

BATTLES MAGAZINE #5



White October is an operational scale game simulating the offensive of the white General Yudenich against the cradle of the Russian revolution, Petrograd. One player takes control of the Bolsheviks (the "Red player"), the other the White camp, which comprises the North West Army (NWA), the Estonians and the British (the "White player").

Two 6 sided dice (d6) are required to play the game (and two 10 sided dice (d10) for the optional random events).

1 GENERAL COMMENTS AND DEFINITIONS

1.1 THE MAP

- Half hexes are playable.
- A system of coordinates (ex : 09/F) is used to identify the hexagons. The numbers refer to the diagonal rows of hexes (numbered in 5s on the south and east borders of the map) ; the letters on the northern edge of the map, refer to the vertical rows of hexes. The relevant hex is where the two rows intersect.

Example : the town of Volosovo is in hex 19/O.

- Sea hexes are those hexes containing at least one blue hexside.

Example : 28/E is a sea hex, 28/D is not.

1.2 SCALES

- One hex represents 4 kilometres.
- One turn represents 2 days.
- One Effectives Point (EP) for an infantry or a cavalry unit represents around 400 men.
- An Armoured Train counter represents from two to four trains: a Tank or an Armoured Car counter represents a detachment of 2 or 3 vehicles; a Fleet counter represents half a dozen warships of varying size for each EP, and an Air Unit counter approximately 8 aircraft.

1.3 UNIT TYPES

Units are classed in four categories :

- **Combat units:** infantry, cavalry and armoured trains.
- **Support units:** artillery, aviation, fleets, forts, and armoured trains.
- **Vehicles :** tanks, armoured trains (AT) and armoured cars (AC)
- **Headquarters (HQ)**

1.4 ROUNDING OFF :

- Fractions are always rounded off to the nearest whole number (ex : 3.49 = 3 but 3.5 = 4)
- Combat ratios between 1 and 1.49 are considered as 1/1 ; those between 1.5 and 1.99 as 1.5/1.

- When the combat values of several units taking part in the same combat have to be divided, it is the sum of these values that is divided.

- When a value has to be divided several times, the rounding off is done after the final division.

1.5 ZONES OF CONTROL

- A Zone of Control (ZOC) is exerted on the 6 hexes surrounding the hex occupied by a unit.

- A combat unit whose NATO symbol is white and which is without any other combat unit in its hex does not exert a ZOC. (note : two units whose NATO symbol is white and which are in the same hex exert a ZOC as normal.)

- Tanks, HQs, ACs, and fleets do not have a ZOC.

- Routed units do not have a ZOC.

- ZOCs influence supply (4.2), command (5.1), movement (7.3), retreats (8.2.6), and routs (8.2.6).

- Enemy ZOCs are nullified by the presence of friendly units for rules regarding supply lines, retreat, and under certain conditions, for movement (7.3).

1.6 PREDOMINANT QUALITY / MORALE :

The player determines the most represented Quality or Morale value (as reckoned in Effectives Points) amongst his units involved in an action. In case of an equal number of EPs, choose the lowest of the most represented values.

- Adjustment :

The Predominant Quality / Morale value is reduced by 1 if there is a difference of 3 or more points between the Predominant value and the unit with the lowest Quality or Morale value. Conversely, the predominant Quality / Morale value is raised by 1 if there is a difference of 3 or more points between it and the unit with the highest Quality or Morale value.

Example : The Predominant Quality of three units each of 2 EPs and of Quality Q6, Q6 and Q3 starts as 6 ; thereafter -1 for the difference of 3 between the Predominant Quality of 6 and the lowest Quality of 3, giving a final Predominant Quality of 5.

1.7 WEATHER

The weather is predetermined and has the following effects :

- On the ground the conditions are mud and/or snow for the entire game, and its effects have been taken into account when reckoning the units' movement capacities.

- Bad weather is indicated on the Turn Record Track.
- Aviation may only intervene in clear weather.

2. GAME TURN SEQUENCE

A. ADMINISTRATIVE PHASE

• White player :

a) The White player decides if the turn will be an offensive turn (4.5)

b) Recruitment (3.1)

c) Replacements (3.3)

• Red player :

d) From 16-17 October : anti-subversion actions (11.2.1)

d) From 12-13 October : Deserters and Defectors (10.2)

f) Recruitment (3.1)

g) From 16-17 October : Raising units (11.2.2)

h) Replacements (3.3)

• Both players:

i) Resupply of " Low Ammo " units (4.4.2)

j) Random Events for both sides (6).

B. ACTION PHASE

• **1st White player Action Sequence** : Choose between a Movement Sequence or a Combat Sequence. At the end of a movement sequence : Rally White troops.

• **1st Red player Action Sequence** : Choose between a Movement Sequence or a Combat Sequence. At the end of a movement sequence : Rally Red troops.

• **2nd White player Action Sequence**: the sequence not chosen for the 1st sequence (Combat or Movement). At the end of a movement sequence : Rally White troops.

• **2nd Red player Action Sequence**: the sequence not chosen for the 1st sequence (Combat or Movement). At the end of a movement sequence : Rally Red troops.

C. NWA FATIGUE

- The White player checks the NWA for Fatigue (9).

3. RECRUITMENT AND REPLACEMENTS

3.1. RECRUITMENT

Each player picks up Recruitment Points (RP) during the game, which allow him to replace losses during his Replacement Phase. The current number of RPs for each player is indicated by the RP marker on the General Records Track.

3.1.1 Collecting Recruitment Points :

RPs are collected as follows :

- **Automatic RPs**: At the start of each game turn, as indicated in the game turn sequence, the players receive the number of

Recruitment Points (RPs) indicated on the Turn Record Track.

Note: The number of the Red player's RPs is affected by desertions (10.2) and political causes (11.2)

• Enlistment of prisoners :

Before the Replacement Phase, the player can transform each block of 3 enemy Prisoner Points (PP) into 1 RP (see 3.2).

• **Capturing towns** (applies only once per game, and only for the White player) :

1 RP for Yambourg, Gatchina and each district of Petrograd.

• **Enlistment of Red deserters (only for the White player)** :

1 RP when 5 Red EPs or more are eliminated at once because of desertion (10.2).

3.1.2 Maximum RPs :

Neither player may have any more than 6 RPs. Excess RPs are not counted.

3.2. PRISONERS

At various points in the game enemy EPs may be taken prisoner (double Rout or retreat after a Rout (8.2.6.D), Surrender (8.2.6.E)). Some of these prisoners may be enlisted to form extra Effectives Points. Each time an enemy EP is captured, the Prisoners marker is advanced accordingly on the track. During the Replacement Phase the player may then convert each block of 3 prisoners into 1 RP. There is no limit to the number of prisoners a player may collect.

• Tanks, ACs, ATs, or HQs of any nationality do not generate prisoners when they are captured.

• Estonian units, no matter what kind, and all units with a white line under their formation/unit designation do not generate prisoners when they are captured.

3.3. REPLACEMENTS

3.3.1. Basics

- Each RP may be spent to recover 1 EP for a friendly unit if :
 - the unit is in supply
 - the unit is not routed
 - the unit is not an artillery unit, an Armoured Train, or a Fleet
 - adding the EP would not exceed stacking limits (7.2)
- Any single unit can benefit from several RPs during the same Replacement Phase. A unit may never have more than its initial number of EPs.

3.3.2. Reduction in Quality and Morale

• When a unit that was on its reduced side returns to its full strength side, a "Recruits" marker is placed under the unit's counter to indicate a reduction in its Quality and its Morale due to the introduction of new recruits

- There is a maximum of one Recruits marker per unit (i.e. If a unit is returned to full strength a second time, a second Recruits marker is not placed underneath it.)
- Units with a Recruits marker lose 1 point in Quality and in Morale, as indicated on the Recruits marker.



• Red units with a Morale value of 2, and White units with a Morale value of 3, do not have Recruits markers placed under them.

4. SUPPLY

4.1. BASICS

• A unit's supply is only checked when required: during the Replacement phase, the Resupply phase, and at the start of each Combat phase (for both the attacker and the defender).

4.2 SUPPLY LINES (LOS)

• A LoS starts at a supply source and uses roads or railway lines (or a combination of both). It may then cover 2 hexes off-road or off-rail to reach the unit to be supplied (excluding the road or rail hex and including the hex which contains the unit).

• A LoS may not cross an enemy ZOC unless that hex contains a friendly unit.

• A LoS may not cross a major river, the Neva, a lake, or a hex of dense forest or marsh without using road or rail (it may however reach a hex of dense forest or marsh).

4.3 SUPPLY SOURCES

• Red sources :

- the Peter & Paul district in Petrograd and the eastern edge of the map.

- any coastal hex east of hex row 47.

• White sources :

- Narva for all units.

- In addition, Estonian units are also supplied if they can trace a LoS to a coastal hex which is 3 hexes from a Red fort and lies west of the naval minefield.

4.4 UNSUPPLIED UNITS

• If a unit which is not able to trace a LoS attacks, defends or fires (in support or as a barrage), it is given the status and the marker "Low Ammo" (LA) after the action.

• If the defender retreats before combat, the unsupplied units involved do not become LA, because the combat did not take place.

• Note : Naval and air units of both camps are always considered to be in supply.

4.4.1 Effects of LA status

- combat values in attack and Firepower values (in support of an attack / defence, or for a Barrage) are divided by 2.

- the combat values of ACs and Tanks are reduced to zero and they lose their effects in combat (see CRT).

- A LA unit may not receive a second LA marker.

4.4.2 Resupply

During the Resupply phase a LA unit which is in supply and is not Routed loses its LA marker.

4.5. NWA SUPPLY PROBLEMS

Because of limited stocks of munitions and logistical problems, the White camp is subject to a special supply rule.

• At the start of the game, the Ammo Stock marker is placed on space no. 4 of the General Records Track.

• At the start of each turn, the White player decides if he will initiate an "offensive turn" or not.

- If an "offensive turn" is declared his supplied units suffer no penalty, but the Ammo Stock marker is moved one space to the left on the General Records Track .

- If an "offensive turn" is not declared, the marker is placed on its " No Ammo" side (i.e. units do not receive any ammunition). The resupply phase for that turn is ignored and all the units of the NWA are considered to be LA (without placing any LA markers). Units may still receive a LA marker according to rule 4.4 but the two effects are not cumulative.

• The Ammo Stock marker is moved 4 spaces to the right when the Whites capture Gatchina. (However the loss of Gatchina by the Whites has no effect)

5. HQS AND COMMAND

HQs are necessary to allow more than one stack of units to take part in the same combat. A stack wishing to fight without the aid of other stacks has no need of an HQ to do so.

5.1. LINE OF COMMAND

• An HQ commands all those units to which it can trace a line of hexes no longer than its Command Radius, no matter which formation (see text of 6.1) these units belong to. (nationality restriction : see 5.2)

• The line may not cross a major river, the Neva, a lake, or a hex of dense forest or marsh without using road or rail (it may however reach a hex of dense forest or marsh).

• A Line of Command may not cross an enemy ZOC unless that hex contains a friendly unit.

5.2. COMBINED ATTACKS

• All the stacks wishing to attack the same hex, and the support units which are not stacked with the combat units, must be commanded by the same HQ at the moment combat is declared.

• The number of hexes commanded for an attack and/or support may not be greater than the HQ's Command value.

• The original formation of the units under command (6.1) has no importance but HQs from the NWA may not command Estonian units or vice-versa.

• An HQ may command several attacks in one combat sequence as long as it does not command more hexes than its Command value.

Example : an HQ with a Command value of 4 may command an attack led by 3 attacking stacks (and their support units stacked with them) and which is supported by 1 separate stack which contains support units. Or it can command 2 attacks of 2 stacks each. Or it can command an attack of 3 stacks, and 1 attack with a single stack (to allow it to benefit from special advantages if it is an HQ of the NWA, cf 5.5).

Note : Aircraft and Fleets do not need to be commanded to take part in combat.

5.3. HQS IN DEFENCE

- In defence an HQ is useful in supplying support (8.2.4) and special bonuses (5.5) : an HQ in defence may use its Command points to allow the attacked hex(es) to benefit from special bonuses and/or to allow the involvement of support units not present in the attacked hex(es) (support units already present in the attacked hex(es) do not need an HQ to become involved).

5.4 RESULTS OF COMBAT AGAINST AN HQ

- An HQ is destroyed if all the units in its hex are destroyed. An HQ on its own is automatically destroyed by an attack and is eliminated if a Barrage inflicts a loss on it.
- An HQ on its own does not affect the opponent's movement and is destroyed when enemy units enter its hex.
- A destroyed HQ returns two turns later during the Recruitment phase of the owning player. It is placed in a friendly locality (a town or village controlled since the start of the game, or captured subsequently).
- An HQ may follow the units of its stack in the event of a retreat or a rout. It is affected by the status of Disorganised or Rout (8.2.6).

5.5. SPECIAL CAPACITIES OF HQS OF THE NWA

- Each HQ of the NWA can confer special advantages to the units it commands, whether in attack or in defence.
- In attack, as in defence, one of the stacks must contain at least one unit from the HQ's own division in order for these benefits to be applied.

Example : the HQ Dydrov/5 ID is commanding an attack by 3 stacks, of which one contains a unit from the 5th ID ; the attack therefore benefits from a +1 on the die roll.

- These advantages, written on the HQ counters, are :
 - Attack (A) : +1 on the attack die roll
 - Morale (Mo) : +1 on the Predominant Morale (6 max).
 - Dodge (Do) : the stack, whatever it contains, may retreat before combat (8.2.3) if the attacker has no cavalry.
 - Defence (De) : -1 from the opponent's attacking dice roll

6. EVENTS (OPTIONAL)

Note : This phase is optional. The random events strengthen the sense of historical atmosphere particular to the Russian Civil War, but may be ignored without harming game balance. You may even decide to start playing them in the middle of the game, once the basic mechanisms have been mastered.

Each player rolls 1d100 (two d10 of which the first represents the tens and the other the units) then consults the Events column for his camp. There are two types of events : Imposed Events (marked "I" on the Events Table) and Controlled Events (marked "C").

6.1. IMPOSED EVENTS

These are harmful events (see the effects in the Events Table). For the following events :- Rumours, Treason, Attrition and Soviet of Soldiers, the opponent begins by selecting the formation to be affected from amongst the units of the player who

rolled the dice. A "Formation" consists of all the units with the same coloured strip at the top of the counter. Then (except for "Rumours") the Formation's owning player chooses which units of the formation suffer the effects of the event.

6.2. CONTROLLED EVENTS

Controlled events may be played by the player who rolled the dice, at variable points in the turn – detailed in the text of the event itself - but they must be played in the turn in which they were rolled for (unless otherwise specified).

When the letter "M" is associated with an event in the Events Table, the player places the "White Event" or "Red Event" on the relevant line of the Events Table as a reminder. The events "Rumours" and "Soviet of Soldiers" have their own markers to place on the map.

7. MOVEMENT

During a movement sequence a player may move all or part of his units. Each unit has a movement capacity expressed in Movement Points (MP).

7.1. TERRAIN AND MOVEMENT

- Units expend their MPs in each hex depending on the cost of the terrain (see Terrain Effects Chart). The terrain effects also vary according to the type of unit entering the hex.
- Whatever the cost in MPs of a hex, a unit may always move a minimum of 1 hex, unless the terrain is impassable for it.

7.2. STACKING LIMITS

- At the end of the movement sequence a player may not have more than 5 EPs and no more than 3 units in the same hex.
- Tanks, ACs, HQs, and ATs do not count for stacking, but there may be no more than three of these counters per hex. Tanks and ACs must always be stacked with combat or artillery units.
- It is always permissible to examine the contents of an opponent's stack.

7.3. MOVEMENT AND ENEMY ZOCs

- Entering an enemy ZOC costs +1 MP.
- ATs may pass from one enemy ZOC to another and then stop (railway lines sabotaged).
- Fleets ignore enemy ZOCs.
- A friendly combat or artillery unit cancels the effects of enemy ZOCs for movement, providing the unit remains stationary for the whole of its movement sequence.

Implications : (1) Entering an enemy ZOC no longer costs +1MP if a friendly unit covers this movement by remaining in position that turn. (2) A unit may move along the front line without hindrance by moving through immobile friendly units.

7.4. SPECIAL NWA MOVEMENT : FORCED MARCH

At the cost of a fatigue penalty (9), the White player may declare at any point in a Movement or Combat sequence (for an extended advance after combat, see 8.2.7) that all units of the NWA will benefit from +2 MP for the current sequence.

7.5. RAIL TRANSPORT

7.5.1. basics

• Rail transport allows the player to move a unit as many hexes as he wishes, as long as the unit is following a railway line. The unit may not combine normal movement and rail movement.

- No rail movement is possible either out of or into an enemy ZOC (stationary friendly units cancel this ZOC; see 7.3).
- crossing the Luga by rail is impossible because the rail bridge is destroyed (as shown on the map).
- movement stops once a unit enters Petrograd (i.e. it is not possible to cross Petrograd by rail).

7.5.2. Red rail transport

• This is used only to allow reinforcements arriving from Moscow (hex 07/FF) and Vologda (hex 18/ FF) to enter the map, or for units wishing to leave the map (see below). It is not used for intra-map movement.

- reinforcements may detrain in any hex linked by rail to their entry hex (within the restrictions of 7.5.1)
- The number of units and of EPs able to finish their movement in the same hex and in the same turn is limited as follows :
 - town, or outer district of Petrograd : a maximum of 3 units and 5 EPs.
 - village : a maximum of 2 units and 4 EPs.
 - any other hex : a maximum of 1 unit and 2 EPs.
- The capacity of the railways is limited. A maximum of 12 units may arrive as reinforcements in any one turn from Moscow (07/FF), and 4 from Vologda (18/FF).

Special cases :

- The Red player may decide to :
 - delay the arrival of his reinforcements by 1 turn and have them arrive in their original entry hex on foot (07/ FF or 18/ FF). Place the units on the edge of the map, opposite their entry hex.
 - reroute reinforcements from Moscow (07/FF) and send them through Vologda (18/FF), or vice-versa, which delays them by 1 turn.
 - delay reinforcements by 1 turn, but still enter them by rail through their original hex.

In the two latter cases, place the units on the edge of the map opposite their planned entry hex and rotate them, to distinguish them from units which are entering on foot.

If changes to the route or the date of entry exceed the line capacities outlined above (12 or 4 units) on the turn of entry, the excess units (owning player's choice) are delayed an extra turn.

- It is also possible for units to leave the map by rail (but this requires the necessary rail capacity - see above) to re-enter the map through the other entry hex two turns later. The departure hex limits the number of units and EPs able to entrain, just as for detraining (see above).

7.5.3. White rail transport

- This is used only for intra-map movement.

- It is only possible after the capture of Gatchina
- Once Gatchina has been taken it is possible to move 1 EP (a unit of Tanks or ACs counts here as 1 EP) from one rail hex under friendly control to another, if both hexes are linked by rail to Gatchina (within the restrictions of 7.5.1).

7.6 MOVING TROTSKY

Trotsky may only move along the railways or within the districts of Petrograd (within the restrictions of 7.5.1).

7.8. ENTERING REINFORCEMENTS

- Reinforcements enter the map during the movement sequence, by the hexes specified in the scenario (except for Red reinforcements marked " P " or " K " ; see scenarios). Enemy units may not stop in these hexes, either on the entry turn or on the turn before.
- Red reinforcements may enter directly by rail.

7.9. LEAVING THE MAP

- A unit may not voluntarily leave the map (except for rail movement, 7.5.2 and 14.2). If a retreat or rout forces a unit to leave the map it must return by the hex from which it left the map, or an adjacent hex, as soon as possible : either on the next movement sequence if it has not been routed, or a turn later if it has been routed.
 - In the event that the unit cannot re-enter the map on the required turn, it is permanently eliminated (and may not be reformed).
 - A Demoralised (10.1) unit which leaves the map is eliminated.

Note :There are some restrictions for the Estonians units. See 16.1

8. COMBAT

During the Combat sequence a player declares the attacks, Barrages and " Offensive Movements " (8.3) that he wishes to make, then resolves them in the order of his choice.

8.1 BARRAGES

8.1.1 Basics

• The active player places " Bombard. " markers on the Artillery units, the Forts, the ATs and the fleets which are carrying out the shelling. Units which carry out a Barrage may not also fire in support of an attack.

He also places the air units which are to carry out a bombing raid on their targets (this is considered equivalent to an artillery barrage).

- a hex subject to a Barrage may not be the target of an attack.

8.1.2 Restrictions :

- **Distance :** Artillery units, ATs or Fleets may shell enemy units which have been observed and are at a maximum of 2 hexes distance.



Only the Red fleet and the Kronstadt fort may shell targets 3 hexes away.

- **Observation** : Enemy units are said to be 'observed' if they are adjacent to any friendly unit of the active player (possibly including the unit carrying out the shelling). Artillery units, ATs or Fleets may only shell enemy units which have been 'observed'.

- **Types of targets** : within the target hex those units which may be shelled must belong to one of the following categories (barraging player's choice).

- combat units.
- artillery units, only if they are alone in the hex or are stacked solely with Tanks, ACs or HQs.
- HQs, only if they are alone in the hex or are stacked solely with Tanks, ACs or artillery units.
- Fleets.
- Forts.

Tanks and ACs may not be selected as targets.

8.1.3 Barrage resolution

- The player chooses the category of target aimed at (8.1.2).
- Each unit fires separately (firing is not cumulative).
- The player rolls 2d6 and adds the DRM (see Barrage Table).
- The result is read from the Barrage Table.
- The loss or disorganisation is allocated to one unit chosen by the owning player from amongst the category of targets aimed at.

- A barrage may not eliminate the final EP of a cavalry or an infantry unit. The loss then becomes "d", if that will not eliminate the unit (Disorganisation – 8.2.6).

- A "retreat" result affects all the units in the targeted category whose morale is insufficient to remain in place (see Barrage Table). HQs, ACs and tanks may follow the retreat.

- Forts, along with HQs on their own, are not affected by retreats caused by a Barrage.

8.2 ATTACKS

8.2.1 Basics

- Combat units may combine their forces to attack an adjacent enemy stack.

- Attacks are never obligatory.
- Support units belonging to either the attacker or the defender may take part in the combat, if they are in range of the defending hex (8.2.4).

- A unit may not attack a hex it would not be able to enter.

- There is no limit to the number of attacks a hex may be subjected to in the course of a single combat sequence.

- If the defender is forced out of the hex while there are still attacks on the hex waiting to be resolved, the remaining attackers may still carry out an 'advance after combat' (and their need for combat supply is annulled).

8.2.2 Combat sequence

For each attack follow the steps in the order indicated below:

- 1) Voluntary retreat before combat (defender).
- 2) Allocation of supports (attacker first, then defender).

- 3) Supply check for both defending and attacking units, including supports (both players).

- 4) Combat: combat resolution and application of results.

- 5) Possible advance after combat.

8.2.3 Voluntary retreat before combat

- Certain units when targeted by an attack may retreat before combat. The units capable of carrying out this manoeuvre are :

- cavalry, horse artillery and ACs - if the attacker has no cavalry;

- armoured trains;

- all the units in any stack containing at least one unit from the 2nd ID and within the command radius of the Iaroslavtsev HQ unit – if the attacker has no cavalry.

- If at least one unit from a stack retreats, all those able to do so must retreat as well.

- Retreating units withdraw 1 hex, following the Retreat rules (8.2.6.C).

- An artillery unit or an AT which has retreated before combat may not carry out any defensive support during the current Action Sequence.

- If the hex is emptied by the retreat, the attacking units may advance into it.

8.2.4 Combat Support

- The active player places "Support" markers on his Artillery units (including Forts), ATs and Fleets which are going to support the attack. These units may not carry out a Barrage. The defending player does the same for his defensive supports. The active player also places any air units he wishes to support the attack onto the defender's hex.

- **Application of Supports:**

- > Support units may add their firepower value to a combat at a maximum of 2 hexes distance. Only the Red Fleet may support a combat 3 hexes away.

- > This Firepower Value also serves to determine Support Superiority (8.2.5).

Example : a White unit (Combat Value 5) launches an attack supported by an Artillery unit (Firepower 2) and an air unit (Firepower 2) against a Red unit (Combat Value 6) supported by artillery (Firepower 3). The combat ratio is 9 to 9, i.e. 1/1. The White player has Support Superiority (+1 DRM) with a Firepower of 4 against a Firepower of 3 (the White player has another +1 thanks to the presence of the air unit which always adds this bonus in addition to its Firepower value – see CRT).

- > In defence an artillery unit or an AT may only act in support if (i) it is stacked in the hex being attacked, or (ii) if an HQ can trace a Line of Command to it AND to the hex being attacked.

- > In attack a support unit must be (i) stacked with one of the attacking units, or (ii) be commanded by an HQ (5.2).

- > Artillery units on their own : artillery units defending themselves on their own (or stacked only with Tanks, HQs or ACs) use half of their total Firepower value as their Combat value. This half-value counts in the determination of Support

Superiority. If artillery units defending themselves are routed, they surrender.

-> In defence only one HQ may intervene per combat, within the limits of its Command value (5.3).

-> Each support unit in either camp may only support one attack/defence during the combat sequence of the active player. Both sides' units recover their ability to support combats at the end of the active player combat sequence.

8.2.5 Attack Resolution

- The attacker rolls 2d6, applies the modifiers, and looks up the final result in the relevant column in the CRT.

- If the final score is greater than 7 the attacker is victorious, if not the defender wins.

- For each score there is a column giving the result for the defender and a corresponding column giving the result for the attacker. Each player then correlates the result of his column with the Predominant Morale of his combat units.

Clarifications for some Die Roll Modifiers :

- **Combat Ratios:** the attacker totals the combat values of all his units (including his support units), which may or may not be modified (see CRT). The defender does the same and the attacker's final total is divided by the defender's final total.

- **Difference between the Predominant Qualities :** the attacker takes the Predominant Quality of his combat units and subtracts the defender's Predominant Quality.

- **+1/-1** if the attacker has a higher/lower Firepower value in support (including aerial bombardment). The presence of an air unit allows a supplementary attack bonus (see CRT), independent of any support superiority.

- **+1/-1** if more/less Tanks or ACs (reckoned by the number of counters).

- **Night attack by the NWA : +1 :** the White player may specify a Night Attack. In this case there cannot be any air support. See also Fatigue (9)

- **+2** for encirclement if an attack comes from either 2 hexes diametrically opposite; or 3 non-adjacent hexes; or from 4 or more hexes

Modifiers to Predominant Morale:

- If Trotsky is present in one of the stacks engaged in combat, the Predominant Morale of these stacks is increased by +2 (maximum 6).

- -1 from the Morale value of encircled stacks (cf "+2 for encirclement" above) (even if not all the adjacent enemy units are attacking).

8.2.6. Results of attacks

The loser starts by applying his results, followed by the winner. Each result is explained underneath the CRT, but here are a few precisions :

- **losses :** these are the minimum losses to be applied. +1 loss per camp if at least 4 EPs of combat units have been engaged on both sides. The EPs of artillery units are not counted unless they

are alone in the attacked hex (or with Tanks, ACs or HQs).

- **"d" :** all the units engaged (combat units and vehicles; and artillery units if alone in the hex) are Disorganised (8.2.6) (rotate the counters through 90°).

A) LOSSES

1) Application of losses :

- Losses are applied one by one. No unit may suffer two losses before every other unit involved has suffered at least one loss.

- The 1st loss must be taken by a unit with Predominant Morale or a cavalry unit or a unit which has been routed (owning player's choice).

- If the number of losses is greater than the available number of EPs, the other side's losses are reduced by the difference between the two. (Ex : the defender has 2 EPs but suffers 3 Losses: his opponent's losses are reduced by 3 - 2 = 1).

2) "Loss" Markers

- To show the reduction in EPs of an affected unit place a Hit1, Hit 2 or a Hit 3 marker under its counter; or turn the counter to its reverse side (reduced side) if there is only 1 EP left.

- Each loss level indicated on the marker lowers the unit's Combat value by 2.

Example : a unit sitting on a Hit 2 marker has its Combat Value reduced by 4

3) Artillery and combat losses

- the defender's artillery only suffers losses once any other combat units in its hex have been eliminated. If the artillery unit still exists, it is routed.

- The attacker's artillery is never affected by combat results.

4) Vehicles and combat losses

Vehicles are destroyed if their accompanying combat or artillery units are eliminated. See also 14.1.

B) DISORGANISATION

- A Disorganised unit is rotated through 90° to indicate its status ;

- The Combat and Firepower values of a Disorganised unit are halved ;

- The movement value of a Disorganised unit is halved (Note: the +2 MPs of a Forced March (7.4) are added after this division) ;

- If a stack where at least one of the units engaged is already Disorganised or Routed suffers a "d" result :

- one of the units which was already Disorganised or Routed suffers 1 loss.

- the other units which were already Disorganised or Routed suffer no further effects.

- units which were neither Disorganised nor Routed become Disorganised.

- A Disorganised unit may be resupplied with ammunition and receive RPs.

- A Disorganised HQ has all its capacities halved.

- A unit loses its Disorganised status automatically at the end of a friendly movement sequence (even in an enemy ZOC and out of supply).

C) RETREAT

- Retreat is a withdrawal of 1 hex.
- Retreat priorities (Retreat and Rout)

Retreats are carried out in the direction the defender wishes, subject to the conditions laid out below. These conditions are in decreasing order of priority :

a) Units must if possible remain stacked when retreating (units may nonetheless separate in order to avoid impassable terrain or overstacking).

b) The retreat path must avoid enemy ZOCs. If a stack has no other choice than to retreat into an enemy ZOC, then one unit (owning player's choice) suffers a "d" result.

c) A unit may not cross a major river without using a road or rail bridge : otherwise one of the units in the stack suffers a "d" result. Retreat across the Neva is impossible unless by bridge.

d) Retreat may not lead to overstacking in the arrival hex. If the retreating units have no other choice than this hex because of the presence of enemy units or ZOCs, they pass through the hex and retreat an extra hex.

e) The retreat may not end in the hex of an attack that has not yet been resolved.

Should this be the case the retreated units do not move, and are Routed.

f) Where possible White units should retreat towards the west; Red units should retreat to the east or to Petrograd (owning player's choice). The route chosen should require the least amount of MPs. As a result, this retreat may lead the unit off map ; in this case see (7.9).

- If a retreat is impossible because of enemy units or impassable terrain, the units are Routed and remain where they are.

- Artillery, HQs and retreat : after an attack artillery and HQ units present in the hex retreat with their stack.

D) ROUT

- A "dr" result in combat means the unit must retreat 2 hexes (following the retreat priorities outlined above) ; the unit is rotated through 180° to show its status.

- **Artillery, HQs and Rout**: if the units stacked with an artillery unit or an HQ rout, the artillery and/or the HQ rout as well.

- The effects of Rout :

- the unit may no longer attack or fire.

- its Combat value is halved for defence.

- its Moral value is reduced -2 (minimum value of 1).

- the unit no longer exercises a ZOC.

- it may no longer be resupplied in ammunition or receive RPs.

- if the unit was already Routed, it surrenders.

- an HQ loses all its functions.

- if a Disorganised unit suffers a result of Rout, it passes into Rout without any further effects beyond those listed above.

- **Rout movement** :

- in its movement sequence the unit must move its maximum MPs +2, following the retreat priorities outlined above. An AT has

unlimited movement (it may therefore have to leave the map, but can re-enter the next turn – see Rally below). If the unit arrives in Petrograd it may stop in the district of its choice. If the unit is already in Petrograd it must leave the city by the north or the north-east and stop at the end of its rout movement : it then remains immobile until it is rallied.

- If a stack of routed units has no other choice than to move into or through an enemy ZOC, it suffers 1 loss (owners choice of unit) that counts as prisoners.

- If the Rout movement is impossible (due to enemy units or impassable terrain) the routed units surrender (see E below).

- If the Rout movement is made across a major river without using a road or rail bridge, the stack suffers 1 loss. Rout movement across the Neva is impossible without a bridge.

- **Rally** : a routed unit automatically regains normal status at the end of a friendly movement sequence, so long as the unit is not in an enemy ZOC. (Exception : see 10.1)

E) SURRENDER

- Surrendered units are eliminated and their EPs counted as prisoners.

- **Artillery and Surrender** : if all the surviving units stacked with an artillery unit surrender, the artillery surrenders as well.

8.2.7. Advance after combat

- The result "a" on the CRT obliges the winner to advance at least one of his combat units, if the opponent's hex has been cleared of its occupants. There is no advance after combat without an "a" result on the CRT.

- Cavalry units and ACs may decide to advance a second hex (ignoring enemy ZOCs) if the enemy has retreated 2 or more hexes. This advance must follow the path of the retreating units.

Infantry may do the same, if :

- a)** it does not pass from one ZOC to another ZOC when moving from the 1st to the 2nd hex of the advance, and if the maximum cost of the second hex is 1MP,

or

- b)** the White player declares a Forced March at the moment of the advance (7.4).

- The advance is limited to 1 hex if the enemy was eliminated or if the result was "a1".

- HQs, Trotsky and artillery units stacked with the victorious combat units may advance.

8.3. OFFENSIVE MOVEMENT

- At the start of his combat sequence the active player can declare Offensive Movement for units (including HQs etc) which are not in an enemy ZOC, or routed and which are not taking part in an attack or providing fire support. An OM marker is placed on the units concerned as a reminder that they may not perform any other actions.

- Offensive Movement allows a unit to advance 1 hex immediately (whether this hex is under friendly or enemy control). The arrival hex may be adjacent to an enemy unit.

8.4 DESTRUCTION OF RAILWAY BRIDGES

If a unit of White infantry finds itself adjacent to a railway bridge during a combat sequence and declares an "attack" against it, the bridge is destroyed (place a "Bridge Destroyed" marker on it). The bridge cannot be repaired during the timescale of the game. A maximum of 2 bridges may be destroyed per game.

9. NORTH WEST ARMY FATIGUE

At the start of the game the "NWA Fresh" marker is placed on the 0 space of the General Records Track.

9.1. DETERMINING THE NWA'S FATIGUE LEVEL

- The NWA Fresh marker is moved one space to the right :
 - each time at least one NWA unit carries out a night attack
 - if at least one NWA unit makes a Forced March (7.4) during the current sequence.

Note : Since fatigue is managed at Army level, it is in the White player's interests to undertake those actions which cause fatigue with as many units as possible in any one sequence.

- At the end of the turn check the NWA's fatigue level :
 - if the marker is in space 5, the NWA is Fatigued on a d6 roll of 1 or 2.
 - if the marker is in space 6 the NWA is Fatigued on a d6 roll between 1 and 4.
 - if the marker is in space 7 or higher, the NWA is automatically Fatigued.

9.2. EFFECTS OF FATIGUE ON THE NWA

- If the NWA is declared "Fatigued" the marker is turned to its "NWA Tired" side, and the NWA is forced to rest for the following turn.

9.3 REST TURN

- The following effects apply to all units of the NWA, including reinforcements, during the entire Rest Turn :

- units' movement is halved (divided by 4 if the unit is also Disorganised) ;
- units may not attack or carry out a Forced March. Offensive Movement (8.3.6) remains possible.
- Firepower values and Combat values in defence remain unchanged. Barrages are also possible as is the destruction of bridges.

- at the end of the Rest Turn the Fatigue level of the NWA is reduced by 3 spaces. The "NWA Tired" marker is turned back to the "NWA Fresh" side. If the Fatigue level drops from 8 to 5, fatigue is not tested for on that turn, but testing resumes on the following turn.

- At the start of a turn, before the Recruitment Phase, the White player may also voluntarily decree a Rest Turn. The effects are the same as described above.

10. RED ARMY MORALE

10.1. DEMORALISATION OF UNITS AT THE FRONT

At the end of the White player's first combat sequence of the 1st game turn (only) :

- Units of the 2nd RD and 6th RD that are adjacent to a hex into which a White unit has just advanced after combat, as well as all those which have retreated, become Routed.

- Contrary to rule 8.2.6D these units are not rallied automatically. They carry out a Rout movement in each of their movement sequences until they are rallied by political action (11.2).

- Units of the 2nd RD and 6th RD that are not routed have a "Restricted Movement" marker placed on them. Units with this marker may not make any move towards the nearest White unit. The marker is removed if the units are rallied by political action (11.2).

10.2. DESERTION

- Each turn, as indicated in the sequence of play, the Red player must check for losses due to desertion (**Special scenario rule : no desertion in the 1st turn**).

- He rolls 2d6 and divides the result by 2. This final result indicates the number of EPs that the Red player must eliminate. He eliminates these points by taking them from units in play or under construction (11.2.2 – District Detachments), or from RPs in stock, decreasing his RPs by the relevant amount on the General Records Track.

- The White player gains 1 RP if the number of deserters is 5 or more.

11. THE DEFENCE OF RED PETROGRAD

11.1 THE DEFENCE PLAN

Bearing in mind the historical defence plan, which was based solely on retreat paths (no all-out defence or counter-attacks), the Predominant Morale of a Red stack defending Petrograd is always reduced by 1

11.2 POLITICAL ACTIONS

Starting with the turn of 16-17 October (Turn 4) the Red player must choose 1 anti-subversion action and 1 raising units action from the actions below. If Trotsky is in one of the districts of Petrograd, then the player must choose 2 actions from each category. An action can only be chosen once per turn.

11.2.1. 'Anti-subversion' actions:

- rallying of a "demoralised" division (10.1) : rout and the movement restrictions suffered by the 2nd RD or the 6th RD cease. Only units in supply can be rallied by this action. In order to rally any remaining units of the division, the player must wait for them to be in supply before repeating this political action.
- anti-desertion action (propaganda and repression) : -3 from the Desertion die roll.
- anti-plotters police action (only if Rule 6 "Random Events" is being played) : if the Red player rolls a 5 or 6 on a d6, he may choose a district of Petrograd ; the event "White Insurgents" may not be played in this district for the rest of the game. If an insurrection (see Table of Events) had been planned by the White player in that district, it is revealed and permanently cancelled.

11.2.2. 'RAISING UNITS' ACTIONS :

Where the player has to carry out two of these actions, they are carried out in the order chosen by the player. The cost in RPs is rounded up to the nearest whole number.

- **creation of a Communist Detachment** (units "Com1" to "Com4") : the newly created unit is immediately placed in any district of Petrograd. Cost 0.5 RP.

- **Barricades** : immediately place a Barricade counter in any district. The barricade is destroyed if a White unit enters its hex. Destroyed Barricades may be reused in a later turn. Cost 0.5 RP.

- **creation of District Detachments** (units with a black star bearing the name of one of the districts of Petrograd, such as "Winter Palace" etc.) :

- the Red player must spend all his remaining RPs creating these units. Each EP of a Detachment only costs 0.25 RPs! Several Detachments can be created, possibly incomplete (from 1 to 3 EPs each).

- the units are placed in the district named on their counter, 1 turn later at the start of the Red movement sequence (place the units on the Turn Record Track, on the relevant turn).

- these units may only change district as a result of a retreat or rout. Their Morale and Quality values are higher on their reduced side. *[Designer's Note : The first losses suffered by these units represent the flight of the less motivated men. Those remaining represent the "elite".]*

- one "Art. Petr" artillery unit can be created for free each time that 3 EPs worth of District Detachments have been placed on the map (place the artillery unit in a district of the player's choosing)

- **creation of military units** : if the Red player selects this option he must select these units (units with a black star, but without the name of a Petrograd district) one by one at random, each time spending the RP cost required by the EPs of the unit he has drawn. He continues until he has used up all his remaining RPs (if a unit cannot be constructed in full because of a lack of RPs, the process stops there). At the start of the next Red movement phase each unit is placed in a district of the player's choice.

12. THE PETROGRAD ZONE

- The city of Petrograd is represented on a separate map. Entering or leaving Petrograd is done at the cost in MPs of the district or the hex being entered.

- Petrograd is divided into districts; 1 hex on the map of the city represents 1 district.

- For both combat and movement a distinction is made between the inner city districts (hexes with a black border) and the outer districts (hexes with white borders).

- Retreats or routs are carried out on the basis of 1 hex = 1 district.

- Each district is equivalent to 1 hex in terms of Command Radius.

- Range : a district is equivalent to 0.5 hex. For example, to fire from "Peter & Paul" to 23/U is equivalent to a range of 2 hexes.

- The stacking limit per district is : 1 combat unit of more than 3 EPs OR 3 separate combat units with a maximum total of 3 EPs. To this can be added some, or all, of : 1 artillery unit, 2 vehicles, 1 Communist Detachment and a District Detachment.

13. FORTS

- Forts are completely separate units; they do not count against stacking limits.

- They are like artillery units and need an HQ to coordinate their support of units not stacked with them.

- They can carry out Barrages. The Kronstadt Fort may only carry out Barrages.

- A fort may only be attacked if it is alone in its hex. In this event, its defence value is the same as its Firepower value at a range of 1 hex. This value is also used to determine the bonus for Support Superiority (8.2.4).

- A penalty of -3 is applied to the die roll when attacking a fort on its own (in this particular case ignore the terrain effects of the fort's hex).

- A fort ignores "Retreat" results; however a result of "Rout" is treated as "Surrender".

- A fort's EPs cannot be replaced.

- If friendly units are stacked with the fort, its Firepower value is added to them ; the units are assumed to be fighting outside the fortifications. If they are destroyed in combat, or retreat, the fort remains where it is and suffers no effects (to attack a fort requires it to be on its own in the hex at the start of the attack).

14. VEHICLES

14.1 TANKS AND ARMoured CARS

- Tanks and ACs must always be accompanied by combat or artillery units. They then provide a combat bonus (see CRT) as well as their Combat value.

- A tank or an AC must perform a destruction check by rolling a d6 after any combat it has taken part in, if its camp has suffered a "d" result or at least 1 loss, and if enemy supports were also involved. If the result is a 1, it is destroyed. If several of these units were involved each one must be tested for individually.

- Tanks and ACs are eliminated if all the units in their hex are eliminated. They are subject to the same effects of retreats, disorganisation and rout as other units.

14.1.1 Particularities of Tanks

- **Movement** : a tank is subject to several technical constraints.

- a tank may never be more than a maximum of 2 hexes from an in-supply railway hex. Should this not be the case (e.g. retreat after combat) it is eliminated.

- breakdown : after each friendly attack in which it has participated, the tank is temporarily withdrawn from the game. It reappears on an in-supply locality 2 turns later, in the Recruitment Phase. Place it on the corresponding space on the Turn Record Track.

- **Combat** : a tank provides certain special bonuses in

combat, over and above its combat value :

- +1 on the dice in attack (not cumulative with the bonus of other tanks).
- a tank cancels any modifiers due to Entrenchments or Barricades.

14.2 ARMoured TRAINS

• **Combat** : An AT is both a combat unit and a support unit. If it is in direct contact with the enemy, it uses its Combat value (to the left of the " - ") ; its Firepower value (to the right of the " - ") is only used to determine Support Superiority (8.2.4). An AT may attack an adjacent hex which is not linked to it by rail (it deploys its on-board infantry and supports them with its firepower).

• **Movement** : ATs have unlimited movement along railways. Red ATs may leave the map at 07/FF or 18/FF, and return to the game through one of these hexes 2 turns later (see 7.5.2 – Special cases)

15. FLEETS AND AVIATION

15.1. FLEETS

- Fleets have unlimited movement. They may enter any hex which has at least one blue hexside.
- White fleets may not cross the minefield shown on the map.
- If the Red fleet is harboured in Kronstadt, it may not be bombed by aviation units (powerful AA defences).
- Fleets may act in support, or carry out a Barrage.
- The Red fleet may however only carry out 3 support actions and/or Barrages at full strength per game. After its third action it becomes permanently LA (use the markers "x Shot Fired!" and "Low Ammo")

15.2. AVIATION

- Air units have no movement restrictions and may intervene on any hex of the map.
 - Air units may add their support in attack (8.2.4) (except for a night attack) or carry out a bombing attack (8.2.1).
 - The available air units are placed in their respective boxes on the map.
- After use, the counter is placed on the Turn Record Track on the next turn of clear weather.

16. SCENARIO

Duration: from 10 October to 2 November 1919

16.1. SET UP

WHITE PLAYER

- **ESTONIAN ARMY** : RP level : 0

On the map:

- **Eesti Mereväe** (Estonian fleet) : **28/H**

The following units can't move east of hexrow H :

1/9Rgt : 24/F

ART 1D (Art 1st ID) , NR.3 (Armoured train N°3) : 22/F

Reinforcements (

The following units can't move east of hexrow R :

- 12-13 October : **Inguerman** (Inguermanland Rgt) : **27/I**

- 14-15 October : **Parts HQ, Kuperian** (Kuperianov battalion),

14 BATT (14th battery), **TRAIN DET** (Train infantry Det) : **27/H**

- 16-17 October : **Scouts** : **27/H**

- 20-21 October : **1 BATT** (1st battery) : **27/H**

- 22-23 October : **4/1Estod** (4th Rgt/1st Div) : in **25/G**

- **BRITISH**:

On the map:

- **RAF Squadron** : "RAF" box.

- **Royal Navy** : 28/H - solely in support of Estonian units or for bombardments.

Reinforcements:

- 18-19 October : **Mark V tank** (x2) : **22/H**

- **the two Mark V tank counters are removed at the start of the 26-27 October turn.**

- **NORTH WEST ARMY**: RP level : 0

On the map:

- **3 A/O** (3rd Air Detachment) : "3 A/O" box - only in support of the NWA

- **TK SHOCK** (Tank Shock Btn), **FR RS LEG** (Franco-Russian Legion), **SWED LEG** (Swedish Legion) : **22/G**

- **Arm. trains** (Armoured trains) : **22/G**

- **ART. NWA** : **22/F**

- **1TK CO** (1st tank shock Cie, gen Rodzianko) : **14/K**

1st Army Corps :

- **ART 1 AC** (Art.1st AC) : **22/F**

- **Horse jägers** (Horse jägers Rgt) : **17/J**

- **Armured cars** : **22/G**

- **1st AC Res** : **23/F**

2nd ID :

- **Yaroslav/2 ID** (HQ Yaroslavtsev, 5th Ostrov Rgt) : **16/K**

- **6 TALAB/2ID** (6th Talab, Art. 2nd ID) : **15/K**

- **7 URAL/2ID** (7th Ural) : **15/J**

- **8 SEMEN/2ID** (8th Semenov) : **17/J**

3rd ID :

- **Vetrenko/3ID** (HQ Vetrenko, 9th Volyn Rgt) : **13/K**

- **10 TEMM/3ID** (10th Temmits, 12th Krasnogorsky [KRSNG],

Art2 3rd ID) : **11/M**

- **11 VIATSK/3ID** (11th Viatka, Art1 3rd ID) : **14/K**

- **HRS.ART/3ID** (Horse Art. 3rd ID) : **14/J**

5th ID :

- **DYDOROV/5ID** (HQ Dydorov), **17 LIBA/5ID** (17th Libava), RIF

SQDR/5ID (Rifle Squadron), **ART2/5ID** (Art2 5th ID) : **19/I**

- **18 RIGA/5ID** (18th Riga) : **20/H**

- **19POLTA/5ID** (19th Poltava), **ART1/5ID** (Art1 5th ID) : **18/I**

Reinforcements:

6th ID :

- 14-15 October : **PETCH/6ID** (Petchora Rgt) in **23/D**

- 16-17 October : **RES 1, RES 2** (Reserve Regiments) : **24/C**

(Narva)

- 18-19 October : **BALT RGT** (Baltic Regiment Elements) :

Narva,

- 18-19 October : **DZEROZHI/1ID** (HQ Dzerzhinsky 1st ID), **1**

GUE/1ID (1st Gueorguiev), **2REVEL** (2nd Revel), **3 KOLYV** (3rd Kolyvan), **4GDOV/1ID** (4th Gdov), **ART/1ID** : enter in 08/S

- 20-21 October : **RES/1ID** (1st ID Res) : enters in 08/S.

- 20-21 October : **FT-17** in **22/H**

- 22-23 October : **DOLGORUKY/4ID** (HQ Prince Dolgoruky),

15 VOZNI/4ID (15th Voznesen), **16 VOSTR** (16th Veliko-Ostrov),

CAV/4ID ("cavalry" Rgt), **ART/4ID** : enter in 08/S,

- 24-25 October : **TCHUD/1ID** (1st ID : Tchud Rgt) : enters in 08/S.

SPECIAL RULES:

- the White player must leave at least 1 EP of infantry and 1 artillery unit in 08/S for 1 full turn before the end of 16-17 October at the latest (these units were taking part in the capture of Louga, off map to the south). Each turn's delay puts back the arrival of the 1st ID's reinforcements by a turn.

- the White player can prolong the game until the 3-4 November, if he does without the reinforcement of the 1st ID (who are considered to be holding back the 15th Red Army's offensive to the south). The game can be continued to the 5-6 November if he also does without the 4th ID.

In addition, if the arrival of either of these divisions is cancelled, hex 06/FF may no longer be used for Red supply.

- **for the turn of 10-11 October** ignore the Command rules. All White units may combine their attacks and supports at will (no limit to the number of stacks per attack, regardless of the location of HQs, and combined attacks may be made between Estonian units and those of the NWA).

RED PLAYER

• **7TH RED ARMY** : RP level : 6

On the map:

- **Krasnaya Gorka** (Fort) : **28/M**

- **Seraya Loshad** (Fort) : **29/L**

- Entrenchments : **22/H** (Yamburg), **19/T** (Gatchina), **21/7** (Krasnoye Selo), **21/R**, **22/R** (Ropsha), **16/Z** (Tosno)

Note : An Entrenchment is destroyed as soon as a White unit enters the hex.

- Armoured trains **LENIN/VOLOD** (Lenin / Volodarski) and

TCHERN/IN/TRO (Tchernomorski / 3rd International / Trotsky) : **19/T** (Gatchina)

- **RED FLEET** : **26/Q** (Kronstadt)

2ND RIFLE DIVISION

- **HQ/2RD**, **Art1/2RD**, **18/2RD** (18th Rgt), **ARM.CARS/2RD**

(Armoured cars) : **19/J**

- **10/2RD** (10th Rgt) : **16/L**

- **11/2RD** (11st Rgt) : **15/L**

- **12/2RD** (12th Rgt) : **18/J**

- **13/2RD** (13th Rgt) : **14/L**

- **14/2RD** (14th Rgt) : **13/L**

- **15/2RD** (15th Rgt) : **12/M**

- **16/2RD** (16th Rgt), **Art2/2RD** : **17/K**

- **17/2RD** (17th Rgt) : **20/I**

6TH RIFLE DIVISION

- **HQ/6RD** (HQ 6th RD), **ART1/6RD** : **22/I**

- **46/6RD** (46th Rgt), **ARM.CARS/6RD** (Armoured cars),

ART2/6RD : **22/H** (Yamburg)

- **48/6RD** (48th Rgt) : **23/G**

- **49/6RD** (49th Rgt) : **24/I**

- **50/6RD** (50th Rgt) : **27/K**

- **51/6RD** (51st Rgt) : **25/K** (Kotly)

SPECIAL RULES :

no desertions in the 1st turn.

Reinforcements: see table >>>>

(A black star on the counter = a unit to be constructed ; yellow star = reinforcement ; white star = unit present on the map from the start.)

Units	Entry Date	Entry Hex	Pts deducted from EPRD*
628 RGT	12-13	P	
1°RES (1st Reserve Rgt)		P	
ART BASH (Bashkir battery)		P	
2BASH (2nd Bashkir Rgt)		P	
KD PETR1 (Composite Detachment of Petrograd Cadets)		P	
622 RGT		Disembarkation	
2MAR (2nd Naval Det.)		Disembarkation	
KD NOV (Novgorod Cadets Detachment)	14-15	M	-3
KD PETR2		P	
WATCH RGT (Watch Regiment)		Krasnaia Gorka	
3F DV (3rd Div. fortress artillery)		Krasnaia Gorka	
2 VS OB (2nd Vseobutcha Rgt)	16-17	K	-3
3 MAR (3rd. Naval Det)		Disembarkation	
4 MAR (4 th. Naval Det)		Disembarkation	
FLEET SCHOOL (Fleet School Det.)		Disembarkation	
TROTSKY (Lev Trotsky)		M	-12
3 CV BASH (3rd Bashkir "Cavalry" Rgt)		P	
3 BASH (3rd Bashkir Rgt.)		P	
SHLISS WRK (Shlisselburg Workers Battalion)		P	
PETROG DEF (HQ Petrograd Defence)		Petrograd, Peter & Paul District	
7 KD (7th Cadets Rgt.)	18-19	M	-3
KHARLAMOV (HQ)		M	
2/36 R (2nd -36 th Rgts)		M	-1
62/630 (62nd -630th Rgts.)		M	-1
8VOLOG (8th Vologda Rgt.)		V	
478 RGT		V	-1
479 RGT		V	-1
6 RGT		V	-1
ART KH1 (Artillery Art Kh 1)		K	-1
ART KH2 (Artillery Art Kh 2)		K	
7 RGT	20-21	V	
413 BASH (413th Bashkir Rgt)		M	
9/21 R (9th-21st Rgts)		M	
67/214 R (67th -214th Rgts)		M	
CV MOS (Moscow Cavalry Rgt)		M	
59/60 RG (59th-60th Railway Guard Rgts)		M	
TCHEKA (Novgorod and Tver Chekist Battalions)		M	-3
KR.GORKA (HQ Krasnaya Gorka)		Disembarkation	0
5 LETT (5th special Latvian Rgt)		M	-2
HQ 21RD		M	
CV/21RD (Cavalry Rgt /21st RD)		M	
188/21RD (188th Rgt/21st RD)		M	-1
189/21RD (189th Rgt/21st RD)		M	-1
ART/21RD (Artillery/21st RD)		M	-1
8/9 KD MOS (8th -9th Rgts of Moscow Cadets)		M	-2
AVIA (Red Aviation)	(available from the start of the turn)	"Avia" Box	
ODINTSOV (HQ)	22-23	P	
187/21RD (187th Rgt/21st RD)		M	
LIBK./VOLGAR. (Armoured trains "Libknekht / Volgar")		M	-1
ART KH3 (Artillery Art Kh 3)		M	-1

3/160 R (3rd -160th Rqts)	24-25	M
ARM.CARS (1 counter)		P
ARM.CARS (1 counter)	28-29	P
ARM.CARS (1 counter)	1-2 November	P
161 R (161st Rgt)	3-4 November	M

TO BE CREATED (12.1.2)

PUTIL (Putilov Factory Battalion)	(12.1.2)	P
2RES (2nd Reserve Rgt)	(12.1.2)	P
3RES (3rd Reserve Rgt)	(12.1.2)	P
IVANOV (Ivanov Communist Det.)	(12.1.2)	P
DEF PETER (Det. Interior Defence of Petrograd)	(12.1.2)	P
1-3 RIND (1st -3rd independent Petrograd battalions)	(12.1.2)	P or disembarkation (player's choice)
COM 1,2,3,4 Communist Dets.	(12.1.2)	P
NEVSKY, WINTER PALACE, WARS. STATION, VASSIL. ISLAND, PETER&PAUL, SMOLNY (District Detachments)	(12.1.2)	P

P : appear at the start of the turn in Petrograd ; any district - **K** : appear at the start of the turn in Krasnaya Gorka -

M (from Moscow) : enter in 07/FF - **V** (from Vologda) : enter in 18/FF - **K** (from Karelia) : through 27/T. -

Disembarkation (movement sequence) : at a Fort, at Oranienbaum or at Petergoff (player's choice) if under friendly control ; no movement this turn.

* **EPRD**: see 16.2

16.2 VICTORY

If the White player controls the Winter Palace at any moment of the game, he wins an automatic victory. Otherwise he must count his Victory Points (VP), which represent his ability to seriously threaten Petrograd, thus drawing in and destroying a large number of Red units, thereby relieving the pressure on the other fronts in the Civil War.

The Whites score VPs by controlling (having been the last to pass through) certain localities at the end of the game (even if they are surrounded) :

- **10 PV** : for each district of Petrograd, Liuban, Tchudovo, hex 18/FF (these count even if they were only occupied for 1 turn during the game).
- **5 PV** : Krasnaya Gorka, the Heights of Pulkovo, Kolpino, Gatchina, Tosno.
- **3 PV** : Petergoff, Ligovo, Krasnoye Selo, Tsarskoye Selo.
- **2 PV** : the hex south of Ropsha, Pavlovsk.
- **1 PV** : Seraya Loshad, Oranienbaum, Vyritsa.

The Whites lose 10 VPs if the Reds control Volossovo, 5 VPs for hex 13/S and 20 VPs for Yamburg.

The VP total gives an initial level of victory.

• Capture of the Winter Palace : Major strategic victory for the Whites: Finland declares war on Bolshevik Russia, the United Kingdom increases its aid, Red morale falls on all fronts of the Civil War.

- 36 VP+ : White strategic victory
- 27-35 VP : White regional victory

- 17-26 VP : White marginal victory
- 10-16 VP : Draw
- 8-9 VP : Red marginal victory
- 2-7 VP : Red regional victory
- 1 or less VP : Red strategic victory

The victory level is then adjusted by the number of "EPs of Red units Destroyed" (abbreviated to **EPRD**, these are the EPs of units which have been completely eliminated ; each loss suffered by the fleet counts as 2 EPRD ; ACs count as 1 EPRD) :

- -3 victory levels if the EPRD = 0 or less (possible if a penalty applies, see below)
- -2 victory levels if the EPRD = 1 to 10
- -1 victory levels if the EPRD = 11 to 20
- +0 victory levels if the EPRD = 21 to 30
- +1 victory levels if the EPRD = 31 to 40
- +2 victory levels if the EPRD = 41 or more

The EPRD is adjusted by the following events :

- + 12 EPRD if Trotsky is eliminated.
- -3 EPRD if the Royal Navy suffers 1 loss.
- Red reinforcements not brought into play : during his movement sequences the Red player may decide not to receive certain units scheduled for that turn. The Reinforcements Table indicates the number to deduct from the EPRD for each unit not used.
 - (optional) : non-historical choices taken by the players at the start of the game : if the players agree each of them can buy

historical options at a certain cost, expressed in EPRD :

16.2.1. Option for both players (if both in agreement) :

- beforehand play "Orël 1919" (Vae Victis #75) : if the White player wins at least a Regional victory, the Red player must remove at least 12 EPs worth of units from the map on the 28-29 October.

If the Red player wins a Strategic victory, all his units benefit from a +1 on their morale from the 28-29 October.

Cost : 0 EPRD.

16.2.2. White player options :

- a) increased British aid (cost : -7 EPRD) : double the values of the British fleet ; in addition, the counter cannot be destroyed (constant replacements) but each "loss" suffered counts for -3 EPRD.

- b) real Estonian offensive towards Pskov (cost: -15 EPRD) : consequence : the 15th Red Army's offensive against the NWA's flank is delayed : the game is prolonged until the 5-6 November and the White reinforcements of the 1st ID and the 4th ID are brought forward by 1 turn.

- c) the Yamburg railway bridge is repaired (cost: -12 EPRD) : the NWA's ATs are able to cross the bridge, and the "Ammo Stock" marker is advanced 2 spaces.

- d) improved rear area logistics (cost: -7 EPRD) : "Ammo Stock" marker is advanced 2 spaces (can be combined with the repaired Yamburg railway bridge).

16.2.3 Red player option : improved plan for the defence of Petrograd : cancel rule 11.1. Cost: +5 EPRD.

16.3 NOTES ON PLAY

- **WHITES :** Infiltration and speed ! There are no ZOCs in the forests (apart from road and rail) and routed units have no ZOC. And remember : on turn 1 normal command rules are suspended, so there are no restrictions on coordination between units of the NWA and/or Estonian forces (16.1, special rules). Exploit your cavalry, and forced marches. Try to cut the Moscow-Petrograd railway line quickly, unless you are concentrating all your forces for a swift capture of Petrograd. Your offensive is a race against time.

- **REDS :** The situation is critical. You can try to slow down the White advance from the start of the game, but guard against losses that you will need later to establish a front. Consider bar-rages when you can't attack. Hang on, the population of Petrograd is mobilising and reinforcements are arriving from all o

EVENTS

C Controlled

I Imposed

M Marker "White/Red Event"

	RED % DIE	WHITE % DIE	
I	01-04	01-04	RUMOURS : Cut off – retreat impossible ! (treat as no effect if drawn on Turn 1) Description : Whites: " The Reds have cut the road to Narva ! " ; Reds: " The Whites are in Petrograd ! " Effect: -1 from the morale of an entire " formation " (6.1) for this turn. (place the relevant marker on any unit of the Formation).
I	/	05-12 M	VETRENKO'S DISOBEDIENCE (treat as no effect if already drawn or if drawn on Turn 1) Description : despite orders, Vetrenko does as he likes. Effect: at the start of the White movement sequence the Red player decides between two options : (1) the units of the 3rd ID may not move towards the East edge of the map, or (2) the North edge.
C	/	13-32	WHITE INSURGENTS IN PETROGRAD Description : secret anti-Bolshevik organisations in Petrograd prepare for action. Effect: the White player notes the name of a Petrograd district in secret. In a combat phase and a turn of his choice, he may place an "Insurgents" counter on the district. If there is a Red unit present in the district, a combat takes place (without any terrain modifiers). This attack by the insurgents may be coordinated with a White attack from outside the district ; terrain modifiers are then cancelled. A maximum of three Insurgents counters can be played per game.
I	05-08 M	33-36 M	SHORTAGE OF RECRUITS - Description : volunteers to go off to fight are not legion. Effect: reduction of RPs at the next allocation of RPs: NWA: 1d6 : if 1 to 3 : -1 RP; if 4 to 6 : no effect. / Reds: -1 RP automatically.
I	09-16	37-40	TREACHERY - Description : poor treatment, empty stomachs, ex-enemy prisoners, so many reasons to change sides ! Effect (NWA or Red infantry unit) : -1EP, and +1 RP for the opposing side. Nothing noteworthy No effect
C	17-41 42-46 M	41-65 66-68 M	IMPASSIONED SPEECH - Description : a rousing speech lifts the soldiers' spirits and courage. Effect: +1 on the Predominant morale of friendly units during a selected combat (in attack or defence).



C	47-50 M	69-72 M	AERIAL OBSERVATION (clear weather only, otherwise treat as no effect) Description : aviation allows for particularly effective artillery spotting. Effect : artillery units supporting a selected combat (in attack or defence) each have their Firepower increased by 1, OR a barrage is given a bonus of +2 on the dice.
i	51-54	73-76	ATTRITION - Description : frostbite, terrible sanitary conditions, wounded left uncared for because of a shortage of field hospitals and doctors. - Effect : 1d6 : if 1 to 3 : -1 EP from a combat unit.
C	55-57 M	77-79 M	HEROISM - Description : the bravest of the brave surpass themselves. Effect(combat sequence) : during a combat (in attack or defence), the dice are modified by + or -1.
C	58-62 M	/	"WE WILL DEFEND PETROGRAD" (treat as no effect if drawn on Turn 1) Description : the dissemination of one of Trotsky's speeches rekindles the troops' conscience : the cradle of the revolution must be saved. Effect(combat sequence) : all units taking part in a defensive combat have +2 added to their morale.
C	63-64 M	80-81 M	SURPRISE ATTACK - Description : following a skilful manoeuvre, the assault takes the defender completely by surprise ! - Effect(combat sequence) : +2 added to the dice during an attack.
i	65-68	/	SOVIET OF SOLDIERS - Description : the troops demand time to confer before going into action. Effect : the selected unit may neither move nor attack for this turn. Put the relevant marker on the unit (see 6.1).
C	69-84 M	/	CHEKA - Description : Officials from the political police come to supervise the troops and ensure that discipline and the values of the Revolution are upheld ! A forced enthusiasm is instilled into the battalions . . . Effect(combat sequence) : all units taking part in a combat (in attack or defence) have +1 added to their morale.
C	85-90	/	PEOPLE'S LEVY - Description : as a last ditch defence the party mobilises all fit men in the area to defend the Revolution. - Effect : place a Militia counter on a friendly locality which is in supply. A maximum of 2 militia units may be created per game (after this, treat as no effect).
C	/	82-83 M	THE DOME OF SAINT ISAAC'S (no effect if the event has already been drawn and used) Description : a scout reports having been so close to Petrograd that he could see the dome of Saint Isaac's Cathedral glistening in the sun! The city is within reach - forwards ! Effect : if a unit of the NWA is 5 or less hexes from Petrograd (otherwise no effect) all units of the NWA have +1 on their morale for the turn. In addition, any units within 5 hexes of Petrograd during the Combat sequence have +1 added to the attack dice.
C	91-92 M	84-85 M	GAS SHELLS - Description : stocks of gas shells from the war against Germany are discovered. Effect(combat sequence) : +1 added to the dice, and -2 from the enemy's morale during an attack.
i	93-100	/	TREACHERY IN THE RED FLEET - Description : four destroyers try to defect to the Whites. Effect : the Red fleet loses 1 of the 3 support actions it can carry out (15.1). No effect if it is already LA.
i	/	86-92	HESITATION IN THE ROYAL NAVY - Description : Admiral Cowan prevaricates and the Royal Navy acts cautiously. - Effect : the Royal Navy may not act this turn.
C	/	93-100	ELVENGREN'S RAID (treat as no effect if already drawn) Description : Colonel Elvengren's detachment, sheltering in Finland, launches a raid on Karelia. Effect : -1Red RP from the stock of RPs, or if there are no RPs stocked, remove the RP from a unit on the map.

A game by David Beaudlet

Graphics by Olivier Revenu

Playtesters : Luc Olivier, Philippe Germain, Dominique Sanches, Thomas Pavageau, Olivier Revenu

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