

THE BATTLE OF OREL¹, October 1919

A game by David BEAUDLET

From Vae Victis 75

[Translated by Roy K. Bartoo, translator's notes in square brackets. As much as possible I have tried to retain the original use of color, bold, and hyphenation.

Such errata as I know about has been integrated into this translation. Graphics and charts should be in another file.

Note that the counters in VV75 are misprinted, missing the usual black outline around the little figures, a corrected version is available for download from the VV website, www.vaevictimmag.com - RKB]

"Orel 1919" is a grand-tactical scale game simulating the military operations which took place around Orel in October 1919 during the Russian Civil War. One player controls the Bolsheviks (Reds), the other the anti-Bolsheviks (Whites).

The scale is 4 km (2.5 miles) per hex [NOTE that the half-hexes along the north and south edges of the map ARE playable!] and each game turn represents one day. The effects of weather (cold: 5°C, 40°F; and overcast) are integrated into the game mechanics. Two six-sided dice (d6) are needed to play (as are two ten-sided dice (d10) for the [optional] random events).

Designer's notes and a combat example are in the Journal de Marche on the back of the map [and translations of them included here]. For questions on the game, go to the forum of www.strategikon.info/

1 - COMPONENTS

¹ The French spelling is 'Orël', but the Russian word is pronounced "Ar'iol" and means 'Eagle'

1.1 - Counters

[Counter errata: - The White's Cv/83S unit - Cavalry unit of the 83rd Samour Regiment - background color of the counter should be dark olive brown (as all 3rd Division's counters) and not light khaki brown.]

Integrated artillery: guns accompanying the unit and trained for direct fire in good coordination with the unit.

Strength step: Each strength step represents 200 men. They indicate the number of step losses the unit must suffer to be eliminated.

Troop Quality (TQ): a unit's quality represents both its training, experience and morale.

Armored Trains: Each armored train represents a single train, either light (Lég) or heavy (Lo). Its historical name is given for information purposes.

Tanks: The "Tank" counter represents 1-3 tanks.

Armored cars: 2-3 vehicles per counter.

1.2 - Definitions

Rounding: rounding is always done to the nearest whole number (ex: 3.49 - 3, but 3.5 = 4) except for uncoordinated support (see 8.6) and for combat odds (see 8.7 and 8.8) when fractions are rounded down (ex: 2.6 = 2).

Special cases:

- For assaults, results between 1.50 and 1.99 yield 1.5 (not 1!).
- When the combat strength of several units taking part in the same combat is to be divided, sum the combat strengths before dividing.
- When a value is to be divided several

times, rounding is performed after the last division.

Friendly board edge: South for the Whites, North and West for the Reds.

Active player: the player whose turn it is to play.

Predominant TQ: The most numerous (in terms of strength steps) TQ among the units involved (combat or check). If there are equal numbers of strength steps, use the worse TQ. **Modifiers:** The predominant quality score is reduced by one if the worst unit involved has a TQ three less than the predominant quality. Likewise, the predominant quality is raised by one if the best unit involved has a TQ three greater than the predominant quality.

***Example:** The predominant quality of three units with TQ6, TQ6, and TQ3 is 6, -1 because the worst TQ is three less, for a result of 5.*

ART: Assault Resolution Table

TQ check: Troop Quality Check.

Successful if the roll of a d6 is \leq the TQ.

Combat unit: infantry or cavalry.

Auxiliary unit: artillery, vehicles, depots.

Vehicles: tanks, armored trains, and armored cars.

ZoC: Zone of Control - the 6 hexes around the unit's hex. If a unit with only 1 strength step (either originally or as a result of losses) is alone in a hex, it does not exert a ZoC (there must be at least 2 strength steps in a hex to exert a ZoC). Enemy ZoC are negated by the presence of friendly units for purposes of supply trace (8.2.2), retreat (8.5.1), and, under certain conditions, movement (7.1.3).

Vehicles, depots, and routed units do not have a ZoC, even into their own hex (their presence does not negate enemy

ZoC).

ZoC affect supply (3.2), movement (7.1.3), retreats (8.5.1) and routs (8.7.3).

2 - SEQUENCE OF PLAY

2.1 White Player's Turn

- 1 - Check status of Depots (3.2)
- 2 - Recruitment and attachment of new recruits (4.)
- 3 - Check units' Command status (5.2)
- 4 - Check for Random Events (optional, see 6.)
- 5 - Movement and special actions (7.)
- 6 - Combat and ammunition resupply (8.)
- 7 - Remove artillery 'Barrage' and 'Support' markers, and Rout markers from the previous turn.

2.2 Red Player's Turn

Identical sequence.

3 - SUPPLY DEPOTS

Both convoys ["Convoi"] and railroad depots ["Depot Fer"] are "Depots" in game terms.

3.1 Supply Capacity

The supply capacity of a Depot (expressed in Munitions Points) allows units within range (see 8.2) to conduct a certain number of attacks or Barrages without becoming Unsupplied, or to resupply currently Unsupplied units.

The supply capacity of a railroad depot is doubled if it is placed on a station of the double-tracked Orël-Ponyri railroad, and the railroad is under friendly control between the depot and a friendly board edge.

3.2 Depot Status

A) Conditions to be Functional

To be functional, a Convoy may trace a supply line up to 10 MP in length, not into enemy ZoC, to a friendly-controlled railroad hex which is itself linked to a friendly board edge.

Exceptions: For the Red player, a convoy is functional if it can trace a supply line of 3 MP length to the hexes 0118 and 2701. For the Whites, convoys may trace a line of 3 MP to hexes 1220 and 2120.

For a Railroad Depot to be functional, it must be on a station and be able to trace a supply line of any length along a friendly-controlled railroad to a friendly board edge.

B) Non-Functional Depot Effects

When a non-functional depot uses its supply capacity (to supply an attack or artillery fire, or to supply attacked units or defensive artillery fires - support or counterbattery), it receives an Unsupplied marker at the end of the current combat phase.

An unsupplied depot has no supply capacity. It cannot even supply defending units.

Important: the Unsupplied marker is immediately removed when the depot is again found to be in supply, regardless of the current phase (supply, movement, combat, active or inactive player); it can again supply units as of the end of the current phase.

3.3 - Depot Elimination

A depot is eliminated when it is attacked while alone in a hex and an enemy unit advances after combat (8.7.4) into the hex. Depots may not retreat after combat and must remain in place. When an enemy depot is

eliminated, up to 2 friendly Unsupplied units (4 for a railroad depot on a double-tracked line) within a range of 5 MP of the depot may remove their Unsupplied marker.

When a depot is eliminated, an identical depot arrives as a reinforcement in the owning player's next movement phase, via a friendly board edge.

4 - RECRUITMENT

Each turn, the players receive a certain number of Recruit Points (RP) as indicated on the Turn Track. These RP may be used to restore strength steps to reduced units, or to create new battalions of recruits.

RP may be saved up to a maximum of 12 RP. Excess RP are not received but are lost instead. **The side which controls Orël receives 1 additional RP per turn.**

4.1 Enlistment of enemy prisoners

At various times during the game, enemy strength steps may be captured (double Rout or inability to retreat after a rout (8.7.3), Pursuit (8.7.4 and 8.8.4), Surrender or Elimination of Units (8.8.3)). Some of these prisoners may be enlisted to provide additional forces. Each time that an enemy strength step is captured, the Prisoners marker is moved on the track. The player may then transform each group of 3 Prisoners into one RP. There is no limit to the number of prisoners that a player may accumulate.

4.2 - Use of Recruit Points

4.3.1 - Recovery of Strength Steps

A) Basic Principle

Each RP may be expended to have a friendly unit recover 1 strength step. A single unit may receive several RP during

a Recruitment Phase, up to its original strength step.

B) TQ reduction

When a unit which was on its reduced side flips to its full-strength side for the first time, place a 'Recruits -1Q' marker under the counter to indicate that its TQ is reduced by the integration of new recruits; as the marker indicates, the unit's TQ is permanently reduced by 1, to a minimum of TQ = 2 for the Reds and TQ = 3 for the Whites.

C) Conditions

In order for a unit to recover strength steps, it must meet several conditions:

- be in Combat mode (7.1.4);
- be within range (5 MP) of a functional Depot;
- not be Routed;
- not be an artillery unit.

If recruitment results in overstacking (7.1.2), the situation must be corrected in the movement phase.

4.3.2 - Creation of new battalions

A player may create a battalion of new recruits at a cost of 2 RP. These new battalions are limited in number for each side: 4 for the Reds and 3 for the Whites.

Several battalions of recruits may be created in the same turn. An eliminated battalion may be rebuilt.

Entering the map.

New battalions may appear during the current Recruitment Phase at a railroad station out of enemy ZoC (or with a friendly unit present), which is friendly-controlled and connected to the friendly board edge (and they may move during the movement phase), or they may enter during the movement phase via a friendly board edge.

5 - COMMAND

5.1 - Basic Principle

Units are organized into various formations (regiments, brigades etc.). The units of a formation must remain near each other in order to function at full ability (5.2).

Vehicles and Depots do not belong to any formation and are always considered to be in command. Formations in turn are organized into Armies (for the Reds) or Divisions (for the Whites). The Armies/Divisions and their formations are specified in the scenarios.

Note:

For both sides, Recruit battalions can be commanded by any formation.

Whites: a Division's independent units may be commanded by any formation of that Division.

Reds:

- The cavalry regiment and the artillery of the Lettne Division may be commanded by any Lettne infantry brigade.

- The Tchervonno-Kazak Cavalry Brigade: Beginning with the 20 October turn, this formation may command the cavalry units 14/41D and 41S.Cv (Creation of the 8th Cavalry Division). These two units may continue to be commanded by the units of the 41st Rifle Division.

5.2 - Checking Command

5.2.1 Infantry Formation

An infantry unit is in command if it is part of the 'main body' of its formation. The 'main body' is the largest group of infantry units which can be made: for the Whites, a group is all of the infantry units of a single formation located within 3

hexes of another infantry unit of the formation; for the Reds, this distance is 2 hexes or less.

A cavalry unit which belongs to an infantry formation is in command if it is within 3 hexes of a unit in its formation's 'main body'.

A White artillery unit is in command if it is within 3 hexes of a unit in its formation's 'main body'; 2 hexes for the Reds.

Notes:

(a) "lines of command" are not interrupted by enemy ZoC, but are interrupted by the presence of enemy units.

(b) If several different groups could be defined for a formation, only the one with the greatest number of units is considered to be the 'main body'. If two possible groupings have the same number of units, the owning player chooses which will be the 'main body'; this group will only lose its status if a larger group can be defined in the next Command phase.

(c) Exception: the 14th Division may define two main bodies.

5.2.2 Cavalry Formation

(Barbovich and Tchervonno-Kazak Brigades): as in 5.2.1 except that the main body is the largest group of cavalry units within 3 hexes of each other.

[The Command example is located on the Counter Key sheet]

5.3 Out of Command effects

An Out of Command unit cannot enter ZoC. If it is already in ZoC, it cannot spend MP to declare an attack or move from ZoC to ZoC unless it passes a

Quality Check; if it fails the check, it may move so as to leave the ZoC (but not into another ZoC) or remain in place.

It may not voluntarily move so as to be out of range of a Depot; if it is already out of range of a Depot, it must move towards the nearest Depot in its movement phase (until it is once again in range).

It may not declare a "Marching Day" (7.1.5) nor Entrench (7.3).

An Out of Command artillery unit may not fire (Barrage, Counterbattery or Support) except against adjacent enemy units. Out of Command artillery also suffers a +2 modifier to its Counterbattery check and to its Coordination check for offensive or defensive support.

6 - EVENTS (Optional)

Note: This game phase is optional. The random events reinforce the historical feel for the Russian Civil War but may be ignored without affecting game balance. You can even decide to add them part way through the game, the base game mechanics have been mastered.

The active player rolls a d100 (two d10, with the first representing the tens digit and the second the ones digit), then checks the result in the Events column for his faction.

There are two types of events: Suffered (S) events and Controlled (C) events.

6.1 Suffered Events

If a Suffered event affects units, the opposing player chooses which of the active player's formations will be afflicted, then (except for Defeatist Rumors) the active player chooses which units of this formation will suffer the

event's effects.

Suffered events take effect immediately (except for Civil Exactions).

6.2 Controlled Events

Controlled Events may be played by the active player at various times according to the text of the event, but may not be kept beyond the end of the opponent's next game turn.

There are markers associated with certain events: the player may keep the marker in front of him until he chooses to use the event (within the time limit noted above). *See the events listing on the back of the counter sheet.* [A translation should be appended to this rules translation].

7 - MOVEMENT AND SPECIAL ACTIONS

Each unit has a movement capacity expressed in Movement Points (MP). These MP are used both for moving the unit (spending a certain number of MPs for each hex entered, depending on the terrain) and certain special actions.

During his movement phase, the player moves such units as he wishes one by one, declaring at the end of their movement any expenditure of MPs for special actions.

7.1 - Movement

7.1.1 Movement and terrain

See the Terrain Effects Table. The effects of terrain vary depending on the type of unit moving through it.

If two terrain types are present in a hex, use the most difficult in terms of movement.

Exceptions: roads supersede any type of terrain moved through, and

railroads supersede forests.

Orël: When a unit enters the Orël hex (as a result of movement or advance after combat) it must decide whether to be located in the suburbs or the town center (in which case the "Centre Ville" marker is placed on the unit). All the units in Orël must be located in the same place, suburbs or town center. The choice of location may be changed during each friendly movement phase.

If at least one unit in Orël attacks, all of the units in the stack are immediately located in the suburbs.

If units are forced to retreat from the suburbs, they must leave the hex and cannot retreat into the town center.

7.1.2 Stacking limits

At the end of each unit's movement there cannot be more than 10 stacking points or 3 units in a hex. (Note: losses reduce a unit's stacking points).

Vehicles and depots do not count towards stacking.

7.1.3 Movement and enemy ZoC

- Leaving an enemy ZoC to enter a non-ZoC hex costs +1 MP.

- Leaving an enemy ZoC to move directly into another enemy ZoC costs (all MP minus 1, regardless of terrain)* for an Infantry, Artillery, Tank or Convoy unit. Such a move costs cavalry or armored cars +2 MP.

* = At the end of this one-hex move, therefore, the unit still has 1 MP to enter Combat mode or launch a Hasty Attack (7.2).

- Armored Trains and Railroad Depots may move from one enemy ZoC to another, then stop (rails sabotaged).

Important: friendly combat units and

artillery negate enemy ZoC for movement purposes, provided that the unit does not move throughout its movement phase (it may still undertake a special action).

Implications

(1) Leaving an enemy ZoC does not cost +1 MP if a friendly unit remains behind to cover the move this turn.

(2) A unit may freely move along the front line via a chain of non-moving friendly units.

7.1.4 Unit modes at end of movement

At the end of its move, a unit (other than a vehicle or Depot) is automatically in March mode, unless it spends 1 MP to enter Combat mode, or makes an attack or Barrage or Support fire, or begins constructing entrenchments (actions which allow it to enter Combat mode).

A unit in March mode is rotated 90 degrees to denote this.

A unit in Combat mode is faced north-south, with the 'top' of the unit facing the enemy board edge. At the start of the game all units are in Combat mode.

March mode effects:

- combat strength is halved
- Artillery may not fire
- the unit may not benefit from resupply (8.2) nor recover strength steps.

Combat mode effects:

March mode restrictions do not apply.

7.1.5 White special movement: The "Marching Day"

The White player's units (other than vehicles and Depots) may perform a "Marching Day", which grants them an additional +2 MP.

After a "Marching Day", units are automatically in March mode and cannot spend MP for special actions (including

entering Combat mode).

At no time during its move may a unit be adjacent to an enemy unit.

7.1.6 Movement of Railroad Depots and Armored Trains

They have an unlimited movement allowance along railroads. Railroad Depots move from railroad station to railroad station, while armored trains may end their move on any railroad hex.

7.2 - Launching an attack

At the end of its movement, a unit may spend some of its remaining MPs to declare an attack against an adjacent hex, or a Barrage or Support fire (artillery and armored trains). The player places a marker on the unit corresponding to the type of attack (see infra) or fire. These actions will be resolved in the combat phase. Other units in the same stack are not required to declare the same type of attack, nor to attack the same hex.

The number of possible attacks and Barrages is limited by Depot capacity (see 8.2).

The movement point cost of an attack depends on the type of attack and the unit performing it:

Barrage cost:

3 MP for artillery, free for armored trains.

Important: a hex that contains at least one unit being Barraged may not be the target of an attack.

Cost of a Prepared Attack or Support of same

3 MP for Red units except Shock units (with their movement allowance in yellow), for which the cost is 2 MP.

3 MP for tanks

2 MP for White units and armored cars

Free for armored trains

A stack launching a Prepared Attack may attack in combination with other stacks which have also declared Prepared Attacks against the same hex under certain conditions (see Coordination 8.6).

Cost of a Hasty Attack or Support of same

1 MP for all units

Free for armored trains.

A Hasty Attack may not be combined with attacks from other hexes.

A Hasty Attack causes certain modifiers for attempts to retreat before combat (8.5), support coordination (8.6) and combat (see tables).

A hex may be attacked an unlimited number of times during the same combat phase. If the defender is dislodged from the hex while some attacks remain unresolved, they are cancelled and the troops involved in them cannot advance after combat (and their munitions expenditures are cancelled).

7.3 - Entrenchments

Only in-command infantry and artillery units may entrench, at a cost of all their MPs. Place an "Under Construction" [R/C] marker on the unit. At the end of the player's following movement phase, flip the marker to its "Entrenched" [R] side.

An entrenchment grants the unit (not the hex it occupies) defensive bonuses (see the Terrain Effects Table). These bonuses are not cumulative with other modifiers due to terrain.

When the unit leaves the hex in which the Entrenchment is located, the marker is

removed from the map. An Entrenched unit may attack without losing the marker.

7.4 - Reinforcements and entry zones

Reinforcements enter the map via map edge hexes specified in the scenario. These entry hexes are reinforcement entry zones. Enemy units may not enter such zones.

Exceptions: if a mandatory advance after combat applies, or if it is the only possible retreat path to avoid enemy units or ZoC. The unit must leave the zone as soon as possible.

All reinforcement units are considered to be in command on their turn of arrival.

7.5 - Leaving the map

A unit may not voluntarily leave the map. If a retreat forces it to do so, the unit must return to the map via its exit hex or an adjacent hex, as soon as possible: during its next movement phase if it is not Routed, a turn later if it is Routed.

If a unit is unable to reenter the map on the required turn, it is eliminated.

Exception: if the 1st and 2nd Brigades of the 41st Rifle Division (and their artillery) retreat or rout off the map they may choose to reenter the map on 18 October via the entry hexes of the 46th and 57th Divisions. After 18 October this option no longer applies.

Once off the map, they may receive recruit points. When they return they are again supplied with munitions.

8 - COMBAT

8.1 - Combat phase sequence

I. Munitions and Artillery actions

1. Active player: check munitions supply for attacks (including artillery support) and barrages. Possible resupply

of unsupplied units (see 8.2).

2. **Barrage:** the active player indicates all of the targeted enemy units, then resolves his barrages.

3. The reactive player may respond to barrages with **counterbattery** fire. Announce defensive artillery support.

4. Reactive player: check supply for units being attacked and artillery units which performed support or counterbattery fire.

II. Combat

The active player then resolves his attacks in whatever order he wishes. For each attack, the players work through the following sequence, before moving on to the next attack:

1. **Voluntary retreat** before combat (reactive player).
2. Check **Coordination** for Artillery Support (both players). Determine cavalry charges (both players).
3. Check **Commitment** (both players) and apply the results.
4. Resolve any **advances and pursuits**
5. **Assault** (optional)
6. Resolution of any **advances and pursuits** after Assault.

8.2 - Munitions supply

8.2.1 Munitions expenditure

A Depot can supply attacks or Barrages so that the units performing them do not become Unsupplied: a Prepared Attack costs 2 Munitions Points (regardless of the number of units involved, including artillery support); a Hasty Attack costs 1 Munitions Point (same comments); and a Barrage costs 1 Munitions Point per artillery unit firing.

Attacks and Barrages without munition supply are possible, but the units

performing them receive an Unsupplied marker after their action (they therefore attack without penalty, then become unsupplied).

Unit which are already Unsupplied may attack or barrage, but suffer penalties (8.2.3).

Special cases:

(1) You may not combine the capacities of two different Depots for a single Barrage or attack.

(2) You may however attack with both units that have been supplied and others which have not (because too far from the Depot).

(3) an Unsupplied unit which takes part in an otherwise supplied attack remains Unsupplied. It must be resupplied to lose its Unsupplied marker.

A Depot may also decide to resupply an unsupplied unit which is within range (8.2.2) at a cost of 1 Munitions Point per unit. The unit must not have declared a barrage, support or attack, nor be in March mode.

Spoils of War: if a unit advances after an Assault in which the opposing side lost at least 1 strength point, the unit may remove its Unsupplied marker if it has one, or avoid gaining such a marker if the assault was unsupplied. The number of advancing units which may benefit is equal to the number of enemy strength steps eliminated.

Special case: if the defender retreats before combat, the munitions allocated to the attack become resupply instead if the attacking units had an Unsupplied marker (or are lost otherwise).

In defense, a Depot can supply an unlimited number of friendly units within range (including artillery in defensive

support or counterbattery). Defending units (including firing artillery) which are out of range of a Depot become Unsupplied after the combat (or remain so if they already were Unsupplied).

Vehicles do not expend munitions. However:

- Armored trains must be linked to the friendly board edge by a railroad path of unlimited length (free of enemy ZoC and units) or become Unsupplied after combat, barrage or firing support.

- Tanks and armored cars must be within range of a Depot or become Unsupplied after combat.

8.2.2 Supply line

To benefit from a Depot, a unit must be within 5 MP of it (count from the unit, including effects of terrain on movement).

This "supply line" is interrupted by enemy ZoC but such are negated by friendly units (1.2) whether they've moved this turn or not. **Effects:** do not count the +1 MP cost for leaving the enemy ZoC of the unit tracing supply, and the supply line may pass from ZoC to ZoC without additional MP cost provided that friendly units are in the hexes being traced through.

8.2.3 Unsupplied effects

- combat strength x 1/2
- armored trains may move but not fight

- tanks and armored cars may neither move nor fight.

8.3 - Barrage

8.3.1 Basic Principle

The active player places Barrage markers on those artillery and armored train units that he expects to use for

Barrage. Units which Barrage may not perform offensive support fires.

Each artillery or armored train unit may bombard one observed enemy unit within 2 hexes. An enemy unit is observed if it was adjacent, at the start of the movement phase, to any friendly unit of the active player (including the unit performing the Barrage).

A unit may be the target of several Barrages. In this case they are resolved sequentially (the fires are not combined).

Possible targets:

- a combat unit or armored train;
- an Artillery unit only if it is alone in the hex or stacked only with other auxiliary units;

Depots, tanks and armored cars cannot be targeted.

8.3.2 Procedure

The player rolls **2d6** and adds the fire strength of his artillery or armored train (modifiers to the fire strength: see the Barrage Table) and other applicable modifiers. The result is read on the Barrage Table. Ignore "Disorganized" result from any resulting Cohesion Check.

A loss removes 1 strength step, destroys a light armored train or a damaged heavy armored train, and damages a heavy armored train.

Important: a Barrage cannot eliminate the last strength step of a combat unit.

8.4 Counterbattery fire

Each of the reactive player's artillery and armored train units may attempt to fire on an enemy unit within two hexes which has just performed a Barrage. The enemy unit is automatically observed, no adjacent observers are needed.

Units which wish to perform

counterbattery fire must make a TQ Check. If they fail, the counterbattery fire does not occur; if they succeed, it is resolved as a Barrage. The reactive player designates all of his targets, then makes his TQ checks and resolves his fires.

For this check, armored trains are considered to have a TQ of 4.

Modifiers to the dice roll and fire strength: as for Barrage.

Place a Barrage marker on those units which performed counterbattery fire to indicate that they cannot fire defensive support during the current combat phase.

The Barrage marker is removed at the end of the active player's combat phase.

8.5 Voluntary retreat before combat

Certain units, if the target of an attack, may attempt to retreat before combat. Units capable of this are indicated on the relevant table. A TQ check is sometimes required (see table). If at least one unit attempts to retreat, all the units which are capable must also attempt to do so. A d6 roll is compared to the predominant quality of the units in question (the units therefore all succeed or all fail together).

If successful, the units follow the Retreat rules infra.

If at least one infantry or cavalry unit succeeds in retreating, artillery units present may also retreat. Horse artillery units may attempt to retreat on their own (see table). Artillery or armored trains which retreat before combat may not perform defensive support.

Attacker advance: if the hex is vacated by the retreat, the attacking units may advance into it (but no possible Pursuit). Units which advance remain in

Combat mode.

If the retreat attempt fails, the units remain in place but are now in March mode.

Units for whom retreat is automatic do not wait for others but retreat regardless.

8.5.1 Retreats

Units move back one hex and are in March mode.

Retreat priorities

The retreat is in whatever direction the defender chooses, subject to the following conditions, in decreasing order of priorities:

a) Retreat not into enemy ZoC.

If a unit has no choice but to retreat into enemy ZoC, it suffers the following effects:

- cavalry or armored car retreating into infantry or artillery ZoC: no effect

- cavalry or armored car retreating into cavalry ZoC: TQ check +1, 1 step loss if failed (armored cars have a TQ of 6 for this check).

- infantry or artillery retreating into any enemy ZoC: TQ check +1, 1 step loss if failed.

- tank (quality 5) retreating into any enemy ZoC: TQ check +1, eliminated if failed.

- an armored train retreating into enemy ZoC suffers no effect.

b) The retreat cannot cause overstacking in the hex retreated into.

If the retreating units have no other choice than this hex due to enemy units or ZoC, they move through this hex and retreat an additional hex. [Designer clarification: a retreating stack must remain stacked throughout its retreat, even if some (but less than all) could stop in a hex without overstacking.]

c) The retreat should not take the unit off the map.

Otherwise see "leaving the map" (7.5).

d) The retreat should not end in a hex which is the target of an as yet unresolved attack.

If the retreat must end in such a hex, the retreating units will not take part in the combat (and can only suffer step losses if all of the units which were already present have been eliminated). They cannot attempt to retreat before combat. If at least one of the defenders suffers a retreat, the units retreat with it. If all of the defenders are routed or eliminated, the units are routed.

e) The retreat should be towards a friendly board edge.

f) If several units retreat, they must all retreat to the same hex.

If retreat is impossible due to the presence of enemy units, the units which were to retreat become Routed (8.7.3) and remain in place.

8.6 - Attack and support coordination

8.6.1 Attack coordination

- A Hasty Attack can never be coordinated with attacks coming from other hexes (it may however be supported by artillery).

- Several different stacks may take part in the same Prepared Attack under certain conditions:

- **Reds:** all of the units must belong to the same Formation.

- **Whites:** all of the units must belong to the same Division.

- In addition, for both sides, if at least one unit of TQ 3 or less is involved, the Prepared Attack can only be made from at most two hexes, and these hexes must

be adjacent.

Exceptions:

For both sides: Recruit battalions may take part in Prepared Attacks by any Formation or Division.

Reds:

- Lettome units (3 brigades, 1 artillery and the cavalry), even from different formations, may take part in a joint attack.

- beginning with the 20 October turn, units of the Tchervonno-Kazak brigade and cavalry units 14/41D and 41S.Cv may take part in a joint attack (see 5.1).

8.6.2 Artillery in offensive or defensive support

Artillery and armored train units which did not perform a Barrage or counterbattery fire, may add their fire strength to a combat within 2 hexes distance. Always count this range to the defender's hex.

A coordination check is required. In addition, this support can only be provided to a combat involving at least one unit of the same Formation (Reds) or Division (Whites) as the artillery (no restrictions for armored trains).

The active player designates those artillery and armored train units which are going to try to add their fire strength to the attack (offensive support). The reactive player does the same for his defensive support.

Each artillery or armored train unit of both sides can only support a single attack during the active player's combat phase. Units of both sides regain their ability to fire at the end of the active player's combat phase.

The check: Each artillery and armored train unit must pass a TQ check.

If the check is failed, only half the fire strength (**rounded down**) can be added to the combat.

For this check, armored trains are considered to have a TQ of 4.

Modifiers to support coordination check: see table.

8.7 - Cohesion checks

Maintaining the cohesion of troops under enemy fire was particularly difficult during the Russian Civil War. The least-trained units could even refuse to fight. The cohesion check simulates this aspect.

8.7.1 General rules

Each player rolls **1d6** and compares the result to the TQ of each of his units individually. Each unit's result is read on the Cohesion Table. This result depends on the difference between the modified d6 roll and the unit's TQ. A natural [unmodified] die roll of 1 is always a success.

Artillery units in the defender's hex are not subject to this check unless they are stacked only with auxiliary units. The attacker's artillery never checks.

Modifiers to the cohesion die roll:

- a stack containing at least one friendly vehicle receives a **-1** die roll modifier to its check, and adds **+1** to the opposing check die roll.

- **cavalry alone** (without infantry) which charges (in attack and defense) against infantry in Combat mode (without cavalry or infantry in March mode): **+2** to the cavalry check. Cavalry can choose in this case not to charge but to attack with its dismounted strength.

- **2 or more enemy strength steps of cavalry charging**, without at least 1 strength step of friendly cavalry able to

(counter)charge: **+1**

- if the enemy has integrated artillery: **+1**

- **At least one TQ6 infantry attacking:**

- +1** to the defender's check (unless TQ6 infantry itself). [Designer clarification: defending TQ6 infantry **ONLY** negates this modifier for itself, not for other defending units]

- **the defender may subtract from his check die roll the modifier(s) due to terrain or entrenchment.** If there are several terrain types in a hex, only the best modifier is considered, but hexside modifiers (rivers etc.) are cumulative with in-hex modifiers (town, etc).

Entrenchment benefits only apply to the entrenched units.

- the **combat strength ratio**: the attacker sums the combat strength of his units (including supporting artillery). He decides whether his cavalry is going to use its charging strength (see infra). The defender does likewise, and the attacker's total by the defender's. Round fractions down.

If the Attacker:Defender ratio is $\geq 2:1$, **-1** to the attacker's check, **+1** to the defender's check.

If the Attacker:Defender ratio is $< 1:1$, **+1** to the attacker's check, **-1** to the defender's check.

Units' combat strengths can be modified by certain circumstances (Unsupplied, March mode, etc): see tables.

Artillery alone: during this phase, artillery units defending alone (or stacked only with auxiliary units) use their fire strength as their combat strength if they pass a coordination check (otherwise halved, fractions rounded down). Alone, they have a fire strength of 1 if Routed or

in March mode.

Cavalry charge: in attack or defense, a cavalry unit can only use its charge strength under certain conditions (otherwise it uses its dismounted strength):

- versus only auxiliary units and/or all combat units are Routed, Disorganised or in March mode.

- cavalry of TQ 5 or 6 versus any units.

- attacking cavalry cannot [use its charge strength versus] a town, city, or forest hex, nor a hex where all of the units are entrenched.

- in order for defending cavalry to charge, it may not occupy a town, city or forest hex, nor be Routed or in March mode.

8.7.2 Cohesion check results

- /(TQ passed): the unit remains in good order (no effect)

- **Disorganized:** the unit receives a Disorganized marker. Its combat strength will be halved during the Assault. The marker is removed once the current combat is finished.

- **Repulsed:** the unit remains in place with no other effects but cannot take place in any Assault.

- **Retreat or Rout:** the unit must Retreat (8.5.1) or Rout (8.7.3).

Artillery and retreat: artillery retreats if all of the units of its stack retreat.

Artillery and rout: artillery routs if all of the units of its stack rout.

Vehicles: if all of the combat units in their hex retreat or rout, the vehicles also retreat (1 hex if at least one unit retreats, 2 hexes if all units rout), with no other effects. Depots remain in place.

8.7.3 Rout

A) Effects: the units retreat 2 hexes and receive a Routed marker (the unit is neither in Combat nor March mode, Routed is a separate status).

The retreat is performed per the Retreat rules (8.5.1) with the following differences:

- 1) If a unit routs into a hex containing friendly units which are the target of an as-yet unresolved attack, and these friendly units are routed or eliminated, the unit surrenders (see Prisoners 4.1). If these units retreat, it retreats with them.

- 2) If a Routed unit has no choice but to retreat into enemy ZoC, it suffers the following effects:

- Cavalry retreating into the ZoC of an Infantry or Artillery unit: no effect.

- Cavalry retreating into the ZoC of a Cavalry unit: TQ check +1, failure means Surrender (4.1).

- Infantry or Artillery retreating into any type of enemy ZoC: TQ check +1, failure means Surrender (4.1).

- Vehicles: as per 8.5.1.

- 3) If the 2 hex retreat is impossible due to the presence of enemy units, the Routed units surrender instead.

Other effects:

- combat strength divided by 4

- the unit does not exert a ZoC.

- the unit may move, but only to move further from the enemy (it may move from ZoC to ZoC if that is its only possible movement).

- the unit may not expend MPs for special actions.

- the unit may not attempt to retreat before combat.

- a Routed Artillery unit may not fire.

- if the unit was already Routed, it surrenders.

B) Rally: The Routed marker remains until the end of the owning player's next turn; the marker is then removed if the unit is not in enemy ZoC. The rallied unit is in Combat mode.

8.7.4 Attacker advance

If the attacked hex is cleared of its defenders prior to assault, the Attacker's units (other than Artillery) which were not repulsed or forced to retreat, may enter it. This advance is not required. At the end of its advance, the attacker remains in Combat mode.

Cavalry pursuit: Cavalry units which have just advanced may launch an Assault (with no offensive or defensive artillery support allowed) against the defender's retreated or Routed units (Important: Disorganized cavalry remains so during the Assault). An armored car may accompany the Cavalry in the pursuit.

If all of the defender's surviving units are Routed, the Cavalry (and the possible armored car) may advance 2 hexes (ignoring enemy ZoC) along the rout path; in addition they may launch their assault ignoring the losses or checks which could have been allocated to them. Half of the opponent's losses are considered to be Prisoners (4.1).

If the retreating or Routed defenders enter a hex occupied by units of their side, the Cavalry ends its pursuit without fighting.

If as a result of pursuit cavalry causes another retreat or rout, it cannot perform another pursuit.

8.8 - Assault

After the Cohesion checks the attacker

announces whether he will launch an Assault. Assaulting is never mandatory.

8.8.1 General rules

The attacker rolls 2d6, applies the modifiers, and finds the result on the Assault Results Table (ART).

The modified combat strengths ratio is determined as per 8.7.1 (with a new cavalry charge determination if conditions have changed). The ratio obtained yields a positive or negative die roll modifier (see ART).

Special case: during an Assault, Artillery units which defend either alone or stacked with only auxiliary units, use their strength steps as their combat strength, or 1 if they are in March mode, Unsupplied, Routed or Disorganised.

Dice roll modifiers: see ART.

Notes:

- **Predominant TQ differential:** subtract the defender's predominant TQ from the attacker's predominant TQ (supporting artillery is not taken into account).

- **+2 for encirclement:** applies if the attack comes through 2 opposite hexsides, or 3 non-adjacent hexsides, or 4 or more hexsides.

- **entrenchment benefits** (which are not cumulative with terrain effects) only apply if all the units are entrenched.

8.8.2 Assault results

In each column the number on the left indicates the attacker's losses, and the number on the right indicates the defender's losses (sometimes with a notation of m +/-# when a Morale check is required). The side whose loss number is in bold type loses the combat.

A) Losses

Loss modifier: +1 loss per side if the smaller side involved at least 6 strength steps. Do not count artillery strength steps unless they are alone in the attacked hex.

1) Allocation of losses:

- Losses are allocated one by one to units: no unit can receive a second loss until all units have received at least one. If there are fewer units than losses, the loss distribution continues with the first unit that suffered a loss.

- The first loss must go to a unit which had the predominant TQ, or a cavalry unit, or a unit in March mode, or a Routed unit. Subsequent losses can be attributed as the suffering player sees fit within the limits of the previous paragraph.

2) Loss markers

To indicate a unit's reduction in number of strength steps, put a loss marker under the unit, or flip the unit to its reduced side if the number of lost strength steps is sufficient. The edge of the loss marker with the correct number of lost steps is aligned with the 'top' edge of the unit. If additional losses are suffered, adjust the marker accordingly to indicate the correct strength step loss.

Each loss indicated on the marker reduces the unit's combat strength by 1.

- If all opposing combat units and artillery are eliminated, the victorious player may tally 1 Prisoner per eliminated unit.

- If one side suffers more step losses than it has strength steps in the combat, the other side's losses are reduced by the difference. (**EX:** the defender has 2 steps but suffers 3 losses: his opponent's losses are reduced by $3-2 = 1$).

Artillery and Assault losses:

- The defender's Artillery never suffers step losses until all combat units in its hex are eliminated. If the [Artillery] unit still exists, it Routs.

- The Attacker's artillery never suffers adverse effects.

B) Morale Check

The process and results are the same as for a Cohesion check (but the modifiers are different, see table). There is an additional possible result:

- **Surrender:** the unit is eliminated and its remaining strength steps are counted as Prisoners.

Artillery and Surrender: if all of the surviving units stacked with Artillery surrender, the Artillery also surrenders.

8.8.3 Advance after Assault

As after Cohesion checks except that if the hex is cleared of its defenders, at least one attacking combat unit must enter it.

If the defenders are all eliminated but the attacker loses the assault, his units cannot advance.

Cavalry pursuit after an Assault: as in 8.7.4.

9 - VEHICLES

Vehicles can only attack if accompanied by combat units (except armored train versus armored train, see 9.1.1). A vehicle cannot attack into terrain prohibited to it.

Vehicles which are defending alone must retreat before combat if they are attacked by combat units. If they cannot retreat, they are eliminated (or captured, see 9.1.2) if the attacker advances into their hex (and the attacker does not

expend munitions points).

A vehicle must check for destruction after an Assault in which it took part, if its side took at least one step loss, and enemy artillery (including integrated) or an enemy armored train was present (or provided support fire): roll a d6, and on a 1 the vehicle suffers a step loss (eliminated, or damaged in the case of heavy armored trains). [Designer clarification: in the case of multiple vehicles involved, each vehicle rolls separately. Optionally, only as many vehicles are checked for loss/damage as the number of losses suffered, owning player chooses which vehicles check.]

If all of the units in the vehicle's hex are eliminated, it is also eliminated (except an armored train in contact, 9.1.2 capture). If they all retreat, it must also retreat. Vehicles are not affected by Cohesion checks, nor Morale checks, but affect them (8.7): they provide a -1 bonus to such checks for friendly units stacked with them (armored trains: only if 'in contact', see 9.1) and a penalty of +1 to all of the opposing units.

9.1 - Armored Trains

Rather than performing a Barrage or support, an armored train may choose to enter 'into contact' with the enemy (both in attack and defense). This choice must be declared before rolling for support coordination. This choice is only possible if the railroad on which the armored train is located leads directly to a hex containing enemy units:

9.1.1 Combat with other armored trains

An armored train may attack a lone enemy armored train (not stacked with combat units nor artillery). Each player

rolls a d6. If the roll is higher than the opponent's, the opposing armored train is removed from the game and will return as a reinforcement two turns later (repaired) via the same railroad. If the die roll is double the opponent's, the opposing armored train suffers a step loss and retreats one hex. There is no result in the case of a tie score. A victorious [attacking] train may advance one hex. An undamaged heavy armored train adds +2 to its die roll.

9.1.2 Armored trains in contact during an attack

An armored train in contact may add its support value to that of friendly units in its stack without needing to check for coordination, and provides the following bonuses:

- Modifiers to the Cohesion checks (8.7)

- For a heavy armored train only, a modifier to the Assault dice roll: +1 in attack, -1 in defense.

Capture

- Versus combat units, an armored train which is unable to retreat is captured. Replace the armored train counter with an equivalent armored train in the capturing side's colors.

- In the case of an armored train in contact, if all of the friendly units in its hex are eliminated but the armored train is not eliminated, then it is captured; other armored trains present retreat two hexes.

9.2 - Tanks

9.2.1 - Movement

A tank has several movement restrictions:

1 - a tank cannot move more than 2 hexes from a railroad hex.

2 - risk of breakdowns: when a tank is about to expend its first MP of the turn (for movement or attack), the owning player rolls a d6: if the result is 1 or 2, the tank has broken down and cannot act this turn. Rotate the counter 180 degrees to indicate this status. It is automatically repaired at the end of the turn (and will need to again check its functional status the next time that it wishes to expend MPs). In defense, a broken-down tank which must retreat, is eliminated instead. [Designer clarification: a broken-down tank provides nothing, in attack or defense.]

9.2.2 Tanks in combat

A tank provides certain combat bonuses, in addition to its combat strength:

- Modifiers to the Cohesion checks
- +1 to the Assault dice roll when attacking
- Negates effects of enemy Entrenchments.

9.3 - Armored Cars

In addition to their combat strength, armored cars provide modifiers to the Cohesion checks.

Thanks to the playtesters, Messieurs Bey, "Desaix", Ledy, Lefrancq, Pavageau, Saidani, Stratigos, Thevenon, Trebosc and Zamichiei.

10 - SCENARIOS

[Erratum: The reinforcements listed on the Turn Record Track contain two errors. On the 16/10 turn, add "Estoniens"; on the 19/10 turn, ignore "Br. Cav. Barbo"]

10.1 Introductory scenario: Brasovo

Length: 4 turns, 15 through 18 October

Area: south of hexrow xx08 and west of hexrow 11xx

Forces involved: those which begin in the above area, plus any reinforcements that enter in this area, see the historical scenario. Each player receives 50% of the normal Recruit points.

The White player wins if he holds Brasovo and Sevsk at the end of the scenario. Otherwise the Red player wins.

Special rule: the 14th Rifle Division has two main bodies on turn 1: 1/41D and 2/41S (Sabline Group).

10.2 Historical scenario

Setup and reinforcements

"Inactive" units may Entrench.

Armies/Divisions and **formations** are underlined.

Independent units are in blue. OOC = Out of Command.

- **Reds** (A.I. Egorov, Southern Front commander)

4 Recruit battalions available to be built

13th Army (Guekker)

3x light armored trains (Avrora, Lenine, Okiabr): as reinforcements on 19 October via 3101.

9th Rifle Division (Solodoukhine)

(Inactive through 18 October unless attacked before then)

1st Regiment 3002; 2nd Rgt 2902; 3rd Rgt 2801; 4th Rgt 2701; 5th Rgt 2601; 6th Rgt 2502.

Cavalry, Artillery & Convoi (4m) 2901

Estonian Rifle Division (Palvadré)

1st and 2nd Brigades, VO Regiment (VseOboutcha), 86th Regiment, Artillery: as reinforcements on 16 October via 1501, with -1 MP each on the turn of entry, except the 86th Regiment which has -3 MP)

1x Railroad Depot (5m): enter on 16 October via 0701

14th Army (Ouborevitch)

1x light armored train (*Bolchevik*) 0309 (Navlia)

1x Convoi (3m) enters 18 October on/ between 0117 and 0120

1x Convoi (4m) 1112

1x Railroad Depot (5m) 0309 (Navlia)

7th Rifle Division (Golikov)

1st Brigade 1811 OOC; 2nd Bde and Artillery 1509; 3rd Bde 1411 OOC

Cavalry squadron 1611

41st Rifle Division (Eideman)

1st Brigade and Art 1/41D 0216; 2nd Bde 0119 OOC; 3rd Bde 1113; 4th Bde 1212.

Art 2/41D 1112

Cavalry Regiment 0315

1st Regiment Sabline Group (1/41S) 1114

2nd Rgt Sabline Group (2/41S) 0614 OOC

Sabline Group Artillery (ArtSabline/41S)

1113

Sabline Group Cavalry Brigade (Cv/41S)

0814

14th Cavalry Brigade (14/41D) and its horse Artillery (14 bgde/41D) 0811

46th Rifle Division (Lengovski)

1st Brigade, Artillery, armored car, enter on 18 October on/between 0117 and 0120 with -1 MP. The 46th Rifle Division may not move beyond the railroad which runs through Komaritchi and the Neroussa River.

57th Rifle Division (Khoudiakov)

1/57D & 2/57D, Art/57D, enter on 18 October on/between 0117 and 0120.

Shock Group ("Oudarnaïa Groupa")

Letton Rifle Division (Martouzevitch)

1st Brigade

1st Regiment (1/Let) & armored car 1610

2nd Rgt (2/Let) & 2nd Rgt (3/Let) 1712

2nd Brigade

4th Regiment (4/Let) 1810 OOC

5th Rgt (5/Let) 2111

6th Rgt (6/Let) 2110 (Kromy)

3rd Brigade

(Inactive (in reserve) through 16 October unless enemy within 2 hexes)

[Designer clarification: enemy within 2 hexes releases the entire Brigade, not just the one unit.]

7th Regiment (7/Let) 1409

8th Rgt (8/Let) 1510

9th Rgt (9/Let) 1509

Cavalry Rgt 2107
 Artillery 2110 (Kromy)
 1x Convoi (3m) 1809
 1x Convoi (2m) 1410
Tchervonno- Kazak Cavalry Brigade (8th Cavalry Division on 20 October) (Primakov)
 1st Regiment (1/TchKz) and horse Artillery (Art.Chev./Tchkz) 1411
 2nd Rgt (2/TchKz) 1312
Independent Rifle Brigade (Pavlov)
 1st Plastouns Regiment (1/Pavl) 2109
 [Designer clarification: "Plastouns" is a Russian word for Cossack infantry.]
 2nd Rgt (from Kiev) (2/Pavl) 2008
 3rd Rgt (composite) (3/Pavl), Cavalry and Artillery 2207

- **Whites** (LtGen Koutepov, Commander 1st Army Corps)
 - 3 Recruit battalions** are available to be built
 - 1st Infantry Division (Maj.Gen. Timanovski)
 - Black Sea Cavalry Regiment (Cv/MN)** enter on 18 October via 3205 (Zolotarevo)
 - 2nd Heavy Artillery Battalion (ArtL2/1D)** 2605
 - 1st Division Reserve Battalion (Res/1D)**, tanks, heavy armored train "Ioann Kalita", armored train "Offitser" 2705 (Orel 2705)
 - Armored train "Grom Pobedy" enters 18 October via 2920 (Ponyri)
 - 1x **Railroad Depot** (5m) 2705 (Orel)
 - 1x Convoi (2m) 2605
 - 1st "General Kornilov" Shock Regiment (Col. Pechnia)
 - (Inactive through 18 October unless attacked, or enemy within 2 hexes (except the Red 9th Rifle Div), or a Red unit is within 2 hexes of the double-tracked railroad)
 - 1st Battalion (1/1K) and Artillery 2903; 2nd Bn (2/1K) 2802; 3rd Bn (3/1K) 2703; Cavalry squadron 3104
 - 2nd "General Kornilov" Shock Regiment (Capt. Pachkevitch)
 - Officers Battalion (off/2K) 2705 (Orel); 1st Bn (1/2K) and armored car 2406; 2nd Bn 2506; 3rd Bn 2605; Cavalry squadron 2409
 - 3rd "General Kornilov" Shock Regiment (Esaoul Mileiev)
 - (Inactive through 18 October unless attacked,

or enemy within 2 hexes (except the Red 9th Rifle Div), or a Red unit is within 2 hexes of the double-tracked railroad)

1st Battalion (1/3K) 2504; 2nd Bn (2/3K) 2705 (Orel); 3rd Bn (3/3K) 2505
3rd "General Markov" Officers Regiment (Col. Naoumov)
 2nd Battalion (2/3M) 2112
 1st Bn (1/3M), and 3rd Bn (3/3M) enter as reinforcements on 18 October at Diatchia (2413) or at a railroad station on the Orel-Ponyri line, or on foot via 2920
3rd Infantry Division (Maj Gen Vitkovski)

3rd Division Artillery (Art/3D) 0219 (Sevsk)
 3rd Heavy Artillery Battalion (ArtL3/3D)
 0717 (Komaritchi)
 3rd Division Reserve Battalion (Res/3D) 0418
19th Arkhanghelgorod Dragoons Regiment
(19 Dr. Ark.) 0418

Armored train "Doblest Vitazia" 0717
1st "General Drozdovski" Officers-Rifle Regiment (Col. Tourkoul)

1st Battalion (1/1D) 1413; 2nd Bn (2/1D) and 3rd Bn (3/1D) 1214 (Dmitrovsk)

1x Convoi (4m) 1117
2nd "General Drozdovski" Officers-Rifle Regiment (Col. Kharjevski)

1st Bn (1/2D) 0317; 2nd Bn (2/2D) and 3rd Bn (3/2D) 0219 (Sevsk); 4th Bn (4/2D) and armored car 0516 (Arkino)

3rd "General Drozdovski" Officers-Rifle Regiment (Col. Manstein)

1st Battalion (1/3D) 0817; 2nd Bn (2/3D) 0715; 3rd Bn (3/3D) 0915

1x Convoi (4m) 0518
83rd Samour Infantry Regiment (Col. Zviaguine)

1st Battalion (1/83S) 1214 (Dmitrovsk); 2nd Bn (2/83S) 1613; 3rd Bn (3/83S) 1912; Cavalry squadron 2311 OOC

1x Convoi (3m) 2014
1st Cavalry Brigade (Col. Barbovitch)

1st Alexeiev Cavalry Regiment (1Off/Alex) and 10th Ingemanland Hussars (10 Husling) on October 17th via either 1020 or 1220 [Designer clarification: NOT both].

Victory Conditions

A location counts as occupied for victory

condition purposes if at the end of the game it is occupied by a friendly unit which can trace a path of any length, but free of enemy ZoC, to a friendly board edge. If such a path cannot be traced, the location is not controlled by either side. [The Victory Locations are as follows: Dmitrovsk 1214; Kromy 2110; Orël 2705; Komaritchi 0717; Brasovo 0513; Sevsk 0219.]

railroad depot in Orël to have a value of 3.

- **White Strategic Victory:** Occupy Dmitrovsk, Kromy and Orël, with the double-tracked railroad clear of ZoC from any enemy infantry that is within range of a functional depot.
- **White Regional Victory:** EITHER occupy Komaritchi, Dmitrovsk and one of Kromy, Brasovo or Sevsk, OR occupy Orël with the double-tracked railroad clear of ZoC from any enemy infantry that is within range of a functional depot.
- **White Minor Victory:** Occupy Komaritchi OR Dmitrovsk OR Kromy.
- **Defeat:** Any other result.

- **Red Strategic Victory:** Occupy, with an infantry unit within range of a functional depot, a station of the double-tracked railroad south of any White unit; and occupy Kromy and Orël.
- **Red Regional Victory:** Occupy Sevsk, Brasovo, Komaritchi, Dmitrovsk, Kromy and Orël.
- **Red Minor Victory:** Occupy, with an infantry unit within range of a functional depot, a station of the double-tracked railroad south of any White unit; but have not taken Orël.
- **Defeat:** Any other result.

Effect of losses: If a player has lost 10 or more combat units, shift his victory down one level (to a minimum of Defeat). Shift down two levels if he has lost 15 combat units.

If both sides score a victory, the player with the higher level of victory wins the game. If the victory levels are equal, the game is a draw.

10.3 Hypothetical Scenario

Assume that the Whites' headquarters realises the threat posed by the Reds' Shock Group: the only formation of either side which is inactive is the Red 9th Rifle Division, which becomes active on 20 October or when it is attacked. Consider the Convoi in 2605 to have a value of 4 and the

DESIGNER'S NOTES [from the back of the mapsheet]

David BEAUDLET

The Orël 1919 system tries to take into account the peculiarities of an operation during the Russian Civil War, by introducing several concepts characteristic of the period (enlistment of prisoners, cohesion issues, etc.) and a combat sequence that is rather involved to plunge the players into a strong tactical ambience, itself imposed due to the modest size of the engaged units (regiments and battalions). Battles will however be relatively few in number because of supply limits, and many of them will resolve before the final phase due to a lack of participants ... (retreat before combat, flight, aborted assaults).

To further reinforce the "Russian Civil War" nature of the game, typical random events are included as an optional rule.

Notes on a couple of rules:

- what Troop Quality represents:
quality of 2: recruits who are poorly motivated or led; 3: recruits who are well motivated and led, or poorly-led regulars; 4: trained troops that lack combat experience; 5: veterans, and 6: elite and shock units.

- cavalry: relives its glory days in this conflict and remains indispensable for the annihilation of the enemy. Mounted troops are equipped with individual firearms, and often with horse-drawn machineguns (including some mounted on wagons, the Tatchankas).

- enlistment of prisoners: it was very common to use enemy prisoners to increase your own numbers (many prisoners accepted this, generally for purely material reasons).

- retreat before combat: during the battle White units often avoided engagement with the more numerous adversary, the better to counterattack later against the most isolated units.

- attack coordination problems: although outnumbered, the Whites were able to resist the enemy offensive for a long time, notably because of the Bolsheviks' lack of coordination.

- cohesion: in this period, the sight of war machines such as tanks and armored trains could still cause panic among the less experienced troops. A similar effect could result from the sight of cavalry ready to charge, or the sight of elite troops advancing in line with fixed bayonets (a specialty of the White shock regiments). The cohesion phase also represents an exchange of fire as the attacker approaches.

- supply system: underlines the importance of railroads and the munitions limits from which both sides suffered.

The Orël region in 1919: only the largest villages and towns are shown on the map but in reality there are small villages and hamlets scattered across the region. Orël has 80,000 residents. Towns have 5-7000 people, villages around a thousand.

The battlefield is essentially a gullied plain, bordered on the west by the Bryansk forest. The rivers are not major obstacles as they are either wide but not deep, or deeper but very narrow.

Extended Combat Example [from the Designer's Notes on the back of the mapsheet]

The Red player has declared a Prepared Attack from two hexes with his two infantry units and one cavalry unit against the hex containing the three White units. The artillery will try to fire support.

I. Munitions and Artillery actions

1) Active player (Red): Supply: The Red player decides to supply his Prepared Attack (including the artillery support) with the depot in range, spending the 2 Munitions Points required by this type of attack.

2) Barrage: no Barrage is declared.

3) Reactive player (White): counterbattery fire and announce defensive support fires: no artillery is available.

4) Reactive player: check supply for the attacked units; the three defending White units are within range of the railroad depot and so in supply for the upcoming combat.

II. Combat

1) voluntary retreat before combat (reactive player): the White player decides that his units will remain where they are.

2) Coordination check for charges and supports:

- coordination check for the artillery support (TQ5): no modifier. Die roll = 4, success (the artillery will add its entire fire strength).

- cavalry charge determination: as both sides' cavalry have a TQ of 5 or

higher, they may charge (the right-hand combat strength will therefore be used).

3) Cohesion check (both players)

Each player rolls a die and compares their result to their units' TQ.

Modifiers: combat strength ratio of the Attacker/Defender:

$(5+5+4\text{Cav}+3\text{Art})/(7+5+1\text{Cav}) = 17/13$ or 1.3:1, no modifier.

Other modifiers for the Reds' check: +1 because the Whites have integrated artillery. The die roll is $4 + 1 = 5$, all of the Red units pass the check.

Whites' check: the die roll is 6: units X and Z, 6 versus TQ 6, the check is successful. Unit Y, 6 versus TQ 5, the check is failed by 1, unit Y is Disorganised. Its combat strength will be halved in any Assault.

4) Resolve any advances and pursuits: no retreat, therefore no advance.

5) Assault (optional): The Red player confirms his intention to press the Assault. Both sides' cavalry still meet the conditions for charges.

Assault resolution: the new strength ratio is $17/(7 + 3\text{Dis}+1) = 17/11$, rounds to 1.5:1, or a +1 die roll modifier for the attackers.

Other modifiers:

- predominant Red TQ (5) minus predominant White TQ (6) = -1

- -1 for integrated artillery in defense

Therefore the total modifiers are $+1 - 1 - 1 = -1$. The 2d6 roll is $10 - 1 = 9$. The result is 1/1 (m-2), but both sides losses are increased by one because the smaller side had at least 6 strength steps (the Whites with 8 steps), which yields 2/2 (m-

2). The defender (White) loses the combat (his loss number is in **bold**). He chooses to inflict the first step loss on unit X (one of the units that provided the predominant TQ; he could also have chosen unit Z which is Cavalry) and the second loss to unit Y. White Morale check: the die roll is 4 -2 (m-2 check) and +1 for the units having suffered a loss = 2 (or 3): all the units pass the check, and will therefore retreat one hex in good order and switch to March mode.

The Red player decides to give one step loss to each of his infantry units. No TQ check is required for the winning side.

6) Resolve any advances and pursuits after Assault

The Red player decides to occupy the hex with all of his units. The cavalry could make another Assault on the retreating defenders (pursuit) but decides against it.

Players Notes [from the designer by email]

Games can vary greatly depending on which objectives each side picks. Both sides must carefully examine the victory conditions and choose which to aim for.

For the Whites: although strategic victory can be had by holding the line Dmitrovsk-Orel and by recovering Kromy in the center, it seems more reasonable to focus on the defense of one of the four sectors described under 'regional victory'. This implies abandoning the other towns (or at any rate not fighting to the death for them) and the strategic transfer of units to the chosen sector (plan on major movements).

Holding the sector that includes Kromy will prevent a Red strategic victory, but is the most difficult.

For the Reds: strategic victory is in the East (Orël, the railroad) and in the center (Kromy) but as a fall-back plan (it is generally difficult to get an infantry unit onto the railroad and south of the White units), consider a regional victory by taking the line of towns Sievsk-Orel. You must at least take Dmitrovsk, Kromy and Orel to prevent a White strategic victory. Adding the Western sector to the list of conquests will bring a regional victory.

The direction chosen for the shock group's attack (especially for the Tchervonno-Kazak cavalry) is basic to the way the game plays out: the historical plan is to drive to the East but the shock group's right flank may be threatened by the White 3rd Infantry Division. Attacking to the West can be useful for taking Dmitrovsk and all of the 3rd Infantry Division's sector but you will still need to hold Kromy and take Orel with just the Estonians of the weak 9th Rifle Division.

Dividing the group into two or three parts (to go towards Dmitrovsk, Orel and the railroad) is sometimes necessary but risks being stopped everywhere! The dilemma remains, and it is up to you to choose how much risk to take.

Should you send the Red Cossacks (Tchervonno-Kazak) to cut the railroad supplying Orel? It will distress the White 1st Infantry Division if they are your target or are being too aggressive, but be

aware of several disadvantages. The Cossacks will be unavailable for combat missions and restricted to a raid (causing a loss of overall effectiveness); the White player may attempt to counter the maneuver with his cavalry reinforcements (watch out for Encirclement attacks) and put up infantry roadblocks; the first combat will make the Cossacks short on ammunition (Unsupplied); and lastly resupply can be reestablished along the railroad as soon as no Red unit blocks it, regardless of the current game phase (and of course, Cossack fixation on the railroad could cost them a dramatic destruction).

The objective choices and major formation movements are thus important, but "Orël" is also a game of attrition: each side must watch that their losses are not dramatically higher than the opponent's or risk seeing the front crumble brutally (particularly a risk for the Whites) or suffer terminal weakness (a risk for the Reds to lose all offensive capability and suffer counterattacks). This being said, each player must decide how often he will attack, and thus the rhythm of the attrition that he wishes to inflict. The Reds have more reserves than the Whites but beware of calamitous combats and White counterattacks. Inversely, the White player, with a more fragile army, must still be aggressive at least at the start of the game: his best units can bring him tactical victories in several sectors, which could lead to overall victory.

New Combat Rules [from the designer via email - probably optional]

a) Support Coordination (this modification is particularly relevant for [the unpublished game] "Tsaritsyn 1919" as there is a lot of artillery): do not roll a die for each Artillery or Armored Train but one die for all of the supports. You need to roll less than or equal to their predominant Quality. This means fewer die rolls.

b) Cohesion Check changes

The main change is that a modifier applies to all units, no longer to just some. Now, when a modifier applies, it applies to all of that side's units. This means that you no longer need to calculate special cases.

The other change is that it is no longer necessary to calculate the strength ratio during this phase, instead just look at which side is stronger:

For whichever side (including supports) is stronger: -1

For the weaker side: +1

Friendly vehicle present: -1

Enemy vehicle present: +1

Enemy has integrated artillery: +1

Cavalry charging alone vs. infantry in combat mode: +2 for the cavalry

Cavalry charging without being countercharged: +1 for the side charged

At least one Q6 infantry attacking: +1 to the defender's check (unless the defense includes at least one Q6 infantry)

Minus the terrain bonus (or entrenchment bonus if all units are entrenched)

c) Cohesion Check: compare the die roll

to the Predominant Quality (and no longer versus each unit in turn). The difference between the die roll and predominant TQ determines the result for all the units.

This changes the game philosophy: before, a unit of Recruits (suppose Q2) could run away and leave the better units that were with it. Now, it is the predominant Quality which counts: if that is Q2, then everybody runs away, the better units deciding to accompany the fugitive hordes. If it is Q5, then (assuming the test is passed) everybody stays, the Q2 units being kept in line by discipline (and seeing that their veteran comrades aren't faltering).

Note that the Morale Check during the Assault Phase is still compared unit by unit: there, it is every unit for itself (some may surrender while others retreat in good order). I would be irritated by a check versus predominant Quality because elite units could surrender "to be like everybody else".