Ten Rounds Rapid – The White General

Fast play Rules for 15 mm Russian Civil War.

1. Acknowledgement

These rules were originally designed by Ian Shaw and published by ”Wrexham & District Wargames Club”as Ten Rounds Rapid, White Heat of Change. We, Den Ståndaktige Tennsoldaten (The Steadfast Tinsoldier) a Swedish wargames club, were looking for a rules for the Russian Civil War and found these rules to excellent for this particular period. I have made some changes to the rules mostly to more accurately represent this period of history and some minor adjustments for clarification of some rules.

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The name The White General refers to the beliefs during WW1 that a white general would emerge an save the motherland from its difficulties (as General Skobolef had done during the russo-turkish war of 1877). The term “white” were then used by the counterrevolutionary forces during the civil war.

2. Introduction.

This set of rules covers the unfashionable period of the Russian history known as The Russian Civil war. The major Combatants of the RCW are usually defined by colours: The Reds, being the Pro-Revolution Socialist/Bolshevik forces; The Whites, Enemies of the Revolution fighting for the return of the ”old system”, a more moderate political system or even for personal gain. The Blues, the Great powers intervention forces, usually fighting together with the White forces but with their own agenda. All the Great powers were represented Britain, France, USA, Japan, Italy and Germany. Finally there were the Greens being native to land the conflict was fought over such as Muslim minorities, Ukrainian partisans and some Cossack hosts.

The breakdown of the regular army, the vast area and the special circumstances over which the war fought forced the combatants to fight a different type of war. The war was very mobile and was largely fought for the control of railways, hence the large use of armoured trains and cavalry. Forces involved were usually quite small compared to WW1 and armies were constantly hampered by desertions and diseases. Sophisticated trenchsystems were rarely used, except for last phases of the war in the south during the defence of Crimea. Many of the WW1 developments such as tanks, gas, flame-throwers etc were almost only used by the Blues.

For the gamer the war is interesting, apart for the historical aspect, because it provides the gamer with lot of different scenarios, all the way from almost Napoleonic battles with cavalry engagements to bloody WW1 wire and machine gun set-piece battles using the same figures. The lack of overly sophisticated tactics resulting in rather low casualty rates allows you to play with relatively small forces. The armies are very differentiated, but most figures can used in almost all of them except some of the Blues. Last but not least the figures themselves are easy to paint and yet looks interesting enough to keep the uniform buff satisfied. (By far the most ugly uniform I ever seen was that of the ”red hundred”, the crew on Trotsky’s personal armoured train, in red leather from top to toe including the red army pointed cap.)

3. Scales and Figure representation

In rules of this type all scales are something of a fudge, particularly time and movement scales. So :-

Time Scale is approximately1/2 Hour per move. The time have been chosen to allow some engineering

and vehicle repair to be carried out.

Ground Scale is 1 cm = 20 m, approximately. All distances are quoted in centimetres, so there is no need to work anything out. Use this scale for 20 mm, 10 mm, and 6 mm figures as well.

Figure and Model Representation.
This is somewhat more complex. The exact ratios vary between various armies, and at various times. Some fudges will be needed to account for this, so a few example units are included, to help make the process clear. Firstly the ground rules or guide lines are :-

Infantry and Cavalry:
1 Rifle Section is an infantry company. Therefore a rifle company will have between 6 and 10 figures. This restriction is deliberate, and ignores the sections, or squads if you insist, which have more than 10 figures these should be reduced to that size. Additionally any LMG, and any support weapons or other specialist figures or weapons operated must be represented. Flame thrower teams must be correctly modelled, and specialist infantry such as Stosstruppen should be appropriately modelled. Cavalry who can operate dismounted should be provided with duplicated mounted and dismounted figures. You may find it easier to base the bulk of figures in multiples of 2 or 3, leaving specialists figures and weapons on single bases. Officer regiments and Cheka units should be mounted on single figure bases to make attachment to other units easier.

A platoon HQ represents a battalion HQ. This means that there must be a recognisable officer figure.

Tripod MG models represent two weapons.

This means that a scaled battalion will have about 20 to 50 figures with some support weapons. Unfortunately for this period you will need about a brigade/regiment of infantry due to the lesser dispersion used particularly in the earlier years.

Vehicles :
Fighting vehicles each represent 1 Platoon of vehicles. This means that a vehicle represents between one to five real vehicles. The actual organisations changed considerably between 1917 and 1925 by which time they had settled down. Transport vehicles represent enough of their prototypes to lift or tow their assigned passengers or guns.

Artillery and Mortar Models represent from one to four weapons, larger batteries are represented by two models. Batteries are kept together at all times. This is due to the lack of communications which made artillery much less flexible than it became in the later periods.

4. Formations

Infantry units may be in three different formations: Close order (infantry in close contact with each other, early WW1 attack columns etc), Normal order (normal skirmish formations) and Extended order (units in skirmish formation operating in separate platoons). Infantry in Normal order is represented by a single line of figures in base contact with each other. Close order is represented by a double line in base contact. Extended order by a single line not in base contact with up to twice the normal frontage for the unit.

Formations may only be changed when the unit is activated (exception: unit activated by being a target for a Cavalry charge may not change formation). If terrain makes correct representation of formation difficult, formation should be clearly stated when the unit is activated. If no statement was made the unit is assumed to be in normal order. (example: a unit in extended order is advancing through a gap between two woods with insufficient space to deploy in a single line. The unit could be placed in several lines with as little base contact as possible and stated to be in extended order)

The effect of Formations are that Close order troops are easier to hit but easier to control (making this a typical green troops formation). Normal order means no modification, e g normal. Extended troops are

more difficult to control and more difficult to hit.

5. Army Organisations.

For examples of Blue Army organisations for WW1 refer to the rules set Ten Rounds Rapid, White heat of change included on the freewargamesrules site. I am working on the compositions for the major forces of the RCW

Game and Move Sequence.

At the start each move both players roll a D10. The higher score then attempts to motivate his first unit. This is covered under Section 4 Morale. Once this unit has finished all its actions the opposition may activate a unit. In a big game with multiple players divide the table into sectors, and assign at least one battalion sized unit to each sector. Check to see who moves first in each sector. Both sides should use the same sectors, and are restricted to operating only in that sector.

When testing roll for company sized units, and supporting platoons, i.e. as detailed in the examples above.
Off table artillery activates when it's OP team, if it has one, is activated.
On table artillery is treated in the same way as any other unit.
Off table artillery with no OP team must be programmed, and fires at the start of the move.
Aircraft attack during the first phase of the move at the same time as programmed artillery.

Infantry, Cavalry (inc tchankas) and AFV's may move and fire, or fire and move. However units attempting engage aircraft may not move and fire.

7. Preliminary Bombardment

Unlike World War II and Modern warfare there was a tendency in World War One to fire long slow bombardments stretching over weeks. This was rarely done in the Russian civil war as neither the time or the number of guns were available to make the bombardment effective. They were for instance used during the last offensive against Wrangle's Army in the Crimea. When used, despite popular opinion, did cause much damage to those under them. However they do make for a very boring game. If used use the following rules to reflect the this. They are comparatively ineffective over very long periods with sustained bombardment. Intense (Hurricane) or Gas bombardments may only be used by large forces of "blues". Rather use burst patterns an area of the table which contains a defined feature such as a ridge or defence line is used as the target.

The factors used are as follows

Basic Factor 4

If Using Gas +1 (Blue Armies only)

If Intense Bombardment +2 (Blue Armies only)

Reduce these by the cover modifiers. Note in particular the reductions for shrapnel ammunition.

Roll once for each HQ unit company, squadron, battery, or vehicle under the fire using a D10. Add to the die roll for each extra day after the first if using a slow bombardment up to + 3.

8. Morale.

In these rules morale is called motivation, and must be checked by each unit in any move that it attempts to carry out any combat action. This includes moving forward, firing on located enemies, and rallying if it has broken. Motivation is checked by Company, or Independent Weapons or Support Platoon. All battalion sized units must be grade at one of the following three levels :

Green - this represents poorly trained or poorly motivated units.
Normal - this represents the bulk of most armies.

Elite - Highly motivated units such as White Officer and Cheka battalions.

Units have a motivation number based on level :

reen have a motivation number of 4
Normal other have a motivation number of 6
Elite other have a motivation number of 9.

To see if a unit is motivated roll a D10 and add the motivation number. Modify this as follows :

Advancing or firing artillery + 1
Retiring - 1
Enemy AFV within 20 cm - 2
Enemy mounted cavalry within 30 cm - 1
No friendly units within 20 cm - 1
In Field Defences +/- 1
Officer lost - 2
Officer Cadre or Cheka lost - 1
Per Figure Lost - 1
Per Figure this move - 1
Close Order + 1
Extended Order - 2
AFV/ Bunker immobilised or weapon lost - 2
Under Flame or gas attack - 2
Subject to Sustained/Intense Bombardment - 1*/ -2*

* These factors apply throughout the game to all units which have been attacked in this way, to reflect the long term morale effects of such attacks.

Results :-

Any unit other than artillery scoring over 18 will advance at full speed towards the nearest located enemy, or position which could be concealing one. Artillery will carry on with its current orders.

Any unit scoring 8 or more carry out any action they wish.

Any unit scoring 4 or more may only move forward at 1/2 speed, and may not move closer than close range to any located enemy. Artillery will carry on with its current orders.

Any unit scoring 1 or more retire to the nearest cleared terrain feature, and halt until they can motivate with a score of 10 or more. Off table artillery will carry on with its current orders. On table artillery will attempt to limber up and move out of sight of any visible enemy. Firepower is halved.

Any type of unit scoring 0 or less routs, moving towards the edge of the table it entered from. If it cannot get off table it will surrender to the first enemy unit in its path. No firing.

9. Morale Stiffening

Special figures can be detached from their parent units and attached to Normal or Green units to act as a morale stiffener. Using the morale stiffener raises the unit morale one level for activation purposes only. Morale stiffening can used any number of times There are two kinds of specialist figures that can be used as morale stiffeners:

Officer Cadre (Whites only)

These units represents small detachments of men from the special Officer regiments (Kornilov, Markov, Drozdovsky etc) that served in the white Armies in southern Russia. Using the Officer Cadre will result in a greater risk that the Officer Cadre becomes a casualty. (See effects of casualties, specialist figures)

Cheka (Reds only)

These units represent the dreaded political and security forces under the leadership of Felix Dzerzhinsky. The predecessors of the NKVD and KBG. Every time a units morale is stiffened by the Cheka a casualty roll with the fire factor of 1must be made against the unit. If an eventual casualty results, through the specialist figure procedure (See effects of causalities, specialist figures) in the elimination of the Cheka unit itself the unit will defect to the other side. If defection is not possible due to the circumstances (use common sense) the unit will immediately disband.

10. Observation.

One of the most important features of World War I was the appearance of the empty battlefield, with few or no men visible to the enemy at any time in the front lines. This can cause problems, since a table top general can see all of the units deployed by his opponent, and if not restricted to react to them unrealistically. So we need to include an observation test to limit what can be seen, and therefore fired at. The real situation is very complex, so this section is very much simplified. It is covered by the use of both maximum visibility distance and a test to see models in terrain features. Line of sight should be checked from centre to centre. In the case of foot figures the centre is the top of the head, even if prone. The distances can also be modified by weather and night, but these are left as optional rules. To be seen there must also be a line of sight, which may not be broken by :

Building models
Patches of wood.
Areas of higher ground.
Planned Linear Bombardment.

Units do not break line of sight.,

The **maximum visibility** distance is **150** cm.

Moving Vehicles and **moving mounted troops** can be seen at **maximum visibility distance**.

Moving foot troops and **stationary vehicles, heavy weapons** and **mounted troops** can be seen at **100 cm**.

Stationary foot troops , and **vehicles, mounted troops or heavy weapons on the edge terrain features** can be seen at **50 cm**. This applies to hull down vehicles.

Foot troops on the edge of a terrain feature, or stationary along a wall or hedge can be seen at **25 cm**.

However if models are **concealed** in or along a terrain feature they will only be seen automatically at **half the distances** shown above. Otherwise they can only be seen after a successful location test. Roll a D10 :

Vehicles, mounted troops and heavy weapons are located on a score of 7 or better at 25 to 50 cm.
Infantry are located on a score of 9 or 10 at 12.5 to 25 cm.

Troops who are **firing** are not concealed unless in broken ground, if firing **small arms, MG's** or **mortars** they will be seen at **100 cm**, if firing **heavier weapons 150 cm**.

11. Movement.

All move distances are quoted in centimetres. The distances that AFV's can move are based on their cross country speed. When moving in poor or bad terrain, or trying to cross a linear obstacle such as a hedge fence or wall units and individual roll terrain penalties. These take the form of a D10 centimetres

deducted from the distance moved. I have included some examples of vehicle speed classes to allow others to be fitted in. It is not comprehensive. Similarly the definitions of poor and bad terrain are not comprehensive.

Movement Table

Movement	**Road**	**Cross Country**		**Penalties**		
Type	**Rate**	**Rate**	**Poor**	**Bad**	**Impassable**	**Linear(1)**
Infantry	20 cm	20 cm	1 P	2 P	3 P	1 P
Cavalry*/Bicycles /Tchanka	30 cm	30 cm	2 P	3 P	N/A	1 P or 2 P**
Horse Transport	30 cm	25 cm	2 P	3 P	N/A	N/A
Manhandled Gun	10 cm	5 cm	3 P	N/A	N/A	N/A
Wheeled Vehicles	60 cm	30 cm	2 P	3 P	N/A	2 P
V. Slow Tracked	25 cm	20 cm	1 P	2 P	3 P	1 P
Slow Tracked	40 cm	30 cm	1 P	2 P	4 P	1 P
Medium Tracked	60 cm	40 cm	2P	3 P	6 P	1 P
Fast Tracked	70 cm	45 cm	3 P	4 P	7 P	1 P
A/Train	unlim	N/A	-	-	-	-

* Charging horse adds one D10 to its move distance.

** Where two penalties are shown, as with Cavalry and Bicycles the first figure is for the first list type, i.e. cavalry.

(1) This applies to normal types of hedge, fence, wall or drainage ditches. For large obstacles, such as walls or fences of over 1.5m high, (figure height on a standing model) and rivers or larger streams add 1 penalty. For particularly solid hedges such as Bocage add 2 Penalties. Specialist hedgerow cutters and bulldozers subtract one penalty when crossing linear obstacles. Barbed wire is impassable to cavalry and wheeled transport. Infantry take one penalty per cm width, if it is deeper than 3 cm roll three dice and subtract the result. This continues until the wire is fully traversed.

Poor going woods to AFV's, cavalry and infantry moving off roads in towns, soft ground, vehicles going up shallow slopes and similar.

Bad going woods to other vehicles, boggy ground to all vehicles, marshes, rubble and crossing wide trenches or A/T ditches to infantry, and steep slopes to all.

Impassable is swamp to all, rubble to vehicles, A/T Ditches to vehicles. Cliffs to all.

Tracked AFV's crossing barbed wire count as if bad going, and reduce the remains to poor going for infantry.

Infantry take 1 penalty from their move to mount or dismount vehicles, except bicycles, which are free to dismount.

Vehicles and horse transport take 2 Penalties to limber/unlimber towed weapons, or unload passengers.

Cavalry take one penalty to dismount, and must leave 1 figure in 4 to hold the horses (round this to the nearest whole number).

Any figure or vehicle moving and firing takes one penalty to do so. Towed weapons, Tripod MG's, Medium or heavier mortars, and weapons firing at aircraft may not move and fire.

Some examples of Tracked Vehicle Speeds :

Very Slow : British and French Heavy Tanks, Renault FT, A7V.
Slow : Whippet, Medium B and C . MS-1
Medium. : Vickers Mediums, Panzer I, T26's.
Fast : Japanese Tankettes.

12. Direct Fire at Infantry and Soft Targets

This covers infantry small arms fire, support weapons fire from tripod MG's, auto cannon, and firing HE from vehicles and deployed guns. All use the casualty chart to see what results occur.

Ranges.
There are five range brackets for firing, Point Blank, Close, Medium, Long, and Extreme. They are different for different weapons. These are measured from closest point to closest point.

	Point Blank	**Close**	**Medium**	**Long**	**Extreme**
Small Arms/ Pivot MG's	to 4 cm	to 8 cm	to 24 cm	to 40 cm	to 60 cm
Tripod, Turret MG's	to 4 cm	to 20 cm	to 40 cm	to 60 cm	to 75 cm
Auto Cannon	to 4 cm	to 24 cm	to 50 cm	to 60 cm	to 100 cm

Basic Small Arms Factors.

The basic factor for small arms fire is 1 per firing figure, but no more than 10 figures may fire in the same group. The basic factor is modified as follows :

+ 4 If Carrying LMG (+ 2 If unit has taken one LMG specialist figure casualty)

+ 3 If Assault Company at Point Blank
- 1 If Assault Company at medium, Long or Extreme Range.
+ 3 Charging cavalry
+ 2 Target is Green
- 2 Target is Elite
- 3 Firing Mounted

Factors for Support Weapons
These are primarily LMG's, tripod MG's and auto cannon up to 40 mm. The calibre of a Machine Gun makes little difference to soft targets, larger weapons fire slower, and therefore generate less fire, but it is more effective when it hits. Fire is resolved by MG platoon, or single heavy weapon or vehicle. The basic factors are :

Single Vehicle Pivot mounted MG/HMG/Auto Cannon 4
Twin Vehicle Pivot mounted MG/HMG/Auto Cannon 6
Single Tripod or Turret mounted MG/HMG/Auto Cannon 6
Twin Tripod or Turret mounted MG/HMG/Auto Cannon 8
Triple Tripod or Turret mounted MG/HMG/Auto Cannon 9
Quad Tripod or Turret mounted MG/HMG/Auto Cannon 10.

Fire modifiers.
The two sections above give the basic fire values. The basic factor is used on Column C. These are increased or reduced by column shifts. The table below gives the final factor after such modification. This takes account of range, cover, movement, target formation and other factors. Any shift which would move the factor off the table to the right means that the fire is ineffective, if to the left use the leftmost column

For Range		**For Cover**		Target Formation	
At Point Blank	2 Left	Light Cover	1 Right	Close order	1 Left
At Close	1 Left	Medium Cover	2 Right	Extended order	1 Right
At Long	1 Right	Heavy Cover	3 Right	Mounted troops	1 Left
At Extreme	1 Right	Total Cover	4 Right	Tchanka	1 Left

Point Blank may only be used if the unit in question has grenades.
Vehicles firing on the move 1 Right.
Vehicles running over Infantry count as if firing a Quad MG/HMG, and only take cover modifiers.
Shrapnel moves an extra 2 right for targets in cover.

Final Fire Factors

A	**B**	**C**	**D**	**E**	**F**

2	2	1	1	1	-
4	3	2	1	1	-
6	4	3	2	1	-
8	6	4	3	2	1
10	8	5	4	2	1
12	9	6	4	3	2
14	11	7	5	3	2
16	12	8	6	4	2
18	14	9	6	4	2
20	15	10	7	5	3
22	17	11	7	5	3
24	18	12	9	6	3
26	20	13	9	6	3
28	21	14	10	7	4
30	23	15	11	7	4
32	24	16	12	8	4

Fire Factors over 15 are divided into increments of 15 and handled by additional rolls on the Casualty Table. (example: a Fire Factor of 32 will result in two rolls on row 15 and one roll on row 2)

Casualty Table

					Die Roll					

Fire Factor	1	2	3	4	5	6	7	8	9	10
1										1
2									1	1
3								1	1	1
4							1	1	1	1
5						1	1	1	1	1
6					1	1	1	1	1	1
7				1	1	1	1	1	1	2
8			1	1	1	1	1	1	2	2
9		1	1	1	1	1	1	2	2	2
10	1	1	1	1	1	1	2	2	2	2
11	1	1	1	1	1	2	2	2	2	3
12	1	1	1	1	2	2	2	2	3	3
13	1	1	1	2	2	2	2	3	3	3
14	1	1	2	2	2	2	3	3	3	3
15	1	2	2	2	2	3	3	3	3	4

Effect of Casualties.

Specialist figures

Once the number of casualties has been decided they must be allocated. This is important to see if any specialist figures are removed. These hits are permanent. To determine if specialist figures are casualties roll a D10 for each casualty taken (modified by +1 for each figure the unit has lost), a die roll of 10, or 9-10 if Officer Cadre stiffening was used this turn, results in a specialist figure casualty (if 9 was rolled the Officer Cadre will be eliminated, leading from the front). Specialist casualties are then allocated randomly among the specialists. (special case: if the specialist casualty resulted from Cheka Stiffening and the

Cheka became the casualty, the unit will defect).

LMG armed troops are considered to have two specialist figures with LMG. One LMG casualty reduces the modifier to + 2

Machine Guns and Tchankas

Machine guns and Tchankas are in extended order. Machine guns are counted as one cover status higher (making maximum use of terrain). Machine guns can take two hits before being destroyed. The first hit reduces the basic factor by half. A second hit eliminates the machine gun. Tchankas can three hits. The first hit reduces the basic factor by half, The second hit removes the capability to move and fire and the third eliminates the tchanka.

Field Guns

Field guns with shields, fired at from the front, can only be hit by small arms fire at close or point blank range, charging cavalry or being fired at by Auto Cannon or Artillery firing HE (counting as cover for Shrapnel). Field guns fired at from rear or flank (behind a straight line through the shield) or without shields can be hit by any weapon. Gun crews are in extended order. Gunshields counts as medium cover. One hit reduces stationary fire at soft targets to once per firing. Two hits reduces HE factor by half. The third hit eliminates the Field gun.

Soft Transports

Soft transport counts as light cover. Soft transport takes 1 hit per 2 casualties, Passengers take hits as normal, in addition to any on their transport, so that it offers no protection to its passengers. Soft transport are eliminated when half the passengers are eliminated.

Cavalry Charges.
Mounted Cavalry was frequently used by all sides in the RCW. To reflect this use the following procedure. On activation declare the target of the charge. It need not be able to reach the target, and it may not be measured. Roll one penalty die and add the result to the move for activated squadron. A charge may not be launched if any penalties would apply. The target of a charge rolls for activation and fires at the charging troops at the end of their normal move (this does not count as their activation for the turn). Mounted enemies may declare a countercharge. If after the defensive fire, the cavalry have managed to contact within a normal move they will do so. Otherwise take another activation test for the charging cavalry to charge home. A charging unit that contacts fights as an assault company at close range (lancers as point blank). It's targets fight as if at medium range. After the initial charge both fight at close range and lancers take a minus 2 factor if fighting non-lance cavalry.

Direct Firing HE.
This section covers firing High Explosives over open sights. Tanks may fire with any weapon carried. Casualties are decided in a similar way to those from small arms fire. However first you need to see if the target has been hit. There is also a minimum range of 2 cm, to keep the firing model out of it's own HE fire. To hit a target roll a D10, and **subtract 4** if the **firer is moving** :

Range Guns	**Range Mortars**	**Die Roll Needed**
Up to 30 cm	10 - 30 cm	2 +
Up to 60 cm	Up to 40 cm	4 +

Up to 90 cm	Up to 40 cm	6 +
Up to 120 cm	Up to 60 cm	8 +
Up to 150 cm	Up to 75 cm	10 +

Deployed artillery and stationary vehicles may fire twice with HE at soft targets. Firing at armoured targets they

may only fire once. Heavy weapons (over 160 mm) may only fire may fire once only every other move regardless of target type. The factors for HE fire are listed below. They take the modifiers for cover, but not range which is covered by the roll to hit. To keep things simple hits which miss are ignored. This is somewhat unrealistic, so players can if they wish use the following. Instead of ignoring misses the shells will land 5 cm short of the target point for each point the modified score is lower than that needed. So if a score of 8 is required and 4 is rolled the shell lands 20 cm short of the intended target.

Gun Calibre	**HE Factor**	**Shrapnel Factor**
MG's	-	4
Up to 46 mm	4	5
Up to 70 mm, 60 mm Mortars	6	7
Up to 85 mm	7	8
Up to 125 mm 3" & 81 mm Mortars	8	10
Up to 160 mm, 4.2" & 120 mm Mortars, Rockets	9	11
Up to 240 mm Guns and Mortars	10	12
Larger Guns and Mortars	11	-

Flame-throwers.
Used only by Blue armies. All figures and models between the firer and it's maximum range are attacked

with a factor of 16. Range modifiers are used, but cover ones are not. The Range is 4 cm

13. Firing at armoured targets (AFV & Pillboxes)

This section covers the firing of anti-tank weapons. They may be used against armoured vehicles, soft transport, deployed artillery and located bunkers. This period saw some specialist weapons appearing, but they were few, normally restricted to A/T rifles and light cannon. The procedure is fairly simple, and the number of modifiers has been kept to a minimum. The number of hits are determined by the formula :

D10 + Gun Strike Value - Vehicle Defence Value

+/- Range Modifier
- Movement Modifiers
- Concealment Modifiers

Gun strike values and Vehicle Defence values are shown later. However it should be noted that the Strike values are generalised, since most weapons only had HE ammunition.

Range Modifiers.
There are 5 ranges used, as for small arms fire. The modifiers are :

Point blank +2
Close +1
Normal 0
Long - 1
Extreme - 2

The distances vary with the type of weapon being fired, and are covered below. Measure from closest point of the hull to closest point of the hull.

Weapon	Point Blank	Close	Medium	Long	Extreme
Rifle Grenades	to 2 cm	to 4 cm	to 8cm	to 10 cm	to 12 cm
AT Rifles	to 4 cm	to 8 cm	to 24 cm	to 40 cm	to 60 cm
HMG's and Auto Cannon.	to 4 cm	to 15 cm	to 30 cm	to 40 cm	to 75 cm
Field Artillery	to 4 cm	to 20 cm	to 40 cm	to 60 cm	to 100 cm

Movement Modifiers
Self Moving - 2
Target Moving - 1

Concealment Modifiers

Concealed in Wood or Built Up Area - 1
Concealed behind hill or Dug In - 2 (Vehicles claiming this may not fire sponson mounted weapons)
Camouflaged Target - 2

Examples of Vehicle Defence Values

Defence Value	Vehicles
1	Non-Russian A/Cars, Tank Mk I-III, Tank Mk X, Vickers Lt Tanks, Medium Mk I & Mk IIA., Gun carriers, St Chamond, Schneider,
2	Russian A/Cars, Tank Mk IV, Tank Mk V, Tank Mk VIII, Whippet, Medium B, C & D, Medium Mk III, Renault FT, Char D1, A7V, Pz I MS-18, T26, A/Train

Gun Strike Values

Strike Value	Example Weapons
1	French 37 mm, A/T Rifle, HMG's, Grenades
4	Field Guns and Howitzers up to 100 mm, Specialist A/T Guns, Flame-throwers
6	Field guns and Howitzers over 100 mm

Results.
The final score must be 6 or more to hit a vehicle.

A Result of +6 gives one hit
A Result of +7 gives two hits
A Result of +8 gives three hits
A Result of +9 gives four hits
A Result of +10 gives five hits.

For each hit locate the target type and roll on the AFV Hit Effects Table with the following modifiers.

HMG - 2
HMG using K-ammunition + 1 (Germans only)
Russian A/Cars + 1 (Includes A/Cars re-armoured in Russia)
Heavy indirect artillery (over 160 mm) + 2
Open top AFV hit by indirect artillery + 2

AFV Hit Effects Table

Target	**No effect**	**Retire**	**Weapon hit**	**Immobilised**	**Knocked out**
Tank, A/Train	1 - 5	6 - 7	8	9	10
A/Cars	1 - 3	4 - 5	6	7	8 - 10

Bunker	1 - 4	5 - 7	-	8	9 - 10

Retire: AFV:s must retire a half move (if on road, use Road rate) away from the firing unit. Firepower is halved while retiring. Retiring has no effect on A/Trains

Weapon hit: One weapon determined at random is lost. If only one weapon was available in the first place, the basic factor is permanently halved. Subsequent hits result in more weapons being lost or the basic factor being reduced to zero. AFV:s without weapons can still overrun with a factor of 2.

Immobilised: Movement rate is reduced to zero. Vehicle may not change its facing (exception turrets). Additional immobilisation hits have no effect. A subsequent Retire hit will cause the crew to abandon the AFV for the rest of the game.

Knocked out: Target is eliminated.

Special Weapons.

Grenades. These are of two types, hand hurled and rifle launched. Rifle launched count as Infantry Launchers. Hand hurled are fired in the same way as other weapons, with the ranges being Point Blank - in contact with the vehicle, Close 0.5 cm, normal 1 cm, long 1.5 cm, extreme 2 cm.

Flame-throwers. These are not very effective against armoured vehicles. Fire is always at normal range, aspect modifiers are not used, and only the Concealed behind a Hill or Dug in modifier applies.

14. Indirect Fire

This section covers the use of ***"Indirect Fire"***. It use is restricted to off table guns, on table guns and mortars, with no visible target. It may either be requested, or planned, unless being fired by on table mortars which can see their target, who request themselves. It cannot be used by on-table guns which have a visible target, these must fire as covered in Section 7. No weapon may move and fire indirect. All successful fire is resolved on the casualty table for soft targets, with the factors listed in Section 7, armoured targets are covered below.

Requesting Fire
Mortars may only be requested by the Battalion or Regiment to which they are attached. The type of ammunition must be specified and can only be either HE or Shrapnel. Smoke may only be used in planned missions.

Off table weapons, and guns which cannot see their target must be requested. There are two types of request, Wireless or Telephone. Telephones may only be used by observers who have not moved at all, Wireless may only be used by Blue armies (and spotting aircrafts). Both require a 4 or better on a D10 to make a successful request. 8 or more is needed to fire on a target moving at more than 6 cm . The die roll can be reduced by the following :-

For Telephones - 3 if there is artillery fire falling between the observer and his base line.

Requests may only be directed to the observer's own battery. Off table weapons fire once per move, unless over 240 mm calibre which may fire only every other move.

Planned Fire.
Fire from weapons which do not have an observer must be planned. Such plans must be in writing, and specify the point of aim (distinct terrain feature or known enemy positions), firing battery or batteries, the ammunition to be used and move it is fired. The first five moves must be planed before opponents deploy, and move six plans must be written at the start of move one, and so on. Such fire is resolved at the start of each move, before any other elements are moved. Planned fire may be observed by any observers who

can see the point of impact. Points may also be specified as SOS points, to be fired on a known signal, such as a flare or phone call. These must be requested as per requested fire above. The entire mission will fire on request, and may be planned for more than one battery.

Hitting The Target.
Once a request has been made the landing point of the fire must be found. To do this place a marker on the intended target and roll a D10. Adjust this for each turn of fire at the same point by + 2 if the fire is at a visible point or observed. The test may be taken per battery, or per target as the players wish.

On a roll of 9 or 10 it lands on target (exception see unobserved fire below)
If the score is less than 9, use the unmodified die roll to determine the direction of scatter. Starting with 1 (overshooting the target) then count every 45 degree angel clockwise around the target. Roll a D10 to see how far the fire scatters.

Observed fire (where the target point is visible to the observer), scatters by D10 x 3 cm in the direction shown.

Unobserved fire always scatters by D10 x 3 cm in the direction shown.

(Therefore if a battery is firing at an observed target and it rolls 5 it would scatter short, if the second roll was 4 it would be 12 cm short of the target. If the target had been unobserved the scatter would also have been 12 cm but with no chance of landing directly on target.)

Area Covered.
All batteries firing cover an area **10 cm by 10 cm.** Where more than one battery is firing at the same target use the same scatter roll the areas covered may be superimposed, or laid so that all sides are parallel, and at 90 degrees to the line of fire. Where batteries are superimposed add the factors for the batteries together (these are listed in section 7) ,

Effects of on Armoured Vehicles Fire.
There are two types of armoured vehicle, open and closed. Any vehicle under the area covered by fire must test to see if they are hit. Vehicles are hit on a 10 on a D10. Once hit, roll once on the AFV Hit Effects Table.

Counter Battery Fire.
This is restricted to specialist weapons, allocated to counter battery fire. It may be used against medium mortars or larger firing indirect, even if on table. It is a three stage process. First the counter battery has to be requested. Assume it is attempting to engage a moving target. Second the target needs to be located, this requires a 10 on a D10 for the first move, add 1 if the firing battery has an air observer. Add 1 for each turn that the target battery has fired form it's current location. Third the effect of the fire must be assessed. If the target is on table use the normal procedures. This can also be used against off table batteries if you wish, but it would really need a side table with models to keep track of the effects. To avoid this an abstract procedure can be used. Roll a D10 for the target and firer, with the target adding 1 if it is dug in or SP. Subtract the two, if the firer has a positive score it is subtracted from the target's next activation roll. Counter battery fire must stay on the same target until it's target ceases fire, either due to the effects of the counter fire, or voluntarily.

Gas
Only Blue Armies the ability to fire gas. It was not often used, but was available. It may be fired by any gun or howitzer with smoke rounds. It moves downwind 1 D10 cm per move, and remains for the rest of the game. The effects depend on the type of target, and it's level of preparedness. Use the normal factors for the firing weapon when resolving attacks, except that armour is always hit.

Modify the die roll as follows :

For unprepared foot or open vehicles 0

For unprepared enclosed armoured vehicles - 2
For prepared foot troops - 2 (Blue and White Elite troops - 4)
For prepared enclosed armour - 4 (Blue and White Elite armour - 6)

Gas ignores cover modifiers, and all prepared troops take a move penalty.

15. Engineering : Entrenching, Bridging, and Demolition's.

Engineering is very important to modern warfare. Many of the tasks take times measured in days, rather than hours, so the timings here are fudged somewhat to allow players to carry them out. Obviously some things cannot be done, so the construction of concrete fortifications is not allowed.

Bridging and Water Crossing.
This is another type of movement.

Bridges take a long time to build and are not normally built under fire. They may only be erected by engineers. One cm of river model represents 20m of foot movement, but take impassable penalties.

Water crossing requires boats, which may either be rowed or powered. One boat model represents enough boats to lift one company. Powered boats count as slow tracked vehicles, and rowed ones count as very slow ones. Optionally if operating at sea or in a river roll one D10 and move the boat that far down tide or stream.

Demolitions.
These may be with fire, earth moving equipment for obstacles, (this is covered under movement) or with explosives.

Demolition by fire may be used either with either Direct or Indirect HE fire.

An engineer figure moving up to a bunker may place a demolition charge on it, counting as a hit by 240 mm + guns.

Flame-throwers attack the occupants as if in no cover.

Direct and Indirect fire is carried out as normal i.e. rolling to hit in the normal way, treating the bunker as an armour target for indirect fire. The effect is resolved using a defence value of 6.

Indirect fire can also destroy built up areas, barbed wire and woods. This is purely on moves of fire. Any such area under fire becomes poor going for one move's fire, bad for two move's fire, and impassable after three move's fire. Paths through these areas may be cleared by earth moving equipment, as shown under movement. Wire is different. It can only be damaged on a roll of 0, proceed as above.

Flame-throwers will set fire to buildings and woods on an odd roll when attacking them. The fire will spread downwind at a rate of 6 cm per move, minus the roll of 1 D10. Burning areas must be evacuated by any figures occupying them.

Mining operations were not used during the Civil war but could be included as part of a scenario or as part of a campaign. Base the time needed to dig a mine on the real time required. Much information on this is available, particularly on the mines on Messines ridge on the western front of WW1.

16. Smoke.

Smoke may only be used by Blue Armies. Smoke was used to cover movement and on occasion attack troops in cover using phosphorus. It comes in two basic types, long term screens, and emergency smoke used by vehicles and infantry.

Long Term Screens.

There are two types of these, Pots and Artillery.

Pots. These are used to mask areas of terrain, and must be set up before a game. They lay a screen 20 cm long per pot,, and last 2 D10 moves.

Artillery . These may be fired by any mortar of 60 mm to 120mm, and guns of 60 mm to 160 mm. Phosphorus covers one 4 cm square, and other covers 2 such squares. Phosphorus lasts for 2 moves, other for 3 moves. Each firing battery must test individually to see where it lands.

Emergency Smoke. This represents smoke grenades carried by the infantry. It produces a screen sufficient to cover the firing group, 1 cm in front of it. It lasts one move. It may only be used once in a game.

17. Aircraft Operations.

This section covers air attacks and air combat. They have been kept basic to avoid the mass of data and complex rules needed to cover the real situation.

Air Attacks .
The effect of an air attack is the same as an artillery barrage. Aircraft models are moved to their target point, were they may be fired at, by their target and any specialist AA unit in range. They then release or fire their weapons and the attack is resolved. The factors used depend on the size of the aircraft and the year of the attack. There are two types of attack, Bombing and Strafing.

Bombing.
This is carried out in level flight. Air attacks may be requested or programmed, using the rules for indirect fire. Air attacks can only scatter long or short, the aim point of scatter depends on the altitude, and type of delivery. The distances are as follows :

On a roll of 9 or 10 the attack is on target.
On a roll of 5 to 8 the attack scatters over the target
On a roll of 1 to 3 the attack scatters short of the target.

For low altitude attacks they scatter by 1 D10 cm.
For Medium altitude attacks they scatter by 2 D10 cm.
For High altitude attacks they scatter by 4 D10 cm.

Factors are :

Army		**Type**	
	Scout	**Light Bomber**	**Heavy Bomber**
Other Armies	3	6	8
Blue Armies	6	12	20

One model represents one flight, and makes one attack.

Strafing.
This represents fighter type aircraft spraying an area with it's MG's. It counts as small arms fire, but can kill open topped AFV's. It is resolved in the same way small arms fire, counting the number of barrels the aircraft carries., as a tripod mount. Calibre is ignored. AFV's are tested as if under artillery fire.

Air To Air Combat.
This is very simplified. Only one side is allowed to have aircraft making attacks over the table at one time. Scouts chase off all other types. If both sides have these attempting to attack, both roll a D10. The higher scorer may attack, but is delayed by the roll of the lower scorer. It is also limited Strafing attacks, as bombs or rockets would jettisoned during the air to air combat.

Anti-Aircraft Fire.
This is restricted to the target of an attack, and specialist AA units. Aircraft are armoured targets, and fired at using the procedures for shooting at tanks, using the following factors :

For the target* of an attack : 1
For Lt AA MG 2
For Heavy AA 6

* If it is an AA unit, use the AA Factors.

These are modified for altitude :

Type	**Low**	**Medium**	**High**
Target	0	No Fire	No Fire
AA MG	+1	0	- 4
Heavy AA	- 4	+ 1	0

Divebombers attack form medium altitude, but their target may fire at them at low altitude before they attack.

Aircraft have the following defence values :

Balloons 2
Single engined 3
Twin engined 4
3 or 4 Engines 5.

Armoured aircraft increase it by 1.

One damage marker subtracts 3 from the targets die roll for scatter, or fire effect.

Two damage markers subtract 5 from the targets die roll for scatter, or fire effect.

Three damage markers abort the model fired at. It will crash on a 5 or less on a D10.

18. Optional Rules.

This section covers some odds and ends that add a bit of complexity, or were options available to but not used by the various fighting powers.

Mechanical Breakdowns

WW1 vintage tanks were known for mechanical breakdowns. Every time a tank moves, roll D10 for Mechanical Breakdown, modify by +1 for each penalty caused by terrain. On a roll of 10 the tank has suffered Mechanical Breakdown, treat as an immobilised hit.

Minefields
There is only one type of minefield Mixed, which will attack all targets. All minefields are given a density, in terms of a number between 1 and 10. This number or less must be rolled on a D10 to hit models crossing the field. Roll once per 4 cm moved in the field to see if a model is hit. So a score of 6 would hit models crossing a field of density 6. Armoured targets do not test crossing an Anti-personal field don't test, and troops on foot, or cavalry don't test crossing an Anti-Tank field. All test crossing a mixed field.

If hit soft targets are hit they test on a factor of 8 on the casualty table.

Armoured targets are attacked with a strike value 3, there are no other modifiers.

Mines can be cleared by troops on foot. They move forward at bad going rate, leaving a path as wide as the model. all figures must be engineers.

Entrenching.
This is a form of movement, although the units attempting it don't move. It may be attempted by any element who move at foot rate, taking penalties as if in impassable terrain. The unit must "move" a total of 80 cm to prepare a basic trench, weapons pit or vehicle run-in. Providing overhead cover requires an extra 40 cm movement, and camouflaging takes a further 40 cm.

Snipers.
This is used to represent the specialists available to each infantry battalion. A sniper is represented by a single figure who operates alone. He fires at a factor of 4, and ignores range modifiers, but not cover ones. He may only hit one figure, and if a hit is scored he will remove firstly an officer figure, then a specialist figure of players choice. Regardless of his actual circumstances he must be located, and is never automatically seen.

Logistics.
Unfortunately the most important aspect of RCW is logistics. It is very difficult to represent without recourse to extensive bookkeeping, which is not the intention of these rules. The following is an attempt to avoid just that. The amount of supply required is dependant on the type of unit and the role it is undertaking. The need to supply units is restricted to on table combat elements, and the mechanisms are much simplified but based on real practice. I have assumed that all armies worked in the same way, which they did not. Supply is covered by moving soft transport to a battalion HQ, which will then automatically distribute the supplies to it's companies. Artillery differs in that one transport model is required for each firing model. The mode being used by the unit decides when resupply is needed. The type of unit decides how much supply is needed. The size of models used reflects the amount of supply. The amount of supply is based on the "standard" military vehicle, the 2 1/2 or 3 tonne 4 horse Wagon. Larger vehicles are ignored, the equivalent for smaller vehicles is as follows :

3 pack horses are equal to 1 Wagon.
Specialised gun tractors or horse teams towing Field , medium, and AA guns are equal to one truck.

The supply requirements are :

Infantry battalions attacking they need to be resupplied every other move, if on defence every five moves.
Medium Mortar Platoons (70 - 90 mm) require 1 Wagon Load per 2 moves they fire.
Companies of armoured vehicles attached to infantry units add 1 wagon load to their requirements.
Artillery models and heavy mortars (4.2" or larger) require 1 Wagon per move they fire. They may use their teams to do this.

Cheka for White and Green Armies

Allow the more dubious White and Green armies, such as Semenov, Ungern-Sternberg or Nestor Mahknos anarchists, to use the Cheka rule by attaching specialist figures from the generals personal bodyguard to a unit (green level troops only) as morale stiffeners. If used roll on the 3 row on the Casualty Table.

Weather and Night.
Weather affects both movement and visibility, night just reduces visibility. Deciding weather and night conditions is left to the players.

Weather effects.
5 moves of rain turns normal cross country going into poor going, poor into bad, and bad into impassable going.

Lying snow turns roads and tracks into poor going, poor into bad, and bad into impassable going, Fog adds three penalties if moving cross country, two if on a road or track.

Visibility Effects.
Clear moonlight nights, and falling rain reduce the maximum visibility by 50%, but do not affect location distances.

Moonless nights, falling snow and mist reduce the maximum virility by 75%, and the location distances by 5 cm.

Fog, blizzards and sandstorms reduce visibility by 90 %, and location distances by 10 cm.

Assault Infantry Companies.
The Western Front during WW1 saw the growth of specialist assault troops equipped with a large numbers grenades plus pistols, and later SMG's. They lacked firepower at long range for open warfare but were vital in the close confines of the trenches. Their effect is covered by modifying the factors for infantry fire. British bombers, French assault troops and German Stosstruppen are primary examples. Some Russian units, for instance Kornilovs Shock-regiment, had received similar training.