

# Operation Elope: Invasion of North Russia 1918-1919

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Game Gremlins: No LOCs, missing pieces

## 1.0 Introduction

OPERATION ELOPE, 1918-1919 is a simulation of the Allied intervention in the Russian Civil War in the vicinity of Archangel. The campaign was unique in that the Allies intervened in the Russian Civil War even prior to the end of World War I. Britain, Canada and France sent troops to both the Murmansk and Archangel areas. Though this episode is not well known, the US also sent about 5,000 men. The British motive was to prevent a vast quantity of supplies that has been collected at that port from falling into Bolshevik (Red) hands. However, upon the arrival of the Americans, the British sent those fresh troops to advance toward Kotlas and to cut the railroad leading from Vologda to Perm, some 300 miles from Archangel. Eventually, 13,000 Allied troops were in northern Russia fighting the Red 18th Division of the 6th Red Army (which grew to about 20,000 men). The US 339th Reg/85th Division did the bulk of the fighting, pushing some 200 miles into the vastness of Russia. This intervention grew in importance as the White Armies advanced past Perm. It was thought if the Allies and Kolchak's Army, which was driving from the east, could meet, communism could be suffocated at its birth.

## 2.0 Game Components

### Game Scale

The game scale is six miles per hex and each turn represents one month. Allied units are companies or platoons. Red units are battalions or regiments. The game comes with 260 counters. Gunboat and monitor counters each represent two such ships. Aircraft counters each represent three or four airplanes.

### 2.1 Definition of Terms

Tactical Advantages. Tactical Advantages (TA) are usually geographic benefits to either side. These advantages are totaled for each side and either side may offset the other's TA. The side with the most TA's will gain additional combat column shifts to the left or right. TA's are not used if the unit or stack is out of supply or the owning player elects not to expend a depot in an attack or defense.

Air Radius. Air Radius represents the maximum number of hexes an air unit can fly out and back.

Troop Competence. Troop Competence (TC) reflects the skill and morale of the unit. The higher the number the better.

Command Points. Command Points (CP) are indicated on the Headquarters units. Both sides add these up, if within range. Again, offsetting may occur. Subtract the defender's value from the attacker; the net result is added to the attacker die roll in combat. Only those units subordinate to at least one of the HQ's attacking units are in communication and gain the benefit.

Allied. Forces opposed to the Communist/Red/Bolshevik forces. Allied forces consist of the British, Canadian, French, Polish, United States, and White Russian forces.

Red. Forces opposed to the Allied Forces. Communist/Bolshevik forces.

### 3.0 Sequence of Play

Operation Elope is played in sequenced turns called Game Turns. Each Game Turn is composed of two Player Turns. Each Player Turn is further divided into Phases. Players must follow the Sequence of Play. Any action executed out of sequence constitutes a violation of the rules. Players will follow the sequence listed below and may skip over a segment at each player's discretion. Note: During the campaign, lulls would occur when neither side could do much - either due to weather or lack of supplies. Thus, there will be turns when little may occur.

#### Sequence Outline

Mutual Operations Phase: Both Players conduct bookkeeping activities. Players receive Supply Points, which are added to the owning player's supply point track. These are available for use immediately. Replacements as well as new Depots may be created at this time.

#### First Player Turn (Allied)

Movement Phase: Units check Supply and Communications. The Player may now move units in accordance with the rules of Movement, Terrain, Zone of Control, and Supply.

Naval combat may occur during the Movement Phase. Naval combat occurs whenever naval units move adjacent to certain units per rule 15.0 and is resolved during the

Movement Phase. Air units do not move in this Phase, but during the Combat Phase.

Reinforcements may enter the map at this time.

Once a player moves all the units he desires, movement for the phasing player ends.

Combat Phase: The Player conducts attacks against the opposing Player's units in accordance with the rules of Combat.

Second Player Turn (Bolshevik or Red)

The Second Player follows the same sequence as the First Player, and is now considered "the phasing Player."

Supply Survival Phase: The Players now roll a die for each unit. Units in Blockhouses or Towns will subtract one (1) from the die roll; units in Cities will subtract two (2) from the die roll. If, after all modifications, the roll is greater than the unit's Troop Competence, the unit must suffer a Step-Loss.

Game Turn Indication Phase: The Game Turn marker is moved one box to the down on the Turn Record Track.

Repeat the above sequence until all Game Turns have been played.

#### 4.0 Movement

During the Movement Phase of a Player's turn, the Player may move as many or as few units as desired. Each unit may move as many or as few hexes as desired within the limits of its Movement Allowance, and the rules of Supply, Terrain and the Zone of Control.

4.1 Generally, to use its full Movement Allowance a unit must be in supply prior to movement. Aircraft, Steamers, Gunboats, Monitors, and Armored Trains are exempt from supply restrictions on movement. Units that are out of Supply have their Movement Allowance reduced by one-half. Headquarters (HQ) units must be in supply to move.

4.2 Units are moved individually or in stacks, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as its Movement Allowance (MA) is not exceeded in a single Movement Phase. Unused Movement Points (MP) however, may not be saved from phase to phase, or transferred from one unit to another. Once a unit or stack begins movement, it must complete the move before another unit/stack moves.

4.3 Movement is conducted by expending Movement Points according to the terrain entered or traversed. As long as the Movement Allowance printed on the counters is not exceeded, a unit or stack moves hex by hex. Units enter a hex by paying the correct MP cost for each hex. The cost varies with the terrain type and weather. Units may not skip over hexes, nor may they move into prohibited terrain.

4.4 Units may never enter or pass through a hex containing enemy units. Ground units that move into an enemy Zone of Control must immediately stop for the remainder of the turn.

4.5 Ground units that begin a turn stacked with a Steamer may travel by Steamer, unload at a hex and move their full Movement Allowance, all in the same turn.

4.6 Retreats and advances are not considered movement and do not require the expenditure of Movement Points.

4.7 There is no additional cost for the stack of units to move through another Friendly stack. However, stacking limitations must be obeyed at the end of movement.

4.8 Rail Movement: If a unit begins its Movements Phase on a non-rail hex it may move overland to a rail hex and then entrain at a cost of one (1) additional Movement point. It may then travel by rail up to a maximum of 15 hexes along the railroad to any connected rail hex. The movement is conducted without additional Movement Point cost to the moving unit.

4.81 There is no Movement Point cost to detrain.

4.82 Units using rail movement may only detrain/entrain at cities.

4.83 If a unit begins its Movement Phase In a rail hex behind its front lines, it may be considered automatically entrained, without need to pay any additional Movement Point cost.

4.84 Units may not entrain in an enemy Zone of Control. They may, however, move out of an enemy Zone of Control and then entrain, all in the same Movement Phase.

4.85 Units moving by rail must move along continuously connected rail hexes, free from enemy units or Zones of Control. Rail movement halts, if the rail line has been cut, at the destroyed hex.

4.86 Units moving by rail must detrain upon entering an enemy Zone of Control. All units are considered automatically detrained at the end of the Movement Phase.

4.87 Units using rail movement may move up to half their movement rate after rail movement has completed.

## 5.0 Zones of Control (ZOC)

The six hexes immediately surrounding a unit constitute that unit's Zone of Control. Friendly units must stop their movement upon entering an Enemy controlled hex; they may move no further in that Movement Phase. Units in Supply exert a ZOC. Unsupplied units, Aircraft, and Supply units do not exert Zones of Control.

5.1 Units can exert a ZOC if the occupied hex contains three (3) battalions or one regiment or if Allied, contains three (3) Companies. If the hex contains less than three battalions (if Red) or the equivalent (three (3) companies if Allied), no Zone of Control will extend into adjacent hexes. Note: All Red units are battalions. All Allied units are Companies. All artillery (either side) are platoons.

5.2 Ground units that enter an Enemy ZOC must immediately halt.

5.21 Disengagement: units that begin their Movement Phase adjacent to Enemy units may leave the Enemy controlled hex in which they started by expending four (4) Movement Points. They may not, however, move directly into another Enemy controlled hex. Units must first enter a non-controlled hex and then they may enter another Enemy controlled hex.

## 6.0 Stacking

Stacking refers to the total number of units that remain in a hex after movement. For Red and White Russian units, up to three battalions or one regiment may be stacked in a single hex. The Allies have unlimited stacking.

6.1 Stacking limitations apply at the end of the Movement Phase and during the Combat Phase. Reinforcements may enter over-stacked but must not be in violation after movement.

6.2 There is no additional movement cost to stack or unstack units.

6.3 If stacking limits are violated after a Retreat, excess units must be removed/eliminated.

6.4 Headquarters, Gunboats, Aircraft, and Depots (see 11.3 for limits on Depot stacking) do not count towards stacking limits, and may be stacked freely with other units anywhere on the map.

## 7.0 COMBAT

Combat is voluntary between adjacent enemy units. A unit's strength is indivisible and cannot be used to attack more than one hex in a single attack. The current moving player is the attacker while the non-moving player is the defender. The attacking player announces all attacks and allocates his air units. The defender then commits his own aircraft and the players resolve any air to air combat before proceeding further. After resolving each air to air combat, the attacker decides on expending depots, calculate an odds ratio based on combined unit strengths, determine any tactical advantages and combat die roll modifiers, and resolve the attack applying all results immediately.

#### 7.1 Resolve Air Combat (Interception, Optional Rule)

Once the attacker has announced all of his intended attacks, the attacker places any aircraft he wishes to have participate in the combat in the hex. The defender commits any aircraft he has available for interception and the players resolve air to air combat. For air to air combat, the interceptor becomes the attacker. The players calculate an odds ratio and roll on the Air to Air Combat Table to resolve the interception. If the phasing player's planes survive and do not abort, they add their bombing strengths to the attack. After air to air combat takes place, the intercepting planes return to their base or HQ.

#### 7.2 Supply Expenditure Decision

To attack at full strength, a player must use up the supply depot that the participating ground units draw supply from. If a player wishes not to expend a depot, the depot may be retained, but no tactical advantage benefits are accrued (except defender's terrain) and all combat strengths are halved.

#### 7.3 Resolve Ground Combat

After deciding supply, total all attacking units (including bombing strengths) and compare to the combined strength of all defending units. Round any ratio downward in favor of the defender. Each player then determines any tactical advantages either has and a differential is obtained. A positive result indicates the number of columns shifted to the right; a negative result shifts columns to the left. Each player then determines what Command benefits each receives by totaling the HQ modifier(s) of any HQ's present with either force.

Again, a positive result adds to the combat die roll; a negative means a subtraction in favor of the defender. A die is rolled and modified. The combat result is applied.

7.4 Only the designated hex under attack is affected by the attack; enemy units in adjacent hexes are not. Attacks may be resolved in any order the phasing player desires. Not all units within a hex need to attack the same hex. No unit or hex may be attacked more than once per combat phase, and no unit may attack more than once per combat phase unless it achieves a Breakthrough result. All defending units in a hex are attacked as one combined strength; no defending unit may be held back.

#### 7.5 Tactical Advantages (TA)

The player with the advantage will gain benefits in column shifts. For the attacker these are to the right, for the defender to left.

Both players determine Tactical Advantages. The Defender will then subtract his total from the Attacker's total. Tactical Advantages are cumulative, but the maximum TA in any one direction is limited to seven.

Example: The Allied player attacks and has six TA's to the Red two TA's. The net advantage for the allies is four column shifts to the right from the point of determination of the odds from the combat strengths. In this case, the total strength attacking was eight, total defense was three, or 2-1 odds. From the 2-1 odds column, the 4 column shifts would occur to the right, the attack would take place on the 6-1 odds column.

7.51 In order for a TA to be awarded for a major river or a minor river, all attacking units must be attacking across the river; otherwise no TA is awarded.

7.52 Units marked with an asterisk (\*) have special capabilities. These units shift the column in the owning player's direction in addition to any other shifts for terrain etc. Each unit involved with an asterisk shifts the column by one.

#### 7.6 Combat Resolution

Most units in the game have a full strength side and a reduced side. The reduced side is always half of the full strength (a 4 becomes a 2; a 3 becomes a 2; a 2 becomes a 1). If a unit has only strength of one on the full strength side, it is destroyed if it suffers a step loss. The number results on the combat chart indicates the number of steps lost if possible. Units with no reduced side are eliminated. A Retreat results in all units being retreated either one hex for US/British/Canadian units, two hexes for all other Allied units or two hexes for all Red units. All results to the left of the slash apply to the attacker, results to the right, apply to the defender.

7.61 Units may be lost/eliminated as a result of step losses. A defender can save his units by retreating instead. Only the defending player has this option to retreat. In all cases, the defender may choose to retreat instead of taking a step loss but only when at least one defending unit in a stack takes a step loss as a result of combat that turn. At that time, the defender may choose to retreat at the normal national rate. These retreats are subject to all normal Retreat rules. Example: A Red unit with no designation incurs a /2 result. The Red player must take a step loss and then has the option to take another loss and remain in the same hex OR retreat two hexes.

### 7.7 Engage Results

When an Engaged result occurs, the Defender must take any losses called for and then must attack the original Attacker. The original attacking hex is now considered to be the defending hex. This combat is normal in all respects and could trigger another Engaged result (in that case, the original attacker would then become the attacker again).

### 7.8 Breakthrough Results

A defending stack suffering this result must Retreat four hexes. Immediately after the retreat, the stack must take two step losses and then the attacking units may conduct a special movement. These units may expend another three MPs per unit. During a Breakthrough, the units executing the result may move in any direction and ignore any Enemy ZOCs. At the end of their move, the Breakthrough units can make another attack, but treat any additional Breakthrough Results as such, except the attacker does not get to move again.

### 8.0 Retreats and Advances

Retreats are always in numbers of hexes and always conducted by the owning Player. A stack must retreat as a stack and the retreat must end the number of designated hexes away from the attacking units. The retreat may move into an EZOC but would suffer a step loss from any one unit in the stack after rolling a 1-3. This does not happen if the enemy unit exerting the ZOC is unsupplied or if it is a support unit. During a Retreat the stacking limit may be violated but the units must continue retreating until a non-over-stacked hex is reached. The retreating stack then takes an additional step loss from any one unit (again, if a die of 1-3 is rolled). Red units always retreat in the most direct southerly fashion, while all Allied units retreat toward Archangel (northerly direction). Retreats across minor rivers may always occur with no additional impact. Retreats across the major rivers likewise may occur with no

impact but only during a snow turn. On dry or thaw turns, units retreating across a major river at an unbridged site suffer a step loss.

### 8.1 Advance After Combat

Units that participate in a combat that achieves a retreat result may advance after combat. Advancing infantry type units may move as a stack or individually and must follow the retreat path left by the defending units, for up to two hexes. Tanks, Ski units and Cavalry units may advance up to three hexes and may deviate from the retreat path after the initial hex, but must stop upon moving into the first enemy ZOC. Advancing units may not advance into terrain that is normally prohibited to them. Units may advance across major rivers during a snow turn and all minor rivers on all turns.

### 9.0 Support Units

Support units have their Combat Strengths enclosed in parentheses. They may use this strength to attack or defend if they are stacked with a non-parenthesized combat unit (not a HQ). If the Support unit is alone in a hex and that hex is entered by an enemy unit which expends an additional four (4) MPs, the Support unit is destroyed. All naval units, tanks, armor trains and gunboats are exempt from being lost when alone in a hex and that hex is entered by an enemy unit. These units are only lost through attacks by enemy artillery or enemy naval units. Naturally, the armor trains or tanks are lost through artillery or air attacks.

Though classed as a support unit, an HQ or MG has a defense of one when no other combat units are in the hex. These must undergo a normal attack.

9.1 Units with an asterisk shift the attacker column one to the left/right in their favor. Some support units also contain an asterisk.

9.2 A unit in normal supply at the start of movement may entrench by expending half of its movement points. A normal supplied entrenched unit may expend its full Movement Allowance and one supply point to construct a hasty defense. The unit may not be in an EZOC for one complete turn. Forts and Hasty Defenses may be built in marsh hexes during non-snow turns. Trenches may only be built during dry turns.

9.3 Units in a hasty defense or fort subtract one from their survival supply roll.

9.4 Support and supply units/depots may use HQs to cross a major river. Support units may always cross a minor river

hex side bridged or not; supply units/depots may only cross minor rivers using a road or bridge.

A unit in normal supply may cross normally prohibited river hex sides by expending all of its movement points to cross. A unit may cross into an EZOC but any attack conducted the same turn is done at half strength (rounding up). Only one unit of the parent HQ may cross per turn per HQ involved.

9.5 An HQ unit adjacent to a river may supply adjacent subordinate units on the opposite side of a river by expending all its Movement Allowance.

#### 9.6 Red HQ Units

Unlike the Allies, these HQ's may be used to benefit any Red attack. However, once an attack is traced to a particular HQ, the attacking units become subordinated to that HQ for the remainder of the game for all purposes. The only exception is that the 6th Army and 18th Division HQ which may always be traced to by any unit without being subordinated to the HQ (this is because all Red units belonged to the 18th division which was under the 6th Army). Thus, once a unit is traced to a BRIGADE HQ, the attacking units become part of that brigade for the rest of the game.

#### 10.0 Unit Condition – Supply and Communications

Units will be in one of three possible conditions: Normal, Out of Com-munications (OC) or Out of Supply (OS). All units in a hex are assumed to be in the same condition. Supply and Communications are traced at the instant of Combat or Movement.

10.1 Mobile supply units do not need to be in command to move.

10.2 Headquarters, Tanks, Gunboats, and Steamers are never subject to supply attrition.

10.21 Aircraft based on an Aircraft carrier (CV) are not subject to supply attrition.

10.3 Halving for an Out of Supply condition and failure to expend a Depot are cumulative. An OS unit that expends a Supply Point is considered to be at half strength.

10.4 Lines of Supply (LOS) and Communication (LOC) may be traced across all rivers during snow turns.

10.41 During other turns, LOS/LOC may only be traced across non-bridged minor river hex sides

10.42 For major rivers, LOS/LOC may only be traced across a bridged hex side.

10.5 Normal: this is the most common state – units are neither Out of Supply nor Out of Communications with its parent Headquarters.

10.51 Units may move normally and attack / defend at full strength.

10.52 Units must be within four or less hexes of the parent HQ – or – within two or less hexes of a road/rail hex and within four or less hexes of the parent HQ. The HQ must be able to trace a path of six hexes to a depot/supply unit or source.

For LOC purposes, the US 339th Regimental HQ may be used to place any of the regiment's subordinate units in LOC, even if the battalion HQ is not within LOC range. This also applies to the British Sadlier-Jackson and Grogan Brigade HQ's (British units only). All other units may use any US or British HQ for LOC purposes (they have no HQ).

#### 10.6 Out of Communications

Units are OC if they are not within five hexes of their parent HQ – or – if the parent HQ fails to have such a line to Archangel for the Allies, or Konoscha/Kotlas / Plesetskaya for the Bolshevik. If either line cannot be traced the unit is OC.

10.61 Units have their movement halved but combat is normal.

10.62 An uninterrupted line is a line of hexes of any length not occupied by enemy units or ZOC originating from the parent HQ to either Archangel (Allies), off the south edge or to Kotlas for the Russian.

The White Russian and Serb units may trace to any Allied HQ. US or British units may trace to their battalion HQ or the regimental HQ. US engineers of the 310th Bn and the units of the MG Company may trace to their battalion HQ, any other US battalion HQ or the regimental. US detachments may trace to any HQ. The British 280 MG, 252 MG and tank units may trace to any British Battalion HQ. The Canadian units may trace to any US/British HQ. The French must trace to their own HQ or to any US HQ.

For purposes of this rule, the composition for the following is as follows:

Grogan Brigade (238th): 2nd Hampshire bn, 1st Ox and Buck Bn, 55th arty batty, 238 and 239 mtr. Btty., 8th MG bn.

Sadlier-Jackson brigade: 46th and 45th Bns/Royal Fusiliers, 201 MG , 240,241 Mtr. Btty, 420 arty btty.

All other British units that have no HQ counter may trace to any battalion or higher HQ.

10.7 Red units that occupy a city or town and can trace an unlimited path to Plestetskaya free of enemy units or their ZOCS are considered in communications. Units that are not in a city/town hex are considered out of communications, even if they can trace a path to Plestetskaya. This rule is in addition to HQ units. Supply still must be traced. When using this rule, a city or town has no command points like a HQ does.

10.8 Out of Supply: each unit that cannot trace a Supply Line of not more than six hexes to a Depot or major supply town (Archangel for the Allies, Konoscha/Kotlas for the Reds) is considered to be Out of Supply.

10.81 A unit is out of supply if: more than 6 hexes from a depot/major city OR within two or less hexes of a road/rail but more than 4 hexes from the parent HQ OR is more than two hexes from a road/rail, even if within HQ range.

10.82 Out of supply units have their combat and movement halved.

10.83 During the Supply Survival Phase, units designated as out of supply must roll equal to or less than their troop competence rating individually each turn they are OS or lose a step. If the roll is greater than the competence rating, the unit must take a step loss. Units in a fort or hasty defense subtract one; in a city, subtract two.

10.9 Units may be both out of supply and out of communication, if so, the unit's values are quartered (always round up).

## 11.0 Supply

Located on the map are two stockpiled supply tracks. Allied supply points gained during a turn are added to this track. The Red player accumulates supply points on the track that are assumed to be in Konoscha or Kotlas, his choice.

11.1 During the Mutual Operations Phase, both players may create Depots by expending Supply Points.

11.11 The Allies must expend 2 Supply Points to create a Depot. Allied Depots are placed in Archangel

11.12 The Red Player expends 1 Supply Point to create a Depot. The Red Player's Depots are placed in Konoscha or Kotlas.

11.2 All Depots, the Towns of Archangel/Beresnik or Konoscha/Kotlas are considered to be supply sources when tracing a supply line. If the path is directly to a source, the cost is only 1 point per use. A line of supply may be from a Depot or main supply source.

11.3 Depots have a mobile side (1)-10 and static side. They may move only while on their mobile side. During the movement phase, a Depot may be flipped from one side to the other only once per turn. Combat units tracing to a depot on the mobile side are limited to three units plus one HQ and one support unit. A static depot will supply up to five units, two HQs and any number of support units. Up to five depots may stack in a single hex.

11.4 A Depot is expended when units draw supply off of it, or use it to conduct an attack.

11.5 If the owner choose not to expend the Depot, all combat values are halved. This applies to attacks only and NOT defense. Also, no Tactical Advantages may be used (except for units in cities and blockhouses).

11.6 If a mobile depot is alone in a hex and an enemy unit moves into the hex, it is captured on a roll of 1-2. On any other roll, the mobile depot must flee, using its Movement Allowance immediately. If the Depot is static, it is immediately captured and may be used by the new owner. Replace it with a friendly counter.

## 12.0 Aircraft

Air units may only be used within a number of hexes equal to an HQ's printed command radius (Archangel if Allied or Konoscha/Kotlas if Red). In addition, only the British Short planes may use a CV as a base, or any other qualified HQ. An air unit may be either based (on the ground) or flying a mission (in the air). Air units may be based on Archangel (for the Allies) and Konoscha/Kotlas (for the Reds). Both players may also base at Bakaritsa, Oberskaya, Beresnik, and Seletskoe. British Short planes may use aircraft carriers (CVs) as bases, as well as any qualified land base. Seplanes may land on barges and CVs. Air units may fly missions a number of hexes up to their radius. Additionally, air units may fly missions only to hexes within the command radius of a friendly HQ. This radius may be traced through any type of terrain and enemy units. Air units can fly in all types of weather, subject to various conditions such as: 12.7, 12.8. Air units may only fly from a base supplied at the moment of combat. A plane may never

fly farther than its range allowance. Any number of planes may use the same HQ or base during the turn. Air units expend one movement point per hex ignoring all terrain costs. There is no AA fire in the game. All planes have a range in which they may move in one direction during a single turn (it is not round trip). Air units may conduct two types of missions: bombing and optionally interception. Interception is the ability of the non-phasing player to intercept the phasing player's aircraft. Interceptions were rare and are included here as an optional rule for variety.

12.1 Air units may only fly once per turn. The turn the aircraft takes off determines if it can intercept.

12.2 Optional Rule To intercept, the target hex of the phasing planes must be within four hexes of the airbase or within the command radius of an HQ of the intercepting player. After the phasing player has moved his air units, the non-phasing player may move his air units to the hex and resolve the air to air combat as per 7.1. If the interception fails, the phasing player may complete the bombing mission.

12.21 Air combat is resolved simply by totaling the air to air strengths of both sides, forming an odds ratio and rolling the die. Red air units subtract one from the air to air combat when attacking.

12.3 Ground support missions fly to a hex and add their bombing strengths to the total strength of the attacking ground units, if any. Because of the Bolshevik problems with troop competence, Allied planes conducting a bombing attack by themselves may cause a panic. Use the bombing table to resolve. The player must choose whether to use aircraft as ground support or simply bombing. The same plane may not use both in the same turn. If bombing is successful, it will give any Allied attacks made on the target hex in the current turn a +1 die modifier. If it fails, the aircraft's bomb strengths cannot be used as ground support that turn.

12.4 Only the Allied air units can bomb enemy ground combat units. Either player's air units may bomb bridges, depots, railroads, forts or be used as ground support.

## 12.5 Airplane Peculiarities

12.51 Seaplanes: These airplanes may also land on any major river or lake, frozen or not. When the Seaplane barges arrive, the barges act as an airfield and supply for them. They always land wherever the barge is. They may also land on a CV. The CV Pegasus and Nairana have a capacity of two seaplane counters (eight planes). CV Argus, can hold five seaplane counters. Only the Short184, Fairey IIIC, and M9 are seaplanes. C.V. seaplanes cannot land anywhere else.

12.52 Ground based: All other aircraft are ground based aircraft. These must be stationed at one of the five airbases on the map: Archangel, Bakaritsa, Oberskaya, Beresnik or Seletskoe. All Allied ground air units can always land at Archangel. All DH9A's due to their size may only be based at Archangel or Beresnik. All other types may land at any base. Red aircraft can land at any airbase in their control or at Kotlas.

Any number of aircraft may be based at Archangel. Three airplane counters may be based at Beresnik and two any other airbase.

#### 12.6 Thaw Turns

All ground based aircraft are effected by the excessively muddy conditions. Prior to using any non-seaplane on a thaw turn, roll a single die. A roll of 1-3 indicates the airfield conditions make take off and landing impossible that turn from that airbase. Aircraft based at the airfield are grounded.

#### 12.7 Aircraft types

Certain types of aircraft operated better or worse in the harsh extremes of the Arctic.

RE-8: These planes cannot be used during on any snow turn.

#### 12.8 Engine Reliability

Prior to using a particular aircraft, the British only needs to roll for reliability. This represents engine failures to start and lack of parts to repair, which caused the British a large amount of problems. Roll a die per aircraft type to be used.

12.81 E-8 , DH-4, Short 184 aircraft: A roll of 1-3 indicates the unit cannot fly this turn.

12.82 DH9A, Fairey IIIC, Neiuport 17, Avro: A roll of 1-2 and the unit cannot fly.

12.83 Any Red airplane: 1-4 and unit cannot fly.

During the SNOW turns, subtract 1 from the die roll.

#### 13.0 Reinforcements & Replacements

##### 13.1 Reinforcements

13.11 Allied reinforcements all arrive at Archangel.

13.12 Red reinforcements arrive at/in the Vologda box or at Kotlas.

13.2 Air units received may fly missions on the turn of arrival.

### 13.3 Replacements

Either side may rebuild units that have suffered step losses.

13.31 For each Supply Point expended in the Mutual Operations Phase, a selected unit may be restored to full strength.

13.32 This chosen unit must be stacked with any HQ that can trace a LOC to Archangel (Allies) or Konoscha/ Kotlas (Bolshevik) and must be two or more hexes from any enemy unit.

13.33 Neither Air nor Naval units may be rebuilt.

13.34 Units lost (eliminated) may not be rebuilt.

### 14.0 Weather

There are three types of weather: Dry, Thaw, and Snow.

14.1 Dry weather denotes summer, from May to September (warm no freezing).

14.2 Snow represents winter, from October (maybe, see 14.4) to April, and freezing.

14.21 During snow turns, all rivers freeze. Ships cannot move along frozen rivers. Any ship trapped on a river when it freezes may not move until a Thaw turn.

14.3 Thaw denotes non-freezing, muddy conditions.

14.31 During Thaw turns rivers are not frozen.

14.32 During a thaw, tracks disappear. Use other terrain in the hex for movement and combat purposes.

14.4 The Dvina River is a special case. The town of Bereznik denotes the dividing line between the Upper and Lower Dvina. The Upper Dvina freezes in October on a roll of 1-3. On a 4-6, it freezes in November. The Lower Dvina and Vaga River freeze in November for purposes of river gunboats etc.

14.41 The Upper Dvina is considered frozen in April despite thaw conditions.

## 15.0 Naval Units - Movement and Combat

The following units may move along both Major and Minor rivers: Gunboats, Minesweepers and Steamers. The following units may move along Minor rivers, but not along Major rivers: Monitors and the CVs Nairana and Pegasus. Movement is traced per hex side, not per hex. For each hex side of the river, movement cost is 1 MP. Naval units may ignore EZOCs of adjacent ground units during movement. Whenever naval vessels move adjacent to any hex containing an HQ or artillery unit, the moving vessels must pause and undergo an artillery attack. This attack occurs during movement. On a roll of 1-3, any one steamer in the moving stack is sunk. All ground units being carried are dropped off in any adjacent hex with a step loss. If a depot is being carried, it sinks with the ship. If gunboats are present in the stack, the attacker must roll a 1 or 2. A 1 sinks the gunboat, while a 2 sinks the steamer. These rolls are per stack, not per unit. The CV's may not move beyond Beresnik at any time.

15.1 LOC paths need to be traced for naval vessels. Naval vessels may not use river movement if the river is frozen.

15.2 Steamers, gunboats, mine-sweepers and monitors have a movement allowance of 30 hex sides.

15.21 These units ignore all terrain costs.

15.22 Units need not remain stacked during movement.

15.3 Only steamers may carry troops or depots. Any combination of three HQ, combat or support units may be carried. Steamers can only carry infantry, supply depots, MG, HQ, Engineers. Steamers cannot carry tanks, aircraft, or cavalry. On the turn that units debark from a steamer they are considered to be in supply (not attack supply) for the entire turn.

15.4 A steamer may expend 15 movement points to ferry units across a river. Ground units expend only the terrain costs of the hex entered during disembarkation.

15.5 Whenever a friendly gunboat (or monitor) or stack of gunboats (or monitors) moves next to a hex side containing enemy steamers, the gunboat (or monitor) may attempt to sink the steamer. If the attacking player rolls a 1-3, the steamer sinks. If 4-5, the steamer surrenders and any depots are captured, and enemy troops are removed. If a 6, the steamer escapes and receives a bonus movement of 10 movement points.

15.6 If a friendly gunboat (or monitor) moves adjacent to an enemy gunboat (or monitor), both players roll a single die for each gunboat involved. Compare the rolls, if the difference is 5, then the low roller is sunk. On any other result (the difference is less than 5 between the die rolls) the low roller must displace the gunboat to an adjacent hex. Displaced gunboats do not affect movement by the stack that displaced it. Other stacks moving in have to fight the displaced unit normally. Any steamers in the hex would be attacked normally.

To reflect that the Reds had superior gunboats, add 1 to their roll. If any of the Allied vessels are monitors, add 1 to the roll.

15.7 Allied minelayers may use river movement. These units may lay mines in any river hex side. To do so, it expends 10 movement points during movement and the designated hex side (not hex) is mined. Once mined, Allied vessels may not traverse the hex side. Red units may attempt to travel through. The cost to enter is an additional 5 MPs. For each hex side, roll a die per vessel. If a 1-2, the ship is sunk.

15.71 British minesweepers are subject to 15.8, as if a gunboat. For a hex side to be cleared of mines, a minelayer must not run aground and not drop mines, as a prerequisite. If both do not happen, the hex side is cleared on a roll of 1-3. The Minesweepers are also Minelayers.

15.8 Starting turn 12, due to the low water level in the Upper Dvina, Allied monitors and CV's may not travel past Bereznik to the Upper Dvina OR down the Vaga Rivers. All gunboats may travel down either river at risk of running aground. For each hex entered along a river, a D6 die is rolled. If a 1-2, the gunboat runs aground and halts further movement until next turn. Due to difficult navigation along both rivers on the Upper Dvina and Vaga, each river hex costs 5 MPs. The Vaga River is always free of mines. The Upper Dvina is not. Gunboats traveling along this part of the Dvina are subject to both running aground and hitting a mine. Each gunboat must roll individually for each possibility only when moving past Toulgas (toward Kotlas, not vice versa). A roll of 1 and the unit hits a mine and is removed from the game (in addition to running aground). Red gunboats are exempt from this rule. Steamers never run aground but are subject to mine attacks.

15.81 Rule 15.8 pertains to the historical situation. For a more varied game, starting in May 1919, roll a die to determine the Dvina River depth conditions. Use the chart below at start of each turn.

Die Roll

1 or 2          Six Feet  
3 or 4          Five Feet  
5 or 6          Four Feet

Six Feet: Monitors, Gunboats and Minesweepers may move down the Upper Dvina with no restrictions

Five Feet: The same, but Monitors must roll for grounding

Four Feet: Only Gunboats and Minesweepers may move past Bereznik toward Kotlas. Gunboats are subject to grounding rolls.

#### 16.0 Armored Trains

An armored train is a mobile artillery platform that travels along a continuous series of railroad hexes. The train's limit of advance is only restrained by owning player's ground forces. The further one's ground forces advance along the Railroad, the further the train can advance.

16.1 The support the armored train provides does not consume any supply, nor does the unit trace paths anywhere or to HQs. The train is self-contained. It may attack and be attacked resolving combat in the manner previously described. Weather does not impact the train.

16.2 The train must replenish supply after two turns of use. The train (if Allied) must return to Archangel for resupply - any one depot may resupply the train for another two turns, expending one depot.

16.3 When a train is defending alone in a hex, combat rolls are modified due to TA: 1. If a friendly unit is also in the same defending hex the TA is 2. The strengths would be combined as normal.

16.4 Enemy aircraft can attack the train using the bombing table.

16.41 The enemy player may also attempt to destroy Railroad tracks from the air. For each bombing strength point used, roll a die. If the roll is a 1, the track in the target hex is destroyed. Thus, a plane with bomb strength of 2 would get two rolls.

16.5 Tracks may be destroyed any time an enemy unit moves through and expends an additional 5 MPs in the Railroad track hex. The unit may continue to move. The additional

expenditure during movement destroys the Railroad track in the hex. Units may be OS and OC and still destroy tracks.

## 17.0 Engineers

US and British engineer units may build blockhouses, bridges and hasty defenses as well as repair Railroad tracks. The cost to build (during the movement phase) is subtracted from the MP allowance of the constructing units. Those units must be in supply range. The cost to build is as follows:

Bridges: 4 MP

Hasty defense: 3 MP

Fort: 5 MP

The cost to repair a Railroad hex is 2 MP.

These costs are in addition to terrain costs. None of the foregoing may be built if an enemy unit is adjacent to the building site hex, unless the hex side is a major river in a non-freeze turn. The size of the engineer unit (whether a detachment or larger) is irrelevant, any US or British engineer unit may build any of the items mentioned. The fort or hasty defenses built may be used by any friendly nationality and, if captured, used by the enemy. Any number of forts, hasty defenses and bridges may be built.

## 18.0 Tanks

18.1 In the historical scenario, tanks arrive in September. In the variant scenario, they arrive in June.

18.2 The Allied armored train may carry the tanks but they may only load or unload the tanks at town or city hexes. Loading and unloading costs no movement and, once unloaded, the tanks may move.

18.3 Tanks act as normal units in combat; in addition for each tank unit used in an attack, add one to the die roll. If both tank units attack the same hex, shift the odds column one to the right. When tanks are in a hex under attack, subtract one per tank unit from the Red combat roll.

18.4 As each tank enters the final hex of its movement, roll for breakdown: a 1 or 6 indicates the unit has broken down. It may still participate in combat; however, it can't retreat or advance afterward. On the following turn roll for repair of a broken down tank. If the result is 1, 2 or 3,

the tank is repaired and remains in play. If the result is 4, 5 or 6, the tank is unrepairable and removed from play.

18.5 Tanks may only enter forest hexes if they contain a railroad or road, or if it is adjacent to the Railroad. MP costs are clear = 2MP, forest = 4MP, track = 3MP, road = 1MP, RR = 1MP.

#### 19.0 Aircraft Carriers (CV)

The Aircraft carriers in the game are: HMS Argus, Pegasus and Nairana.

19.1 The Nairana must be removed in October.

19.2 The Argus may only remain in the game the turn it arrives; afterward, it is removed.

19.3 The Pegasus was historically stationed on the Dvina River and was used as an aircraft carrier. It may not move past Bereszik. Rules regarding airfield conditions due to weather and takeoffs are ignored for planes based on the Pegasus.

#### 20.0 Allied Doctrine

This rule should be considered an optional guideline to recreate the original campaign.

The Allied plan was to use the river and advance overland toward Plestet-skaya and then Konoscha. It wasn't until July 1919, when Kolchak's White Army was retreating from Perm, that the Allies changed their direction to strike for Kotlas. Kolchak was nearest in April, and even then, the distance separating the two forces was still 200 miles.

To reflect this, the French units' axis of advance is always along the Railroad line leading south from Archangel. The US 2nd Bn/339 must always remain within three hexes of Archangel. The US 1st Bn advances along the Dvina River and Vaga Rivers upon its arrival, it must travel by steamer to Vaga town and unload. The 3rd Bn advances along the Railroad line, always remaining within seven hexes of it. The British may use units advancing along the Railroad line or in the same manner as US troops. Advances along the upper Dvina may not occur until July 1919. (The Allies were not allowed to attack along the upper Dvina until 6/27/19. Of course, by that date Kolchak was in full retreat.)

When units of the Grogan brigade arrive, they must all travel to the Upper Dvina and/or down the Vaga. Upon the arrival of the Sadlier-Jackson units, one of these brigades must be deployed along the Railroad. The other remaining brigade must be deployed along the Upper Dvina.

In conjunction with this, the Decision Table is rolled on to determine whether the Allies drive to Kotlas. This roll occurs in May, June and July. Before each turn, first roll to determine the Dvina's depth. If the roll is 4, 5 or 6, the matter is left undecided. If the result is 1, 2 or 3, the answer is yes. If yes, the Allied player may attack to Kotlas. On subsequent turns, the roll must continue to be 1, 2 or 3 for the operation to continue. When the result is undecided, allied units attacking along the Upper Dvina toward Kotlas may not attack that turn. All others may continue to attack. The July roll is the final determination, and the result lasts until the end of the game. If Kotlas is the target, the Allied must enter the Kotlas box to win the game. If the July roll is undecided, the attack continues but only to Seltso. All this reflects the fact that any attack to meet Kolchak was dependent on the river depths, which constantly changed. The operation was called off because by July the Dvina River had dropped to just four feet, which prohibited the monitors and some gunboats from supporting the British troops. That was critical. Thus Gen. Ironside elected to conduct only a spoiling attack and not go farther than Seltso.

The cities and towns in Allied possession must be able to trace a path of communications, of any length, to Archangel. Also, the allies must always have any depot units defended by any one company as they move. Any allied company or detachment may have this garrison duty. Archangel must always have at least three battalions occupying it. At least one fourth of all artillery units must also be in or adjacent to this city at all times.

Historically none of the US attacks were larger than two companies in size. To reflect this, no more than two US companies may be involved in any single Allied attack. The French and British may not have more than three companies involved in an attack on same hex. Until June 1919, no Allied attack on a single hex may be larger than four companies. Beginning in June, the British may have up to six companies in a single attack.

#### 21.0 The Vologda Box

Vologda is not on the map. Reinforcements or units that set up there are placed in the Vologda holding box. Such units enter the map at Konoscha after waiting one turn. For example, if placed there turn one, they arrive at Konoscha turn two. Once they arrive at Konoscha, they move overland or by rail. Air units follow the same course. Once arriving at Konoscha, they may fly to any friendly airbase. Units bound for Kotlas are simply placed there as the starting point.

## 22.0 British Gas Attacks

Beginning in August 1919, the British may drop gas from any airplane. Only three such attacks may occur per turn. At least three planes must be attacking the same hex and dropping gas for it to generate a combat effect. Using gas gives the owning player a TA of 2, in addition to any others that might also apply.

## 23.0 Scenarios

### **23.1 The Allies Invade (Historical)**

Time: Late July 1918 to Oct. 1919

This scenario depicts the arrival and advance of the British, American, French and Canadian troops. The original plan was to advance toward Konoscha but as White Armies under Kolchak successfully advanced from the east toward Moscow in 1919, Allied advances shifted toward Kotlas.

Setup

**Turn One - August 1918 - Dry**

Special Rules:

Allied units are in automatic supply and in communications on Turn One (1).

The 2nd Bn/10th RS must travel down the Dvina until movement is exhausted and debark.

All French units must advance down the RR line.

Cos. A,B,C,D/21st French, HQ, 2 MG units, 63rd arty must advance toward Plestetskaya.

All Garrison units remain at Archangel.

Bolshevik Player sets up first. Once the Red Player has completed setup, turn 1 begins with the landing of Allied troops.

Bolshevik:

Vologda: 6th Army HQ, three arty batteries of 18th xx, one airplane

Pletetskaya (2705): One airplane, 18th division HQ, 48th RR regiment (2 units), 2nd Cav, 1 depot, 1 armor train, and the 3rd arty batty.

Emtsa (3107): 4th and 5th inf. Battalions.

Kodish (3112): One unit from 83rd regiment, 1st Brigade HQ/18xx.

Siskoe/ Seletskoe (3313): 1 unit from 83rd regiment.

Toulgas (2723): 8th Bn

Kotlas (1248): 2 gunboats, 1 steamer, 2/161st regiment, 3rd Brigade HQ/18th xx, & 1 depot.

Within 10 hexes of Beresnik (2920): One Cavalry unit.

Allied:

Adjacent to Archangel (4707): CV Nairana (carries 2 Short Aircraft counters), M23/M25 Monitor, Gunboat Advokat/Opy & 1 steamer.

Archangel (Garrison): Co.1/30/RF, Co.1/29/RF and 87th Depot Bn.

Archangel: 2 DH4 aircraft, the French 21st Bn (8 units), The 2nd Bn/10th RS reg (HQ + 4 units), 21st Arty Btty, 4 depots, and 1 Royal Marine Co.

### **Turn Two - September 1918 - Dry**

Special Rules:

The Allied garrison units at Archangel are released and may move anywhere.

US Co.H/339 must move to Onega. Note: Onega is off the map, near hex 3601, therefore CoH should exit the map between hexes 3301 and 4301.

Allied:

Supply Points: 4

Archangel: British 41st artillery Btty; All US units (except the Cos B and C/US 310 for 22 units this turn), 1 DH4 & 1 Re8

Bolshevik:

Supply Points: 2

Vologda: 6th Kam bn, 2 arty units/18thxx

Kotlas: 1 aircraft

### **Turn Three - October 1918 - Roll for weather**

#### Special Rules:

Roll a single die at the beginning of the turn (Mutual Operations Phase) - on a 1 -3 the weather is snow and the Upper Dvina freezes (see 14.4).

Allied player rolls a single die for arrival of the 11th Sussex Bn (HQ + 4 units) - on a 1 or 2 the units arrives, any other result, units do not arrive and are not in the game.

Armor train may begin to move from Archangel

The 67th arty btty must move to the Upper Dvina

The 68th arty btty must move down the Vaga River.

The CV Nairana is removed from the game.

Allied:

Supply Points: 3

Archangel Garrison: 2nd Bn/7th Durham Lt Infantry (HQ + 4 units)

Archangel: All Canadian units (10 units); FFL Bn (2 units), Roll for the 11th Sussex Bn, 1st NRR regiment, 67th arty btty, 68th arty btty, Armor Train

Bolshevik:

Supply Points: 1

1 arty btty, 1 airplane

### **Turn Four - November 1918 - Snow**

#### Special Rules:

17th Bn/Kings Liverpool Reg must remain within 4 hexes of Archangel

Co.B/17th KL must move down the Dvina River to Beresnik.

Allied:

Supply Points: 0

Archangel: 17th Bn/Kings Liverpool Reg (4 units) and 2nd NRR regiment

Bolshevik:

Supply Points: 2

Kotlas: 2 Gunboats

Vologda: Armor Train, 2 arty btty, 156th reg(2 untis) , 2nd Brigade HQ/18thxx

#### **Turn Five - December 1918 - Snow**

Special Rules:

Remove all Naval Units (ships).

The Short aircraft may be based on shore

US F Co/2nd BN released from garrison duty.

M Co/3Bn must return to Archangel to garrison.

Co A/17th must garrison Archangel - other units of the 17th may move freely.

Allied:

Supply Points 2

Archangel: Dyers NRR, 42nd Artillery battery

Bolshevik:

Supply Points: 4

Vologda: 2 Artillery batteries

#### **Turn Six - January 1919 - Snow**

Allied:

Supply Points: 2

Archangel: 43rd, 44th artillery batteries; 3rd and 4th NRR

Bolshevik:

Supply Points: 3

Vologda: 2 artillery batteries

#### **Turn Seven - February 1919 - Snow**

Allied:

Supply Points: 1

Archangel: 5th NRR, 1st and 2nd NRR artillery batteries,  
13th Bn/Yorkshire (HQ + 4 units); 280 MG (3 units)

Bolshevik:

Supply Points: 3

Vologda: 158th Regiment (2 units) + 1 Artillery battery,

Kotlas: 82nd Tara Regiment, 1st Ski Bn

#### **Turn Eight - March 1919 - Snow**

Allied:

Supply Points: 2

Archangel: British 6th Bn/Yorkshire (HQ + 4 units) + 7th and  
8th NRR regiment

Bolshevik:

Supply Points: 2

Vologda: 2nd Ski Bn (2 units)

#### **Turn Nine - April 1919 - Thaw**

Allied:

Supply Points: 2

Archangel: 1st and 2nd NRR Cav, 6th NRR, 252 MG (2 units) +  
Cos B&C/US 310 Engineers

Bolshevik:

Supply Points: 3

Vologda: 96th Saratov regiment (2 units), artillery battery, 154 regiment, 2nd Moscow regiment (3 units)

Kotlas: 155 Bn

### **Turn Ten - May 1919 - Dry**

#### **Special Rules:**

The Fox and Cyclops must remain in Archangel upon arrival.

Allied:

Supply Points: 6

Archangel: Grogan's brigade (238th) HQ, 2nd Bn/Hampshire (HQ + 4 units), 1st Ox and Buck Bn (HQ + 4 units), 55th arty btty, 238,239 mortar btty, 238 engineer (2 units), 8th MG bn, 253 MG (3 units), Depot ship Fox,Cyclops; Monitors 24/26,27/33, M31, Humber and Kite Balloon 1

Bolshevik:

Supply Points: 2

Vologda: 2nd Kasan Reg, 155th bn, 2 supply point. 162nd reg (2 units), 1 plane.

Misc. and 3rd Cav at either Vologda or Kotlas.

### **Turn Eleven - June 1919 - Dry**

#### **Special Rules:**

All French units and the 1st and 3rd US bns/339 must move to Archangel. Upon arrival at Archangel they are removed from the game. Cos. A,B/13th Bn/Yorks are removed., All units of the 10th RS bn are removed, Cos A, B of 7th Durham bn are removed.

Allied:

Supply Points: 4

Archangel: Sadlier-Jackson Brig HQ, 46th (HQ + 4 units) and 45th Bns/RF (HQ + 3 units); 238 engineer, 201 MG bn, 240 and 241 mortar btty, 250 engineer, 420,434,435 1203 arty btty,

GB Cicala & Glowworm, Cock/Cricket, Ladybird, CV Pegasus, Seaplane Barge, 2 Short 184, 2 DH9A, 1 Re 8, 1 FaireyIII.

Archangel Garrison: 2nd Bn/Highland regiment (1 unit), 9/Gurkha regiment (1 unit)

Bolshevik:

Supply Points: 2

Vologda: 157th regiment (3 units)

1 airplane at either Vologda or Kotlas

### **Turn Twelve - July 1919 - Dry**

Special Rules:

Remove 2nd Bn/US 339 from the game.

Allied:

Supply Points: 2

Archangel: Aussie MG, Polish MG, CV Argus, 4 Short 184 aircraft, 1 Fairey III aircraft, HMS Swordance/Fandango, Morrisdance/Stepdance (Mine Sweepers) + 1 Avro aircraft

Bolshevik:

Supply Points: 2

No reinforcements this turn.

### **Turn Thirteen - August 1919 - Dry**

Special Rules:

The British may now conduct gas attacks (See 22.0).

The 2nd Bn/Highland regiment must remain within 3 hexes of Archangel.

Remove the CV Argus from play during the Mutual Operations Phase

Allied:

Supply Points: 4

Bolshevik:

Supply Points: 2

No reinforcements this turn.

#### **Turn Fourteen - September 1919 - Dry**

Special Rules:

All Tank units must remain within 6 hexes of Archangel

All British units (except the tanks) are removed from the game

#### **Allied:**

Supply Points: 1

Archangel: 1 MkIV tank + 1 Whippet tank

#### **Bolshevik:**

Supply Points: 3

No reinforcements this turn.

Turn Fifteen - October 1919 - Dry

Allied:

No reinforcements this turn.

Bolshevik:

No reinforcements this turn.

Game ends after the completion of the last turn (turn 15)

### **23.2 The Allies Invade (Non-Historical)**

Time: Late July 1918 to Oct. 1919

This scenario depicts the arrival and advance of the British, American, French and Canadian troops. The original plan was to advance toward Konoscha but as White Armies under Kolchak successfully advanced from the east toward Moscow in 1919, Allied advances shifted toward Kotlas. Note: the is sceanrio is much the same as the historical scenario. The main differences being that the "scripted" moves have

been removed and changes have been made to garrison requirements (see 23.21).

23.21 Allied Doctrine: Rule 20.0 (Allied Doctrine) is not in effect for this scenario.

23.22 Allied Garrison: At all time the Allies must maintain a garrison at Archangel. The garrison must consist of at least three Allied companies. These must be British, French or US units only.

23.23 Shortened Game: For a shorter game, conclude play at the end of turn eleven (11) rather than turn fifteen (15) - Victory conditions remain the same.

Setup

### **Turn One - August 1918 - Dry**

Special Rules:

Allied units are in automatic supply and in communications on Turn One (1).

Bolshevik Player sets up first. Once the Red Player has completed setup, turn 1 begins with the landing of Allied troops.

Bolshevik:

Vologda: 6th Army HQ, three arty batteries of 18th xx, and 1 airplane

Pletetskaya (2705): One airplane, 18th division HQ, 48th RR regiment (2 units), 2nd Cav, 1 depot, 1 armor train, and the 3rd arty batty.

Emtsa (3107): 4th and 5th inf. Battalions.

Kodish (3112): One unit from 83rd regiment, 1st Brigade HQ/18xx.

Siskoe/ Seletskoe (3313): 1 unit from 83rd regiment.

Toulgas (2723): 8th Bn

Kotlas (1248): 2 gunboats, 1 steamer, 2/161st regiment, 3rd Brigade HQ/18th xx, & 1 depot.

Within 10 hexes of Beresnik (2920): 1 Cavalry unit.

Allied:

Adjacent to Archangel (4707): CV Nairana (carries 2 Short Aircraft counters), M23/M25 Monitor, Gunboat Advokat/Opy & 1 steamer.

Archangel (Garrison): Co.1/30/RF, Co.1/29/RF and 87th Depot Bn.

Archangel: 2 DH4 aircraft, the French 21st Bn (8 units), The 2nd Bn/10th RS reg (HQ + 4 units), 21st Arty Btty, 4 depots, and 1 Royal Marine Co.

### **Turn Two - September 1918 - Dry**

Allied:

Supply Points: 4

Archangel: British 41st artillery Btty; All US units (except the Cos B and C/US 310 for 22 units this turn), 1 DH4 & 1 Re8

Bolshevik:

Supply Points: 2

Vologda: 6th Kam bn, 2 arty units/18thxx

Kotlas: 1 aircraft

### **Turn Three - October 1918 - Roll for weather**

Special Rules:

Roll a single die at the beginning of the turn (Mutual Operations Phase) - on a 1 -3 the weather is snow and the Upper Dvina freezes (see 14.4).

Armor train may begin to move from Archangel

The CV Nairana is removed from the game.

Allied:

Supply Points: 3

Archangel Garrison: 2nd Bn/7th Durham Lt Infantry (HQ + 4 units)

Archangel: All Canadian units (10 units); FFL Bn (2 units),  
11th Sussex Bn, 1st NRR regiment, 67th arty btty, 68th arty  
btty, Armor Train

Bolshevik:

Supply Points: 1

1 arty btty, 1 airplane

#### **Turn Four - November 1918 - Snow**

Allied:

Supply Points: 0

Archangel: 17th Bn/Kings Liverpool Reg (4 units) and 2nd NRR  
regiment

Bolshevik:

Supply Points: 2

Kotlas: 2 Gunboats

Vologda: Armor Train, 2 arty btty, 156th reg(2 untis) , 2nd  
Brigade HQ/18thxx

#### **Turn Five - December 1918 - Snow**

Special Rules:

Remove all Naval Units (ships) - The Short aircraft may be  
based on shore

Allied:

Supply Points 2

Archangel: Dyers NRR, 42nd Artillery battery

Bolshevik:

Supply Points: 4

Vologda: 2 Artillery batteries

**Turn Six - January 1919 - Snow**

Allied:

Supply Points: 2

Archangel: 43rd, 44th artillery batteries; 3rd and 4th NRR

Bolshevik:

Supply Points: 3

Vologda: 2 artillery batteries

**Turn Seven - February 1919 - Snow**

Allied:

Supply Points: 1

Archangel: 5th NRR, 1st and 2nd NRR artillery batteries,  
13th Bn/Yorkshire (HQ + 4 units); 280 MG (3 units)

Bolshevik:

Supply Points: 3

Vologda: 158th Regiment (2 units) + 1 Artillery battery,

Kotlas: 82nd Tara Regiment, 1st Ski Bn

**Turn Eight - March 1919 - Snow**

Allied:

Supply Points: 2

Archangel: British 6th Bn/Yorkshire (HQ + 4 units) + 7th and  
8th NRR regiment

Bolshevik:

Supply Points: 2

Vologda: 2nd Ski Bn (2 units)

**Turn Nine - April 1919 - Thaw**

Allied:

Supply Points: 2

Archangel: 1st and 2nd NRR Cav, 6th NRR, 252 MG (2 untis) +  
Cos B&C/US 310 Engineers

Bolshevik:

Supply Points: 3

Vologda: 96th Saratov regiment (2 units), artillery battery,  
154 regiment, 2nd Moscow regiment (3 untis)

Kotlas: 155 Bn

### **Turn Ten - May 1919 - Dry**

Allied:

Supply Points: 6

Archangel: Grogan's brigade (238th) HQ, 2nd Bn/Hampshire (HQ  
+ 4 units), 1st Ox and Buck Bn (HQ + 4 units), 55th arty  
btty, 238,239 mortar btty, 238 engineer (2 units), 8th MG  
bn, 253 MG (3 untis), Depot ship Fox,Cyclops; Monitors  
24/26,27/33, M31, Humber and Kite Balloon 1

Bolshevik:

Supply Points: 2

Vologda: 2nd Kasan Reg, 155th bn, 2 supply point. 162nd reg  
(2 untis), 1 plane.

Misc. and 3rd Cav at either Vologda or Kotlas.

### **Turn Eleven - June 1919 - Dry**

Special Rules:

All French units and the 1st and 3rd US bns/339 are removed  
from the game. Cos. A,B/13th Bn/Yorks are removed from the  
game. All units of the 10th RS bn are removed from the game.  
Cos A, B of 7th Durham bn are removed from the game.

Allied:

Supply Points: 4

Archangel: Sadlier-Jackson Brig HQ, 46th (HQ + 4 units) and  
45th Bns/RF (HQ + 3 units); 238 engineer, 201 MG bn, 240 and

241 mortar btty, 250 engineer, 420,434,435 1203 arty btty, GB Cicala & Glowworm, Cock/Cricket, Ladybird, CV Pegasus, Seaplane Barge, 2 Short 184, 2 DH9A, 1 Re 8, 1 FaireyIII, 1 MkIV tank and 1 Whippet tank.

Archangel Garrison: 2nd Bn/Highland regiment (1 unit), 9/Gurkha regiment (1 unit)

Bolshevik:

Supply Points: 2

Vologda: 157th regiment (3 units)

1 airplane at either Vologda or Kotlas

The Alternate, Shortened Game ends after the completion of turn 11 - See 24.0 for Victory Condidtions

### **Turn Twelve - July 1919 - Dry**

Special Rules:

Remove 2nd Bn/US 339 from the game.

Allied:

Supply Points: 2

Archangel: Aussie MG, Polish MG, CV Argus, 4 Short 184 aircraft, 1 Fairey III aircraft, HMS Swordance/Fandango, Morrisdance/Stepdance (Mine Sweepers) + 1 Avro aircraft

Bolshevik:

Supply Points: 2

No reinforcements this turn.

### **Turn Thirteen - August 1919 - Dry**

Special Rules:

The British may now conduct gas attacks (See 22.0).

Remove the CV Argus from play during the Mutual Operations Phase

Allied:

Supply Points: 4

No reinforcements this turn.

Bolshevik:

Supply Points: 2

No reinforcements this turn.

**Turn Fourteen - September 1919 - Dry**

Special Rules:

All British units (except the tanks) are removed from the game

Allied:

Supply Points: 1

No reinforcements this turn.

Bolshevik:

Supply Points: 3

No reinforcements this turn.

**Turn Fifteen - October 1919 - Dry**

Allied:

No reinforcements this turn.

Bolshevik:

No reinforcements this turn.

Game ends after the completion of the last turn (turn 15)

24.0 Victory (All scenarios)

For the Allies, the only real victory would have been if the White Russian armies (under Kolchak near Perm in 1919) had succeeded in meeting them at Kotlas and then driven on to Moscow. Alternatively, another kind of victory could have been to drive to Vologda, as had been originally

planned. In this game the Allies win by gaining victory points, which are scored at the end of the game. The Allies must be in control and have a unit in the hex to receive the Victory Points for it.

Allied Victory Points:

Each town: 1vp

Plestetskaya: 25vp

Bereznik, Ust Padenga,  
Toulgas, Kurgoman, Turcha:  
3vp each

Shenkurst: 10vp

Seltso, Shegovvari, Petru:  
6vp each

Velso, Nijna-Parahin: 8vp each

Njanoma, Konoscha, Kotlas: 30vp each

Krasnoborsk: 20vp

**Total up the Allied Victory Points:**

35-40 Marginal Allied victory

41-55 Substantial Allied victory

Otherwise the Bolshevik player is the victor.

#### 24.1 Sudden Death Victory (All sceanrios)

If on any turn the Allied player has taken Pleteskaya, Kotlas and Shenkursk, the game ends with an Allied win. All three must be taken and all three must be able to trace a LOC path of any length along trails or rivers to Archangel.

Likewise, any time the Red player has taken Archangel, the game ends with a Red win

### **Expanded Sequence of Play**

#### **Mutual Operations Phase**

- Collect/Receive Supply Points

- Create Depots (11.1)  
2 Supply Points to create an Allied Depot. Allied Depots are placed in Archangel.
- 1 Supply Point to create a Red Depot. Bolshevik Depots are placed in Konoscha or Kotlas.
- Build Replacements (13.3)  
*For each Supply Point expended, a unit may be restored to full strength.*  
*Unit must be stacked with any HQ with an LOC to Archangel (Allies) or Konoscha/ Kotlas (Red) and must be at least two hexes from any enemy unit.*
- If Turn 3, check for Upper Divina for possible freezing (14.4)  
*Roll a single die, on a 1 - 3 Upper Divina freezes this turn - otherwise will freeze on turn 4.*

### **First Player - Movement Phase**

- Check Supply (10.8)  
A unit is out of supply if: more than 6 hexes from a depot/major city OR within two or less hexes of a road/rail **but** more than 4 hexes from the parent HQ OR is more than two hexes from a road/rail, even if within HQ range.
- Check Communications (10.6)  
*Units are OC if they are not within 5 hexes of their parent HQ OR if the parent HQ fails to have such a line to Archangel for the Allies, or Konoscha/Kotlas / Plesetskaya for the Bolshevik.*
- Receive Reinforcements (13.1)  
*Allied reinforcements all arrive at Archangel.*  
*Bolshevik reinforcements arrive at/in the Vologda box or at Kotlas.*
- Movement of Units (4.0)  
*Remember: Naval combat occurs whenever naval units move adjacent to certain units per rule 15.0*

### **First Player - Combat Phase**

- Announce ALL Attacks
- Allocate Air Units (Bombing / Ground Support)
- Ground COMBAT (7.0)
- Bombing / Ground Support (12.3)
- Supply Expenditure (7.2)  
*To attack at full strength, a Supply Depot must be expended, otherwise attack is at ½ strength.*
- Tactical Advantages (7.5)  
Players each total TA and subtract Defender from Attacker. Result is column shifts (Right for an Attacker advantage, Left for a Defender advantage).

### **REPEAT Movement and Combat Phases for Second Player**

#### Supply Survival Phase

Roll a single die for each unit. Units in Blockhouses or Towns subtract one (1); units in

Cities subtract two (2) from the die roll. If, after all modifications, the roll is greater than the unit's Troop Competence, the unit must suffer a Step-Loss.

Game Turn Indication Phase

Advance Game Turn Marker along the Turn Record Track.

Repeat for remaining Game-Turns

**Air to Air Combat Table**

Die Roll	1-2	1-1	1-1.5	2-1	3-1	4-1
1	DA	DA	D1	D1	D1	D2
2	DA	DA	DA	DA	D1	D1
3	AA	DA	DA	DA	DA	DA
4	A1	AA	AA	AA	DA	DA
5	A2	A1	AA	AA	DA	DA
6	A2	A1	AA	AA	AA	AA

*A die roll of less than one is equal to 1*

- DA = Defender aborts all aircraft
- AA = Attacker aborts all aircraft
- D/A # = Defender or Attacker removes/eliminates # aircraft unit(s)

*NOTE: The Red player always adds 1 to the roll.*

**Bombing Table**

	Total Bomb Strength			
	1-2	3-4	5-6	7+
1	H	H	H	H
2		H	H	H
3			H	H
4+				H

If target is:

*Ship or Bridge: +1 to roll*

*Depot: no modifier*

*Fort, Blockhouse or hasty defense: -1*

*Red troops: -1*

If hit, Ships and Bridges are destroyed.

If depot, lose one level.

If Fort, Blockhouse, roll another die:

On a 1, target is destroyed.

Any other roll, NE.

If hasty defense, a second roll of 1-2, destroys it, otherwise, NE.

If Red troops are hit, roll another die, on a 1-3 any upcoming allied attacks receive a +1 die modifier.

For Aircraft used to bomb RR lines, see 16.3.

### Combat Results Table

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	2/-	2/-	1/-	1/-	En/-	En/-	En/-
2	1/-	1/-	1/1	En/-	En/-	En/-	En/1
3	1/-	1/-	En/-	En/-	En/-	En/1	-/1
4	2/1	1/1	En/1	1/1	En/1	1/1	-/1
5	2/1	En/1	1/1	En/1	1/1	-/1	-/2
6	1/1	En/1	1/1	-/1	/1	-/2	-/2
7	1/1	1/1	-/1	-/1	/2	-/2	B
8	-/1	-/1	-/1	-/2	B	B	B
9	-/1	-/1	-/2	B	B	B	B
10	-/1	B	B	B	B	B	B

*Odds of less than 1-2 are treated as 1-2 odds.*

# / # = Number of step losses – Attacker / Defender

En = Engaged - The defending forces must immediately counterattack one attacking hex OR the defender may take an extra step loss and retreat.

B = Breakthrough result (see 7.8)

### Naval Units (15.0)

The following units may move along both Major and Minor rivers: Gunboats, Minesweepers and Steamers.

The following units may move along Minor rivers, but not along Major rivers: Monitors and the CVs *Nairana* and *Pegasus*.

### HQ and Artillery vs. Naval Units:

Roll a single die for the stack, not per unit.

On a 1 - 3 any one steamer in the stack will be sunk (ground units being transported are dropped in any adjacent hex and suffer a step loss. Any depots are lost with the steamer).

*If a Gunboat is also present in the stack, roll a single die for the stack, not per unit.*

On a 1 the Gunboat will be sunk instead.

On a 2 the Steamer will be sunk.

### Gunboats/Monitors vs. Steamer:

Attacker rolls a single die.

On a 1 - 3 the Steamer has been sunk (ground units being transported are dropped in any adjacent hex and suffer a step loss. Any depots are lost with the steamer).

On a 4 - 5 the Steamer surrenders (any depots are captured and any enemy troops are removed).

On a 6 the Steamer escapes and receives a bonus movement of 10 movement points.

### Tank breakdown: 1 or 6

River mine attack: 1-2 British clear a mine: 1-3 Naval running aground: 1-2 per hex entered Weather Table Used in October. Roll a single die. On a 1 - 3, weather is snow and the Upper Dvina freezes (see 14.4). On a 4 - 6 weather is dry and the Upper Dvina will not freeze until November (November is a Snow turn). Engineers (17.0)

US and British engineer units (in supply) may build blockhouses, bridges and hasty defenses as well as repair

Railroad tracks. Build costs are subtracted from the MP allowance of the constructing units.

**Build/Repair Costs:**

Bridges: 4 MP

Hasty Defense: 3 MP

Fort: 5 MP

Repair a Railroad Hex: 2 MP

Movement Point Cost Chart - Terrain Effects Chart

**Dry weather**

Railroad tracks, town, city 1mp

Marsh 3mp

Clear 2mp

Forest 3mp

Uphill, bridge +1mp

Minor River +2mp

**Thaw/Freeze/Snow**

Railroad tracks 2mp

Towns, Cities 1mp

Marsh 4mp/2mp

Clear 4mp/3mp

Forest 3mp

Minor River +2mp

Major River -/-/+3mp

Major rivers cannot be crossed except at bridges on Thaw/Dry turns.

**Disengagement:**

Units that begin their Movement Phase adjacent to Enemy units may leave the Enemy controlled hex in which they started by expending four (4) Movement Points. Units may not move directly into another Enemy controlled hex.

**Retreats:**

Units retreating through an Enemy Zone of Control must roll a single die.

On a 1 - 3, the stack must suffer a step loss from one unit in the stack. However, if the enemy unit exerting the ZOC is unsupplied or is a support unit, no die roll will be required (thus no possibility of a step loss). If the retreat has caused over stacking, the retreating units will again roll a single die. On a 1 - 3, would suffer a step loss to any one unit in the stack (this would be in addition to any other step loss incurred during the retreat).

Tactical Advantage Values

Railroad, Road 0

City 2

Town 1

Marsh 1

Clear 0

Hill 1

Bridge 0

Blockhouse 2  
Hasty Defense 1  
Minor River 1  
Major River 3