secretly so long as he leaves the die in place for later inspection to verify it. Multiple attempts can be made at a single location in consecutive turns but two units cannot scout the same spot in the same turn. If discovered place the unit on the table and the ambush fails.

If a unit moves around a corner of a terrain object and sees a unit that was in ambush, but not scouted out by the method above, the spotted unit may still in its action phase spring the ambush on the spotting unit, if it fulfils the requirements below. In other words, the spotting unit is just as surprised as if the ambushers were hidden in woods or other terrain.

An ambush can be sprung during another player's action, providing that action was a move that brought the unit closer to the ambushing unit and within its charge distance or (short shooting range if the ambushers only wish to fire). At this point, the rest of the move is pre-empted and the ambushers charge or shooting attack takes place.

An ambushing unit can pre-empt the usual initiative sequence, and also have the following benefits:
1) They do not need to pass a morale test before they charge.
2) They add 50m (2") to their move range – due to surprise!
3) They cause the target to take a fear test.
4) One terror marker is placed on the ambushed unit.

If the ambushers only shoot, and do not charge, then only 3) and 4) above apply. Note that regardless of how many units fire on an ambushed unit, the effects remain the same as if only one did.

Once out of ambush a unit can move as normal.

Dismounting

It takes an entire move to mount or dismount from horses, trucks, trains etc. When cavalry dismount, one base must be delegated to hold any horses, which may be kept in safety. They cannot remount until the horses are returned. Cavalry dismount as the following types of infantry:

Red Cavalry – Red Conscripts
Horse Army units – Red Regulars
Red Cossacks – Partisans
White Cossacks – Plastoons
White Cavalry – Volunteers or Officers, as appropriate
Nationalist Cavalry – Nationalist Regulars
Polish Uhlans – Polish Regulars
FK Uhlans – Freikorps Kompagnie
Makhnovist Cavalry – Makhnovist Partisans

Vehicles

Tanks

WWI tanks broke down very easily. At the *end* of any move in which a tank moves over half speed roll a d6. On a 1 it is temporarily broken down and cannot move until it throws a subsequent 4+ in a later move (however this may be immediately next move, meaning that there is no delay). When it crosses any obstacle other than barbed wire, at any speed, roll another d6. On a 1 it is permanently stuck and will not move again in the game and on a 2 it is temporarily stuck and requires a 4+ on a later move. When crushing or clearing wire, a d6 of 1 indicates a temporary problem. Broken down or stuck tanks can continue to fire their weapons.

Tanks with sponson guns on both sides may only fire one per turn.

Any unit shot at by a tank takes an automatic terror marker on top of any other results, unless in super-hard cover.

Tanks may be destroyed only by artillery direct hits.

Any troops who are charged by tanks which do not rout from the charged morale test automatically rout when contacted by the vehicle, but have a chance to damage the vehicle. Roll 1d6. On a six, the vehicle is immobilised and may not longer move, but may fire its weapons. Grenadiers add 2 to this roll.

The capture of an intact tank by the enemy automatically reduces the owner's victory margin. They were rare and powerful beasts and their loss was not taken lightly.

Armoured Cars

Armoured cars do not move very well off-road. At the *end* of any move in which an armoured car moves over half speed on any terrain other than flat ground, gentle hills or on a road, roll a d6. On a 1 it is temporarily broken down and cannot move until it throws a subsequent 4+ in a later move. When it crosses an obstacle, at any speed, roll another d6. On a 1 it is permanently stuck and will not move again in the game and on a 2 it is temporarily stuck and requires a 4+ on a later move. Broken down or stuck armoured cars can continue to fire their weapons.

Armoured cars are affected by artillery direct hits and close-range machine-gun fire only. A "Kill!" result immobilises it, and causes it to be abandoned and therefore considered destroyed.

Any troops who are charged by armoured cars which do not rout from the charged morale test automatically rout when contacted by the vehicle, but have a chance to damage the vehicle. Roll 1d6. On a six, the vehicle is immobilised and may not longer move, but may fire its weapons. Grenadiers add 2 to this roll.

Trains

All trains come as a series of linked cars, of which there are four types: **engines**, **artillery cars**, **MG cars** and **other cars** (tenders, cargo boxcars, passengers, etc). Engines are usually placed in the centre, with any other types on either side of the engine.

Only artillery and MG cars can fire, and only engines can provide movement. Other cars have no effect on play, except to carry troops. Troops may fire rifles from within the train.

Trains move at a maximum of 200m (8") along their rails. If they wish to stop, they may only do so by halving their move each turn until the result is a move less than 50m (1"), at the end of which they are stopped. To start moving again, they simply follow the process in reverse, starting with a 50m (1") move. If they wish to move backwards, they observe the same process, but must first be fully stopped from any forward movement to do so.

Artillery cars are armed with either a field gun in a improvised mounting, which may fire at 45° of straight ahead, or a 120mm gun in a turret, which may fire at any angle except back its own length. They may only fire when stationary.

MG cars fire at 45°, either straight ahead or to the side, depending on the placement of the guns. They may fire while the train is moving.

Engines can take three direct hits before they are totally immobilised. For each hit, they lose 50m (2") off their total move allowance. After the first direct hit on the engine the train must attempt to leave enemy artillery range. Artillery cars with turrets may take two direct hits before they are destroyed. After any direct hit on any car a train must take a fear test. A failed result means it must attempt to leave the table, but it may attempt to rally.

Use the "vehicle" direct hit numbers for firing at a train.

A unit which has its train captured and taken from the field automatically loses the game. There is practically no objective worth the loss of an armoured train to the enemy.

A Few Notes

Mobs really do roll hesitation for everything, including rallying from terror etc. It is charge, shoot or retire that they can do automatically, nothing else. There were a lot of very reluctant infantry in the RCW.

Yes, cavalrymen can shoot mounted. The minus for doing so is built into their fire factor on the card, which is lower than when they convert to the appropriate infantry type. RCW cavalry, especially Soviet cavalry, did shoot from horseback.

Tachankas cannot shoot and move. Although technically possible, the chance of hitting anything while your cart bumped across the steppe was pretty much nil. In practise they would usually dismount, but to cover retirements would stay more mobile.

There are no rules for aircraft. The difficulty of identifying friend from foe prevented them being used in situations such as represented in tabletop games. Instead they preferred soft rear area targets and large bodies on the march, especially cavalry, since their effect on dispersed targets was very small. The lack of airframes and fuel limited most to the more important roles of scouting and delivering messages, other than late AFSR and Poles.

This is not WWII, so there are no rules for ChEKa and there are no "Blocking Units". The Extraordinary Commission was very real and very nasty and did have units following the army which almost certainly shot deserters, but then every army has MPs to round up stragglers and most games don't put them on the table. The ChEKa was *not* the NKVD, either in size or in nature, and they should not be confused. If you want ultra-loyal Communist units then use ChON (special units of Communists), Kursanty (officer cadets) or "Internationals".

This is not WWII, so there are no rules for Commissars to shoot commanders. The political officers were not as prevalent and did not reach as far down the structure in the RCW. The lower level ones mostly performed educational and propaganda work, and only those charged with watching former Tsarist officers of doubtful loyalty might whip out a pistol. There was the occasional example, but not enough to justify rules for it.

In the original Red Actions the basic unit is a "company", and indeed normally one would expect a unit of 200 men to be a company. But RCW units were more often than not very little, so I prefer that a Soviet or AFSR unit *typically* represents a real one entitled an infantry battalion or cavalry squadron and normally commanded by a Captain – or for the Soviets, Kombat or Komkav.

An MG base then represents an MG platoon, with several forming an MG company. Normally the company would not operate as such, but I have preferred to allow it to do so if the general wants, which means permitting MG units to combine, unlike the original rules.

A gun model represents a section, with two forming a battery. Two or three batteries form a *divizion* or *abteilung* and if that many guns are fielded a senior artillery officer may be present to command them. Again, the original Red Actions does not allow artillery to combine, but to me this prohibits historical use of larger barrages to break the enemy at a specific point.

Several units of infantry or cavalry will form a regiment, commanded by a Colonel or Kompolk. These will often form brigades under a Major-General or Kombrig. Finally, brigades and individual regiments are combined with units of the other arms in a Division, under a General or KomDiv. Brigades and divisions may have a Chief-of-Staff, and for the Soviets a Commissar.