



Red Army - White Guards



“Red Square” Rules for the Russian Civil War

Being a (very small) variant of “Pantalons Rouges & Pickelhaubes” by Richard Brooks,
incorporating ideas ripped off from Ian Drury’s “Bandenkrieg”.

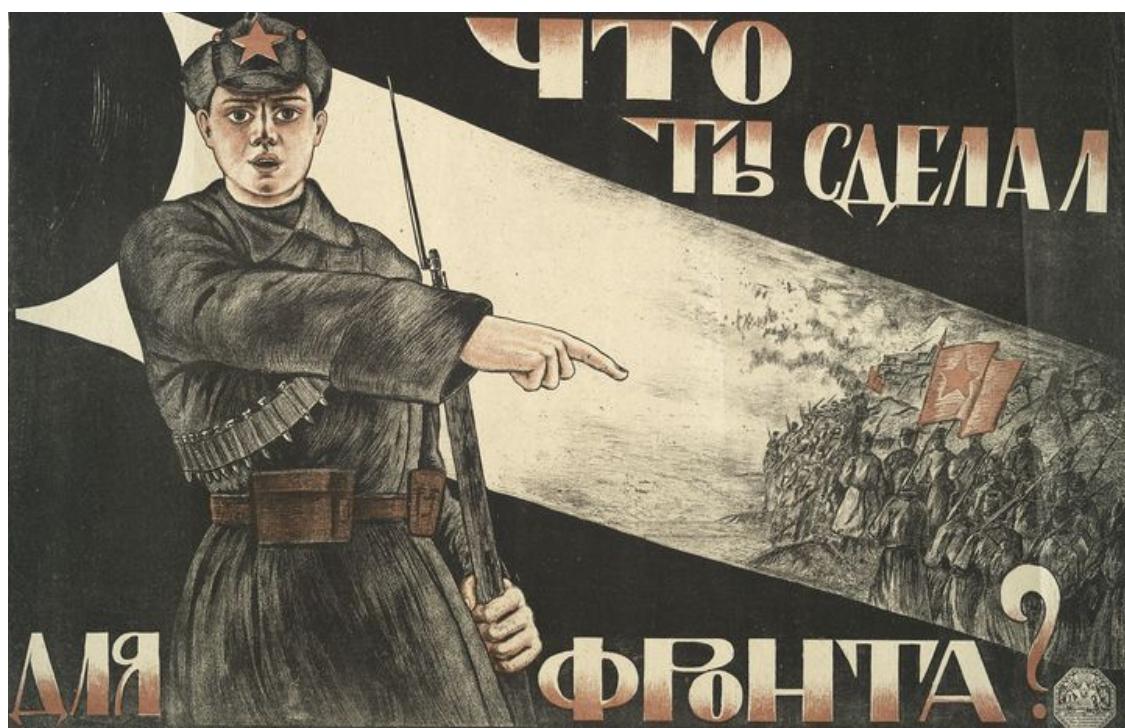
Adapted by Graham Evans

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Playing Equipment

You will require the following equipment:

- A pack of small “patience” style playing cards, including jokers.
- Plastic rings to use as casualty markers.
- Several D6’s and at least one D12 & D24.

Playing Area

- The game is played on a table marked with 6” squares set up in an off-set grid to allow multi-directional hex type movement.
- Each square represents about 500 yards.
- The playing area should be at least 6 squares by 10.
- Any terrain pieces should be clearly in a square. Squares are either affected by a terrain piece or they are not (however see rules governing hill crests in the Terrain section).

Units

Units of both sides varied enormously in size and organisation. The numbers given below can be varied to create larger or smaller units, but should never exceed 6 bases.

See Square Occupancy rules for maximum units allowed per square.

Infantry Battalions

Four 30mm x 30mm bases of 3 figures, representing c800 men.

Machine Gun Companies

Two 30mm x 30mm bases of 2 figures, representing four MGs. NB Note that these must always be deployed with or adjacent to another friendly unit.

Cavalry Regiments

Three or four 30mm x 40mm bases of 3 figures, representing 600 - 800 men and horses. Use 4 bases for Cossack units.

Tchanka Companies

One or two 30mm x 60mm bases of 1 carriage representing 2 - 4 tchankas.

Artillery Brigades

Two or three 30mm x 40mm bases of 1 gun and crew, each representing an artillery battery.

Armoured Vehicles

One or two bases of suitable size depending on the vehicle, typically 30mm wide for an armoured car or light tank, or 40mm or wider for a heavy tank. These represent a Detachment.

Motor Vehicles

One - four 30mm x 40mm bases each with one lorry or truck representing a detachment.

Armoured Trains

Normally only one side will have an armoured train. It is represented by an armoured train model which must have a locomotive and a gun carriage.

Unit Organisation

Units are organised into larger groups under Command Figures.

Command Figures

Headquarters: Several figures in a car or carriage or with a table and staff, representing the highest level of Command present.

Regimental/Brigade CO: Two figures on either a 30mm x 30mm base (if infantry) or 30mm x 40mm (if cavalry).

Infantry Regiments

An Infantry Regiment commanded by a CO is made up of 3-4 Battalions, together with a number of MG companies. Reds usually have 3 battalions, Whites 4.

Cavalry Brigades/Division

A Cavalry Brigade or Division commanded by a CO is made up of 2-3 Regiments, together with a mounted MG unit / tchanka.

Higher level structures for Artillery & Motorised Units are not represented.

Tactical Formations

All Infantry or Cavalry units must be in a clearly identifiable formation at all times. Formations affect the way units move and fire.

- Infantry can be in **FIRING LINE**, **WAVES**, **MASSES**, or **DEFENCE** (see "Digging In" Rules).
- Cavalry are either **MOUNTED**, **SCOUTING** or **DISMOUNTED**.
- Artillery are either **LIMBERED** or **DEPLOYED**.

Infantry and cavalry formations are shown in the diagram below. There are no specific formations for other unit types. The deployment of bases in formations is shown in the diagrams below.

Artillery Positions

- 1) Unmasked i.e. Batteries that have fired in the open/on forward slopes are observed automatically.
- 2) Semi-masked i.e. sight defiladed behind a hedge or on crest of a hill:
 - have 1 square dead zone in front of them into which they cannot fire.
 - hostile troops must observe them before returning fire.
 - may roll activation 2+ to wheel guns up to obstacle to fire directly on closing attackers.
- 3) Masked/flash defiladed (Howitzers only) i.e. on reverse slope or behind a

wood/building. This requires observer. See **OBSERVATION** rules:

- Howitzers need three turns to come into action: (1) unlimber; (2) place firing platform; (3) open fire.
- Guns so deployed have 2 square dead zone in front of them into which they cannot fire.
- They may only be engaged by Howitzers or Heavy Guns who must observe them first

Machine Guns (MGs)

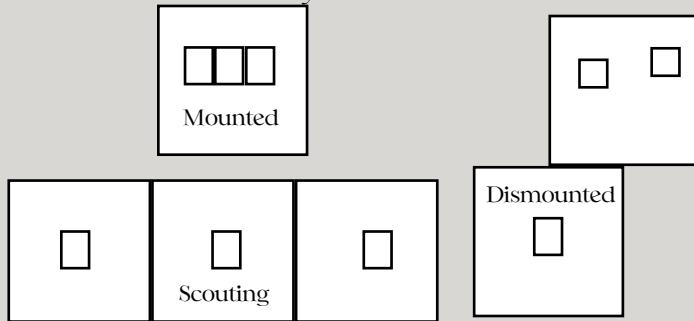
- 1) Occupy a square with or adjacent to another friendly unit & move at same speed.
- 2) When firing count as 2 per base.
- 3) Activate as accompanying unit; if unit retreats roll D6 less than or equal to surviving bases multiplied by 2 to save guns.
- 4) May not move and fire, but can change face at will and still fire.

Tchankas

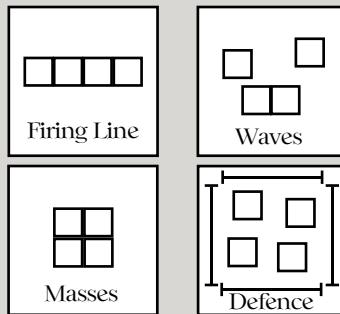
- 1) Occupy a square with or adjacent to another friendly cavalry unit.
- 2) Treat as a vehicle for firing.
- 3) Activate as accompanying unit. May not move and fire to front, but can move on one activation and fire on second in turn.

Tactical Formation Diagrams

Cavalry Formations



Infantry Formations



Typically attacking infantry enter the table in masses, and deploy into waves when appropriate. Defenders deploy as firing lines, with reserves in masses.

Command and Control

- i) All Infantry, Cavalry and Vehicle units must have in place orders that govern the parameters of possible actions. These are:
- Attack:** Units with Attack orders must move towards the enemy, closing to close range and attempting to overrun. Infantry must be in Masses or Waves. These orders stay in place until changed by the army HQ, or until stopped by being forced to Hide or Retreat.
 - Probe:** Units move to effective range, deploy to Firing Line and start a fire-fight. Cavalry units may close if enemy expose flank or rear in the open.
 - Defend:** Units hold position, and fire at any enemy units that move within range. Infantry must be in a Firing Line and Cavalry Dismounted.
 - Counter Attack:** Unit must defend. If force a unit to front to retreat or hide, or if a unit exposes flank or rear, must advance as Attack. May be in either Firing Line or Waves. Must change formation to Waves to attack.



- 2) Artillery do not require orders. See Artillery Firing rules.

- 3) The command hierarchy is represented on the tabletop at two levels.

- Headquarters at semi-fixed central location, initially near base line:
 - at least one per side or one per division, under control of commanding player(s).
 - issues new orders to one or more subordinate units per turn when required, as those units are activated. Roll D6 greater than or equal to squares range, -1 under fire/in wood; +1 in building
 - roll for activation if under fire or needing to move.
 - cannot issue orders when moving, under fire or activation score below 2.
 - destroyed by losing 1 casualty or if overrun by infantry or cavalry.
- Regimental/brigade C.O. i.e. a command figure per 3-4 battalions or 2-3 cavalry regiments who coordinates / improves their tactical behaviour. Only affects units specifically subordinate to them, located in same or contiguous squares. Rolls extra activation die for commanded subordinate unit(s), and disregard lowest score. May be killed if co-located subordinate unit(s) take losses. NB: Most divisions have 4 command figures, one per regiment. Command figure is dealt one card that applies to all units under its command and in contiguous squares.

- 4) Units need activation score of 2+ to change orders, or to change formation from Masses to Waves, or from Waves to Firing line.



Turn Sequence

Move one unit at a time, as follows:

- 1) Deal face down playing card to each standalone unit or officer commanding, battalions of same regiment or equivalent. Mounted units/motors/tanks receive two cards, activating on each.
- 2) Activate and move Headquarters if required (both sides).
- 3) Turnover playing cards for officer figures, Artillery Brigades and Vehicles. Play each card in turn, lowest to highest, equal value cards in whist sequence: HEARTS, CLUBS, DIAMONDS, SPADES. NB: Aces count low or high as wanted; Jokers activate at any point of the turn.
- 4) Once these have been played, turn over cards for standalone units and activate these in sequence.
- 5) Units activate automatically unless hit markers in place, casualties previously suffered, or entering enemy occupied /adjacent square:
 - a) Roll D6 per Battalion equivalent, adjusted as follows:
 - +1 Elite (eg Officer's Bns, ChON),
 - 1 Poor troops (eg Some Conscripts, early Red Guards);

Re -roll again if CO present, discarding lowest scoring die.

- b) Deduct 1 per hit or base removed or Battalion hiding last turn.
- c) Divide remainder by number of Battalions: round fractions to nearest integer, rounding down
- d) See Action Table for possible actions and implement as appropriate rule section.
- 6) Restrictions on Actions: SPADES: Any vehicles draw again, break down on a black card. (May restart if draw 2 red cards next turn). Poor units may not move or rally. NB Red Infantry units with CHEKA or Commissar in same or adjacent square may ignore SPADES. Roll 2D6 and place the difference in hit markers on the unit.
- 7) Turn COs and MGs temporarily put out of action last turn to face front again.
- 8) Remove current card. Return to (3) if any officer cards still to play, otherwise (4)
- 9) Otherwise end the turn. Gather cards and reshuffle. Return to (1).

Activation Table

Action/Score	2+	1-0	0-	Status
Move/Move & Fire/Observe & Fire/Dig In/Rally	Y			Optional
Change orders or formation/Supports replace front-line casualties	Y			Optional
Fire/Hold Fire	Y	Y(-)		Optional
Remove Casualties & Hit Markers	Y	Y	Y	Mandatory
Retreat/Hide (see NOTE below)			Y	Mandatory

"/" indicates alternatives. eg Troops cannot both Move and Dig In.

(-) Indicates troops fire wildly at reduced effect. Russian artillery under Small Arms fire retreats,

Cavalry scoring less than 2 retreat if under fire, remounting if necessary.

Units with activation score 0- turn figures to rear and retreat 2 squares away from enemy per turn, except troops in natural cover or trenches who hide. Mounted troops in open move 3 squares. Troops who suffer casualties while hiding must then retreat. Rally on activation score of 2+, taking all turn. Troops who exit board must rally to return & draw a RED card.

Movement

- 1) Units (except Firing Lines or units in Defence) scoring 2 or more or activated automatically move as per Movement Table below.
- 2) Restrictions for Closed Terrain apply when the unit is leaving a closed terrain square (eg town, woods), or crossing a linear obstacle.
- 3) Units may about face or wheel 45° per square moved, the wheel occurring in the square moved into. They may also wheel up to 90°, change formation, limber / unlimber, or mount / dismount instead of moving ONE square. NB When changing facing this alters the direction that a unit may move in. Units that dismount on their first card may also activate on their second in the turn.

- 4) Units may move through friendly units as an obstacle.
- 5) Infantry and cavalry may overrun enemy units as follows:
- hiding/retreating/rallying. Roll D6. Unit flees on 1,2,3,4 if poor, 1,2,3 if normal, and 1,2 if elite, and is removed from the board. Otherwise stand and fight
 - infantry, artillery, and MGs taken in the flank flee, unless they are occupying buildings or trenches.
 - unaccompanied MGs, command figures, and transport attacked from any direction.
 - a unit overrunning opponents may continue to move up to one more square if it has movement allowance left
- 6) Motors move FOUR squares along roads, TWO in the open, and NONE through obstacles.

Movement Table

Unit Type	Formation	Open Terrain	Closed Terrain	Notes
Infantry	Masses	2 Squares	1 Square	May move & fire at target up to 2 squares range on a HEART
	Waves	1 Square	1 Square: Do not move on a DIAMOND	May move & fire at target up to 2 squares range on a HEART
	Firing Line	None	None	
Cavalry	Mounted	3 Squares	1 Square	
	Scouting	3 Squares	1 Square	
	Dismounted	1 Square	1 Square: Do not move on a DIAMOND	
Artillery	Limbered	2 Squares	1 Square	
	Unlimbered	None	None	
Wheeled Vehicles	N/A	2 Squares	None	Ignore terrain & move 4 Squares if on Road
Light Tanks	N/A	1 Square	1 Square. Become bogged on a SPADE	Ignore terrain & move 3 Squares if on Road. Un-bog on SPADE/CLUB
Heavy Tanks	N/A	1 Square	1 Square. Become bogged on a SPADE	Ignore terrain & move 2 Squares if on Road. Un-bog on SPADE

Observation

- 1) Infantry and Artillery targets in open squares are concealed until they move or fire. Targets in squares containing buildings, woods and hedges are concealed even if moving or firing. Hostile units must test to observe them before opening fire, except that 1 Artillery and 1 MG unit may fire at reduced effect on a well defined area such as a village or wood to support an ongoing attack, without observing the target first.
- 2) An observer must have Line of Site to the target, which must lie within their own arc of fire.
- 3) To observe roll more than the range in squares on a D6. Roll extra D6 and count total score if:
 - a) Observer is unlimbered artillery, or
 - b) Target is firing artillery (unless masked/flash defiladed).
- 4) Once a concealed target has been observed, any enemy unit adjacent to the observing unit may also fire at it. Non-adjacent units must roll separately. Large targets occupying several consecutive hedge / wood / village squares only have to be observed once.
- 5) Before dawn test to observe any target. Ignore bonuses for uphill or unlimbered artillery.

Infantry/Cavalry/Vehicle Firing

- 1) Each activated unit scoring 0 or more, with targets in front, inside a 45 degree arc (MGs 90 degrees) may fire at any

eligible target.

- 2) Units that have not yet been activated may fire at any unit that threatens it. This means that it may shoot at any unit that has moved within Effective range and is facing it. Units lacking a target when activated may HOLD THEIR FIRE. Turn their card face down, and await an opportunity to fire on an approaching enemy unit later in the turn. This allows units to engage targets that move across their line of fire from one piece of cover to another. Units that have an observed target when activated must always fire on them if possible.
- 3) MOVING INFANTRY that have a target within 2 squares range may fire if they draw another HEART. They may not fire at targets further away.
- 4) Firing units require LINE OF SIGHT (LOS) to the target from the centre of their own to the centre of the target square. Firing units trace LOS directly to target. MG units on hill crests have LOS over buildings, woods and hedges below them, although not into any square immediately beyond such buildings and woods.
- 5) MGs may always FIRE OVER squares containing friendly units. Other units only do so when they or the target is on higher ground than intervening units. MGs must leave at least 1 square clear either side of intervening friendly troops.
- 6) Each Infantry Battalion/ Cavalry Regiment / MG base/Vehicle firing rolls a

Range Table

<i>Weapon</i>	<i>Calibre/Weight</i>	<i>Close</i>	<i>Effective</i>	<i>Long</i>
Rifles/MGs	8mm/.303	1	3	4
Tank Guns	37mm /6pdr	2	4	6
Light guns	65mm /10-15pdr	3	5	8
QF guns / howitzers	75mm / 18pdr	5	8	12
Heavy Artillery	105mm / 60pdr	5	12	20

Fire Effect Table

Number of Dice		Score to Hit	
Close Range	+3	1 Hit Marker per die less than hit score	
Effective Range	+2	Small arms cav/inf	No of bases firing
Long Range	+1	If "poor"	-1 base
Firer in Line	+1	MGs	No of bases, doubled
Oblique Target (ie at 45 degrees)	+1	MGs enfilading	Double again
Target Massed, Mounted Limbered	+1	Artillery	4 per base
Target enfiladed/attacked in flank	+2	Vehicles (NB Fire individually)	3 per base
Firer moving/changing formation, firing wildly or held fire	-1	<ul style="list-style-type: none"> Armoured Cars/Light Tanks can only be damaged by MGs firing at close range and Artillery. 	
Artillery changing target	-1	<ul style="list-style-type: none"> Heavy Tanks / Armoured Trains can only be damaged by Artillery/Tank Guns. 	
Target in trenches, or stone buildings or shielded artillery v rifles/MGs	-1	<ul style="list-style-type: none"> Other vehicles can be damaged by MGs & Artillery at any range, and Small Arms at Close or Effective range. 	
Unobserved target (artillery & MGs only)	-1		
Vehicle Firing	-1	NB Vehicles firing may offset this penalty by discarding a card.	

number of dice, based on the Effect Table. If score to be rolled is greater than 6, roll again for the excess. eg A unit of 2 MG bases must roll 4 or less on a D6. If enfilading it gets an automatic hit as 4 doubled is 8, and rolls again to get 2 or less for the remainder.

7) Vehicles that fire may modify the number of dice rolled by surrendering playing cards instead of using them to move (see table above). Vehicles fire individually & do not add their hit scores if in more than one in a square

8) Targets accumulate hits until next activated, when they simultaneously resolve all hits taken since last activation, in both current and previous turns. Targets acquiring so many hits their next activation test must score less than Zero immediately take casualties and retreat/hide, losing any card held.

9) Lose ONE base as a CASUALTY per SIX hits. For remaining hit markers roll a D6 and remove a base if roll less than or

equal to the remaining markers on a D6. Double loss if advancing in open. (ie TWO bases per SIX hits) Halve loss if neither moving nor firing, or in cover. Roll D12 or D24 as appropriate. (ie a non moving, non firing unit in cover rolls less than number of hits on a D24). EXCEPTION: Artillery and vehicles take 3 hits to remove a base. Place a permanent casualty marker (BLACK ring) on the base to show this.

10) Accompanying COs/Commissars / CHEKA rolling an activation die and firing MGs draw a card each per base lost. Red Picture card - PINNED for ONE turn (face to rear to show pinning). Black Picture card, - remove from play. If MG is unaccompanied, then draw a card per hit as well.

11) Scouting cavalry suffer no casualties if they retreat as soon as taken under fire.

12) Supporting battalions may replace casualties in adjacent battalions of the same regiment instead of moving.

Artillery Firing

- 1) Each activated unit scoring 0 or more, with targets in front, inside a 45 degree arc may fire at any OBSERVED target (see Observation rules)
- 2) Batteries lacking a target when activated may HOLD THEIR FIRE as infantry above. They may also fire at targets over open sights if threatened within close range, and have not yet activated that turn.
- 3) Batteries require LINE OF SIGHT (LOS) to the target from the centre of their own to the centre of the target square. Firing units trace LOS directly to target, except howitzers and heavy guns may do so via an observation post 2 squares or less from the gun position, or an aeroplane over the target, on rolling 4,5,6 on a D6. LOS is blocked by intervening buildings, woods, hill crests, and hedges, except:
 - a) Units on hill crests have LOS over buildings, woods and hedges below them, although not into any square immediately beyond such buildings and woods.
 - b) Field Artillery may trace LOS through non-adjacent hedges; howitzers through non-adjacent hedges and hillcrest squares to engage flash defiladed batteries observed on reverse slopes.
- 4) Artillery may always FIRE OVER squares containing friendly units as long as they leave at least 1 square clear either side of

intervening friendly troops.

- 5) Artillery fires at infantry, cavalry or artillery targets using the same methodology as infantry or MGs. When vehicles are shot at the same mechanism is used, but for each hit left after rolling for casualty removal marker after rolling draw a card and consult the Anti-Tank/Vehicle Table. Draw two cards for Trucks & Tchankas. NB MGs may also fire at vehicles, but only at close range.
- 6) Draw a card for any buildings shot at by artillery. Catch fire on HEARTS if brick/stone, or HEARTS/DIAMONDS for wood/straw etc. Hiding troops flee burning buildings.
- 7) If a square containing Barbed Wire is fired at, draw a card for each hit marker. Remove the wire if two red picture cards are drawn.
- 8) If artillery batteries are threatened by units moving into small arms range (ie 4 squares or less) they may open fire over open sights. This is done through the values on the Fire Effect Table. If doing this they count as "Firing Wildly".
- 9) Artillery retreats if under Small Arms Fire, unless Red units with CHEKA / Commissars in same or adjacent squares, when they fight to the death.

Anti-Tank/Vehicle Table

Weapon	v Armoured Car	v Light Tanks	v Heavy Tank	v Truck*
MG	H, D	H, D	H	H, D, C
Tank Guns	H, D, C	H, D	H	H, D, C, S
Light guns	H, D, C	H, D, C	H	H, D, C, S
QF guns / howitzers	H, D, C, S	H, D, C	H, D	H, D, C, S
Heavy Artillery	H, D, C, S	H, D, C, S	H, D, C	H, D, C, S

* NB Draw two cards per hit for firing at Trucks. Includes Tchankas.

A, J, Q, K - vehicle takes hit marker, and suffers penalties below as well.

2 - 10 - Vehicle damaged- lose card. Trucks are destroyed, Armoured Cars/Light tanks must retreat next move, Heavy Tanks are pinned for one turn & may not move or fire.

Mounted Combat

How Cavalry fight depends upon formation.

- 1) Mounted: horsed cavalry ending movement adjacent to enemy units in the open conduct a mounted attack as if firing at Close Range.
 - a) Count all figures for effect Target returns fire, including MGs and Tchankas (if facing) even if it has already fired this turn, losing its card if it has not yet been activated. Any such firing suffers the "Firing Wildly" penalty. Other units in the same formation may still move however.
 - b) Cavalry only count 2 or 1 defending figures respectively if attacked obliquely or in flank/rear. Infantry attacked obliquely count 2 figures. Any infantry unit attacked in the flank is subject to the overrun rules
 - c) Side suffering most hits retreats as Movement.
 - d) The winning side may follow up one square if not the moving side. If the moving side wins it may follow up the rest of its movement or one square, whichever is the greater. If this movement allows the unit to contact its opponents again an overrun occurs.
 - e) Both sides retreat if hits equal, the attacking cavalry losing any remaining card.
 - f) Dice against hits for casualties immediately. Cavalry attacking infantry roll twice for casualties, win or lose (i.e. cavalry units are more vulnerable).



- 2) Scouting: advance until taken under fire, when they dice to observe the enemy, and immediately retreat to the nearest friendly unit. This friendly unit will now have observed the target as well.
- 3) Dismounted: regiments dismount all but one base as riflemen. These fire as infantry in a Firing Line or Wave as appropriate, but always remaining in a square adjacent to their horses. If they move on foot, their horses MUST stay in an adjacent square. If this is not possible, they may not move. They must remount and retreat if activation score is 1 or less.

Terrain

- 1) Obstacles include streams, hills, woods/villages except along roads.
- 2) Streams and rivers follow edges of squares. Cross streams as obstacles, rivers at bridges or fords. Ferries will require scenario rules, but generally one battalion sized unit will take two turns to cross.
- 3) Barbed wire is a linear obstacle that is impenetrable to Cavalry and wheeled vehicles. Infantry can cross, taking an entire turn. Tanks are unaffected. Tanks that drive through a barbed wire entanglement make sufficient gaps to enable



Infantry to move through at normal speed. Cavalry and wheeled vehicles may now move through the square, taking a whole turn. This improvement to movement only applies if moving in the same direction as the tank that entered the square.

- 4) Hills are divided into two classes:
 - a) Three or more squares deep representing:
 - Forward Slopes: no cover from fire; allow overhead fire.
 - Crests: no cover from fire; allow overhead fire.
 - Reverse Slopes: cover from fire; fire only into crest square(s) in front.
 - b) Two squares deep representing ridges with Forward and Reverse Slopes only, where troops may exchange fire between adjacent Reverse and Forward slopes.
- 5) Woods and built up areas occupy complete squares. Movement penalties apply whether moving into, through, or out of woods and villages, unless transitioning along a road.

Digging In & Entrenchments

Depending on scenario, units may dig-in.

- 1) During the game when they reach an area they wish to defend:
 - a) Units with activation scores of 2 or more and not Moving or Firing may place one digging marker (DM) across their front per turn, to a maximum of three.
 - b) If subsequently brought under fire roll D6 per DM; score 4,5,6 to place temporary trenches
 - c) Remove temporary trenches and DMs when digging unit moves off.
- 2) Before the game when defending a prepared position: place trenches and barbed wire on the table as a permanent terrain feature. These may be captured and occupied by the enemy.
- 3) Infantry units deployed in DEFENCE are in a dug in position, consisting of trenches, and probably barbed wire. The position implies a degree of preparation. The position could include an MG company, but no other units. A unit so deployed may not move. The bases in the unit should be placed facing all four sides of the square they are in. It fires with 2 bases to all sides if attacked. Any accompanying MG company fires with 1 base to all sides. NB This does not imply that units in a FIRING LINE may not occupy trenches.



Armoured Trains

An armoured train consists of a locomotive & tender, flat bed trucks and an armoured gun car.

- 1) Due to its size an armoured train model will occupy several squares. Note that for game purposes it only occupies one square, that which contains the gun carriage. Ensure that this is clearly and unambiguously deployed in a square at the end of each move. The rest of the train is for decoration and verisimilitude only.
- 2) The train counts as two heavy artillery/howitzer batteries, together with two MG companies. The MG companies fire one from each side of the train.
- 3) Movement is unlimited on unbroken track, but must be stationary to fire.
- 4) It receives TWO activation cards, and discards one.
- 5) In addition to the armaments noted above the train may carry one Infantry battalion or Cavalry regiment or Artillery brigade. It must be stationary to deploy these. Deployment takes a full turn into



any adjacent square.

- 6) Armoured trains were greatly prized by both sides. It must retreat if damaged (see below), or infantry move into adjacent square.
- 7) Armoured trains are fired at as if Heavy Tanks. Its functionality is undamaged by taking hits, but counts as damaged and must retreat if it receives four hits. If it takes five hits it is permanently disabled, may not fire & is open to capture.

Square Occupancy

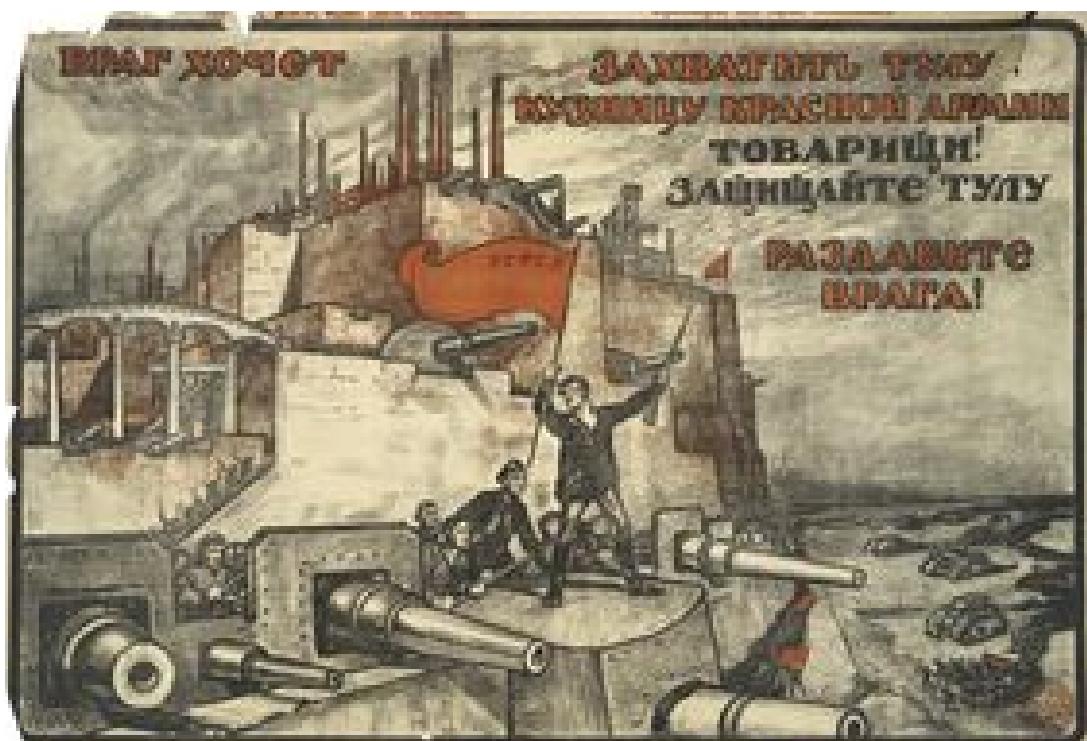
- 1) Squares represent a 500 yard square area and figure bases are an abstract size. Square occupancy is therefore not based on physical space. Just because figures can fit in a square does not mean they can be deployed in it.
- 2) Consult the table for units that are allowed to occupy the same square.
- 3) A maximum of two troop types may occupy a square at any time. Restrictions are based upon both physical space available and the ability to deploy effectively.
- 4) Officer, CHEKA & Commissar bases may occupy a square regardless.

Square Occupancy Table

	Infantry Battalion	Cavalry Regiment	Artillery Brigade	MG Company	Vehicles (Note (1))	Arm'd Train	Horse Holders
Infantry Battalion	N/A	N/A	N/A	Yes. Max 2 MG bases	Yes. Max 2 vehicles	Yes	Yes
Cavalry Regiment	N/A	N/A	N/A	Yes. Max 2 MG bases	Yes. Max 2 vehicles	Yes	Yes
Artillery Brigade	N/A	N/A	N/A	Yes. Max 2 MG bases	Yes. Max 2 vehicles	Yes	Yes
MG Company	Yes. Max 2 MG bases	Yes. Max 2 MG bases	Yes. Max 2 MG bases	Yes. Max 4 MG bases	Yes. Max 4 base equivalents	Yes. Max 2 MG bases	Yes. Max 4 MG bases
Vehicles	Yes. Max 2 vehicles	Yes. Max 2 vehicles	Yes. Max 2 vehicles	Yes. Max 4 base equivalents	Yes. Max 4 vehicles	Yes. Max 2 vehicles	Yes. Max 4 vehicles
Arm'd Train	Yes	Yes	Yes	Yes. Max 2 MG bases	Yes. Max 2 vehicles	N/A	Yes
Horse Holders	Yes	Yes	Yes	Yes. Max 4 MG bases	Yes. Max 4 vehicles	Yes	Yes

Notes:

(1) When calculating number of vehicles in a square a Heavy tank counts as 2 bases, and a light tank as 1.5. Eg A square may contain 2 light tanks and an armoured car but not 2 light tanks and a heavy tank.



Games Designers Notes

I had been looking to “do” the Russian Civil War for a while fuelled, sadly, by pictures of Peter Pig’s Armoured Train model. So I ordered all of the figures, based upon RFCM’s “Square Bashing”, and started painting. I was aware at this point that Square Bashing wasn’t going to give me the style of game I wanted. Cavalry had to be important, and in particular I wanted to get large flanking manoeuvres, so speed of movement was important.

I reckoned the “Red Square” style of game would be ideal, so I took advantage of the CoW sessions in 2006 to attend the sessions run by Richard Brooks on WW1 and Ian Drury on WW2 Partisan warfare. Both of those gave me a feeling that it was possible to do, and both individuals were kind enough to send me their rules before publication in the Nugget for me to work with.

In the interim I took up with “The Perfect Captain’s” Red Action rules. These are set at company level, and move along at a fair pace. They are popular for the period, but don’t enable me to fight a big enough game. I still intend to use them for fighting low level actions if required, but they are not suitable to game what I mainly want to do.

Which brought me back to “Red Square”. Initial play tests using “Pantalons Rouges & Picklehaubes” were giving me a game that didn’t move quickly enough with the size of battle I wanted. They were fine up to about 8 units a side (ie 2 Regiments fighting each other), but any larger and they ground to a halt. We were also getting a clunking type of game reminiscent of the early days of the Great War, - no surprise really.

The challenges I set my self were to speed up the game, add some period flavour, - principally to make it more fluid - and to put in some proper rules for armour and vehicles. And of course, add the armoured train. Early games had shown a tendency for players to deal cards to units individually, especially when defending. This slowed the game considerably, and also uses a lot

of cards. I therefore introduced the two stage move, with officer cards played first. This has reduced split units considerably, and has lead to players conducting coordinated actions. Units out of command tend to get isolated and left behind. This change seems to have worked well.

I was also getting high levels of player frustration by making formation changes dependent on card suits. Units were stalling for no reason and whole turns were being wasted. I therefore dropped this requirement, and found that I didn’t need it. Units under fire grind to a halt in any event, so it was a mechanism that was not required.

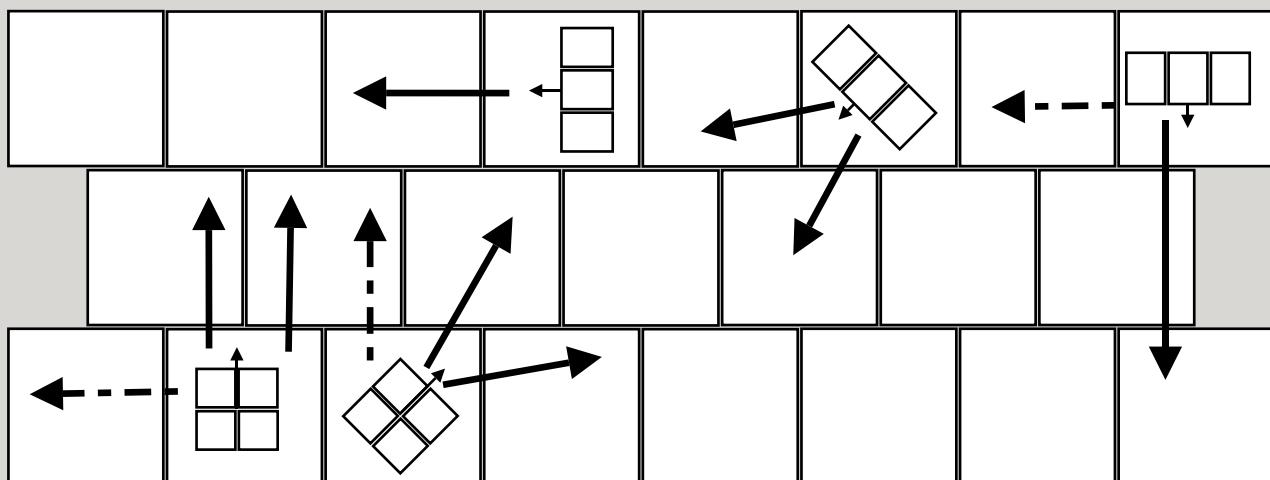
The armour rules are influenced by *Bandenkrieg*, although I have added a few thoughts of my own. They are the part that I am least happy with, but armour is not a major feature compared with cavalry, so I am comfortable with the results I get. Playtests at CoW 2007 suggested that armoured cars being able fire on both activations in a turn may be too much. I think it makes them a more potent weapon, and creates something close to the threat they actually posed. I am also inclined to think that off road movement should be prevented or reduced to one square per turn. Players’ thoughts on these subjects are welcome.

The one thing I haven’t included are any rules for Interventionists. There is a danger that we focus too much on the actions by non-Russian forces. Apart from one or two actions and the odd bit of tank driving they are not a major factor.

The system now serves me fairly well. I still can’t fight a game with more than a couple of Regiments a side (ie 8 units) in two hours. I suspect this isn’t possible, whilst retaining any colour. However, a Divisional level game played on a 12’ x 5’ table is possible in a day, with 4 players.

Any comments or queries on the rules can be left on the Wargame Developments yahoo group. I promise to respond.

Explanatory Diagrams



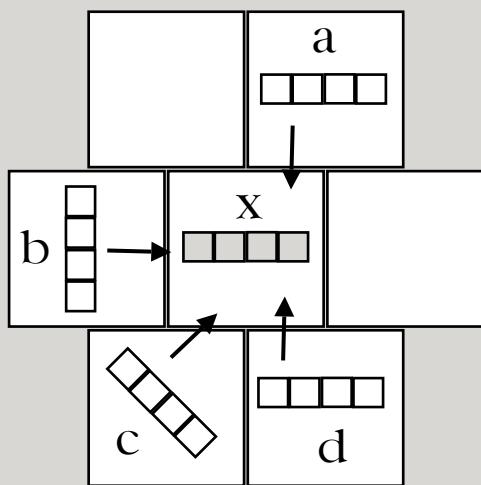
Legal moves →
 Illegal moves →

Sample Moves

Units must move in accordance with their facing on the grid. The diagrams show infantry masses and mounted cavalry units and the legal directions of moves given their current facing with solid arrows.

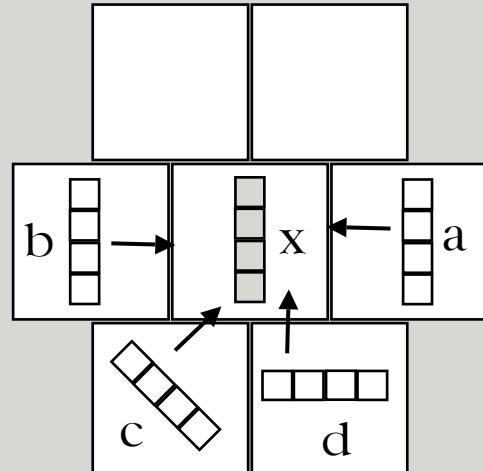
Moves that are illegal without changing facing are shown with dotted arrows.

Exception: A Massed infantry unit on a road can follow the line of the road, adopting its facing without wheeling.



Unit x is enfiladed by unit b, and fired at obliquely by c. Units a & d are firing normally.

Unit x is facing units c & d. It cannot fire at units b & a. It fires normally at unit d, and obliquely at unit c.



Unit x is now enfiladed by unit d, and fired at obliquely by c. Units a & b are firing normally.

Unit x is facing units c & b. It cannot fire at units d & a. It fires normally at unit b, and obliquely at unit c.