

THE LEAGUE OF EXTRAORDINARY KRIEGSPIELERS
PRESENT

SETTING THE EAST ABLAZE!^{V6.3.4}

Warfare in the back of Beyond
1917-1926



Compiled by
Steve Langan & Cameron Thomson

SETTING THE EAST ABLAZE!

© Steve Langan, 2012

INTRODUCTION

The period from the Bolshevik Revolution of 1917 to the re-establishment of (very) 'central' government in Russia by about 1926 is one that is little understood outside specialist circles and even today remains victim to an overly neat and tidy 'hindsight' view of history.

The reality was very different and offers wargamers a hugely attractive and diverse backdrop in which to game. Armies from all the worlds major powers intervened at one time or another in Russia and the neighbouring states of central Asia. Some of them, such as the French intervention in the Ukraine in 1919, were on a major scale. Others were much more along the lines of 'small wars' expeditionary forces of the previous century. Independent states sprang up, grew strong and were destroyed in the maelstrom that followed the Bolshevik seizure of power. It really was a time of 'Beasts, Men and Gods' to quote the title of Ferdinand Ossendowski's colourful book on one of the periods more dreadful characters, Baron Ungern Von Sternberg. Conflict engulfed a huge area, from the Oder River on the German/Polish border to China and the Far East. Some of these conflicts, such as the Civil War in China, predated the Bolshevik revolution. All of them, however, were impacted by it in a profound way.

All of this offers endlessly interesting scenarios and armies for the creative gamer. The predominant style of warfare was open and mobile. You therefore get to play with all the toys of the first quarter of the 20th century, with none of the tedium of trench warfare.

These rules have been a real labour of love for a group of friends and gamers known collectively as 'The League of Extraordinary Kriegspielers'. We first came together in Turin during the blistering hot summer of 2003. Since then we have played hundreds of games (and run an on-going campaign that has created a profoundly different set of world outcomes). The rules themselves have been through (at least) two dozen iterations as we found better ways of doing things. This current set bears no resemblance to the ones we started with. This doesn't mean that these rules can lay claim to be better than any alternatives that are out there. It just means we know they work. We hope you enjoy playing with them as much as we have enjoyed creating them.

Steve Langan
January 2012

Contents

	Introduction.....	1
	Contents.....	2
1.	Principles.....	3
2.	Leadership.....	3
3.	Unit Scale and Organisation.....	3
4.	Unit Designation.....	4
5.	Formations.....	5
6.	Action Card System.....	5
7.	Sequence of Play.....	6
8.	Movement.....	7
8.2.	Vehicle Breakdown and Restart.....	8
8.3.	Turning to Flank or Rear.....	8
8.4.	Dismounting and Mounting.....	8
8.5.	Crossing Obstacles.....	8
8.6.	Barbed Wire.....	9
8.7.	Buildings.....	9
8.8.	Hidden Movement.....	9
8.9.	Aircraft Movement.....	10
9.	Morale.....	10
9.5	Testing Morale.....	11
9.6.	Morale Modifiers.....	11
9.11	Rallying.....	12
10.	Firing.....	12
10.1.	Weapon Effects.....	12
10.2.	Target Priority.....	12
10.3.	Moving and Firing.....	13
10.4.	Setting Up Weapons.....	13
10.5.	Weapons Table.....	13
10.6.	Firing Modifiers.....	14
10.7.	Arcs of Fire.....	14
10.8.	Line of Sight.....	14
10.9.	Ammo Low, Ammo Out.....	14
10.10.	Need More Than a Six to Hit?	14
10.11.	Effect of “Bombs” and Rifle Grenades.....	15
10.12.	Shooting at Vehicles or Heavy Weapons.....	15
10.13.	Firing at Officers/Leaders, Snipers and Observers.....	15
10.14.	Firing with HMG/LMGs.....	15
10.15.	Indirect Fire.....	16
10.16.	Saving Rolls for Officers/Leaders.....	16
10.17.	Smoke.....	16
10.18.	Ambushes.....	16
10.19.	Spotting.....	17
10.20.	Fighting at Night or in Fog.....	17

10.21.	Anti-aircraft Fire.....	17
10.22.	Attacks by Aircraft.....	17
10.23.	Misidentification.....	18
10.24.	Air-to-air Combat.....	18
10.25.	Downed Aircraft Crew.....	18
10.26.	High Altitude Engine Failure.....	19
11.	Melee.....	19
11.6.	Who Can Attack Who?	20
11.7.	Melee Modifiers.....	20
12.	Pursuing.....	20
13.	The Table of Terror: Prisoners.....	21
14.	Destroying Buildings & Gates.....	21
15.	Armoured Trains.....	22
16.	Boats.....	23
16.3.	Boat Movement.....	23
17.	Wind.....	23
	Appendix 1: Basic Points Values.....	24
	Appendix 2: Tanks and Armoured Cars.....	26
	Appendix 3: Optional Rules.....	29
	Appendix 4: Templates.....	31
	Appendix 5: Army Morale.....	32

1. PRINCIPLES.

- 1.1. We only use D6. This is true to the League philosophy which is born out of the earliest wargames practices. Respect this, and if you do make rule amendments, remain true to the D6.
- 1.2. High dice are always good, low dice always bad.
- 1.3. If there is a dispute, or a rule is unclear, throw a D6 to make a decision. We haven't tried to cover every eventuality in the rules, so use your common sense and apply a fair play ethos.
- 1.4. Individual leadership, as befits rules with a nod to Hollywood, matters more in these games than perhaps more normal wargames. Fortune, as always, favours the bold.
- 1.5. If you are a 'gamey gamer', go do something else. These rules are not for you.
- 1.6. These rules are designed for medium sized games (c. 60-70 figures a side). However they do work equally well for smaller games, and have been very successfully used in games of up to 500 figures a side!

2. LEADERSHIP.

- 2.1. There are two types of leader figures in these rules: Commanding Officers and Staff Officers/Commissars.
- 2.2. The ability of Commanding Officers varies between +2 (the best) and -1 (the worst). Commanding Officers have a number of things they can influence, see 6.6 below.
- 2.3. Commanding Officers will normally be on foot or horseback. However they can mount up into vehicles, trains, planes, etc., should they feel the urge, as they are assumed to be competent in all forms of warfare and technology.
- 2.4. Staff Officers, Commissars and the like will normally have no plus or minus leadership rating. However exceptionally they could have a +1 or -1 rating.
- 2.5. Some Officers/Leaders may be "Lucky", they will be designated before commencing the game, such "Lucky" individuals are permitted to re-roll one saving roll per turn. There may be other scenario specific instances where "Luck" rolls will be required by the Umpire.

3. UNIT SCALE AND ORGANISATION.

- 3.1. These rules are best thought of as large scale skirmish rules, with units representing anything from infantry sections/cavalry troops upto companies/squadron size. Guns can either be single pieces or batteries. Other assets (tanks, planes, etc) just fit around this. In reality it matters little, unless you are recreating an historical action.
- 3.2. There are no set unit sizes in these rules, however, based upon experience, I would recommend the following:

Infantry Units

- Regulars -10 figures
- Irregulars- c.20 figures

Cavalry Units

Regulars – 8/9 figures

Irregulars- c.12+ figures

(Irregulars need the body count to take the hits)

All figures are best mounted singly. This looks better and gives optimal flexibility. There are no fixed base sizes.

Heavy weapons and the like can be based with crews, etc on an appropriate stand.

4. UNIT DESIGNATION.

4.1. All units have a Class Factor ('C') from 1 (best) to 5 (worst) and a Morale Factor ('M'), from 2 (best) to 5 (worst).

Class 1: Leaders and "others" may move and fire, with no deductions, regardless of whether they are on foot, mounted or whatever.

Class 2: Infantry units only: all figures in the unit can move and fire (excluding LMGs, flamethrowers, A/T rifles and light mortars as these weapons need to be stationary to fire). This Class is normally reserved for the very best troops trained in the most up to date modern doctrines. – British regulars, German storm troopers, the top end of White Russian officers, elite French and the like. Irregulars are very rare in this Class, Tibetan lancer cavalry being one rare example. Note that cavalry may never fire from horseback, regardless of their Class.

Class 3: Infantry units only: figures in a unit can either move or fire, but not both. This Class includes most western regulars, better Turks, Japanese and better Bolo and White units. The very best of better irregular units: elite Afghans and certain designated units of other armies.

Class 4: Entire unit must perform a single action, i.e. move or fire. Almost all irregulars and the bottom scrapings of the regular armies.

Class 5: Civilians.

All mechanised units can move and fire with the appropriate deductions (see below). Cavalry can never fire from horseback.

4.2. Troops can also be designated as 'ferocious', 'stubborn', or in the case of exceptional irregular infantry 'warriors'. Examples of 'warriors' would be Waziris or Mahmuds on the NW frontier, but not the majority of other Afghan tribesmen.

5. FORMATIONS.

- 5.1. All figures are mounted singly. The better the Class Factor, the more dispersed they can operate. Figures whose bases are touching count as in 'close order'.
- 5.2. The following table shows the maximum distance apart figures may deploy. If a casualty causes a unit to break this rule, then the unit must close the gap at the next available turn.

Troop Class	Max Distance Between Figures
C1 (best)	5"
C2	4"
C3	3"
C4	2"
C5 (worst)	1"

- 5.3. In addition, some types of infantry (e.g. Chinese regulars, or 'ammo low' White Officers/shock troops) and all cavalry can fight in close order. Show this by having all bases touching. This has morale benefits, and in the case of cavalry melee impact benefits, but importantly makes them more vulnerable to fire effect. For cavalry to form close order they lose their lowest D6 in movement for that move. It doesn't cost anything to come out of close order. Infantry just move their bases together into base to base contact, using the actual distance covered.

6. ACTION CARD SYSTEM.

- 6.1. This is the very core of the game and gives it its fast moving mechanism allowing it to work for small to very large games.

It determines action sequence for all units and leaders. All units/leaders are marked on an Action Card, clearly showing:

- 6.1.1. Name of Player.
 - 6.1.2. Name of unit/leader
 - 6.1.3. Class and Morale designation.
 - 6.1.4. Any special characteristics (ferocious, stubborn, bombs, etc).
- 6.2. All cards are then put into a deck which is then shuffled before the turn begins. During each turn Action Cards are drawn from the top of the deck and the owning player carries out a permissible action.
- 6.3. The following actions, depending on the Class of troops, are permitted: units may either SHOOT or OVERWATCH or MOVE or RALLY or MOVE AND FIRE (see 4.1) or FIRE ON THE MOVE (planes, boats, tanks, armoured cars, troops riding trains etc).

6.4. Troops may adopt OVERWATCH once in a Turn, retaining their Action Card until they choose to carry out an action.

6.4.1. For example, a unit of British regulars is holed up in a Transcaspian village surrounded by Red infantry. The Red player's Action Card is turned and he decides to charge in. The British player, who has previously declared to be in OVERWATCH, may then decide to fire at the attacking Bolos at a distance of his choosing. Overwatch can only be used to fire, never to move, counter-attack or charge. If the overwatch player chooses to hold his fire until close range he must make a successful morale roll (more than or equal to his morale rating) – if he fails the morale test only 50% of his figures may fire.

6.5. Prior to the commencement of a turn players may elect to place one of their units on OVERWATCH – the player removes their Action Card from the Action Card Deck and retains it until choosing to fire.

6.6. Attached Commanding Officers and Staff Officers may use their card to do one of the following (in addition to moving):

6.6.1. Add 3" to Infantry or 5" to Mounted move.

6.6.2. Rally a Unit.

6.6.3. Spot (off-table artillery or identify ambush).

6.6.4. Add leadership value (between +2 and -1) in melee.

In addition, any Commanding Officer or Staff Officer may direct fire of the unit they are attached to at no extra cost (n.b. no leadership modifiers are used as this makes it too easy for units to hit).

7. SEQUENCE OF PLAY.

7.1. This is very simple and is largely driven by Action Cards, see 6. Action Card System above.

7.2. Shuffle all Action Cards, placing the deck face down on the table, this starts the turn.

7.3. Draw the top Action Card from the deck and carry out a permissible action for the named element, i.e:

7.3.1. Move.

7.3.2. Fire.

7.3.3. Move and fire - Class 1.

7.3.4. Move and fire – Class 2 infantry only (excluding LMGs, flamethrowers, A/T rifles and light mortars as these weapons must to be stationary to fire) and all aircraft, tanks, armoured cars, vehicle mounted troops, trains, armoured trains.

7.3.5. Overwatch – player retains the unit's Action Card until he wishes to play it.

7.3.6. Rally.

7.3.7. Continue drawing Action Cards, carrying out a permissible action for each, until the deck is exhausted signalling the end of the turn.

7.4. N.B. troops check morale as a consequence of the above as the need arises.

7.5. Check Army Morale, if required, see Appendix 5.

7.6. Return to 7.2. to commence the next turn, any unused Action Cards are returned to the deck.

7.7. Depending on the scenario, up to two additional decks (entirely optional) may be included in the game:

- 7.7.1. Event Deck – cards in this deck will be drawn on the instruction of the Umpire. These can be anything the game designer deems useful to the scenario. They should not however just be a random set of ‘happenings’. They are normally triggered when a unit enters a terrain feature or some such (think about Indiana Jones and how often events’ happens to him). Most should be trivial (“you discover a full set of Nelson Eddie records”), to the more serious (“booby trap! Make a saving roll for all figures within 2”).
- 7.7.2. Chance Deck - players may draw one card from this deck each game turn when one of their Action Cards is turned over. No more than one per turn. These can be more random than the Events Deck. Examples would be “next unit of yours out of the deck goes ‘ammo low’, or “Your C in C has a particularly bad hangover this morning, take a -1 from all his command throws2 or “next unit of yours out of the Action Card deck discovers an LMG and ammo”. They should balance out good and bad, and not be game changers.

8. MOVEMENT.

8.1. Movement (in inches).

Type	Terrain		Note
	Good	Difficult	
Infantry	2D6	1D6	Class 1 & 2 troops may move and fire; Class 3 troops may move some and fire with others; Class 4 & 5 entire unit must perform a single action.
Warriors	2D6	2D6	Warriors must be designated before the game commences
Anti-tank Rifle	2D6	1D6	May not move and fire.
LMG	2D6	1D6	May not move and fire.
Flamethrower	2D6	1D6	May not move and fire.
Light mortar	1D6+2”	1D6-2”(min 1”)	May not move and fire.
HMG	1D6+2”	1D6-2”(min 1”)	
Anti-tank gun (manhandled)	1D6+2”	1D6-2”(min 1”)	Horse or vehicle towed 2D6 good or difficult terrain..
Field guns (manhandled)	1D6	1D6-3”(min 1”)	Horse or vehicle towed 2D6 good or difficult terrain.
Regular Cavalry & Tchankas	4D6	1D6	Mount/dismount takes half move, no holders required. Tchankas 1move and cannot cross difficult terrain.
Irregular Cavalry	4D6	2D6	Mount/dismount takes half move, no holders required.
Tanks	1 or 2D6	1 or 2D6	See Appendix 2 for specifics.
All wheeled vehicles	Urban roads 4D6	Good X-country 2D6	Towing max 2D6 urban roads or good x-country, nil on difficult going.
Aircraft	Fighter up to 6D6 Fighter bomber up to 5D6 Bomber up to 4D6		Player selects up to the maximum with -1D6 per 45° turn or part of. See 8.9.3. & 8.9.4. for move specifics.
Armoured trains	Max 36”		See 15.3. Armoured Train movement.
Boats	various		See 16.3. Boat movement.

8.2. Vehicle Breakdown and Restart.

- 8.2.1. Every time a vehicle moves it must check for breakdown – roll 2D6 and refer to the table below.
- 8.2.2. Having broken down players may attempt to restart their vehicle on their next Action Card– roll 2D6 and refer to the table below.
- 8.2.3. If the vehicle is under fire or the crew is defending itself -1 to restart roll.

Type	Class 2		Class 3 & 4		Class 5	
	Breakdown	Restart	Breakdown	Restart	Breakdown	Restart
Pre 1918						
Tank	2, 3	11, 12	2, 3, 4	12	2, 3, 4, 5	12
All wheeled vehicles	2	10, 11, 12	2, 3	11, 12	2, 3, 4	12
Post 1918						
Tank	2	10, 11, 12	2, 3	11, 12	2, 3, 4	12
All wheeled vehicles	n/a	n/a	2	10, 11, 12	2, 3	11, 12

8.3. Turning to Flank or Rear.

- 8.3.1. All figures may turn to flank or rear at no movement cost during their Action Card. Units caught in melee from the rear (not the flanks, which are assumed to be covered) suffer fighting and morale penalties.

8.4. Dismounting and Mounting.

- 8.4.1. Either action takes cavalry half turn. Note that this counts as movement for ‘moving and firing’ calculations.
- 8.4.2. Dismounted regular cavalry fight with one Class Factor lower whilst on foot (e.g. C3 M3 cavalry become C4 M3), dismounted regular Cossacks fight with one Class and Morale Factor lower whilst on foot (Cossacks and their horses were seldom parted).
- 8.4.3. All irregular cavalry fight with two Morale Factors lower, but cannot go lower than 5.

8.5. Evading.

- 8.5.1. All mounted irregular cavalry and mounted regular Cossacks can attempt to evade if enemy cavalry moves to contact them. Attempting to evade is a reaction to a charge and must be declared after the attack is declared and before the attackers movement dice are rolled, it does not require an Action Card, however, the unit forfeits its Action Card this turn and can do nothing further if it has attempted to or has evaded. A unit may attempt to evade once per turn. To attempt an evade the enemy unit must have declared its intention to close to contact. To attempt an evade the unit rolls 1D6:
- 8.5.1.1. Roll on or above the unit’s Class Factor, unit evades – evade move is 12" + optional 1 or 2D6" (unit must move the full result).
- 8.5.1.2. Roll less than the unit’s Class Factor, unit fails to evade – stand and receive the attack.
- 8.5.1.3. Roll 1 – unit routs.
- 8.5.2. If a unit evades the attacking cavalry can attempt to abort the attack. To attempt an abort the attack, the unit rolls 1D6:
- 8.5.2.1. Roll on or above the unit’s Class Factor, the unit aborts the attack – the attacking cavalry halts halfway through their movement towards the target.
- 8.5.2.2. Roll less than the unit’s Class Rating, the attack goes in – the attacking cavalry comes to a halt at the end of their movement towards the target.

8.6. Crossing Obstacles.

- 8.6.1. When crossing obstacles that are obviously not ‘difficult terrain’, e.g. a river or building, but are instead something less substantial, e.g. a low hedge or wall, just double the

actual width of the obstacle (minimum 1”) and take that off the move. As always, use common sense or a simple 1D6 to decide if there is a dispute.

8.7. **Barbed Wire.**

8.7.1. Wire was not that prevalent in these theatres, but when used it should be treated as follows:

- 8.7.1.1. Only infantry and tank units may enter wire.
- 8.7.1.2. Wheeled vehicles and guns are assumed to get tangled and cannot cross wire.
- 8.7.1.3. Wire was particularly effective against cavalry, so they need to dismount to try and cross, but (N.B.) cannot bring their horses over it, and so remain as infantry.
- 8.7.1.4. Tanks move at half speed through wire, crushing it to the width of the tank model.
- 8.7.1.5. Infantry must stop on reaching wire. Next turn, a roll on 1D6 of two more than their Class Factor, they are placed on the far side of the wire, which stays intact. They may not perform any other action whilst crossing wire.
- 8.7.1.6. Engineers, whilst at the wire, can attempt to destroy it (cut or blow), needing to roll higher than their Class Factor on 1D6 to do this. The wire is then destroyed in 4” sections for each turn spent.

8.8. **Buildings.**

- 8.8.1. These are assumed to be what they represent, and can therefore, only be entered through the appropriate opening (doors, windows, blast holes, etc).
- 8.8.2. For larger buildings it is probably best to divide the internal area into sections. Common sense, as always, should be applied.

8.9. **Hidden movement.**

- 8.9.1. This must be agreed with the umpire before it commences. It can only be done in terrain that the umpire agrees can hide movement.
- 8.9.2. Players should indicate the direction they intend to move, and the desired end point, to the umpire. To become hidden they must throw equal to or over their Class Factor on a 1D6 (“Warriors” always add 1 to their die role).
- 8.9.3. No movement takes place the turn they become hidden.
- 8.9.4. For each subsequent turn that they wish to stay hidden, they then need to throw equal to or over their tactical factor when their card is drawn. They can then move full distance as indicated on their dice throw.
- 8.9.5. Hidden troops can adopt overwatch, but all other offensive or defensive actions will result in their location being disclosed.
- 8.9.6. The start point will be indicated by a terrain feature, once a player wishes to reveal his troops by choice, or as the result of a failed roll, the troops will be placed on table UP TO the accrued number of inches rolled in each turn of concealment. Troops may only be revealed in an unoccupied terrain feature that would allow concealed movement and in any event not within 2” of an enemy force.

8.10. **Aircraft Movement.**

- 8.10.1. Aircraft do not appear automatically.
- 8.10.2. At the start of the game any aircraft Action Cards should be kept separate. Only on a 1D6 roll of over the aircraft Class Factor at the start of a turn should the card be shuffled into the Action Card pack. They can then stay on the board for a maximum of six turns before leaving the game for good.
- 8.10.3. Note also that heavy bombers have a maximum move of 4D6, while all other aircraft can move 6D6 per turn, unless they are also carrying bombs in which case they move at 5D6.
- 8.10.4. A Player may choose from 1D6 up to the aircraft's maximum per turn and must move the score of the selected die in inches. An aircraft may make any number of 45° changes of facing, from directly ahead, at the cost of 1D6 per 45°. However the aircraft must then move a minimum of 1D6 straight head.
- 8.10.5. During the aircraft's turn if it passes within A/A range of any enemy forces they may fire at the aircraft. Note they do not need an Action Card to do this and such fire takes place before the aircraft can attack. This is the only time that a unit may fire twice in a turn.

9. MORALE.

9.1. **Test morale in the following circumstances:**

- 9.1.1. Each time casualties are suffered, depending on the unit's size at the start of the turn:
 - 9.1.1.1. 6 or fewer figures test every 1 casualty.
 - 9.1.1.2. 7-12 figures test every 2 casualties.
 - 9.1.1.3. 13 or more figs test every 3 casualties.
- 9.1.2. If friends rout within 6", test when it happens.
- 9.1.3. First time a unit suffers casualties from flamethrower or air attack.
- 9.1.4. First time an enemy tank comes within 8" of foot or mounted troops.
- 9.1.5. Troops on foot and in the open contacted by hostile cavalry.
- 9.1.6. Troops fired upon from prepared ambush.
- 9.1.7. Vehicle or heavy weapon sustaining second and each subsequent effective hit in the same turn.
- 9.1.8. Lost a melee.
- 9.1.9. 'Surprised' by disclosed (not failed) hidden movement within 6".
- 9.1.10. Troops contacted in the rear in melee
- 9.1.11. Troops contacted by 'ferocious' troops, unless they are 'stubborn'.

9.2. **Troops may ignore one test per turn provided they are not ambushed and are:**

- 9.2.1. Close order infantry or cavalry
- 9.2.2. Mounted cavalry or ferocious infantry where at least half the unit's figures have advanced this turn towards the enemy or terrain they have orders to attack.
- 9.2.3. Stubborn troops where at least half the unit's figures are in trenches, buildings or fortifications they have orders to defend.
- 9.2.4. Cheka, the Baron, etc. may execute a figure instead of taking a test for that unit.

- 9.3. In addition to the above, 'warrior' irregular infantry may ignore one additional test over the course of the game.

9.4. Note that all tests are cumulative, e.g. an advancing 14 strong ‘ferocious’ White Officer battalion, in close order suffers three casualties after an air attack. They should by rights take two morale tests (i.e. one for losing three figures and one for being under air attack), however as they are ‘ferocious’ and in close order they ignore both tests. These are men who will die with their boots on!

9.5. Testing Morale.

9.5.1. Roll 1D6 for each required test, the unit requires a score equal to or greater than the units morale number, after modifiers, to pass the test.

9.6. Morale Modifiers.

Leader with the unit	+leadership value	Officer or NCO killed with the unit	-1
Friendly tank within 8"	+1	Under direct artillery, tank or armoured train fire	-1
Unit in cover	+1	Under HMG fire or flamethrower attack	-1
Just won a melee	+1	Under off table artillery bombardment	-2
‘+’ leader within 12” and not attached to a unit	+1	Just lost a melee (n/a if the enemy is less by 4 or more men)	-1
Enemy routing within 12”	+1	Unit under retire orders	-1
Require morale test to attack	-1	Contacted in the rear in melee	-1
		Unit is 50% or less of original strength	-1
		Unit is 25% or less of original strength	-2

9.7. Failing a morale test gains the unit a marker. Note that markers should be dead or wounded figures and not dice, counters or other visual abominations on a well kept wargames board!

9.8. One marker and the unit is **Suppressed** (has gone to ground).

9.8.1. Unit may not advance towards the enemy and receives -1 shooting modifier.

9.8.2. Armour crews close up, weapons crews may fall back with their weapon, limbering up if required, during their next Action Card if they still have only one marker, receiving a -1 if caught in melee.

9.9. Two markers and the unit **Retires**. Cannot fire, but can defend themselves in melee.

9.9.1. Unit must use next Action Card to retire. Unit must retire by the most direct route back towards their start line. With subsequent Action Cards they may continue to retire or attempt to rally. No -1 in melee (unit is not suppressed).

9.9.2. Vehicles that can move must retire at least 4” otherwise crews bail out. Artillery crew fall back abandoning the gun, unless a dedicated gun limber is within 3” in which case the gun can also retire.

9.9.3. HMG crew may retire with the weapon.

9.9.4. Note that units surrounded by more than twice their number of enemy figures must surrender, unless there is a 50% or greater chance of them being massacred (see 13. Table of Terror: Prisoners) in which case they will fight on.

9.10. Three markers and the unit **Routs** that is – RUN AWAY! Cannot fire or, if routing from a melee and are contacted by the unit that defeated them cannot defend themselves (see 12. Pursuing).

Units must use their Action Card to run away from the enemy, they can only rally on subsequent Action Cards if a leader attaches to the unit and makes a successful morale roll. Units must rout by the most direct route back to their start line or nearest table edge.

9.10.1. Armour crews bail out and run. Armoured cars must drive off at full speed towards the friendly table edge, if there are no obstacles, otherwise they bail out.

9.10.2. Artillery crews run leaving gun behind.

9.10.3. HMGs are abandoned and left behind.

9.10.4. Unit receives a -1 if caught in melee. Units surrounded by more than twice their number must surrender unless there is a 50% or greater chance of them being massacred (see 13. Table of Terror: Prisoners) in which case they will attempt to burst through the nearest enemy unit. A throw of 5-6 on 1D6 is required to burst through, finishing 6" beyond the burst through unit, otherwise they are taken prisoner, with whatever fate awaits them.....

9.11. **Rallying.**

9.11.1. Note this can only be attempted when either:

9.11.1.1. an officer attaches himself to the unit and/or

9.11.1.2. when the unit's Action Card is drawn. This means it is possible to attempt to rally a unit twice in a turn.

9.11.2. To rally and remove a marker the unit must roll equal to or more than their morale on 1D6.

9.11.3. Units with one or two markers may attempt to rally themselves or with the assistance of an officer (using the officer's modifier).

9.11.4. Units with three markers may only attempt to rally with an officer (using the officer's modifier).

9.11.5. A marker is removed by successfully rallying the unit – failing to rally does not gain the unit a marker.

10. FIRING.

10.1. **Weapon Effects.**

10.1.1. All weapons are as shown on the figures. However, if any infantry unit has attached LMG's and no figures are available, then the player should designate the required figure by marking under his base as such. Vehicle mounted HMG's are treated as LMG's for range and effect (i.e. 18" range and 3D6max) to reflect the less stable firing platforms they provided.

10.1.2. Note however that an opponent cannot specifically target an LMG or any other specific weapon attached to a non-mechanised unit. He shoots at the unit and then rolls the appropriate odds for the LMG or other weapon being amongst the casualties, see 10.2.7. below.

10.2. **Target Priority.**

10.2.1. Regular and Irregular C1s i.e. Leaders and "others" may choose their target.

10.2.2. Regular C2 troops can always choose their target unit.

10.2.3. Regular C3/C4's must always shoot at the nearest enemy unit unless they roll over their Class Factor on 1D6.

10.2.4. Irregulars C2 to C4 must always shoot at nearest enemy unit unless they roll over their Class Factor on 1D6.

10.2.5. C5's must always shoot at nearest enemy unit.

10.2.6. Attached NCO's add +1 to any dice rolls, and attached officers can always direct fire as they wish (but without modifiers to hit).

10.2.7. When calculating which figures are hit in a unit (e.g. if you have a LMG rather than a rifleman), unless it is blindingly obvious (i.e. the LMG is a lone outpost or similar) then the actual figure hit is determined by a weighted die roll, e.g. a 10 man infantry unit with an attached LMG's suffers a single hit, there is therefore a 1 in 10 chance of this being the LMG, two hits equals a 1 in 5 chance, etc..

10.2.8. LMG's and any other attached weapons are considered destroyed if the figure carrying them is hit.

10.2.9. The only firing figures who can designate a single target figure are snipers or C1's. Only Snipers and C1's alone can therefore pick out officer figures, but not N.C.O.'s.

10.3. Moving and Firing.

- 10.3.1. The only troops who can move and fire are all Class 1, Class 2 infantry, tanks, armoured cars, armoured trains and aircraft. If Class 2 infantry move and fire, or troops firing from tanks or armoured trains whilst moving they take a minus.
- 10.3.2. LMGs, A/T rifles, flamethrowers and light mortars cannot move and fire, they do not require a turn to set up.
- 10.3.3. Tchankas cannot move and fire, as these were sprung carriages (so you couldn't hit the proverbial dacha barn door). However they do not need to spend a turn setting up unless they dismount the MG (see below).
- 10.3.4. Class 3 infantry can move some figures in the unit and fire with the others.

10.4. Setting Up Weapons.

- 10.4.1. Field guns and HMG's must spend a turn stationary to set up before firing.
- 10.4.2. Tchankas can fire from the carriage as an LMG without spending a turn setting up, however they must spend a stationary turn setting up if they decide to dismount their machine gun and fire it from the ground (thus counting as a HMG), having done this, they must take a full turn reloading the gun back onto the carriage before moving off.

10.5. Weapons Table.

	Base chance to hit (D6)	4,5,6	5,6
Weapons	Dice	Effective Range	Long Range
Rifle - normal	1	0 – 8"	8 – 16"
Rifle - Marksman	1	0 – 12"	12 – 18"
Rifle – Sniper (may re-roll first time missed shots and may choose target figure)	1	0 – 18"	18-24"
"Trench broom"/(shotguns)	3 (2)	0 – 3"	3 – 6"
Infantry "Bombs" (1" blast radius)	1	0 – 2"	n/a
Pistols (Officers only*)	1	0 – 2" (0-3"*)	2-4" (3-6"*)
LMG & vehicle mounted MG	3	0 – 9"	9 – 18"
HMG	6	0 – 20"	20 – 40"
Light mortar (1" blast radius)	1	0 – 9"	9 – 18"
Trench Mortars (2" blast radius)	1	6 – 18"	18 – 36"
Field artillery (2" blast radius)	1	0 – 40"	40 – 80"
Tank gun, mountain artillery, old field pieces, smooth bores (2" blast radius)	1	0 – 20"	20 – 40"
Flamethrowers	6	0 – 4"	n/a
Aircraft bomb (Light: 1" Heavy: 2" blast radius)	1	See 10.22.3. How to bomb.	
Rifle grenade (1" blast radius)	1	0 – 4"	4 – 8"
Anti-tank rifle	1	0 – 6"	6 – 18"
Carbines	1	0 – 6"	6 – 10"
Mountain howitzers (2" blast radius)	1	0 – 20"	20 – 40"
Obsolete howitzers (1" blast radius)	1	0 – 15"	15 – 30"
AA Gun – improvised (Rifles & LMGs)	1	0"-6" – 6 to hit – see 10.21.	
AA Gun – light (AA mounted MGs)	1	0"-12" – 6 to hit – see 10.21.	
AA Gun – heavy (20 – 75mm guns)	1	12"-24" – 6 to hit – see 10.21.	

10.6. Firing Modifiers.

Firer		Target	
Firing from ambush	+1	In close order	+1
French 75 or British 18pdr (crewed by French or British gunners respectively)	+1	In hard cover (excluding attacks by bombs, rifle grenades, mountain howitzers, flamethrowers & light mortars)	-2
Second and subsequent consecutive rounds on the same stationary target for indirect fire weapons	+1		
"Overwatch"	-1	Obscured or in light cover (excluding attacks by bombs, rifle grenades, mountain howitzers, flamethrowers & light mortar)	-1
Tank or train passengers per 6" moved	-1		
Using single shot rifles	-1	Deployed HMG or field gun in the open	-1
Obsolete field pieces	-1		
Suppressed troops or moving Class 2 infantry	-1	Target is C1 or C2 troops in the open and not routing.	-1
		Target is C4 or C5 troops in the open, or <u>any</u> routing troops	+1
Unit has gone ammo low	-1	Target is a moving wheeled vehicle	-1

10.7. Arcs of Fire.

10.7.1. All infantry support weapons, heavy machine guns, field guns, sponson mounted field and machine guns (on tanks), mountain guns, light mortars and trench mortars have a 90° arc of fire to the front (45° either side of the weapon's centre line). Snipers and AA guns can fire all around. Tanks and armoured cars are as the vehicle suggests (see Appendix 2 Tanks and Armoured Cars for details). Although most turreted armoured cars can fire 360° all round, some, like the twin turreted Austyns, have 180° per gun. As always, use common sense.

10.8. Line of Sight.

10.8.1. If you can see it and it's in range, you can shoot it. If you can't, you can't! The only exception to this is snipers, who need to be spotted (see 10.19. Spotting). Artillery spotters need to be able to see their target for off-table artillery to fire at it. The only exception is pre-planned artillery which may fire over interruptions to line of sight (city walls, hills, etc).

10.9. Ammo Low, Ammo Out.

- 10.9.1. An unmodified roll of 1 always misses.
- 10.9.2. If a unit rolls twice as many 1's as 6's (NB it must roll 1's and 6's for this to take effect) it goes 'ammo low' and fires at a -1 for the rest of the game (place a single ammo box marker with the unit).
- 10.9.3. If an 'ammo low' unit rolls twice as many 1's and 6's (as above) it goes 'ammo out' and cannot fire for the rest of the game (place two ammo box markers by the unit). It can however use secondary weapons, e.g. bombs, if it has them.
- 10.9.4. When field guns or tanks roll to hit and roll a 1 (and hence they have missed), roll 1D6 again - if they roll a 1 they go 'ammo low' and fire at a -1 for the rest of the game (one ammo box marker).
- 10.9.5. If 'ammo low' field guns or tanks fire to hit and roll a 1 they miss and must roll 1D6 again, rolling a 1 results in the weapon going 'ammo out' and cannot fire for the rest of the game (two ammo box markers).

10.10. Need More Than a 6 to Hit?

- 10.10.1. Where the net chance to hit, after modifiers, is more than a 6 use the following procedure:-
- 10.10.1.1. Score of 7 required – roll a 2D6 requiring 6, 6 to hit.
 - 10.10.1.2. Score of 8 required – roll a 3D6 requiring 6, 6, 6 to hit.
 - 10.10.1.3. Score of 9 required – roll a 4D6 requiring 6, 6, 6, 6 to hit.

10.11. Effect of “Bombs” and Rifle Grenades.

- 10.11.1. The target figure is killed on a successful hit by bomb or rifle grenade, others under the burst save on a 5 or 6. Note that rifle grenadiers can always select to fire their rifle as normal.

10.12. Shooting at Vehicles or Heavy Weapons.

- 10.12.1. Treat each vehicle or weapon as a single target (also in melee). For each firing weapon roll 1D6, applying firing modifiers, for each successful hit, refer to the Hit Effect table below:

Hit Effect on Vehicles or Heavy Weapons												
Firing Weapon	Soft Skin			Armoured Car			Tank			Heavy Weapons		
	No Effect	S'press	Kill	No Effect	S'press	Kill	No Effect	S'press	Kill	No Effect	S'press	Kill
Infantry bombs	2,3	4,5	6-12	2-6	7-8	9-12	2-8	9,10	11,12	2-6	7-9	10-12
HMG	2	3,4	5-12	2-9	10	11-12	2-10	11	12	2-7	8-10	11,12
LMG	2	3-6	7-12	2-10	11-12	n/a	2-11	12	n/a	2-9	10,11	12
Field Gun, A/craft bombs	2	3-4	5-12	2-4	5-7	8-12	2-5	6-9	10-12	2-4	5-7	8-12
A/T Rifles	2-9	10,11	12	2-7	8-10	11-12	2-9	10,11	12	2-10	11,12	n/a
Flamethrower	2,3	4,5	6-12	2-4	5-6	7-12	2-4	5,6	7-12	2-4	5-6	7-12
Infantry weapons	2-9	10,11	12	2-11	12	n/a	n/a	n/a	n/a	2-11	12	n/a

10.13. Firing at Officers/Leaders, Snipers or Observers.

- 10.13.1. Snipers can only be shot at if spotted (see 10.19. below).
- 10.13.2. Snipers and observers save from hits on rolling 5 or 6 on 1D6.
- 10.13.3. Officers/leaders use their saving throw procedure (see 10.16. below)
- 10.13.4. Officers can only be targeted if they are over 6” away from any friendly unit and in the open. The exception to this being snipers and C1’s, who can shoot at any visible officer figure if it is more than 2” away from a friendly unit. Attached officers can never be targeted, but will have a proportionate chance of being hit when casualties are suffered by the unit they are with.

10.14. Firing with HMG/LMGs.

- 10.14.1. Firing at troops - select the target figure or figures and roll a number of D6 up to the maximum for the weapon (you could choose to roll 6 dice against 1 target if you wish), apply the firing modifiers and determine casualties, taking account of ‘ammo low’ and ‘ammo out’ rules above, unmodified 1’s always miss.
- 10.14.2. Firing at vehicles or heavy weapons – select the target, roll 1D6, apply firing modifiers, on achieving a hit refer to 10.12.1 Hit Effect table for results, resolve ‘ammo low’ and ‘ammo out’ as for artillery, unmodified 1’s always miss.

10.15. Indirect Fire.

- 10.15.1. Only HE and smoke (where specified) is allowed. Other ammunition types only as the scenario dictates. Blast circle is a 2" radius, or as specified in the scenario.
- 10.15.2. Only pre-planned fire (must be written up before the game starts) or opportunity fire (with an observer) is allowed.
- 10.15.3. For pre-planned fire to arrive the firer must roll over the battery's Class Factor with 1D6.
- 10.15.4. Opportunity fire was rare and in its infancy, and therefore is much harder to land where you want it. For opportunity fire to arrive the firer must roll at least 2 over firing units Class Factor with 1D6, die roll modified by the spotters command ability (+1 to -1).
- 10.15.5. If opportunity fire arrives, use the blast deviation circle, roll 2D6 to see where each round lands. For blast sizes see 10.5. Firing Table above.
- 10.15.6. For each round landed roll 1D6 for each target under the blast:
 - 10.15.6.1. Vehicles or heavy weapons - score of 5 or 6 hits tanks or armoured cars, 4,5,6 for all other targets - roll on 10.12.1 Hit Effect table for results.
 - 10.15.6.2. Troops - score of 4,5 or 6 kills targets in the open, 5,6 kills targets in cover, other than that in 10.15.6.3. below.
 - 10.15.6.3. Indirect fire has no effect on concrete fortifications or deep dugouts.

10.16. Saving Rolls for Officer/Leaders.

- 10.16.1. Officer/leader figures always get a saving roll, 1D6.
 - 10.16.1.1. Score of 5 or 6 always saves them.
 - 10.16.1.2. If they fail the saving roll, roll 1D6 again:
 - 10.16.1.2.1. 1-2 dead.
 - 10.16.1.2.2. 3-4 severe wound, captured if in melee, otherwise hors-de-combat for this battle, roll 2D6 for the nature of the injury:
2,3- (L/R)Leg to knee; 4,5- (L/R)Leg to hip; 6,7- (L/R) Hand;
8,9- (L/R)Arm to elbow; 10- Groin; 11, 12- (L/R)Eye.
 - 10.16.1.2.3. 5-6 a rather fetching battle scar, carry on regardless and add +1 to your leadership value for the remainder of the battle.
 - 10.16.1.2.4. Note that leaders designated as 'lucky' always get one re-roll per turn.

10.17. Smoke.

- 10.17.1. Smoke is used in 3" lengths, the player nominates the intended aim point, normal rules to hit apply.
- 10.17.2. Turn 1: a 'length' of smoke is placed at point of impact running downwind from there.
- 10.17.3. Turn 2: a further 'length' of smoke is added to the end of the initial 'run' – the smoke has now reached it's full length of 6", it remains in place for a further 2 turns before being removed from the table, having dispersed.

10.18. Ambushes.

- 10.18.1. Can only be done from hidden movement or pre-set before the game commences.
- 10.18.2. Ambushing unit declares ambush when their Action Card drawn (no pre-measurement is allowed).
- 10.18.3. Ambushed unit must take a morale test immediately. If they pass they can go suppressed (take cover), if they fail they must stand where they are for a turn and suffer the consequences!

10.19. Spotting.

- 10.19.1. An Officer/Leader may attempt to spot an ambush as part of his turn and as one of his Actions. On a throw of a 6 (1D6), modified with their leadership value (a six always spots) a leader may spot any ambush within 20". If spotted, ambushers are immediately deployed.
- 10.19.2. Snipers in cover can only be spotted by a unit that has been fired on by the sniper, or if the sniper has moved, or if a unit is occupying a terrain piece in which a sniper is placed. Snipers in the open can be shot at as normal figures, though they do have a saving throw (see 10.13.Firing at Officers/Leaders, Snipers or Observers and 10.16. Saving Rolls for Officers/Leaders). To spot a sniper a unit must roll higher than its Class Factor on 1D6. This can be done without an officer or NCO, though the presence of either adds +1 to any die rolls (N.B. there is no additional modifier for having an officer and an NCO).

10.20. Fighting at Night or in Fog.

- 10.20.1. This can only really be done with an Umpire. Night and fog have the effect of dramatically shortening ranges and making troops much more jumpy. Since vision is the restricting factor at night or in fog the following applies:
 - 10.20.1.1. For weapons with a range greater than 6": Effective Range is 0-3", Long Range is 3-6".
 - 10.20.1.2. For weapons with a range less than 6": Use the weapons Effective and Long Ranges.
- 10.20.2. All units take a -1 in morale rolls.
- 10.20.3. All units take - 1 to hit.
- 10.20.4. Units within 3" of friends must roll 1D6. For Regulars if they throw less than their Class Factor they will fire on the friends. For irregulars it is one less than their current (i.e. night time/fog) Class Factor. Unmodified rolls of 1 always means - fire on friends.

10.21. Anti-aircraft Fire.

- 10.21.1. To shoot at aircraft roll 2D6 – no modifiers, each shot requires: 8 Regular Rifles or 16 Irregular Rifles or 2 LMG's or 1 AA gun:
 - 10.21.1.1. 12 downs the aircraft.
 - 10.21.1.2. 10 or 11 damages the aircraft and it must leave the table on its next Action Card, not returning during the game unless previously agreed otherwise.
 - 10.21.1.3. Should the aircraft receive a second damaging hit (10 or 11) it crash lands 2D6" along its flight path from the point of the second hit.
 - 10.21.1.4. For downed aircraft – roll 1D6 for each crew member see 10.16. Saving Rolls for Officers/Leaders above – surviving crew are placed on the table and move as normal – severely wounded crew can only move with the assistance an uninjured or lightly wounded comrade – movement rate 1D6. Aircrew count as pistol armed officers.

10.22. Attacks by Aircraft.

- 10.22.1. Aircraft are classed as either fighters or bombers.
- 10.22.2. Bombers are of three different types:
- 10.22.2.1. Adapted fighter bombers (e.g. Fokkers, Albatrosses, Camels, etc) - 2 light bombs or 1 heavy.
 - 10.22.2.2. Medium bombers (e.g. DH9's) – 6 light or 3 heavy bombs.
 - 10.22.2.3. Heavy bombers (e.g. DH10's, zeppelins, etc) 12 light or 6 heavy bombs.
- 10.22.3. How to bomb:
- 10.22.3.1. Bombs can either be dropped in a line (i.e. one – or more – after another) or as one large dump. Either way, players should mark on the table where the bombs have been dropped, after flying along the line of drop. Each time a drop is made, roll 2D6 for each bomb dropped (1D6 for deviation, 1D6 for distance):
 - 10.22.3.1.1. 1-2: lands 1D6 45° to the left.
 - 10.22.3.1.2. 3-4: lands 1D6 45° to the right.
 - 10.22.3.1.3. 5-6: lands 1D6 straight ahead of the drop point.
- 10.22.4. Note that all bombs will always scatter and always in the direction of the move. Planes may not bomb and machine gun in the same turn.
- 10.22.5. How to machine gun:
- 10.22.5.1. Maximum attack range is 6" from the aircraft stand. Each aircraft attacks with up to 3D6 per machine gun. The direction of the attack is determined by the position of the machine guns. Forward firing attacks take place in 90° arc from the front of the aircraft 45° either side of its line of flight. Twin seat aircraft can fire up to 3D6 for every rear gun in a 180° arc from the rear of the aircraft stand.
 - 10.22.5.2. Only figures within 4" of the initially selected target figure can be included in the target group. Normal modifiers for ground fire do not apply. The following die rolls are required to hit:
 - 10.22.5.2.1. Mounted cavalry, soft skin vehicles or infantry in close order, if in the open: 4, 5, 6.
 - 10.22.5.2.2. Other figures in the open: 5, 6.
 - 10.22.5.2.3. Figures in cover or trenches: 6.
- 10.23. Misidentification.**
- 10.23.1. Whenever a friendly aircraft passes within 6" of own troops in the open roll 1D6. On a roll of 1 the aircraft must attack first friendly unit encountered for one turn.
- 10.24. Air-to-air Combat.**
- 10.24.1. Only takes place when aircraft are within 6" of each other. Each aircraft throws 1D6. If rolls differ by only 1, then the dogfight is unresolved for that turn. If the rolls differs by 2 or more the lower scoring player has been downed/driven off (50/50 throw).
 - 10.24.2. Modifiers applied to the air-to-air combat rolls:
 - 10.24.2.1. Higher tactical rating than opponent: +1
 - 10.24.2.2. Carrying bomb load -1
 - 10.24.2.3. Ace (5 kills or more) +1
- 10.25. Downed Aircraft Crew.**
- 10.25.1. Roll for each crew member (see 10.16. Saving Rolls for Officers/Leaders above) - surviving crew are placed on the table and move as normal – severely wounded crew can only move with the assistance an uninjured or lightly wounded comrade – movement rate 1D6. Aircrew count as pistol armed officers.

10.26. High Altitude Engine Failure.

- 10.26.1. If you are fighting at high altitude – e.g. High Pamirs and the like - and do not have a specialised aircraft, each turn throw 1D6. On a roll of 1 you suffer a catastrophic failure due to a lack of air in the engine and immediately have to break off combat as you struggle to regain control of the old crate (note however you can still move and also still be attacked). Next turn you regain control on a roll of 2-6 on 1D6 (and can move and fight as normal). Should you roll a second successive 1, your plane crashes, and you have to make a saving roll (see 10.16. Saving Rolls for Officers/Leaders above).

11. MELEE.

- 11.1. On a unit's Action Card it can move to contact an enemy unit, this initiates a melee. *Suppressed* units cannot initiate a melee, but units in melee may be, or may become, *suppressed*. Each melee turn consists of 2 rounds – the attacker's and defender's Action Cards. In the first turn of melee only defenders get the benefit of cover, in subsequent turns neither attackers nor defenders benefit from cover, as both sides are assumed to be intermixed. On a unit's Action Card the unit in melee can elect to continue the melee or retire, it cannot rally off a morale marker.
- 11.2. Units with *Retire* or *Rout* markers may not initiate or continue a melee and must leave on their Action Card. They may be attacked though! See 11.9.below.
- 11.3. NB: HMG's and Field guns are counted as one figure in melee, all weapon crews count as stubborn in melee.
- 11.4. The unit with the Action Card nominates pairings before commencing the melee round. Each side of the "pairing" rolls 1D6, applying any applicable modifiers, see 11.6. below.
- 11.5. **Who Can Attack Who?**
- 11.5.1. Cavalry can attack any troops except troops in hard cover (behind walls, etc), tanks, armoured cars or armoured trains.
- 11.5.2. Foot can attack any, (NB foot troops intending to attack tanks, armoured cars or cavalry must first take and pass a morale test).
- 11.5.3. Armoured and wheeled vehicles (e.g. armoured cars, Tchankas, etc) cannot initiate melee, though manned un-armoured wheeled vehicles (e.g. Tchankas) can defend themselves. Tanks and armoured cars do not melee in any circumstances.
- 11.5.4. Heavy weapons (e.g. HMG's, field guns, mortars, etc) can defend themselves but cannot initiate an attack.

11.6. Melee Modifiers.

Mounted cavalry v's infantry in the open	+2
Regular cavalry v's irregular cavalry or infantry	+2
Second attacker fighting a single opponent	+2
Enemy is routing	+2
Ferocious troops attacking	+1
Stubborn troops being attacked	+1
Regular infantry v's irregular infantry	+1
'Warrior' irregular infantry in melee	+1
Officer attached to the unit in melee	+ his rating
Cavalry pursuing/ following up after melee.	+1
Close order cavalry having moved to contact, first round only	+1
Infantry with trench brooms/shotguns v's other infantry	+1
Enemy is retiring	+1
Mounted cavalry attacking across a defended obstacle	-2
Infantry attacking cross a defended obstacle	-1
Attacking to cross barbed wire	-1
Suppressed	-1
Attacking uphill	-1
Infantry fighting in melee without bombs	-1

- 11.7. After applying modifiers to the die rolls if the winner's score exceeds the loser's by 2 or more, then the loser is killed, otherwise the melee continues into the next round. A single figure winning a melee against two opponents kills only one opponent.
- 11.8. At the end of each melee round the losing unit (i.e. the unit losing most figures) must take a morale test.
- 11.9. Either side in a melee may elect to disengage on their Action Card, suffering casualties at a rate of 1 figure for every 5 enemy, suffering a minimum of 1 casualty.

12. PURSUING.

- 12.1. Only cavalry who have caused an enemy unit to retire or rout may pursue. They will follow the path of the defeated unit exactly, throwing their movement dice for distance to be moved immediately after the defeated unit has fallen back. If they contact a retiring unit they will fight a subsequent round of melee, with the usual modifiers. If they contact a routing unit they will destroy half of the remaining enemy figures and take the other half prisoner. For prisoners see 13. The Table of Terror: Prisoners below for the main protagonists to see how they treat prisoners. Cavalry may continue to pursue in subsequent turns, however the timing of this will be driven by the Action Card sequence, as for normal movement. No other troop types may pursue after a melee.

13. THE TABLE OF TERROR: PRISONERS.

13.1. Warfare in this region at this time, particularly engagements out with the ‘liberal’ western powers, could be a particularly nasty affair. Age old enmities were given a new even more vicious twist by new radical political ideas, with ‘justice’ often swift, merciless and cruel. The following table therefore outlines how certain units from the main armies treat and are treated as prisoners (all rolls are 1D6):

Afghans	Regulars massacre prisoners on a 4-6, irregulars always massacre prisoners.
Baron Ungern Von Sternberg	Whilst not noted for his teary eyed sentimentality, the Baron was nevertheless a pragmatist and would try to recruit captured prisoners to his cause. Prisoners are therefore only massacred on a throw of 5-6, other than Cheka and other ‘specialist’ Red troops who are automatically eliminated if taken prisoner. Buddhists are always spared.
Basmachis	Slaughter co-religionists on a 6. Others massacred on a 4-6. All non-muslim Bolsheviks are automatically killed.
Bolsheviks	Massacre regular white prisoners on a 4-6. All white officers and Cossacks are automatically shot (or worse). Everyone else (e.g. ex Axis prisoners of war, western powers, etc) taken prisoner.
British & other western powers, (not former POW’s who count as the army type they are fighting for at the time)	Always take prisoners, unless stubborn troops are captured by ferocious western troops, who massacre them on a throw of a 6, or Ghurkas, who massacre all prisoners on a 5 or 6.
Central Asian irregulars (various armies)	Prisoners all looted and massacred on a 3-6.
Chinese	Ferocious troops (e.g. ‘Dare to Die’) never take prisoners. All others are massacred on a 5-6, except Japanese, who are massacred on a 4-6.
Japanese	Reds and Chinese massacred on a 4-6, all others on a throw of a 6.
Tibetans	All prisoners massacred on a throw of 5-6. Chinese on a throw of 3-6. Ferocious troops add +1 to dice throw.
Turks	Massacre prisoners on a throw of 5-6, co-religionists on a 6.
Whites	Always massacre Cheka, Red Cossacks and other Russian ‘specialist’ troops. Other Reds massacred on a 3-6. All other troops taken prisoner (and offered the chance to fight for the Whites!).

14. DESTROYING BUILDINGS & GATES.

14.1. There are three types of building in these rules: wood, adobe/rammed earth and stone. Wooden buildings count as soft cover, stone as hard, and adobe either, depending on the scale of the structure. For instance, the rammed earth walls around many of the ancient cities of central Asia would count as hard cover (there are numerous accounts of modern artillery being fairly useless against these edifices), but a mere peasant hut is soft. City Gates always count as hard cover. Once again, if in doubt, use your common sense.

14.2. Each time a hit is made with an artillery piece, tank gun or bomb, throw 2D6. A 2” section is destroyed on a wooden building on a roll of 9-12, on a soft cover adobe building on a 10-12 or on a hard cover gate, adobe or stone building on a roll of 11, 12. This is in addition to the normal casualties caused by fire effect. Tanks can demolish city gates (by ramming them) on a roll of 5, 6 on 1D6.

14.3. To set fire to a building, a unit must be adjacent to a building and roll two over their Class Factor to start a fire. They can do nothing else that turn. If the fire is left unattended, the structure or section is uninhabitable after three turns. Fires can be put out on a roll of 4, 5, 6 on 1D6, again by an adjacent unit, who can do nothing else. Engineers can set fire to a building on a roll of their Class Factor or above on 1D6. Note that rammed earth city walls cannot be set fire to.

15. ARMoured TRAINS.

- 15.1. These were frequently used in Russia, and as the 1920's went on, in China also. They were deployed either as ranged (i.e. off table) artillery, or sometimes as a battlefield tactical weapon.
- 15.2. Armoured trains can consist of up to 3 armoured/un-armoured carriages (carrying either infantry, cavalry, field guns, HMG's or a combination – see below), as well as up to 2 turreted armoured carriages and 2 engines (deployed anywhere along the line of the train, but most often at either end). Points values are in the appendix.
- 15.3. Movement: A train may move in either direction along the track. However it must remain stationary for at least one turn if it changes direction. The train moves in increments of 6" (e.g. if it started halted it may move 6" next turn, 12" next turn, etc, etc). The maximum speed of a train is 36". It takes half a turn to mount or dismount from an armoured train.
- 15.4. Firing: All weapons are treated as their dismounted counterparts (including HMG's), however they deduct -1 for their chance to hit for every 6" the train has moved that turn.
- 15.5. Firing arcs: Turreted weapons can fire all round, or as the model suggests. All other weapons have a 90° arc from straight ahead. It takes half a turn to redeploy a HMG within a wagon (can fire at half effect), a full turn for a field gun (cannot fire).
- 15.6. Firing at armoured trains: Armoured components are treated as tanks, both to hit and for saving rolls. Improvised protected wagons (e.g. with railway sleepers) are counted as hard cover, open carriages as soft.
- 15.7. Melee: Armoured components of the armoured train cannot be meleed, in that respect they are treated as armoured vehicles. Others are treated as hard or soft cover, depending on their level of protection.
- 15.8. Carrying capacities: Engines cannot carry any additional crew, with the exception of a C-in-C figure (who is of course capable of driving the train). Wagons can carry up to 10 infantry or 5 cavalry or 2 HMG's or 1 field gun, or any reasonable combination of these.
- 15.9. Morale: Armoured trains never take morale.
- 15.10. Derailing: Armoured trains may only run on undamaged track. If it hits a damaged section of track, the lead engine is automatically derailed, and the wagons following it must dice – in succession – to see what happens to them (start at the front). Wagons are derailed on a throw of 1 on 1D6. Take a -1 for every 6" the train moved that turn. As soon as one wagon passes this throw, all others are safe and do not need to roll. However if it is damaged, keep dicing along the length of the train until you pass a roll. If there is an engine at the back of the train, and it has not failed its roll, it and any surviving wagons may travel in the opposite direction after a three turn delay. Any troops in a derailed wagon get a saving roll on 1D6. A 5 or 6 saves. HMG's and Field guns need a 6.

16. BOATS.

- 16.1. These rules are primarily for land and air battles. However from time to time naval assets are important, or – more often than not – you fancy using them. The Royal Navy was active in the Caspian for instance, and there were numerous White and Red actions on the Volga, etc.
- 16.2. There are three main types of boats in these rules: small, medium and large. Each can either be man, sail or engine powered. At one extreme a rowing boat is a small man powered craft, at the other extreme the Potemkin is a large engine powered ship. Occasionally, you get boats with both sail and engine propulsion (for example clipper style ships in the 1920's and 30's). These are referred to as 'hybrids'

16.3. Boat Movement.

- 16.3.1. The same principles as train movement apply (i.e. move up and down in 6" increments, with the exception of British torpedo boats which can hit maximum speed and stop dead in one turn).
- 16.3.2. Crewed boats have a 'C' and 'M' factor as their land counterparts.

Ship	Maximum Movement			
	Man-powered	Sail(see 16.5)	Engine	Hybrid(see 16.5)
Small	6"	6"	12"	12"
Medium	12"	12"	18"(see 16.6)	18"
Large	12"	24"	36"	24"

- 16.4. Please use your discretion and intelligence to decide what type of ship fits into which category.
- 16.5. Sailing ships with the wind at their backs can add an additional 6" to their movement.
- 16.6. British torpedo boats can always move up to this amount.

17. WIND.

- 17.1. Throw 1D6 at the start of the game:
- 17.1.1. 1 – storm. Man powered/sailing boats cannot manoeuvre. Throw for breaking anchor (1-2 on 1D6). Then throw for drift (1D6 each turn in direction of wind).
- 17.1.2. 2 – no wind. All sailing vessels becalmed. No affect on man/engine/hybrids.
- 17.1.3. 3-5 – light breeze. Sail as normal. No effect on other vessels
- 17.1.4. 6 – stiff breeze. All sailing vessels add 2" to their movement. No affect on other vessels.
- 17.2. Wind direction is random, roll for it at the start of the game. Sailing vessels with the wind in their backs add a further 6" to their movement.

APPENDIX 1: BASIC POINTS VALUES.

I am not a fan of using points values in these rules. Better that an exciting scenario is created and winner takes all! However they can be useful, particularly at the outset as you are getting to know the rules, so here is a basic list. Feel free, as always to adapt, add to and change as you see fit.

C in C's are free, +/-20pts per command ability rating point (e.g. a +2 C in C is 40pts, a -2 C in C is minus 40pts from your army total). A C in C figure is assumed to be either on foot or mounted, though they can command any vehicle or aircraft if they choose to. They are also assumed to be armed with a pistol and/or a rifle, unless otherwise stated. If armed with anything other than a pistol and/or a rifle, they must pay the additional points (e.g. a LMG is an additional 12pts, a sniper rifle is an additional 20pts, etc). All C in C figures are assumed to carry bombs.

Staff Officers, Commissars, artillery spotters and hired enforcers are 50pts each, +/- 10pts for each command ability rating point (as before). Note that a staff officer can never be more than a +1 or less than a -1. They are assumed to be armed with pistol and bombs, unless additional points are paid.

The basic cost of a figure is 4pts, onto which you draft the following:

C2: +3pts	M2: +3pts
C3: +2pts	M3: +2pts
C4: +1pt	M4: +1pt
C5: 0	M5: 0

e.g. a C2 M2 infantryman is 10pts.

To these basic points total, add/subtract the following points:

- 1pt, if rifle armed and not equipped with bombs
- 2pts, if infantry or cavalry and armed with a carbine or single shot rifle
- +1pt, if irregular 'warrior' infantry
- +1pt, for modern tactical ability (regulars only, and few of them at that)
- +2pts, for being 'ferocious'
- +2pts, if classed as 'stubborn' (note that a figure cannot be both ferocious and stubborn, but can be a 'warrior' and 'ferocious' or 'stubborn')
- +2pts, for a 'marksman'
- +6pts, for having a rifle grenade
- +12pts, for having a LMG, flamethrower, light mortar or anti-tank rifle
- +20pts, for being a sniper

A ground mounted HMG, or quick firing artillery (French 75mm/British Mk IV field gun) are treated as the equivalent of eight figures; all other field guns six figures, a trench mortar, anti-tank gun or anti-aircraft gun as four figures of the appropriate type.

Unarmoured machine carriers (which can move and fire) and Tchankas (which cannot, but move faster) are 50pts each.

Unarmoured/unarmed trucks are 20pts each (can carry 10 infantry or 2HMG or 1 Field gun).

Wagons/carts are 10pts each (can carry 5 infantry or 1 – non firing –HMG).

Aircraft: basic fighter is 150pts, armoured ground attack aircraft 200pts, medium bomber 250pts, heavy bomber 300pts.

To these, add the following:

+12 pts for every additional MG over the first two

+ 25 pts to equip a fighter and/or a ground attack aircraft as a fighter/bomber

APPENDIX 2: TANKS AND ARMoured CARS.

These were relatively rare in Back of Beyond, particularly tanks. However, as gamers, we do like to use them, and so I've included stats for everything that was there, and a few more besides! Some of the tanks below never saw action or were, in fact, never made, but as there are some lovely designs at this time I have nevertheless included them. Such vehicles are marked with a large 'X' in the 'Also Used by' column.

Once again, we are not fans of points based games, but for those of you who feel the need, here is a rough outline.

A basic tank costs 100 pts. A basic armoured car costs 50 pts. An unarmoured vehicle (Model T, truck, etc,) costs 25pts

To this add/subtract the following:

C2 +10pts	M2 +10pts
C3 +5pts	M3 +5pts
C4 -5pts	M4 -5pts
C5 -10pts	M5 -10pts

If the tank (though not an armoured car) was manufactured pre-1918, subtract 20pts, as they are more prone to break downs.

If the tank moves less than 2D6, subtract 20 pts.

For each field gun or mortar, add 20pts, for each turreted or pivot-mounted (as on a unarmoured machine gun carrier) machine gun add 10pts, for each fixed machine gun add 5pts. Note all machine guns are treated as LMGs.

If the vehicle is less than fully armoured (e.g 'The Sutton Skunk') subtract 10pts.

Note all vehicles have a Class Factor indicating how well the crew are trained to use and maintain their vehicle. The maximum number of weapons any armoured vehicle can fire in a turn is one less than its total armament (if more than two or less than four), or $\frac{3}{4}$ of its total armament, rounded down. This represents the fact that they were not designed in the main to fire all guns at the same time.

Type	Date	Armament	Move (inches)		Basic Cost	Also used by
			Road	*Cross country		
British:						
Rolls Royce A/C	1914	1MG(T)	4D6	2D6*	60	Whites, Reds
Lanchester A/C	1914	1MG(T)	4D6	2D6*	60	Whites, Reds
Austin A/C	1916	2MG(ST)	4D6	2D6*	70	Whites, Reds
Mark I –V tank	1916	4MG(S) or 2FG(S), 2MG(S)	1D6	1D6		Whites, Reds
Mk V, etc						
Med A “Whippet”	1918	1MG(T)	2D6	2D6		Whites, Reds
Med “C” or “D”	1919	5MG(S) or 1FG(FF) & 2MG	2D6	2D6	150,140	X
Mk VIII tank	1919	2FG(S), 2MG(S), 1FG(FF), 1MG(T)	1D6	1D6	170	X
French:						
Charron A/C	1914	1MG(T)	4D6	2D6*		
White A/C	1916	1FG(T), 1MG(T)***	4D6	2D6*		
Schneider tank	1917	1FG(FF), 2MG(S)	1D6	1D6		
St Chamond tank	1917	1FG(FF), 2MG(FF), 2MG(S)	1D6	1D6		
Renault FT	1918	1FG(T) or 1MG(T)	1D6	1D6		Whites, Reds, USA
Char 2C	1919	1FG(T), 2MG(T), 2MG(S)****	1D6	1D6		
German:						
Erhardt A/C	1915	1MG(T)	4D6	2D6*		T
Bussing Nag A/C	1915	1MG(T)	2D6	2D6*		
A7V	1918	1FG(FF), 4MG(S)	1D6	1D6		
K-Wagen	1919	4FG(S), 6MG(S), 1MG(FF), 1MG(R)	1D6	1D6		X
LK I/II	1919	2MG(FF) or 1FG(FF)	2D6	2D6		X
Austrian:						
Romfell A/C	1915	1MG(T)	4D6	2D6*		
Juncoviz 1 & 2 A/C	1915	1MG(FF), 2MG(S)	4D6	2D6*		
Belgian:						
SAVA/Minerva A/C	1914	1MG(T)	4D6	2D6*		
Italian:						
Lancia IZ A/C	1915	1MG(T)	4D6	2D6*		
Tipo 2000 tank	1919	1FG(T), 2MG(FF), 4MG(S), 1MG(R)	1D6	1D6		X
Tipo 3000 tank	1921	2MG(T)	2D6	2D6		X
Russian:						
Austin-Putilov A/C	1916	2MG(T)	4D6	2D6*		
Austin-Putilov ½ track	1916	2MG(T)*****	4D6	2D6		
Putilov-Garford A/C	1917	2MG(S), 1FG(R)	4D6	2D6*		
Isotta-Fraschini A/C	1917	2MG(T)	4D6	2D6*		
Treat the Russian KS tank the same as the French FT (which is what it basically is)						
American:						
Ford Mk I tank	1919	1MG(FF)	1D6	1D6		X
Ford 3 T tank	1919	1FG(FF) or 1MG(FF)	2D6	2D6		X
Chinese:						
Sutton Skunk	192?	2MG(FF) or 1mortar (RF)	1D6	1D6		

a. Key to Vehicle Armament Data

FG: Field gun of between 37mm and 75mm calibre

MG: Machine Gun (treated as a LMG)

FF: Forward firing. Arc of fire is 15 degrees either side of straight ahead, except for the French Schneider tank, which may fire in a 45 degree arc to the right of straight ahead.

S: Sponsoned or side-facing. Half of the total number of guns may fire in a 160 degree arc to either side, but none can shoot within 10 degrees of directly ahead or behind.

T: Rotating Turret. Arc of fire is 360 degrees. Two offset turrets, as in the Russian Austin-Putilov armoured car, are treated like a single turret mounting 2 guns. Most German armoured cars. Like the

British Whippet and Medium C tanks, actually had several guns firing in different directions out of slits in a fixed turret, but not enough crewmen to operate them all simultaneously. Therefore they too are treated as if they were single weapons in a rotating turret.

ST: Twin side-by-side turrets as in the case of the Austin armoured car. Half of the weapons may fire in a 180 degree arc to each side; all of them may also fire directly ahead or behind.

R: Rear-firing, up to 15 degrees either side of directly behind.

Notes:

* Paved roads/good cross country. A/C's cannot cross difficult terrain

** British R.E. (Royal Engineer) tanks each carry one large fascine, which can be used to bridge any trench, ditch or stream. It assumed to be 4 inches wide, and allows all figures and vehicles to cross the obstacle over that frontage as if it was open ground. The tank needs to spend one full turn halted to place the fascine.

*** The French White armoured car had a 37mm gun and machine gun pointing out of the same turret in different directions; both of these have a 360 arc of fire, but only one can be used in a turn.

**** The Char 2C had exceptionally thick armour for the period. Therefore it is invulnerable to HMG's and anti-tank rifles from within its 180 degree frontal arc.

***** The Austin-Putilov half track travels at 2D6 inches in good going, and 1D6-2 in difficult. It may destroy wire like a tank, but it cannot cross trenches or other obstacles.

APPENDIX 3: OPTIONAL RULES.

1 Exploding Barrels.

When fire is directed into a warehouse, trading station, etc. (designated before the game starts), or at barrels on the table, there is a risk of stores exploding.

When firing at enemy figures - for each missed shot role 1D6 – score of 5 or 6 results in 1D6 “exploding barrels”.

When shooting at barrels as a target – normal rules to hit apply, hits resulting in the barrel “exploding”.

Place the direction template centred on the firer’s target, 2 facing towards the firer, role 2D6 for direction and 4D6 for distance determining the point of impact. Where the barrel lands dice for casualties, for all subjects within the 4” diameter burst, as if under artillery fire.

2 Lighting up the Town.

Building are at risk of catching fire under the following circumstances:-

When buildings are hit by shell fire.

When buildings are looted (buildings are looted automatically by irregular troops, regular troops must be ordered to loot, looting takes one full turn).

When adjacent buildings are within 3” of those on fire, for each turn on fire.

Building deliberately set on fire.

To catch fire role 2D6:-

Building Type	Shell Fire	Looting/Deliberate	Adjacent Building
Stone/Adobe	11, 12	10 - 12	12
Timber	10 - 12	9 - 12	11, 12

Building type shall be designated before commencement of the game, fortifications cannot catch fire.

Buildings, once set alight, burn for 4 subsequent turns, troops within the building must vacate by the end of the following turn, they can only remain in the building to fight the fire, but can only do so for a maximum of 2 turns after which they must vacate if the fire is not extinguished.

To extinguish a fire role 2D6 per 4 figures fighting the fire:-

Building Type	1st Turn on fire	2 nd Turn on fire	3 rd & 4 th Turns on fire
Stone/Adobe	10 - 12	11, 12	vacate the building
Timber	11, 12	12	vacate the building

3 Strategic Movement.

For “big table” games.

This is for movement at the beginning of the game and prior to firing or troop engagement. Strategic Movement ends for a player when he elects to fire and effectively engage an enemy (i.e. inflicts a casualty or casualties) or is on the receiving end of casualties from fire. Other unaffected players may continue to strategic move.

Movement rates are the maximum possible under the normal rules, i.e. infantry in good terrain have a Strategic Move of 12” (2D6), the player electing how much of the strategic move is used.

Strategic movement rates apply only to land movement.

4 Civilians & Angry Mobs (Class 5).

Class 5 troops represent untrained civilians. They differ from trained soldiers in that they (naturally) want to avoid combat, and will normally scatter when trouble looms. They are normally controlled by the umpire, for reasons that will become clear below.

Their morale does make a difference to this default stance, and importantly, they are the only figure types whose morale can vary during the game. This ranges from M2 (the best) who are counted as an 'armed angry mob', M3 'unarmed angry mob', M4 'restless mob' to M5 (the worst) 'law abiding citizens'.

At the start of the game, unless the scenario prescribes differently, all Class 5 troops start as unarmed M5's. Ordinary, peace loving, law abiding citizens. They will, unless cornered, try to move away from advancing military units and retreat to the nearest cover. When this happens they are removed from play.

However (and this is where it gets interesting), if they have to take a morale test (which is for all the normal reasons stated below) or if they come under fire of any sort, or are within six inches of a fire fight, and then pass the morale test, their morale goes up one class to M4 ('restless mob'). A 'restless mob' no longer has to retreat in the face of military units, but cannot initiate combat. If it has to take - and passes - a subsequent morale test it becomes a M3 'angry mob'. Angry mobs can initiate improvised missile combat at a range of up to 4". This represents rocks, bottles, iron bars, etc. being hurled in the direction of any enemy military unit. Angry mobs will not however attack troops of their own side, but will instead support their actions, without taking undue risks (human shields have never been a popular tactic with your own side!). If they pass another morale test they become an 'armed angry mob' and are assumed to have acquired or liberated firearms (count as obsolete), and can attack any enemy units. If they capture any enemy weapons, vehicles or equipment they can fire these at a -1, and if moving them do so at half speed.

Mobs of any sort are however brittle instruments, and so if they fail a morale test they will: drop one morale rating, retreat for a full turn and are **Suppressed** (go to ground). If they fail two morale tests in a turn they will rout and disperse.

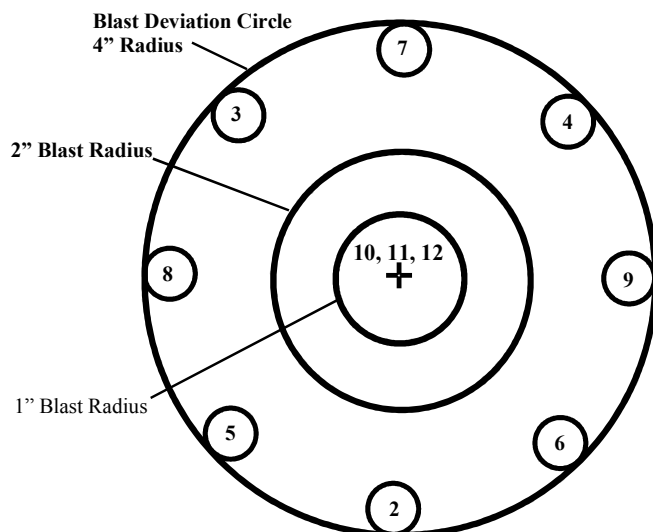
Relevant rabble-rousers can inspire mobs who are on their side. E.g. A Bolshevik Commissar with Bolshevik civilians, an Orthodox priest with White Russians or a mullah with Mohammedan troops. These are the main 'rabble-rousers', though you may wish to invent others (a 'wee free' missionary with his colonial congregation anyone?). Any rabble-rouser with a 'mob' automatically adds +1 to their morale throws. A clever player can therefore turn the umpire controlled mob to his advantage! Look at the career of V.I. Lenin to see how that can really work!!!

APPENDIX 4: TEMPLATES.

1. Fire Template

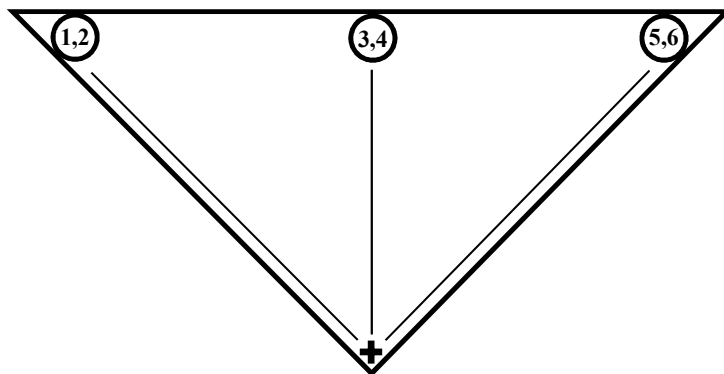
This template is used for weapons with a burst radius and for artillery fire deviation.

- 1.1. For burst effect the template is placed, centred on the aim spot, all figures under (or partially under) the appropriate burst – 1" or 2" radius are rolled for according to the rules.
- 1.2. For Opportunity Observed fire the template is centred on the aim spot, 2 facing towards the firer, roll 2D6 for each round and mark where they actually land then dice for casualties as 1. above.



2. Bomb Deviation

This template is use when carrying out any type of bombing run, see 10.22.3.



APPENDIX 5: ARMY MORALE.

Army morale must be tested under the following circumstances:

- 1 When the armies casualties exceed the “no test” levels in the table below.
- 2 If the army commander is seriously wounded or killed.

Modifiers.

If more than 50% of the army is in cover	+1
If army commander has been seriously wounded	-1
If army commander has been killed	-2

For each test roll 1D6, applying modifiers as appropriate and refer to the table below matching the score with the army’s casualty level, armies failing to achieve the required roll fail their morale test. 1Fail and the army halts and cannot advance, if the army fails again it must retire, a third failure results in the army routing off the field abandoning all heavy weapons.

Nationality	Score required to pass Army Morale Test for relevant casualty level				
	No Test	3, 4, 5, 6	4, 5, 6	5, 6	6
Bolshevik	0-39%	-	40-49%	50-59%	60-100%
White Russian	0-39%	-	40-49%	50-59%	60-100%
Don Cossack	0-49%	-	50-59%	60-69%	70-100%
Bukharan	0-49%	-	50-59%	60-69%	70-100%
Der Baron	0-49%	-	50-59%	60-69%	70-100%
Turks	0-49%	-	50-59%	60-69%	70-100%
Japanese	0-49%	-	50-59%	60-69%	70-100%
American	0-49%	50-59%	60-69%	70-79%	80-100%
British	0-49%	50-59%	60-69%	70-79%	80-100%
German	0-49%	50-59%	60-69%	70-79%	80-100%