

A game produced by SEP REDS



Davaï!
Revolution Under Siege GOLD
The Russian Civil War 1917-1923

"The Soviet Republic is besieged by the enemy.
It must be a *single armed camp* not in words but in deeds."

Lenin,
'All out for the Fight against Denikin!'
9 July 1919

Instruction Manual

(2015 Version 1.0 for Davaï! RUS 1.0)



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Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

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- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
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- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Introduction

Davaï! Revolution Under Siege (RUS) is a **historical strategy simulation** that recreates the years of the **Russian Civil War** (1917-1923) that shook Russia after the Soviets' Revolution of October 1917.

Players assume **the role of a military and political high command** of land and naval forces from one or more factions, like **the Reds and the Whites**. They will have **to deal with various historical events and geopolitical options** to chose.

The map is a 2D representation **of the former Empire of Russia** —stretching from Poland in the West to Vladivostok in the Far East (via a series of "Out of Map" boxes along the Transiberian railway). It is divided into **more than 1980 land, sea and river regions** where could **move and battle**, all sides together, **more than 400 Units**.

The military units in the game are **regiment-size units**, **brigade** units and **divisions** units, which may form large forces like **Army Corps**.

Davaï! RUS consists of a number of scenarios that are divided into game turns each representing two weeks (~14 days) of historical time. Using **a system of simultaneous turn resolution**, the simulation can be played **against either the computer's artificial intelligence (AI) or veteran Human opponents**, by exchanging files by email (PBEM) (or any other available way to the players).

The *Davaï! RUS* game system will be familiar to players of AGEOD's titles: *Birth of America II*, *American Civil War II*, *Napoleon's campaign*, *Rise of Prussia*, *Alea Jacta Est*, *España:1936*, *To End All Wars*.

"Vous qui entrez, abandonnez toute espérance."
Dante Alighieri.



1. Installation

1.1 Downloading & Installing the game

The game is installed through digital download. Follow the download instructions given by the website where you purchased your game. Once your purchase has been validated, you shall be given a serial number with your invoice. Enter this serial number in the game once the installation process is launched.

1.2 System Requirements

Minimum Requirements

Processor: Intel Pentium or AMD, 1500 MHz
RAM: 1024 MB
Graphic Card: 128 MB RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible (DirectMusic compliant)
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Microsoft/Windows 2000, XP, Vista
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Recommended Requirements

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz
RAM: 1024 MB (1536 Mb of RAM for Vista)
Graphic Card: 128 Mb RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible (DirectMusic compliant)
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating Systems: Microsoft/Windows 2000, XP, Vista (1536 Mb of RAM for Vista).
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Possible Requirements

Operating Systems known to run the game with recent materials (and with 4 Go of RAM) :
- **Microsoft/Windows 7 and 8** .
- **GNU/Linux Mint 17.1 (using Wine)**.

Updates

SEP REDS makes every effort to fix any problems with its software or documentation as soon as such problems are identified. Owners of *Davaï! Revolution Under Siege* are encouraged to visit <http://ageod.com> for the latest available software updates.

Moreover, AGEOD's forums are a great place to meet other players for discussions of strategy, historical commentary, news, and opinion.

Customer Support

SEP REDS members are present on AGEOD's Forum to provide answers to all questions you may have, as well as customers support for any issue you may have with the game.

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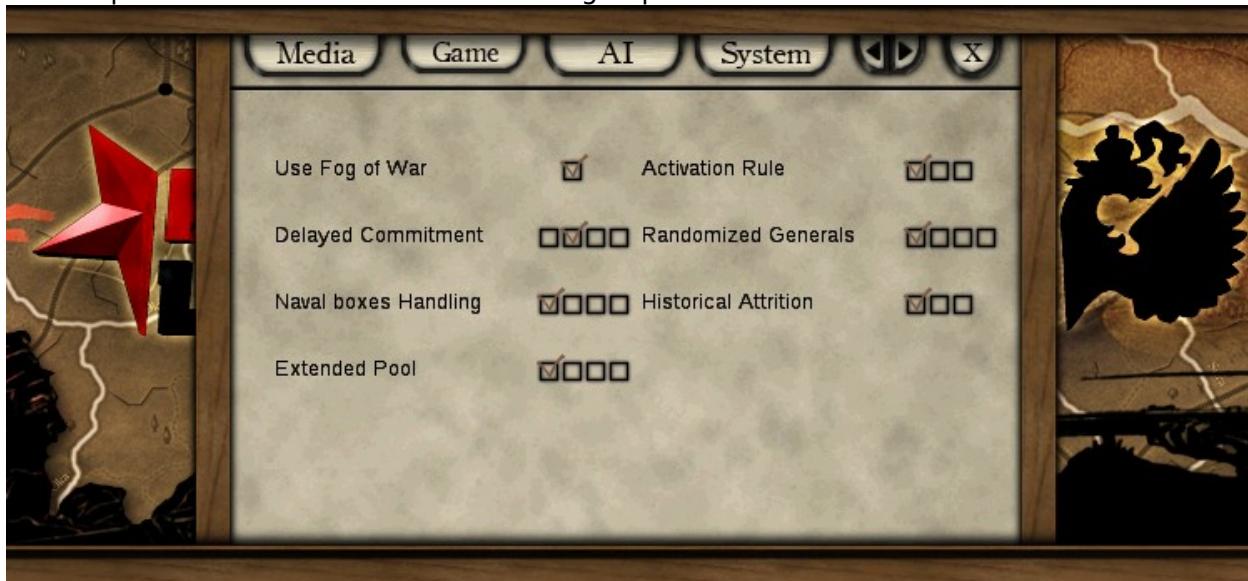
2. The Main Menu

The Main Menu Screen allows players to access basic game functions such as Loading Saved games, starting new games, and setting game options.



2.1 Game Options

Game options are divided into various sub-groups.



2.1.1 Media The Media sub-group contains options pertaining to the way in which game audio is configured and graphics are displayed. Other game settings in the Media sub-group let players set tool-tip delays, pauses after battles, and combat animations.

2.1.2 Game The Game sub-group contains options allowing players to activate/deactivate the Fog of War, set Attrition conditions and intensity, use of randomized Leaders, and more. The default settings are recommended, especially for players that are new to the game system used in RUS, **except for the Activation Rule where it is always recommended to select the box where 'commanders will always be able to move their forces, even if not activated'.**

2.1.3 AI (Artificial Intelligence) The AI sub-group contains options allowing players to set individual parameters of the game's AI. Players can make the AI very powerful and thus present themselves with greater challenges.

2.1.4 System The System sub-group contains options allowing players to adjust technical settings. These include 'Texture Init.' and 'Region pre-caching'—options that allow for smoother scrolling. The default settings are recommended for most systems; however, discussions on the AGEOD's forums may help you determine which settings are best for your computer system.

Important Note: Some scenarios require that the Limited Map loading option be turned off in order to scroll the Main Screen.

2.2 New Game

When starting a new game, players are presented with a list of available scenario. These range from relative short scenarios to full campaign games. Short scenarios are limited in scope and involve less territory on the game map. Full campaign games, like the Campaign 1918-1922, involve entire theaters of play and literally hundreds of individual Leaders and units.

The list of scenarios also includes Tutorial scenarios that are HIGHLY recommended for new players. The game mechanics of Revolution Under Siege are relatively simply to learn but don't be deceived—the game system is incredibly complex and nuanced behind the scenes. Learning to master the subtleties requires patience and practice.

The mouse tool-tip feature gives brief descriptions of each of the scenarios. Once players have made a scenario selection, starting the game merely requires choosing a side.

In the main Campaign scenarios, players have the choice between either:

- **The Reds** (RED) – which operate mostly from Central Russia. The Red side could also play the faction of the Ukrainian Anarchist forces.
- or one (or both in 3 players game) of the allied White sides opposed to them :
 - **The Western Whites** (WH1) - which operate in the North, North-West and South of European Western Russia. The Western White side could also play the factions of the neighboring states of Finland, Baltic, Romania and Caucasus, if they get involved in the war.
 - **The Eastern Whites** (WH3) – which operate in the theaters of Volga, Siberia, Central Asia and Far-East. The Eastern White side will also play the factions of the states of Poland and Ukraine, when they will get involved in the war.

2.3 Load Game

Instead of starting a new game, players may '**Resume**' a previously-saved or automatically-saved game. Players also have the option to **Rename**, **Delete**, or **Restore** a previous turn as indicated by the tool-tip. Holding the mouse over the game in the Load Game window, provides players with short-cuts to these file-handling options. (It is not advised to rename a Saved game outside of RUS.)

2.4 Save Game

Games are saved automatically by the game system upon completion of a game turn. Usually, the only time a player needs to manually save a game is when they **Quit** in the middle of plotting movement for an up-coming game turn and want to resume issuing orders upon restarting the game. Players may save a game at any time by pressing the **Esc key** and accessing the Main Menu. From here, players can select the **Save Game** menu.

Players also have the option of restoring the previous 24 turns of any Saved game but note that a Saved game is lost once an 'older' turn of that game is restored.

2.4.1 Play By Email (PBEM)

RUS can (and should) have a complete strategical experience be played against other human opponents using PBEM (or any other valid file transfer protocol, such as Instant Messaging).

One of the players (the "Host") will have to initiate the game. The procedure is detailed as follows:

Step 1: Create a game

The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the **C:\Program Files\Revolution Under Siege\RUS\Saves** directory, named after the Campaign or Scenario selected (1918 Campaign if you play the '1918-1923 Campaign' scenario, for example). Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. 1918 Campaign John vs. Joe). Do NOT rename any RUS files externally to the game.

In this newly created folder you will find two or three **TRN** files, each with three letters indicating which side it belongs to (**RED**, **WHI** or **WH3**).

Note: C:\Program Files\Revolution Under Siege\ is the default directory. This directory may be titled something different if the game is installed to another location. It is also different for the different language versions of Windows.

Step 2: Host Sends TRN file to Opponent(s)

The Hosting player sends his opponent(s) the **TRN** file with the **opponent's designation** (i.e. if you play the **RED**, then send the **WHI** and/or **WH3** file to the appropriate opponent(s)). The opponent(s) must store this file in the folder named "Revolution Under Siege\RUS\Saves". It is advisable to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the **TRN** file under the "Revolution Under Siege\RUS\Saves\JohnVsJoe" subfolder.

Note: In order to avoid possible data corruption during the file E-mail transfer process, it is strongly advised to E-Mail the file using compressed files, like .zip or .7z.

Step 3: Non-Host sends ORD file to Host

Each player now loads the game and gives his orders for the upcoming turn. When ready, each player saves the game. This will generate an **ORD** file (in the folders mentioned above).

Important: Do **NOT** click on **End Turn** button at this step. The Non-Hosting player then sends his **ORD** file to the Hosting player.

Step 4: Host Resolves Turn

The Hosting player saves the **ORD** file received from his opponent into the appropriate directory and loads the game again. He now clicks on **End Turn button** to launch the turn resolution, where all orders are then executed.

A new turn is now ready to start. **Go back to Step # 2 and repeat.**

Note: *The Non-Hosting players doesn't get to "play back" his opponent's turn. However, he can check the game turn's Message Log to see what has occurred during the turn.*

3. Main Screen and Game Interface

The majority of your gaming experience in *Davaï! Revolution Under Siege* will take place while viewing the **Main Screen** and satellite displays (i.e. Units Panel, Elements Panel, etc.). The game map can be **scrolled** by moving the mouse to the edges of the field of view or by using the **Arrow keys**. The map view may also be 'Zoomed' (In or Out) by using the **mouse-wheel** or by pressing the **End, Page Up** and **Page Down** keys. Press the **mouse-wheel button down** to toggle between the extreme **Zoom magnifications**.

Game play revolves around activity that takes place on the **Main Screen** and its assorted display panels. The interface is designed to allow players to **left-click** on items to activate or select them. In addition, the **tool-tip feature** allows players to gain access to a wealth of information simply by holding the mouse over various aspects of the game. The tool-tip display is set to "instantaneous" by default, but this setting may be changed on the Options Screen.

Pressing the **Esc key** on your keyboard allows you to close any window that is currently open. If you press the Esc key while viewing the Main Screen, you are returned to the Main Menu options screen.

Note: A list of keyboard **short-cut keys** is available in the **Appendix** section of this manual.



3.1 The Main Screen

The Main Screen below (Figure 3.1) shows one part of a game turn during the scenario. For illustrative purposes, the **Fog of War** option has been turned on.



Figure 3.1 The Main Screen

Refer to **Figure 3.1** regarding the following numbered items of interest:

- 1 Player Summary & National Assets Display:** This display keeps a running total of a player's accumulated **National Morale (NM)**, **Victory Points (VP)** and **Engagement Points (EP)**. **National Assets** include (from left to right): **Thousands Rubles** (this is an abstract value), **Conscripts Pool**, **War Supply (WSU)**, and **Railroad Transport Capacity**. The tool-tip on any value gives you the normal change of this value each turn and some informations.
- 2 Terrain and Weather Panel:** This panel gives players a visual indication of the terrain and weather located in the region of the game map where their mouse is currently positioned.
- 3 Main Commands Panel:** This panel contains four (4) buttons that grant access to the **Main Menu**, **Save Game** procedure, **Turn Replay** widget and **End Turn** (used to initiate computer resolution of plotted activity). The current game date is also located here. .
- 4 Mini Map Display:** The mini-map depicts a map of Russia and contains a jump feature allowing players to left-click and view any location on the map.
- 5 Canon Turret:** Left-clicking on the **Canon** makes you enter the **Construction Mode**. Pressing the Canon again returns you to normal mode.
- 6 F1 to F10 buttons:** Left-clicking on the **F1 to F10 buttons** opens the **Ledger's pages**. Pressing it **again** closes the **Ledger**.

- 7** **Map Filters:** Left-clicking on these toggle buttons allows players to filter the game map to better visualize informations:
- ❖ **Military Control (1 key):** This filter shows regional ownership (where players have already established Military Control).
 - ❖ **Supply (2 key):** The filter shows the location of Food and Ammunition supply stockpiles as respectively indicated by crate and cannonball icons (with each icon equaling approximately 50 supply points). The regions highlighted in green indicate the extent of your supply network (i.e. regions through which supplies may currently pass).
 - ❖ **Objectives (3 key):** This filter highlights the Objective cities of all factions, which control grant Victory Points to their owner.
 - ❖ **Loyalty (4 key):** This filter highlights regions according to their level of Loyalty.
 - ❖ **Areas (5 key):** This filter indicates the location and size of Areas on the map. Areas are made up of geographically-interconnected regions. These sectors represent administrative provinces or neighboring states. It is used to perform Regional Decisions and also to define the territories where some specific units can't leave without various penalties.
 - ❖ **Theaters of operation (6 key):** This filter indicates the location and size of Theaters on the map. Theaters represent a collection of geographically-interconnected Areas. It is mainly used to also define the territories where some specific units can't leave without various penalties.
 - ❖ **Tweather Zones and current Weather (7-8 key):** This filter indicates the weather zones and their current weather in colours.
- 8** **Special Orders Panel:** This panel contains Special Orders buttons grouped into three separate tabs (Path, Tent and Pistol tabs). A grayed-out or subdued button indicates that a particular Special Order is either not applicable or unavailable.
- 9** **Postures and ROE Buttons:** The top row of buttons allows players to set their desired **Command Postures**. The bottom row of buttons allows players to set **Rules of Engagement**.
- 10** **Units Panel & Message Log:** The Units Panel displays the details and composition of the currently selected Force. The individual unit images appearing on the Units Panel are referred to as 'unit counters'. During a game turn, the Units Panel is replaced by a Message Log. The Message Log is also displayed if no Force is selected.
- 11** **Elements Panel:** The Elements panel contains a graphic representation of all elements belonging to a selected unit. Left-clicking on an Element icon gives players access to the Element Detail panel for that element (For more information see above the Appendix A. *Element Detail panel*).
- 12** **Force Tabs:** All forces present in a selected region are represented by tabs on the upper section of the unit display panel. The tabs are used to navigate easily between Forces within the same region. Forces color background and top decoration vary if the force is an Army GHQ (beige/star), an Army Corps (grey/diamond) or another force (grey/no top decoration).
- 13** **Force Navigator:**  These features allow you to do two things: use the inner arrows  to navigate between units within the same force, and use the outer arrows  to go to the next or previous force (in same region or another region). The dot  button in the center is an on/off switch that allows to 'jump' (or not) all locked Forces.
- 14** **Army GHQ Outliner:** this is a shortcut that shall take you directly to your Armies' Great Head Quarter (GHQ) present on the map. You see indication of army commander (face), nationality (background color and shield), and attached Army

Corps (diamonds on the side, they give indications in tooltips). Clicking on the attached Corps diamonds icons lead you to the Army Corps Force on the map.

- 15 Troop Display Markers** (on map): Forces outside of structures are represented on the game map by their TDMs.

A TDM contains :



- A portrait of Leader in command of the Force (or a portrait of a unit from the Force if there is no Leader),
- a color-coded background and a flag indicating its faction or nationality,
- 3 gauges representing the size, the cohesion and the supply of the selected Force,
- an activation-status envelope, 1, 2 or 3 stars according to its rank,
- a number indicating the global strength estimation of the Force (this number is the one you like to compare with those you can see on the neighboring enemy forces before deciding to attack),
- and the Command Posture and Special Orders on right border.

3.2 The Message Log

Each scenario contains scripted ‘events’ designed to introduce historical perspective and happenstance into the game. Events can be triggered by players who fulfill certain conditions or triggered simply by reaching a particular date in the scenario. The events are noted in the Message Log. Some even come with their own ‘press releases’.

In many cases, the occurrence of an event is merely for information purposes. Some events, however, insert or delete troops from the game map.

Pay close attention to the Message Log at the beginning of each turn and use the ‘jump’ feature (left-clicking on message text) to go directly to the map where an event has taken place.

The Message Log Left-clicking the **End Turn** button ends a player’s ability to issue orders for the up-coming game turn and initiates the game turn resolution segment. The Units Panel is converted into a Message Log window as seen in Figure 4.2.

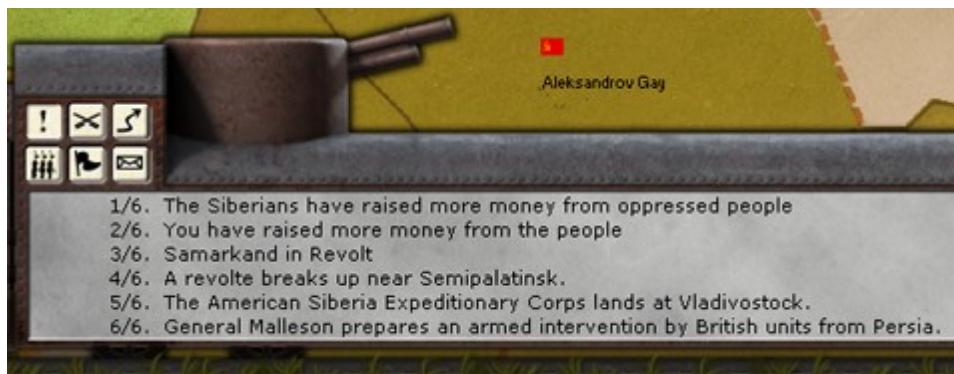


Figure 3.2 The Message Log

The **Message Log** contains a summary of events that took place during the game turn. Message Log text that is **colored red** indicates events of particular importance; these important events may be clicked to view a pop-up newspaper account.

The **six toggle buttons** to the left of the Message Log window act as **message filters**. Use these toggles to filter out unwanted messages or highlight messages concerning particular topics. By double-clicking on a message line in the log, the Main Screen jumps to the section of map pertaining to that message.

Multi-Choices Events:

When such an event occurs, you shall see a red line in the message log (usually associated with a question mark). When you click on it, the multi-choice window opens. It offers you between two and four choices, but only one can be selected (or even none). Each choice is clearly explained in terms of game consequences in the tooltip appearing when your mouse is over the choice's title.

Event choice made will be implemented in the hosting phase following the turn it appears.

Important Note: if you make no choice, the game will decide among one of the choices offered at random.

3.3 Regions and Sea Zones

Land Forces and naval units move across the game map by tracing their movement paths into (and through) hundreds of land regions and sea zones. Holding the mouse over a region or sea zone creates a tool-tip display that provides players with information specific to the region or zone.

Regions are identified in part by their Civilization Level. The four (4) Civilizations levels are: **Wild, Cleared, Developed, and Rich.**

Forces have a limited ability to 'live off the land' (i.e. forage) depending upon the civilization level of a region. Regions that are considered Wild, for example, provide less forage than regions that are deemed Rich. Land forces may not enter Sea Zones except when being transported by naval vessels, therefore, forage is not available in Sea Zones.

If you want to find a particular region, you can use the Region Finder that is open with the Ctrl+F keys.

3.4 Terrain & Transport Network Type

Each region has a terrain type. Different terrain types have varying effects on movement, combat and supply (See Appendices *Terrain Effects*).

Each region also has a transport network type:

- ❖ None
- ❖ Tracks
- ❖ Roads
- ❖ Railways



Units moving into regions with tracks will never pay more than 150% of the clear terrain cost, whatever the terrain type.

Units moving into regions with roads or rails won't pay more than the clear terrain cost, whatever the real terrain type.

Units moving by train will only spend one day for each region traveled.

Figure 3.4 Transport Network Pictured here, Tzaritsyn has a very important transportation knot.

3.5 Structures

City, Depot, Fortified Lines, Fort and Harbor are known collectively as '**Structures**'. Their presence on the map is indicated by various icons which gives players a visual clue. More information will appear if you let the cursor of the mouse on the icons' Structures. Some Cities are also Objective Cities the player should control in order to trigger the Victory Conditions of the scenario being played. They display a gold star on the right of their name. All the Structures of the game may be captured by enemy forces *but they can never be destroyed*. New Depots and Fortified Lines can be built by the players during the game. All structures provide 'shelter' from attrition. In terms of being protected from attrition, however, it makes no difference whether a Force is physically inside a structure.

Players may move a Force 'inside' structures by drag-drop(ing) the selected Force on the structure. Once inside, the Force is no longer represented on the game map by a TDM but rather; as a number on the structure's name plate. To select a Force that has entered a structure, left-click on the structure.

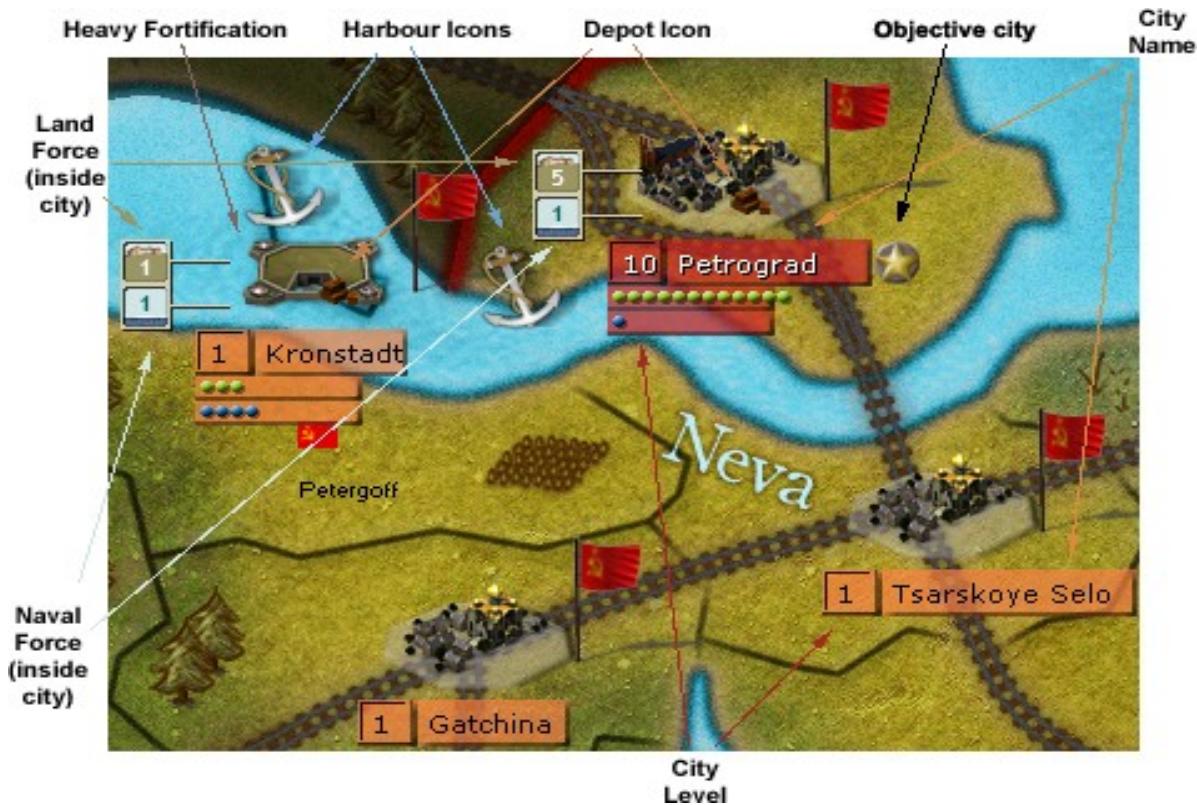


Figure 3.5 Structures Pictured here, the City of Petrograd and the Fort of Kronstadt. We can see that there is currently 5 land Forces and 1 naval Force inside the city.

Note: If all friendly forces of a region are placed inside a structure, an Enemy Force could then enter in the region without fighting and besiege the structure. Forces inside a structure could then be surrounded and trapped: they will not be able to move in a neighboring land region without fighting the besieging enemy Force in the region. But a Force that is inside a structure have defensive bonuses and may only be attacked through the two forms of Siege combat (see Chapter 12. Siege Combat).

3.5.1 City: Cities act as supply 'sources of production' since this are the places where the Food supply is gathered from the country side around to be available to your forces. All cities have their size indicated by a number appearing on their name plate. This number represents the Level of the city.

3.5.6 Depot: Depots are supply structures which have a key role in the supply system of the game, collecting and distributing Food and Ammunitions supplies. Small city of Levels 1 to 3 do not have a capability to distribute supplies unless a depot is built inside. For complete information regarding the role of depots, refer to the Chapter 9. *The Supply System* of this manual.



To build Depots in any kind of ground military controlled region (with or without a City), you should place there a Force made up with **2 units of Supply Chariots** or **Naval Transport** (8 elements). This force will then be able to be ordered to 'Build a Depot' among the buttons of the right column of its special orders panel.

3.5.3 Fortified Lines are extended field fortifications (large network of trench lines and bunkers for instance) to protect troops inside a structure.



To build Fortification Lines in any kind of ground region (with or without a City), you should place there a Force made up with **10 units of artillery** (10 elements) and **2 units of Supply Chariots** (8 elements). This force will then be able to be ordered to 'Build Fort' among the buttons of the right column of its special orders panel.



These structures provide a very strong defensive protection to units inside and have a limited ability to generate and distribute supplies. Fortified Lines also interfere with enemy movement and supply transiting the region where it is located.

Be aware that the enemy can always enter in a region with Fortified Lines and besiege its garrison.

3.5.4 Fort: This structure is similar to Fortified Lines but represents historical heavy defensive network of concrete forts already built in the last years of the XIXth century, like Kronstadt in the island in front of Petrograd or the Fortress of Sevastopol in the Crimea.



3.5.5 Harbor: A Harbor is a structure that has the benefit of being able to accommodate naval vessels. Naval vessels in a harbor are indicated by a figure next to the anchor icon representing the harbor. While inside a harbor, naval vessels may not be attacked by enemy naval vessels.



Harbors provide supply to both land and naval forces unless they are blockaded by enemy naval vessels. Naval vessels can be 'repaired' (regain cohesion and reduce damage) while inside a harbor.

4. The Ledger

Davaï! Revolution Under Siege is a complex simulation involving a myriad of command decisions each turn. To assist players in managing their forces, and to represent decisions governments involved in the War would have taken, that would have had an impact on military affair, a Ledger feature has been included which places a wealth of critical information into an easily accessible format.

To open the Ledger, **left-click on the F1 to F10 buttons on the upper left of the main screen**. You may also open a specific screen on the Ledger by pressing any of the function keyboard's keys (F1 through F10).

The Ledger is made up with 10 screens : **Force Listing, Reinforcements, Mobilizations, Home Politics, Diplomatic Affairs, War Production, Regional Decisions, Strategic Map, Objectives & Scores and Scenario Background**.

4.1 Scenario Background (F10 Key)

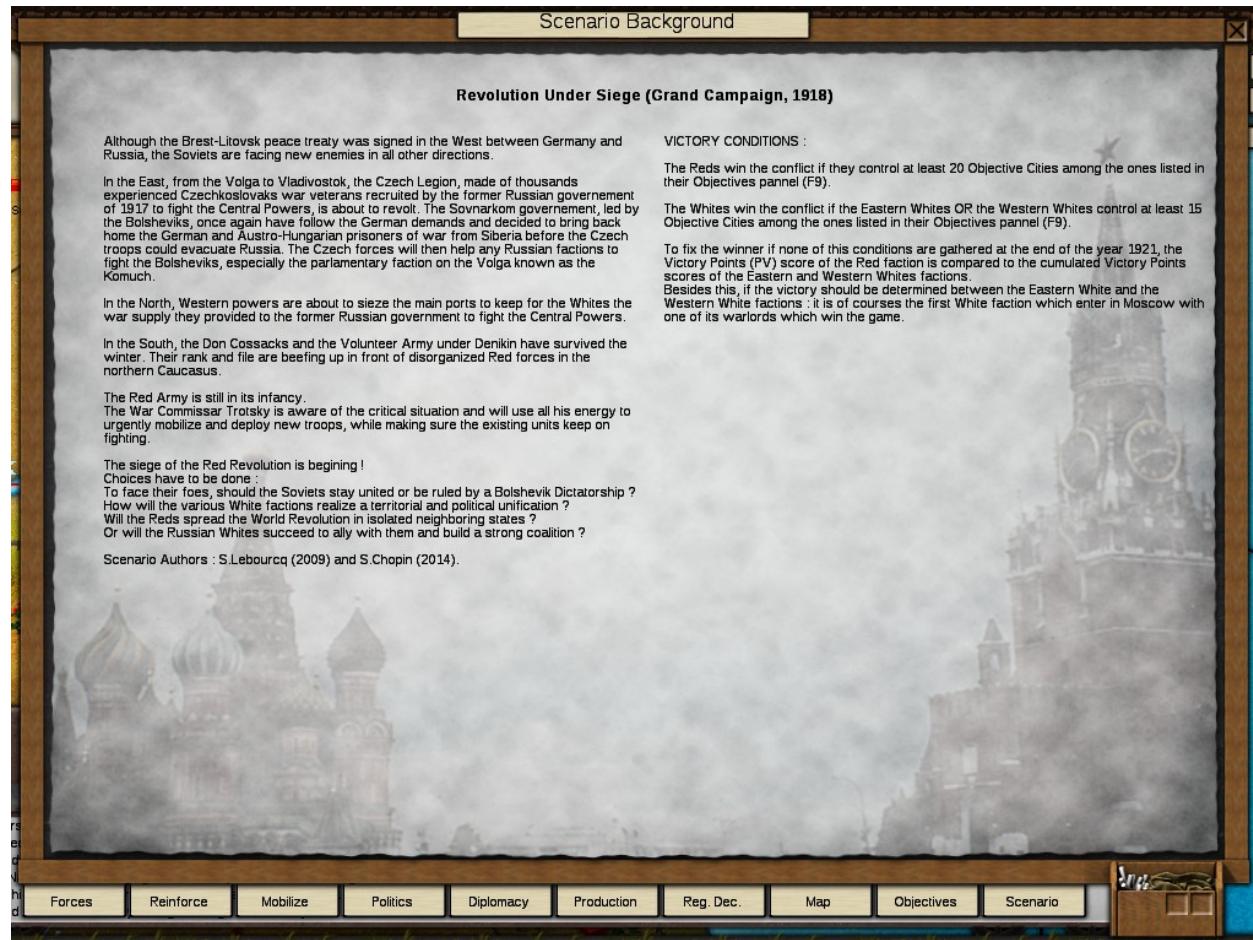


Figure 4.1 The scenario Background screen in the Ledger (F10).

This **Scenario Background Screen (F10 key)** contains a brief historical description of the scenario that may assist you in developing strategies of your own, as well as the Victory Conditions.

Victory Conditions define how many **Objective cities** the players should control before the date of the end of the scenario **to win the game**.

Minor Victory: If no player succeed to control the required number of cities among its own list of Objective cities, players will need to compare the factions' **Victory Point** totals of the two sides.

The side with the most Victory Points (VP) is then declared the winner.

Relative differences between factions' Victory Point totals can be used as a measure of how well a player performed in comparison to his opponent or allied factions.

4.2 Objectives and Scores (F9 Key)



Figure 4.2 The Objectives and Scores screen in the Ledger (F9).

The **Objectives and Scores Screen (F9 key)** shows important informations during play, especially about how the main factions are far from winning the game:

- ❖ The campaign title, current turn (turn number vs. total turns on the tool-tip), location of your capital city, a summary of your current **National Morale** (NM), **Victory Points** (VP) and **Engagement Points** (EP) totals.
- ❖ Objectives List: The Objective Cities' list displays the current ownership with a flag, the name of the city. (Clicking on the ownership icon closes the ledger and takes you to the city on the game map.)
- ❖ Opponents: National Morale, VP total, VP Gain per turn, Combat Power and Lost Men of your different enemies. (The two Combat Power values is the relative Land and Naval strength of the enemy compared to you (your two values are 100).
- ❖ Prisoners taken & our losses: The number of enemy Prisoners of War (POWs) held, and your total combat losses.

4.2.1 Objective List

Each scenario in *Davaï! Revolution Under Siege* has a specific list of **Objectives** representing important cities to hold for its faction.

Players start most of the time scenarios with one or more Objective cities already in their possession; the rest must be taken from the enemy before the scenario's end.

In the Objectives List, each Objective city display the flag of the faction which military control it. Sometime this could be a flag of a neutral faction or the flag of an allied factions which is from your side.

Important Note: If the displayed flag is a Red one but with black crossed swords, it means there is yet no sides that control the Objective. In order to gain credit for a captured Objective city, a player must garrison the region with a regular unit (i.e. a Unit with Line infantry or Cavalry elements, and not Milice elements) if the region has a Loyalty rating less than 51%.

In the Objectives List, an Objective city is also listed along with its value in National Morale points (NM), which can change according to the Loyalty in the region.

National Morale Points gained or lost as a result of Objective city changing hands is only calculated once—at the end of the turn. In other words, gaining NM points for capturing an Objective City is a one-shot deal; you don't get NM for the city every turn, unlike Victory Points which are earned each turn.

Sudden Death:

Sudden Death refers to winning the scenario by owning or capturing the number of Objective Cities required BEFORE the date of the end of the scenario. Some scenarios may then be ended early if a player reaches the required number of cities.

If a scenario has Sudden Death condition, these will be indicated in the tooltips on the skull, along with the number of Objectives cities required.

However, the Sudden Death condition is only a recommendation to finish a possibly desperate game for one side. If this side want to continue the fight, the players can always chose to ignore this rule and to continue the game till the date of the end of the scenario.

4.2.2 Victory Points (VP)

Victory Points are earned and accrued each turn for such things as holding important locations on the map, achieving goals as set forth by individual scenarios, and by destroying enemy units. A running total of a player's current Victory Points is displayed in the top left corner of the Main Screen.

Players **do not** lose VPs if their own units are destroyed or if they lose control of designated Objectives. But Victory Points could be lost in cases where a player has activated some specific Options or decided to promote a Leader outside the normal Seniority hierarchy.

VICTORY POINT MODIFIERS	NUMBER OF VPS EARNED/LOST
OBJECTIVE CITY	+1 TO 3 VPS PER TURN (ACCORDING TO SCENARIO)
ENEMY UNIT DESTROYED	(+ VPS) VARIABLE ACCORDING TO UNIT
LEADER PROMOTIONS WHICH BYPASS SENIORITY	(- VPS) VARIABLE ACCORDING TO LEADERS POLITICAL COST

4.2.3 National Moral (NM)

The Morale, also indicated in the Objective and Scores screen, is helping to win the game. National Morale is used to represent the willingness of a civilian population (and its military forces) to 'continue the fight'. Having a high **National Morale** total indicates that a populace is more inclined to support the war effort; a low National Morale total is an indication that the people are close to giving up. In game terms, National Morale is also used to modify unit cohesion, the production of supplies, and the accumulation of money.

Calculating National Morale: Each faction is given a National Morale total at the start of each scenario. As in the case with Victory Points, National Morale is calculated each turn and a running total is displayed in the top left corner of the Main Screen. A player's National Morale total can be (and often is) reduced by events that occur during a turn, or by Options activated by players, or with the balance of war resilience and weariness of the population.

NATIONAL MORALE MODIFIERS	EFFECT ON NATIONAL MORALE (NM)
CAPTURE OF OBJECTIVE REGIONS/CITIES	INCREASES NM ACCORDING TO VALUE DISPLAYED IN THE OBJECTIVE LIST OF THE SCENARIO
LOSS OF OBJECTIVE REGIONS/CITIES	REDUCES NM ACCORDING TO VALUE DISPLAYED IN THE OBJECTIVE LIST OF THE SCENARIO
WINNING A BATTLE	INCREASES NM ACCORDING TO # OF ENEMY UNITS DESTROYED
LOSING A BATTLE	REDUCES NM ACCORDING TO # OF FRIENDLY UNITS LOST
LOSING LEADERS (CASUALTIES OR LOSS OF SENIORITY)	REDUCES NM ACCORDING TO LEADER'S POLITICAL COST
LEADER PROMOTIONS WHICH BYPASS SENIORITY	REDUCES NM ACCORDING TO LEADER'S POLITICAL COST
BIG TOWNS WAR RESILIENCE AND WEARINESS	THE CONTROL OF A BIG TOWN (SEE THEIR SPECIAL ICONS ON THE MAP) GIVES +1 NM EACH TURN IF THE MORAL LEVEL IS LESS THAN 80 NM, AND -1 NM EACH TURN IF THE MORAL LEVEL IS MORE THAN 120 NM.
GLOBAL WAR RESILIENCE	INCREASES NM BY +1 EACH TURN IF THE MORAL LEVEL IS LESS THAN 100 NM.

National Morale variations Effects National Morale changes affect different game factors, such as unit cohesion maximum and cohesion recovery (reflecting the fact that military forces with high morale are generally more combat-efficient), or production of supplies and assets.

The base rule is that each step of 10 (ten) NM changes by 5% the efficiency of your troops and nation.

Each positive step increases production and cohesion by 5%. Each negative step decreases production and cohesion by 5%.

The chart below summarizes the changes

NATIONAL MORALE VALUES	EFFECTS
Base Level: 150 – Range values: 145-154	+25%
Base Level: 140 – Range values: 135-144	+20%
Base Level: 130 – Range values: 125-134	+15%
Base Level: 120 – Range values: 115-124	+10%
Base Level: 110 – Range values: 105-114	+5%
Base Level: 100 – Range values: 95-104	No Effect
Base Level: 90 – Range values: 85-94	-5%
Base Level: 80 – Range values: 75-84	-10%
Base Level: 70 – Range values: 65-74	-15%
Base Level: 60 – Range values: 55-64	-20%
Base Level: 50 – Range values: 45-54	-25%
Base Level: 40 – Range values: 35-44	-30%
Base Level: 30 – Range values: 25-34	-35%
Base Level: 20 – Range values: 15-24	-40%
Base Level: 10 – Range values: 5-14	-45%
Base Level: 0 – Range values: 0-4	-50%

4.2.4 Engagement Points (EP)

Engagements Points represent the capacity of political actions of your governmental administration.

It is mostly used to activate Options and operate Regional Decisions.

One EP is gained each turn from each Objective City of your faction's Objective List that you control (listed in the Objectives & Scores Screen (F9)).

EPs are also gained and lose according to battles, events or by Global Options.

4.3 Force Listing (F1 key)

The Force Listing is a roster of all Leaders, garrisons and maneuver forces available in a given scenario.

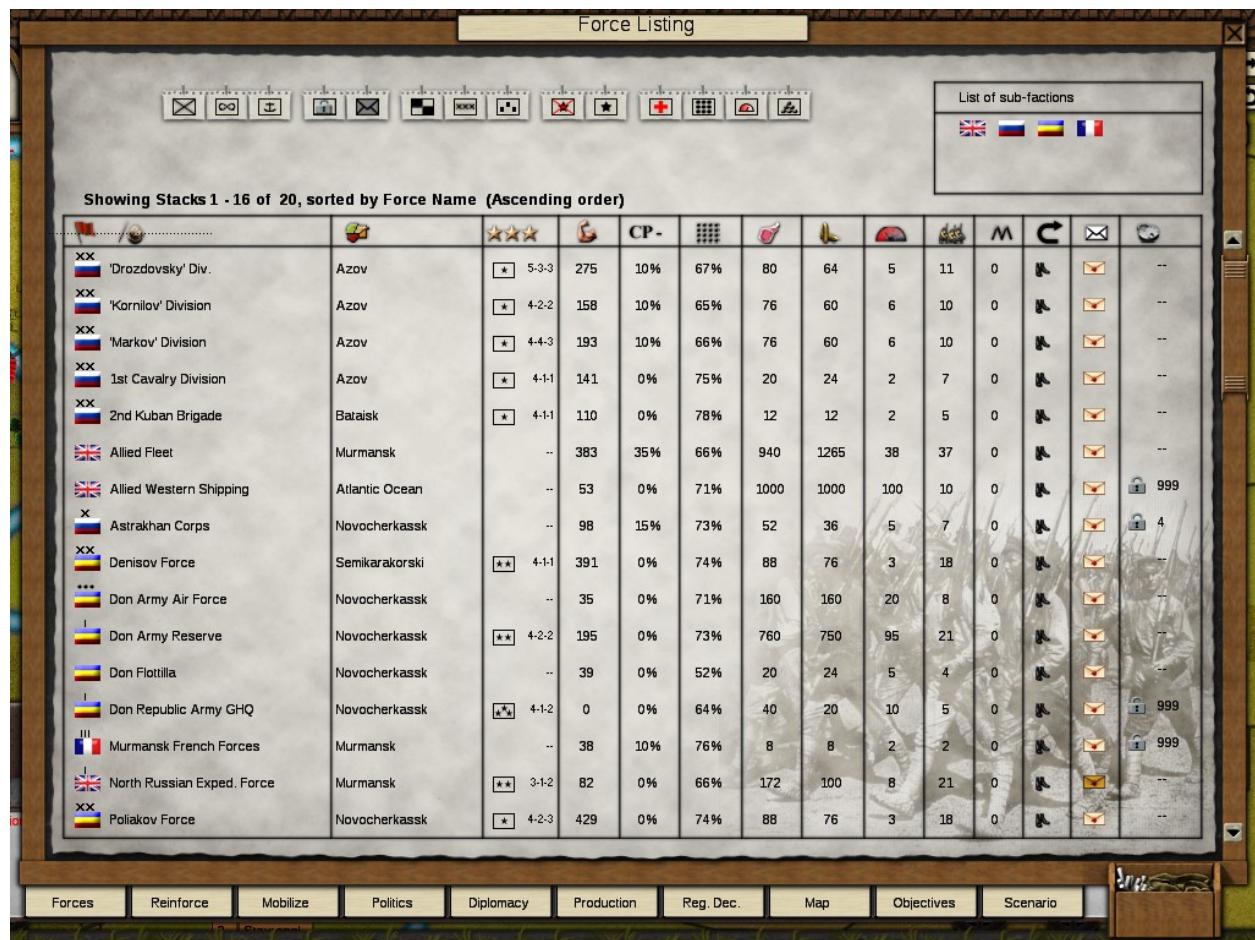


Figure 4.3 The Force Listing screen of the Ledger (F1). Filters are at the top of the screen, all columns can be used to choose the sort order.

4.3.1 Sorting the Force Listing The Force Listing can be sorted so that specific information is readily displayed. Use your mouse to select the feature you are interested in viewing (i.e. unit strength, cohesion, unit name, region, etc.) Use the mouse wheel to scroll through the Force Listing.

4.3.2 Force Listing Filters Located to the top of the Force Listing is a line of filters that can be toggled On and Off to further refine your display of specific information. (You can identify the filters by holding your mouse over the filter icons.) For example, if you were interested in finding out the strength of your navy, you would simply sort the Force Listing by **Area** (or Theater) and toggle the naval unit filter to ON.

4.3.2 Nationality Filters By clicking on one of the flag at the top right of the Force Listing, you can filter the unit belonging to one of the nations you control, if they are several.

4.3.3 Jump to Unit Feature The Force Listing allows you to select and jump to any unit on the game map by clicking on the flag icon in the most left column of the unit's information box.

4.4 Reinforcements (F2 key)



Figure 4.4 The Reinforcements screen of the Ledger (F2) display the List of units under construction and the Replacements Pool.

List of units under construction:

It displays the details of all the units you are currently building (and where). To construct new units, see the Chapter 15. *Units Building*.

Replacements Pool:

It contains a graphic summary of all the available units' Replacements chits according to their specific sub-types and factions.

To order new replacements, see the Chapter 14. *Losses and Replacements*.

4.5 Global Options (F3 to F6 keys)

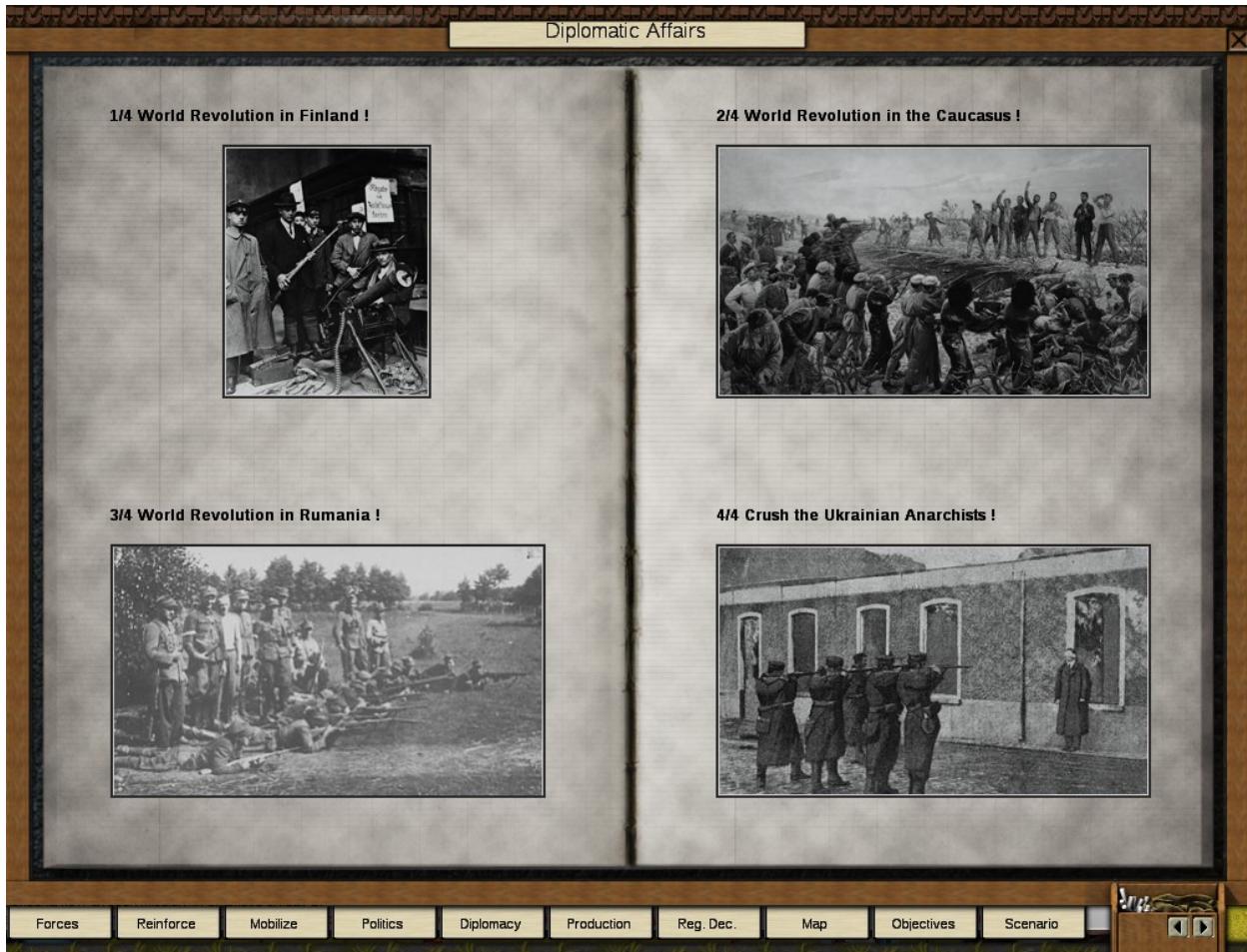


Figure 4.5 The Diplomatic Affairs screen in the Ledger (F5 Key).

The 4 Different Global Options Screens - **Mobilizations (F3 Key)**, **Home Politics (F4 Key)**, **Diplomatic Affairs (F5 Key)**, **War Production (F6 Key)** - may contain a description of **the main historical, political or economical Options** open to a player during some turns (or for the duration of the game) along with the cost of these options (in terms of Engagement Points, Victory Points, etc.).

All informations about this Global Options are displayed in the mouse tooltip over it. The will vary according to the scenario being played. Not all scenarios contain selectable Options.



4.6 Regional Decisions (F7 key)



Figure 4.6 Regional Decisions screen in the Ledger (F7).

The Regional Decisions screen allows you to interact directly with some parameters of the map, locally in a given Area.

Regional Decisions are selected by clicking on a colored Area several times (rotating click). The different options available are:



Requisitions: This Regional Decision will operate requisitions among the population of an Area, if the region of the main town of the Area has 35% Loyalty and 51% Military Control or more for your faction.
Cost: -1 EP and some Loyalty. Gain: Rubles, War Supply.



Conscription: This Regional Decision will send the police to force recruitment of conscripts in an Area, if the region of the main town of the Area has 35% Loyalty and 51% Military Control or more for your faction.
Cost: -1 EP, -1NM and some Loyalty. Gain: some Conscripts.



Repression: This Regional Decision will send a Political police to eradicate the rebels among the population of an Area, if the region of the main town of the area has 51% Military Control or more for your faction.
Cost: -1 EP, -2 MN. Gain: *some Loyalty*.



Reforms: This Regional Decision will organize localized land and political reforms to increase the loyalty to your cause in an Area, if the region of the main town of the Area has 51% Military Control or more for your faction.
Cost: -3 EP. Gain: *Some Loyalty*.



Subversion: This Regional Decision will send Reds Revolutionary agitators to increase the loyalty to your cause in enemy an Area, if the region of the main town of the area has 50% Military Control or less.
Cost: -2 EP. Gain: *some Loyalty*.

When a Regional Decision has a Loyalty cost, it means that the loyalty of the Enemy factions in the regions of the Area you control will increase, at the risk of triggering popular revolts.

You can only take a limited amount of Regional Decisions. Not all Regional Decisions are accessible to all factions at all time, some may only become available after certain events or Global Options.

All Regional Decisions effects are taken for 3 turns. The effect of the Regional Decision will be applied at the end of this period. If the Regional Decision need that the region of the main town of the Area has 35% Loyalty and/or 51% Military Control or more for your faction, this conditions should be gathered for the whole duration of the period.



4.7 Strategic Map (F8 key)



Figure 4.6 Strategic Map screen in the Ledger (F8).

The Strategic Map is like a giant minimap:

As well as being more readable, you can notice some differences with the minimap:

- **Ground Forces** are represented by *squares*. **Naval Forces** are represented by *triangles*.
- *Squares* and *triangles* come in 3 different sizes. The game allocates these sizes using a 3-tiered system, depending on the relative size of the forces on the map. So, if your Force is among the smallest Forces on the map, you'll get a small *square*. If your Force is among the strongest, you will get the largest sized *square*.
- Hovering the mouse over the *squares* and *triangles* gives you a tooltip naming the Forces they represent.
- Clicking on one of the Force will jump to the Force on the main map.
- The Strategic Map shows 2 or 3 different colors, since it displays the Forces of the players' sides in the scenario. The minimap, on the other hand, is displaying all the various colors of the factions controlled by all sides.

NB: There is also an other version of Strategic Map, with the Campaign scenarios' Objective cities in the repository of the game .../Revolution Under Siege/Docs.

5. Organizing Your Forces

Success in *Davaï! Revolution Under Siege* is determined in large measure by how well players are able to organize their military forces. In order to make the most of your larger military formations, it is first important to understand the different types of **Units** and **Forces**.

A **Force** is made up with one or more Units.

5.1 Understanding the Units Panel

The **Units Panel** is a versatile tool for viewing, selecting, and organizing your Forces. Left-clicking on Forces (including Leaders and garrisoned structures) on the game map causes a horizontal display window known as the Units Panel to appear along the bottom edge of the screen.

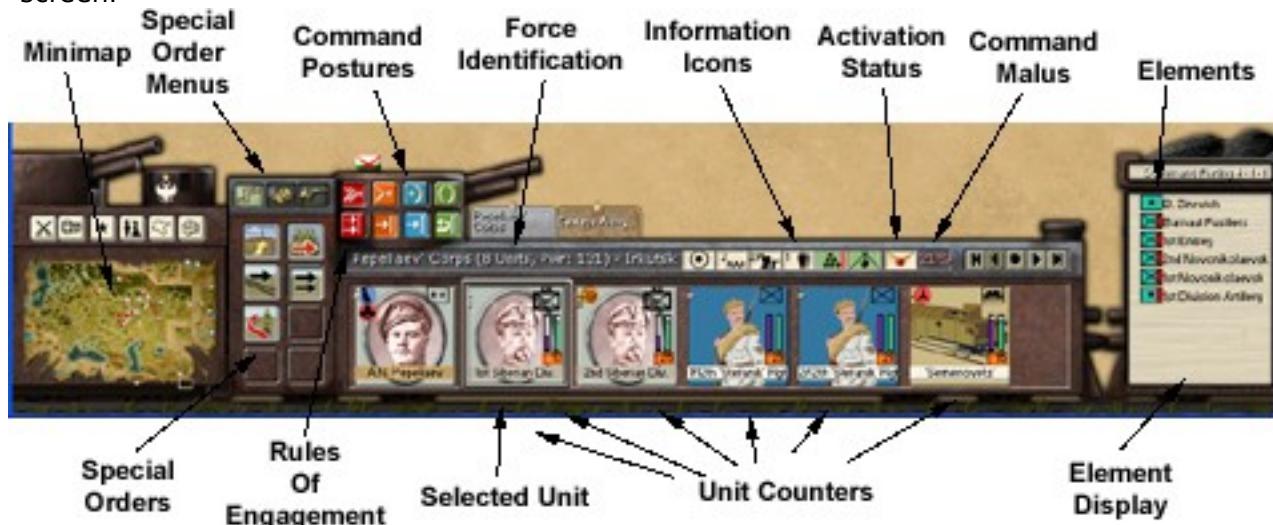


Figure 5.1 The Units Panel is the primary means of gathering information about the Forces of your faction or of your allied factions.

The Units Panel arranges and displays **unit counters** belonging to the Force you selected. Arrow buttons to the left and right of the Units Panel allow you to scroll through the row of units counters making up the Force. Only one Force can be viewed at a time. If multiple Forces are present in the same location on the game map, these are displayed as ‘tabs’ along the top of the Units Panel. These additional Forces can be viewed by **left-clicking** on their respective **tabs**.

Information specific to the Force you are viewing is displayed above the unit counters. This information includes:

- ❖ the name of the Force,
- ❖ the number of component units contained in the Force,
- ❖ the Combat Efficiency of the Force (PWR), a numerical representation of the relative power of the Force,
- ❖ icons that display tool-tip information (Food and Ammunition levels, supply expenditures, detection and evasive ratings, and penetration indicators),
- ❖ a white or brown envelope indicating Activation status,
- ❖ Movement and Combat penalties (flashing red %) due to insufficient Command ratings (if any).

Note: Hold down the **Ctrl key** to see how many men are in each unit counter belonging to the Force currently being viewed on the Units Panel.

5.2 Units

The term '**Unit**' refers to military formations that are represented by a single 'counter' and can be moved independently on the game map.

A Unit is made up with 1 or more **elements** (elements represent most of the time a regiment-size group of men).

There 4 sizes of Units:

- **Leader Unit** (with a single leader element)
- **Regiment-size Unit** (with a single element)
- **Brigade Unit** (with several elements).
- **Division Unit** (with several elements). A Division Unit is formed by the player with a Leader Unit which have merged and combined Regiment-size units and/or Brigade units.

When displayed on the Units Panel, a unit counter shows information specific to the unit. This information includes:

- ❖ the nationality of the unit (indicated by the counter's background color),
- ❖ Special Ability icons (small symbols in the top left corner),
- ❖ Unit NATO symbol (shown in the top right corner),
- ❖ Combat Efficiency (numerical value),
- ❖ Number of component elements (small ribbons running vertically down the left of the counter, there is one ribbon per two elements),
- ❖ Unit Cohesion (represented by the purple column),
- ❖ Unit Strength (represented by the green column).

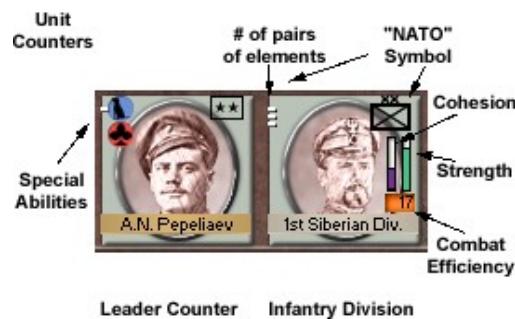


Figure 5.3 Shown here are unit counters for two typical units—A Leader Unit and a Division Unit.

Units can vary in size from individual Leaders Unit, Regiment-size Unit, Brigade Unit and Division Unit. Note that size and strength are two different concepts. It is possible to have a Division-sized unit (weakened by attrition or combat losses) be reduced in strength to less than a Regiment-size Unit.

5.2.1 Elements

Units have internal parts known as elements. An element is the smallest military formation in the game; usually representing a Regiment, Detachment, a Battery or an Armored Train for example. Elements cannot be further sub-divided. When an Element loses its last strength point, it is eliminated.

When a Unit is selected in the Units Panel, an **Element Display panel** appear, located to the right of the Units Panel. The Element Display Panel shows all elements belonging to the unit. Left-clicking on an Element icon gives players access to the Element Detail panel for that element (For more information see above the Appendix A. *Element Detail panel*).

5.2.2 Regiment-size Units

Some Units are so small that they contain only one element.

5.2.3 Brigade Units

Brigade units in the game are units made up with several elements. For example, a Brigade unit will consist of one or more elements of Infantry, Cavalry and several Artillery batteries. Brigade Units are not breakable into several Regiment-size units.

5.2.4 Division Units

A Division Unit is formed by a Leader Unit which have merged and combined Regiment-size units and/or Brigade units. Division Units can be **broken down** into their component parts during a game turn. Division Units may also be **created** during a game turn if certain conditions are met.

The main reasons for combining Regiment-size units and/or Brigade units into Division-sized units are:

- To create a very efficient big Unit in combat.
- To maximize the command effectiveness of the leader units in a Force.
If a Force have a lot's of Regiment-size units and/or Brigade units, it could required a lot's of Command Points (CP). But whatever is the number of combined units into a Division-sized unit, the command cost of a Division Unit will be always only **four** (4) CPs.

Creating a Division Unit:

In order to create a Division unit, **an 'Active' Leader** and **one or more** Regiment-size units and/or Brigade units must be present in a single Force.

A maximum of **1 Leader unit** and **9 Regiment-size units and/or Brigade units** (made of a maximum of **32 elements**) may be included in any one Division-sized unit.

Note: It is advised to combined various types of elements into Division Units, and especially to place at least one or few cavalry or light infantry elements . If there is artillery elements, observe a ratio between infantry and artillery of at least 3:1. If you have some regiment-size units with Special Abilities which give bonus to all the elements of a division Unit, place one of each inside (like Cheka infantry, Tachankas, etc.).

Players could conceivably create a super Division-sized artillery unit by combining 32 elements of artillery batteries but as a practical matter it is not recommended.

There are also some restrictions on the types of units that can be combined into a Division Units: for example, Armored Train Units can't be merged into Division Unit.

Division Creation Procedure:

- Select an '**Active**' Leader Unit and left-click on the **Enable Division Command** button on the middle Tab of the Special Orders panel.
- **Left-click** on the Leader Unit, then maintain the **Ctrl** Key while left-clicking on the the Regiment-size units and/or Brigade units to be combined into the Division. Then left-click on the **Create Division** button on the Special Orders panel.

- The Leader and unit counters are removed from the Units Panel and replaced with a single Division-sized counter. The units are displayed as component units to the left of the Units Panel.



Figure 5.2.4 Holding your mouse over a Division unit counter causes its Regiment-size or Brigade units to be displayed. You can also see here the middle Tab of the Special Orders panel were there are the buttons to create Division Units or Army Corps Forces.

'Breaking Down' a Division: If a Division-sized unit is selected on the Units Panel, its component units are displayed on the left of the Main screen and the elements (which make up those component units) are displayed on the Element Panel. The Division can then be broken down by left-clicking on the **Division Break Down** button on the middle Tab of the Special Orders panel. The Division counter is immediately broken down into its component parts (including the Division commander's Leader unit). These units are now displayed on the Units Panel.

5.2.5 Leaders Units

Leaders have an enormous impact on the effectiveness and efficiency of your military assets. Leaders are given leadership ratings that reflect their historical abilities and which affect almost every aspect of the game. Forces that are 'leader-less' and/or Forces that exceed their Leader's Command Point capacity are subject to movement and combat penalties.

The ability of Leaders to effectively command military assets is expressed as a comparison of their rank in relation to the number (and size) of the units they are able to command. Every Leader in the game is assigned a rank ranging from 1-star to 3-stars:

- ❖ 1-star Leader: **Division General** (named **KomDiv** in the Red Army)
- ❖ 2-stars Leader: **Corps General** (named **KomCor** in the Red Army)
- ❖ 3-stars Leader: **Army General** (named **KomandArm** in the Red Army)

Leaders can be promoted to the next rank (To know more about it, see the *Appendice Leaders Promotion and Seniority*).

5.3 Command

5.3.1 Command Points

Each Leader provides Command Points (CPs) according to his rank.

When multiple Leaders exist in a single Force the Command Points they provide are cumulative and applied to the Force as a whole.

Any Leader units which are in an Army Corps or Army GHQ force have additional bonuses from being in the Command Chain (+50% to the Command Points generated by the leaders in the Force).

Command Points provided in a Force which is NOT an Army Corps or Army GHQ:

- ❖ A 1-star Leader provides **+2 Command Points** to his Force.
- ❖ A 2-stars Leader provides **+5 Command Points** to his Force.
- ❖ A 3-stars Leader provides **+8 Command Points** to his Force.

Command Points provided in a Force which is an Army Corps or Army GHQ:

- ❖ A 1-star Leader provides **+4 Command Points** to his Force.
- ❖ A 2-stars Leader provides **+10 Command Points** to his Force.
- ❖ A 3-stars Leader provides **+16 Command Points** to his Force.

Command Point Modifications:

The total number of Command Points that can be provided by Leaders in a single Force **is limited to an unmodified maximum of 22**. This number can be modified by:

- ❖ a bonus or a malus from possible Units' Special Abilities in the Force.
- ❖ a bonus or a malus from the Strategic Rating of the parent Army GHQ Leader in an Army Corps Force (The value -4 is added to the Strategic Rating of the Army GHQ Leader).

5.3.2 Command Cost

Each Regiment-size, Brigade or Division Units are given a Command Cost which reflects the difficulties a Leader would have in 'leading' it efficiently (large formations are unwieldy). Each Force has a Command Cost equal to the cumulative number of Command Costs associated with its component units.

- Regiment-size Units have most of the time a Command Cost of 1.
- Brigade Units have Command Costs based on the number of elements they contain, although these costs are sometimes elevated for overly large units.
- Division Units have always a Command Cost of 4.

Command Cost Modifications:

Increased Command Costs are also used to represent cultural differences in command and control methodologies between Units from different allied nationalities or factions that are in a same Force.

5.3.3 Command Penalty

It is perfectly permissible for a Leader to be put in command of units that exceed his ability (i.e. Command Costs are greater than his Command Points). When this occurs, the Units Panel displays a warning in the form of a percentage loss of movement and combat effectiveness. The penalty is equal to roughly 5% per CP over the Command Point allowance of the Force.



Figure 5.3.3 Command Penalty: Here, Vinogradov's Detachment contains 6 units and exceeds command capacity. A penalty is therefore assessed to the Force as indicated on the tool-tip and by the **flashing red 15%** on the Units Panel.

5.4 Army Corps

An **Army Corps** is a Force commanded by a '2 or 3-star' Leader Unit which was appointed to this position.

Unlike Divisions, a Corps can contain any number of units; however, these units are counted toward the Corps commander's Command Points (CP) total.

Units can be attached or detached from a Corps at any time simply by moving (or removing) the units into or out of the Force on the Units Panel. It is important to realize that every Corps is considered a single Force, but not every Force is considered a Corps.



Figure 5.4 Kutepov's Corps: Shown here, Kutepov's Corps is made up of General Kutepov, and a number of 2 divisions. This well-rounded Army Corps Force contains 4 units in total, all of which are commanded by General Kutepov without penalty.

5.4.1 Creating an Army Corps

A 2 or 3-star Leader is required to command a Corps:

1. Identify a Force commanded by a '2 or 3-star' Leader Unit you want to become an Army Corps Force. The Leader must be within the **Attachment radius** of an Army GHQ. The Attachment radius is displayed on the game map by selecting an Army GHQ force and holding down the **Shift** key. You can see the list of available Army GHQ forces on the right side of the Main Screen, where there is the Army GHQ Outliner (see Chapter 3.1 The Main Screen).
2. Select the Force and Left-click on the **Create Corps** button on middle Tab of the Special Orders panel.

3. The newly created Corps is indicated on the Units Panel with a star icon on its tab and a Corps badge in the top right corner.

Disbanding Army Corps: It is possible to remove the Army Corps commander from its position, left-clicking on the **Corps Break Down** button on the middle Tab of the Special Orders panel. It could be useful if the Army Corps is out of its original parent Army GHQ Attachment radius, in order to take the benefit from a new parent Army GHQ Leader around. If an Army Corps is selected, the **parent Army GHQ** is indicated by having its TDM **flash red**.

There is no limit to the number of Army Corps that can be subordinate to a single Army GHQ at any one time.

5.4.2 Benefits of Army Corps

Once created, an Army Corps is considered part of a Command Chain and subordinated to an Army GHQ Force which is commanded by a 3-star Leader. It is entitled to a number of benefits or penalties due to its Army GHQ Leader affiliation:

- ❖ As seen in the *Chapter 5.3.1 Command Points*, **an Army Corps Force provide twice more Command Points** to all the Leader Units which are in the Force.
- ❖ **A Corps has the Reserve Movement ability:** it can **receive** or **give** support in battles to other Forces in adjacent regions if this forces are also Army Corps or Army GHQ Forces (To know more about, see the *Chapter 5.6 The reserve Movement of Army Corps and GHQ*).
- ❖ **The Army Corps commander's Strategic Rating, Offensive Rating and Defensive Rating are modified** by the Army GHQ Commander's Ratings if the Corps is located within the **Command Radius** of its parent Army GHQ (To know more about, see the next Chapter *5.5 Army GHQ*)
- ❖ Multiple Army Corps that occupy the same region (and belong to the same Army GHQ) may use the **Synchronized Move** Special Order in order to coordinate their movement during a game turn.
- ❖ Multiple Army Corps from the same Army GHQ receive **combat bonuses when fighting together in a region**.
- ❖ An Army Corps may benefit from some Army GHQ commander's **Special Abilities** when located within the Command radius or within the same Area or Theater of its parent Army GHQ.

Notes:

There is a Davaï! RUS game engine known issue, pertaining to 2-star Leaders: Unless they are already an Army Corps Force, the Forces commanded by a 2-star leader Unit can sometime cause a mighty lag while you manipulate them on the map. To avoid this, in the Special Order Panel, hide the tab were you form or dismiss Corps (choose any other Tab when dealing with Forces commanded by a 2-star Leader).

Alternatively, you can make any 2-star leaders an Army Corps commander (of the nearest Army GHQ), even without any other units

Command Point Bonus: Corps Commanders receive a number of Command Points equal to the Strategic Rating of the Army commander minus two (2). being assigned. Then, when you get them where you want, just dismiss them as an Army Corps of the old Army GHQ and immediately create them as an Army Corps of the new Army GHQ available around.

5.5 Army GHQ

An Army Great Head Quarter (GHQ) represents a high rank Leader and its administrative staff. Its Force is made up with an Army General (a 3-star Leader) Unit, and possibly any other Units the player wish to include directly to the Army GHQ Force (usually a reserve of Artillery and supply Units, some Units with conscripts elements to train or Units still under construction, etc).



Figure 5.5 Shown here, the Denikin Army GHQ in Taganrog.

An Army GHQ is required to be able to form Army Corps in the regions around. If an Army GHQ Force is selected, all of its **subordinate Corps** are indicated by having their TDMs **flash red**.

5.5.1 Creating an Army GHQ:

In the Campaign scenarios, the Army GHQ forces are automatically created when the player activate specific Global Options in the Ledger. The tool-tip of this Options explain where the Army GHQ will be formed on the map.

In the other scenarios, in order to create an Army GHQ:

1. Select a 3-star Leader counter and press the **Create Army** button on the middle Tab of the Special Orders panel.
2. The newly created Army is indicated on the Units Panel with an Army badge in the top right corner.

If the Leader selected to take command of the Army GHQ bypasses other Leaders with greater Seniority, the player will lose National Morale equal to the political cost of the bypassed Leader.

Disbanding Army GHQ:

If its Army GHQ force is not blocked, it is possible to remove the Army command from a 3-star Leader. Select the Force containing an Army GHQ and left-click on the **Dismiss Army** button on the middle Tab of the Special Orders panel.

Removing a Leader from an Army GHQ command causes a loss of National Morale and Victory Points equal to the promoted Leader's political cost, unless a new Leader with more Seniority is put in command of the same Army GHQ force that same game turn.

Despite the cost, dismissing an Army GHQ is a convenient means of replacing weak or ineffectual Leaders since an Army GHQ can be subsequently recreated under different leadership. When an Army GHQ is disbanded and recreated, the name of the Army GHQ will change.

In the Campaign scenarios, there is also an other “costless” way to disband Army GHQ: As soon as an Army general unit is not anymore present in the region where it was appointed after activating the Ledger's Global Option which created it, it will be removed from the map. This leader who was Army general may sometimes be again available in a controlled main town as a Corps general. A new Global Option will then appear which will propose again to create a new Army GHQ in the same region.

5.5.2 Benefits of Army GHQ

Once created, an Army GHQ is considered ruling a Command Chain which subordinate Army Corps forces around. Besides the Army GHQ Force provide the following benefits or penalties:

- ❖ As seen in the *Chapter 5.3.1 Command Points*, **an Army GHQ Force provide twice more Command Points** to all the Leader Units which are in the Force.
- ❖ **An Army GHQ Force has the Reserve Movement ability:** it can **receive or give** support in battles to Army Corps Forces in adjacent regions (To know more about, see the Chapter *5.6 The reserve Movement of Army Corps and GHQ*).
- ❖ **An Army GHQ Force provide benefits and penalties to its subordinated Army Corps.** (To know more about, see the previous Chapter *5.4.2 Benefits of Army Corps*).
- ❖ An Army GHQ force will never apply an Assault or Offensive posture in a region if there is another friendly stack in this region (To know more about Command Postures, see Chapter *7.3 Combat Orders*)
- ❖ **The Army GHQ Commander's Ratings modify the Army Corps commander's Strategic Rating, Offensive Rating and Defensive Rating** if the Army Corps is located within the **Command Radius** of its parent Army GHQ:

Army GHQ Command Radius:

- ❖ The Command Radius of an Army GHQ commander to allow the formation of subordinated Army Corps Forces is **15 régions**.
- ❖ The Command Radius of an Army GHQ commander to allow bonuses or maluses is limited to **the region in which the Army is located, or all adjacent regions, or up to two (2) regions away if its Strategic Rating is 1, or is 2 through 5, or is 6 or greater.**

Army GHQ modifications on Army Corps Leaders' Strategic Rating, Offensive Rating and Defensive Rating:

Army GHQ commander bonuses or maluses are never displayed on the first turn of the game or on the turn that a Corps is created or affiliated with an Army GHQ. Allow a turn to be resolved before checking for Army GHQ bonuses or maluses in these cases.

- ❖ **Command Point:** Corps Commanders receive a number of Command Points equal to the Strategic Rating of the Army commander minus **4**. (an Army GHQ Leader with a Strategical value of 1 will then give a malus of -3 Command Points to the Corps in its Command Radius.

- ❖ **Strategic Rating Bonus:** Eligible Corps Commanders receive a Strategic Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Strategic Rating. Generally, the higher the Army commander's Strategic Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]). Army commanders with a Strategic Rating of 1 or 2 have the potential of passing on a **negative** Strategic Rating bonus (up to a maximum bonus of negative two [-2]).
- ❖ **Offensive Rating Bonus:** Eligible Corps Commanders receive an Offensive Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Offensive Rating. Generally, the higher the Army commander's Offensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).
- ❖ **Defensive Rating Bonus:** Eligible Corps Commanders receive a Defensive Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Defensive Rating. Generally, the higher the Army commander's Defensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).



5.6 The Reserve Movement of Army Corps and GHQ

The Army Corps and the Army GHQ forces can support each other in battles if they are in neighboring regions they can reach in one turn.

Note: *The Reserve Movement is an important feature of the game which allow the organization on the map of Forces placed in large 'Fronts' to face the enemy, or the placement of reserve Forces able to protect the rears as well as being involved in battles if neighboring Forces facing the enemy are attacked.*

The Reserve Movement (also known as the "March to the Sound of the Guns" in many Ageod's games) have the following conditions:

- An Army Corps or an Army GHQ Force which participate in a battle in a neighboring region will always be back in its original region during the turn resolution and ready at the start of the next turn. But it may have suffer losses of cohesion and strength.
- An Army Corps or an Army GHQ Force which can't move (e.g. because it is blocked in its region, or because the weather and/or terrain require more than a turn of 15 days to reach the neighboring region, *or because its force have an Armored train unit and the region to reach have no railroads*) will not be able to give support to a battle in a neighboring region. But it can always receive a support from neighboring Army Corps.

5.7 Leader Activation Rule

Note: *It is NOT recommended to play Davaï! RUS with the Leader Activation Rule selected. The game is designed and balanced to not use it. To un-select this Rule, see the Chapter 2.1 Game Options, in order to check the box where 'commanders will always be able to move their forces, even if not activated'.*

If the Leader activation rule is activated, at the beginning of each turn, every Leader undergoes an '**Activation Check**'. (These checks are made even if the Leader is currently not commanding any units.) Activation checks are made using a Leader's **Strategic Rating**. The higher a Leader's Strategic Rating, the greater chance the Leader will **pass** the Activation Check. Leaders who pass their Activation Check are considered '**Active**' for the upcoming game turn. Likewise, Leaders that fail their check are considered '**Inactive**'. Forces **without Leaders** are always considered **Active** but suffer movement and combat penalties accordingly to their Command penalties.

Activation Check Modifiers The Activation check is modified by the following conditions:

- ❖ **+1 Strategic Rating:** A Leader who was active during the previous game turn increases his Strategic Rating by one (1) for purposes of the Activation check.
- ❖ **Variable:** A Leader of a Corps that is located within the Command Radius of its Army GHQ has his Strategic Rating modified by the Army Commander's Strategic Rating. Note that a poor Army Commander can actually reduce the Strategic Ratings of his subordinate Corps Commanders.

Active Leaders: Leaders who are considered **Active** are indicated on the game map by having a white-colored envelope next to their TDM. Forces commanded by Active Leaders may move and engage in combat normally during the up-coming game turn.

Inactive Leaders: Leaders who are considered **Inactive** are indicated on the game map by having a brown-colored envelope next to their TDM. Units and Forces commanded by Inactive Leaders may still move and engage in combat during the up-coming game turn, but they do so with penalties applied.

Restrictions Placed on Inactive Leaders: Inactive Leaders may only assume a **Defensive** or **Passive** Posture. In addition, the following restrictions are placed on Inactive Leaders:

- ❖ Forces commanded by an Inactive Leader will suffer **a 35% reduction** in their movement ability (i.e. speed),
- ❖ Forces commanded by an Inactive Leader suffer **up to a 35% reduction** in their combat efficiency if they engage in combat in hostile territory.
- ❖ Forces commanded by an Inactive Leader **will not be able to activate some Special Orders, such like the one which allow to form a Division Unit.**



6. Military Intelligence (Fog of War)

Davaï! Revolution Under Siege recreates the uncertainty regarding enemy locations and intentions by presenting players with a condition known as the 'Fog of War'. Essentially, the position of enemy forces is withheld unless players are able to 'detect' their presence. Keep in mind, however, that a player's ability to detect an enemy is somewhat offset by the enemy's ability to hide.

6.1 Detection Value

The ability of friendly Forces to see into a region they occupy (and adjacent regions) is determined by the number of **Detection Points** that a Force (or friendly region) is able to generate. Detection Points are not cumulative. Only the **largest** number of Detection Points generated by a single source is used. Once determined, this number of Detection Points is known as the **Detection Value**.

Detection Point Generation Summary:

Detection Points (DPs) are generated by the following conditions:

- ❖ Highest Detection Rating of any friendly unit in the region. For example, a Force with cavalry elements usually has a Detection Rating of 4 DPs; a line infantry element usually has 2 DPs.

In regions in which a player does not have friendly forces:

- ❖ +2 DPs: Military Control in the region is at least 51% (friendly).
- ❖ +2 DPs: Population in the region is at least 51% Loyal.
- ❖ -1DP: Detection Points used to see into adjacent regions.

Detection Procedure:

The **Detection Value** is applied to the enemy's **Hide Value**. If the **Detection Value exceeds the enemy's Hide Value**, enemy forces are **detected** (i.e. revealed on the game map). If not, the enemy forces remain concealed. For each point of Detection Value over an enemy's Hide Value, the accuracy of the information received is increased.

Note: *Enemy forces near your territory or units are almost always detected unless the region is Wild (i.e. no structures present in the region) or the enemy units are particularly stealthy. Forces made up with Units with only cavalry or Partisans elements are good choices for both reconnaissance and infiltration.*

6.2 Hide Value

The ability of friendly Forces to escape detection is determined by the number of **Hide Points** that a Force generates. Only the **lowest** number of Hide Points generated by a single source is used. Once determined, this number of Hide Points is known as the **Hide Value** and is used in comparison with an enemy's **Detection Value** to determine if a Force has been spotted.

Hide Point Generation Summary:

Hide Points (HPs) are generated by the following conditions:

- ❖ If a Force is located within a region with a structure (either friendly or enemy), its Hide Value is automatically set to one (1) unless the Force is assuming a **Passive** Command Posture (see Chapter 7.3.1 *Command Postures*).
- ❖ +1 HP: Only Leaders are present in the Force.
- ❖ +1 HP: Force have Passive Command Posture or considered Small.
- ❖ +1 HP: Covered Terrain (i.e. Bocage, Hills, Wooded Hills, Marshes, Wilderness, Mountain, Alpine)
- ❖ +1 HP: Harsh Weather (i.e. Mud, Snow, Frozen, Blizzard)
- ❖ -1 HP: Force is considered Large.

Hide Points are cumulative. For example, a **Small** Force (+1 HP) containing only elements of Partisans with a base Hide Value of three (3); if located in a region with **covered terrain** (+1 HP) and **harsh weather** (+1 HP) it would have a modified Hide Value of six (6). A Force with a Hide Value of six (6) that remains in a Passive Command Posture is practically invisible—perfect for scouting behind enemy lines.

- ❖ **Small Force:** A Small Force is a Force that contains fewer than four (4) Units and/or fewer than four (4) Command Points worth of Units.
- ❖ **Large Force:** A Large Force is a Force that contains more than nine (9) Units and/or more than nine (9) Command Points worth of Units.

7. Orders

Game play in *Davaï! Revolution Under Siege* is conducted simultaneously. Players plot their activities for the upcoming game turn (each game turn represents 15 days of Historical time) by issuing 'orders' to the various military assets under their command. Once a player has finished issuing orders to his forces, the game turn is resolved by left-clicking the **End Turn** button on the Main Screen. Players are never required to issue orders. Forces without orders will simply maintain their previous turn Posture and act or react to the presence of enemy forces accordingly.

7.1 Movement Orders

Forces are moved across the game map in an effort to achieve certain objectives and engage enemy forces in combat. Movement is always voluntary, and indeed, there are certain benefits derived from remaining stationary (such as regaining Cohesion Points and receiving replacements). The default order you issue to your land Force's is to move by land. You can however combine this type of movement with rail movement. Note that movement is severely restricted by the presence of enemy units.

7.1.1 Speed of Movement

A **Force moves at the speed of the slowest Unit** in the Force.

The speed at which Units move is based on their most prevalent element-type. For example, a Brigade Unit that is predominately infantry moves at the infantry rate even though the Brigade Unit may contain a cavalry element.

Movement speed is based in part on the average Cohesion value of the elements in the Force in relation to the maximum average Cohesion of the elements in the Force.

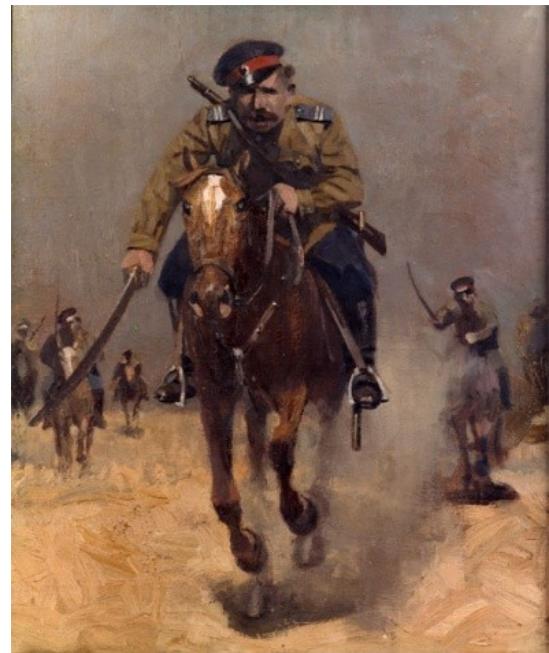
Movement is also a function of many other variable factors. These include the element's type, speed coefficient (See Element detail Panel), and Command Posture. Other factors include weather conditions, terrain, and the presence of enemy forces, etc. Consult the Terrain Summary in Appendices for a complete listing of all terrain-types and their effect on movement rates.

7.1.2 Plotting Movement Orders

Movement orders are plotted on the game map (for both land and naval Forces) by left-clicking on a Force's TDM and drag-drop(ing) the Force on its intended destination.

Once the Force is dropped on its intended destination, a movement path linking the starting point and the destination is displayed. Each leg of the movement path (i.e. each region) is annotated with an indication of the estimated number of days the Force requires to travel that distance.

To cancel a movement order, drag-drop the Force back to its original starting location. To cancel a movement order one leg at a time, press the **Delete** key once for each leg to be removed.



To add a leg to a movement path, left-click on the Force's TDM (on the last leg of the movement path) and drag-drop the Force to the next intended destination. When a Force is moved into an adjacent region, the path-finding algorithm selects a movement path that is the quickest but not necessarily the most direct route. To get the most direct route, hold down the **CTRL key** when drag-drop(ing) the selected Force.

Note: It is good practice to assign a Command Posture (and Rules Of Engagement) to a Force before moving it (see Chapter 7.3. Combat Orders).

Combining Friendly Forces:

During movement plotting portion of a game turn (i.e. pre-resolution), players may direct a Force to combine with another friendly Force **in another region**. The two Forces are combined into one Force once the two Forces reach each other inside the same region. Leadership of the newly combined Force goes to the senior Leader in the Force by default.

Combining Forces in Different Regions To combine friendly Forces in different regions, simply drag-drop the TDM of one friendly Force inside the TDM of the other friendly Force. The other friendly Force may now be moved, or remain in its present location. A friendly Force will have its movement path adjusted by the computer AI in order to combine with the other friendly Force. An icon indicating the Combination order appears on the Force's TDM.

Combining Forces in the Same Region Forces in the same region can be combined without requiring a movement order. All Forces in a region are displayed on the Units Panel when any one Force in the region is selected. The unselected Forces appear as '**tabs**' above the row of units in the selected Force. To transfer units and Leaders, drag-drop the unit counters onto the 'tab-ed' Forces as desired.

Note that combining friendly Forces in this manner is different from 'merging' units. A combined Force will be composed of units belonging to the previously separated Forces with no adjustments made to their unit strengths. The Force will have just as many units as the two Forces did previously—it's just that they will all be together in a single Force under command of a single Leader.

Intercepting Enemy Forces

During movement plotting portion of a game turn (i.e. pre-resolution), rather than direct a friendly Force to move to a specific region, a player may direct a friendly Force to 'intercept' an enemy Force. If during the resolution portion of the game turn, the intercepting Friendly Force fails to locate the enemy Force; it will immediately stop moving. If a friendly Force attempts to intercept an enemy Force that subsequently splits into multiple Forces; the intercepting Force will attempt to engage the larger of the enemy Forces. An intercepting Force will have its movement path adjusted by the computer AI in order to intercept the moving enemy force.

To intercept an enemy Force, drag-drop the friendly intercepting Force (or Forces) on top of the enemy Force's TDM on the game map. An icon indicating the Interception attempt is placed on the friendly Force's TDM.

Raiding:

Forces will automatically capture a small part of supply stockpiles located in enemy structures that they capture while moving. But the big part, **80% of the Food and Ammunition Supply stocks, is automatically destroyed by the enemy before the whole stock could be captured**. The capturing Force first replenishes its own supply up to capacity, leaving the remaining supplies.

To destroy 100% of the Food and Ammunition Supply in the captured enemy cities and depots, players may set this desired behavior of their Forces using the Evade Fight Special Orders (see Chapter 7.4 *Special Orders*). Forces will then immediately destroy all enemy supplies they encounter while moving except in their final destination.

Enemy structures always remain intact and change ownership, but you can slow down your enemy Supply system (and movements) by destroying the railroads in your opponent's regions (see Chapter 7.4 Special Orders).

Note: A player who is able to disrupt the enemy's supply network will severely cripple his opponent before the first shot is even fired. For this reason, it is important to take advantage of opportunities to strike at the enemy's supply lines and infrastructure.

Reliability of Movement Orders:

A Force does not automatically follow orders if conditions change due to enemy interference. Remember; the simultaneous nature of the game turn means that enemy action must be accounted for. For example, if a Force in an Offensive Posture is moving through a region and is engaged by a larger enemy Force, it is likely that the moving Force will seek to withdraw after a few rounds of combat (thus assuming a Passive Posture and coming to a halt).

7.1.3 Movement by Rails

A Force with "Move by Rail" Special Order (see Chapter 7.4 Special Orders) will use existing rail lines on its movement path, resulting in a much faster movement rate and vastly reduced Cohesion cost.

You must have at least 25% Military Control in a region to use its rail network, and it should not be destroyed. This icon shows that a region's rail lines have been cut and are unusable until repaired:



Rail movement draw upon a national pool of trains called **Railroad Transport Capacity**, depending on the size of the Force to be transported, which limit the number of Force's that can simultaneously move this way.

Your Railroad Transport Capacity is displayed on the National Assets Display on the top of the Main Screen:



Railroad Transport Capacity is also used to transport Supply down railroads. As a consequence, only the Railroad Transport Capacity not assigned to move Forces will be available for Supply distribution (See Chapter 9.4.1 Supply Automatic Distribution).

Railroad Transport Capacity is gradually decreased through wear and tear (3%/turn), but you can buy additional Railroad Transport Capacity through some Global Options in the Ledger.

7.1.4 Blocking Movement and Zone of Control

The simultaneous nature of *Davaï! Revolution Under Siege* movement plotting and resolution segments means that players (and the computer AI) must anticipate their opponent's activities. The presence of enemy forces and fortifications inhibits friendly movement in a land region during the resolution portion of a game turn. If the presence is strong enough, friendly units will be able to enter a region but move no further. Note that there is a minimum threshold required to block movement. (A weak enemy Zone Of Control will not prevent friendly forces from entering a region where they have no Military Control.)

Patrol Values: Each element has a Patrol Value that represents the ability of the element to **block** (i.e. interrupt) enemy movement. The modified average of all the Patrol Values belonging to friendly elements is added to the Patrol value of any friendly fortifications in a region. Having Military Control in the region also adds to the Patrol Value's effectiveness. The resulting value represents the strength of the Zone of Control that friendly forces exert in the region.

Evasion Values: Each element has an Evasion Value that represents the ability of the element to avoid contact with enemy forces. The sum of all the Evasion Values belonging to friendly elements is modified by **weather** and **terrain**. The **size of a friendly Force** is also taken into account—smaller forces have an easier time avoiding enemy contact.

- ❖ **Small Force:** A Small Force is a Force that contains fewer than four (4) Units and/or fewer than four (4) Command Points worth of Units/Elements.
- ❖ **Large Force:** A Large Force is a Force that contains more than nine (9) Units and/or more than nine (9) Command Points worth of Units/Elements.

Effectiveness of Zone of Control: Once the strength of the **Zone of Control** (i.e. total modified Patrol Value) is determined, it is **divided by the Evasion Value** of the opposing Force. An opposing Force is prevented from entering any adjacent region where its level of military control is less than this number. Regions that a Force cannot enter due to a blocking Zone of Control **are indicated in Red** on the game map. Additional information regarding blocked movement is obtained by holding your mouse over adjacent regions.

Note: *Small fast moving cavalry forces have the best chance to scout and to avoid being pinned down by enemy Zones of Control.*

Fortifications and Zone of Control: Fortifications have a Patrol Value equal to [the level of Military Control in the region] x [the fortification level]. As a result, it is virtually impossible to bypass large enemy fortifications.

Blocking land movement with naval Forces: if placed on the rivers sections which separate 2 land regions, **Naval Forces with an Offensive Command Posture and made up with more than 4 elements** of combat naval Units (i.e. not Transport Naval Units), **may block the movement of land Forces** attempting to cross the river (For the Offensive Posture, See Chapter 7.3.1 *Command Postures*).

Note: *To maintain river naval Forces in strategic places in order to block or slow the crossing of large rivers by invading Enemy Forces as well as their Supply can have useful defensive benefits.*

7.1.5 Naval Movements

The naval aspect of the game in *Davaï! Revolution Under Siege* is mostly limited to river units as the Russian Civil War was essentially a land war. However, some large rivers like the Volga are important to rule with naval Forces, and there are also some ocean-capable surface Forces to operate on the neighboring seas were there are coastal Objective Cities.

Naval movement orders are issued and plotted in the same manner as Land movement. Naval Forces are assigned Command Postures and ROEs that mirror those assigned to Land Forces. Movement is traced through adjacent sea zones (i.e. regions). Movement paths are indicated on the game map and annotated with the estimated number of days required to reach each sea zone.

Sometimes Naval Forces may not be able to enter in some sea zone or river sections because:

- Some Units or elements inside the Force are only ocean capable units which can't enter in river sections, or only river-capable units which can't enter in sea or oceanic zones.
- There is a very bad weather in the Sea zone or the river section. Sometimes river sections are frozen and naval Forces may be fixed for a while or automatically moved in the nearest harbor.

Intercepting Naval Movement Enemy Naval Forces can never be directly prevented from entering a sea zone (or river section). However, whenever a naval Force enters a sea zone (or river section) where an opposing naval Force is present, each naval unit uses its Patrol and Evasion Ratings to determine whether a naval engagement occurs. Coastal fortifications (and fortifications astride a navigable river) have high Patrol Values. In most cases this will enable them to fire on opposing naval forces as they pass by.

Supply of Naval Units: Naval Forces require Food and Ammunition Supplies to operate efficiently just as land units do. Naval units may replenish their inherent supplies of Food and Ammunition supply points in friendly-controlled Ports which have a supply of Food and/or Ammunition points available. Naval units may also replenish their inherent Food Supply points **while at sea** if they occupy a sea zone adjacent to a land region with a supply of Food Supply points available.

Naval Transport of Supplies: Most Factions have naval Units designated as Transports Units. Naval Transport units may be used to transport and distribute large amount of supplies (both Food and Ammunition) to friendly land units and structures located in adjacent coastal regions. This method of distributing supplies is similar to that used by Supply Wagons (see the Chapter 9. The Supply System).

Naval Transport of Units:

Naval transports Units are distinguished by an icon of Special Ability informing about their carrying capacity. For example, a river barge element has the ability to transport (i.e. carry on-board) up to five (5) points of transport weight, if there is 4 elements of it in a Unit, this naval Unit will be able to transport one or more units with a total weight of 20 (See the *Element Detail Panel* in the Appendices).

Units' Naval Transport Procedure

There are two separate ways in which land units may board naval transports:

Land units begin a game turn located inside a harbor with a Naval Force containing naval transports. The land Force is combined with the transporting naval Force by drag-drop(ing) the land Force on the naval Force's tab (on the Units Panel). The transporting naval Force must have sufficient transport capacity (i.e. transport points greater than or equal to the 'weight' of the land units). A movement order may now be issued to the transporting naval Force.

Land units begin a game turn in a region adjacent to a coastal sea zone containing a naval Force with transport units. The land Force is combined with the naval Force by drag-drop(ing) the land Force on the naval Force's TDM. A movement order may be issued to the naval transport Force. This movement order will be delayed until the land Force boards the transports.

Land units may remain on-board transport vessels in sea zones or rivers indefinitely. However, land units will suffer attrition losses while embarked (at sea or on rivers).

When the transporting naval Force enters a military controlled harbor, land units automatically disembark inside the City or harbor structure of the region (i.e. leave the naval transports). If the City is besieged, it will then not initiate a battle with the Enemy forces besieging the city.

Units transported by a Naval Force may also disembark in a region without a military controlled harbor. This operation is called an Amphibious Landing.

Amphibious Landing Procedure

If, at the beginning of a turn, the transporting naval Force and units being transported are already in a neighboring land region, the player can manually move (i.e. drag-drop) the land units being transported from the transporting naval Force's Units Panel into the adjacent land region where the landing is to take place.

If, at the beginning of a turn, the transporting naval Force and units being transported are not in a neighboring sea zone or river section adjacent to the land region where the landing is to take place, it have to use the **Distant unload Special Order**. Using distant unload permit to only select landing destination and naval stack will move automatically to nearest coastal region and disembark all his land forces (See Chapter 7.4 Special Orders).

Note: It is advised to perform Amphibious Landings only in coastal regions where there are NOT large and well entrenched Enemy Forces. The Early XXth century warfare do not allow battles during Amphibious Landing without incredible heavy casualties for the attacker.

Blockade:

One of the more effective ways that seapower can influence a land campaign is through blockading enemy harbors. A blockade is nothing more than a cordon of naval combat vessels that seeks to prevent enemy ships from entering or leaving a particular harbor. Each harbor has one or more **exit points** (sea zones). Each exit point must be occupied by naval units possessing the required number of Blockade points in order for the harbor to be considered 'blockaded'. This required informations are **displayed in the tool-tips of the Harbor structures when the mouse cursor is on their icon**.

A harbor that is blockaded does not **generate** supply points.

7.1.6 Cohesion Cost of Movement

Moving Forces spend their Cohesion points as follows:

- ❖ **Normal Land Movement:** Land Forces lose one (1) Cohesion Point **for each day** of normal land movement. This loss is modified by command posture and whether the Force is '**Force Marching**'.
- ❖ **Rail Movement:** Costs only a minimal amount of Cohesion and is very fast.
- ❖ **Naval Transport:** Land Forces being transported by naval transport lose a minimal amount of cohesion; a Force will experience a greater loss of Cohesion when moving through sea zones with harsh weather.
- ❖ **Naval Vessels:** Naval vessels lose Cohesion depending on the type of ship and weather in the regions traveled through.

Forces also take Attrition hits in proportion to the Cohesion cost of the move.

7.2 Static Orders

7.2.1 Resting Forces

A Land Force can recover Cohesion Points by spending time resting rather than moving and fighting.

The amount of Cohesion Points recovered per Day of rest is displayed in the tool-tips of the Units when the mouse cursor is on it in the Units Panel.

The amount of Cohesion Points per turn can be estimated, knowing that a game turn is 15 Days.

The basic rate of recovery for land units is **0.75 Cohesion Points per day of rest**.

This basic rate of **0.75 Cohesion Points** per day is modified by the following conditions:

- ❖ +1.00 CPs: Force is stationary in Passive Posture.
- ❖ +0.75 CPs: Force is stationary and inside a structure.
- ❖ +0.50 CPs: Force is stationary and outside of a structure.
- ❖ +0.50 CPs: Force is stationary and located in a loyal region.
- ❖ +0.50 CPs: Force is a stationary Partisan unit.
- ❖ -0.50 CPs: Force is in Offensive Posture.
- ❖ -0.50 CPs: Force is besieging.
- ❖ -0.50 CPs: Force is being transported by naval transport.
- ❖ -1.50 CPs: Force is besieged.
- ❖ Variable CPs: Cohesion Point gains/losses are modified by National Morale.

- ❖ Variable CPs: Certain Unit's Special Abilities increases the per turn Cohesion recovery in a Force.

7.2.2 Entrenching Forces

A Force which don't move will automatically entrench itself turn after turn till it reach the level 4. Entrenchments of level 5 to 8 only appear as part of the initial scenario set-up or, in certain scenarios, by events or Global Options in the Ledger.

Entrenchments provide more and more defensive benefits depending on their level:

- From **level 1 to 4**, it increase the **firepower of all the elements** of the Force,
- from **5 to 8**, it increase only the **firepower of the artillery** elements of the Force.
- In addition, **entrenched Forces at level 3 or more with at least one artillery** element whith a range of 6 (see *Element Detail Panel* in the Appendices) **will fire on the moving enemy fleets in neighboring river(s)/seacoast**. Such Forces will also block enemy supply transport moving by river and engage enemy bombarding ships.

The various Entrenchment levels of a Force are displayed graphically on the bottom of the Unit counters on the map, with different icons for the level 1-2 and for the 3 and more level:



Figure 7.2.2 Entrenched Forces: Shown here is a Force up entrenched at level 1 or 2 which can't fire on the neighboring river region and down a Force entrenched at level 3 or more which can do it.

The Entrenchments levels of a Force are eliminated once the entrenched Force is moved out of the region.

Friendly Forces within the same region may occupy different levels of entrenchments. To benefit from the best level, it is possible to merge the Force with the lowest level into the Force with the highest level.

An Entrenched Force which is splitted in two or more Forces in the same region will give its Entrenched level to all this new Forces.

Note: It is then possible to prepare secondary front lines in its rears in case of a general retreat from the active fronts. The player can place small Forces in strategic regions which task is to maintain a good level of Trenches, untill a bigger Force arrive in the region and merge with the entrenched small Force.

Players do not construct entrenchments and they are not considered to be structures, although they do provide to the Force a limited shelter against bad weather. They are not subject to the rules governing siege combat. Entrenched Forces are attacked using the Field Combat resolution procedure.

7.2.3 Fixed Forces

Many scenarios have some Forces which begin the game as '**Fixed**'.

Many Forces **may also be fixed during the game because of events**.

Sometimes, there is only few Units in a Force which are 'Fixed' when others are not Fixed. The player is then allowed to split this Force in order to create a new Force to move with only the non-Fixed Units.

Fixed Forces are indicated with a **Lock icon** next to their TDM on the game map or on the face of their unit counters on the Units Panel.

Fixed Forces may not move from their fixed location until:

- ❖ the fixed Force is attacked by enemy forces,
- ❖ a specific number of turn has been reached (this number is displayed in the tool-tips of the unit when the mouse cursor is on it).



Figure 7.2.3 Fixed Units: Shown here are four units (representing the Petrograd Fortress garrison). The small lock icon in the upper left corner of their unit counters indicates that these are 'fixed units'.

7.3 Combat Orders

All Forces deployed on the game map assume a Command Posture which determines how they react to enemy activity each game turn. These Postures are selected by the player or assigned to a Force by default. As a reminder, a Posture icon appears on the game map to the left of each Force's TDM.

Rules of Engagement define the intentions of a Force if it participates in a battle.

Taken together, these options allow players to exercise a high degree of control over their forces even after they have issued Orders for the game turn.

7.3.1 Command Postures

There are four (4) Command Postures to choose from:

- ❖ **Assault:** A Force will attack any opponent it detects in its region. Rather than besiege a fortification/city, it will immediately 'storm' the defenses (i.e. **assault the structure**). Note that if a fort/Fortified Lines are present, it must first have received a total of breaches equal to the fort/Fortified Lines level in order to avoid heavy casualties.
- ❖ **Offensive:** A Force will attack any opponent it detects in its region. Rather than 'storm' a fortification/city outright, it will besiege it instead (or continue an on-going siege).
- ❖ **Defensive:** A Force will not attack opponent forces in the region. If attacked, it defends itself with the benefit of the region's terrain bonus (if any). A Force **will initiate** (and continue) a **Siege combat**. This is the default posture.

- ❖  **Passive:** A Force will not attack opponent forces in the region. If attacked, it defends itself without benefit of terrain and with combat penalties. A Force will have an increased chance to withdraw from a battle. Forces assuming a Passive posture do not increase the % of military control in the region they occupy. A Force in Passive Posture is automatically assigned a **Retreat if Engaged** ROE. Units belonging to a Force in Passive Posture recover Cohesion at an increased rate (up to the maximum level for the unit). A Force in Passive Posture **takes priority in receiving potential replacements** (all other conditions being equal).

7.3.2 Rules of Engagement (ROE)

The Rules of Engagement options available are different according to the Posture that has been assigned to a Force.

Assault and Offensive Posture ROEs The possible ROE options for a Force in either an **Assault** or **Offensive** posture are:

- ❖  **All-Out Attack:** A Force will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.
- ❖  **Sustained Attack:** A Force conducts combat normally. This is the default ROE for Forces in Assault or Offensive posture.
- ❖  **Conservative Attack:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- ❖  **Feint/Probe Attack:** A Force attempts to withdraw from the battle beginning with the second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

Defensive and Passive ROEs The possible ROE options for a Force in a **Defensive** posture are:

- ❖  **Hold At All Costs:** A Force will never attempt to retreat. Routing is still possible. Losses for a defending Force will be increased.
- ❖  **Defend:** A Force conducts combat normally. This is the default ROE for Forces in Defensive or Passive posture.
- ❖  **Defend and Retreat:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- ❖  **Retreat if Engaged:** A Force will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. **A 'Retreat if Engaged' ROE is automatically assigned to a Force adopting a Passive Posture.**

Force Postures and ROEs are assigned to Forces individually and independent of assignments made to other Forces. In other words, it is permissible (and indeed likely) that multiple friendly Forces located in the same region of the game map will have different Postures and ROEs. Such groupings of Forces treat the presence of enemy forces according to their individually assigned Postures and ROEs.

7.4 Special Orders

Special Orders allow players to fine tune how their forces move and react to the enemy during the upcoming turn. The Special Orders available to a particular Force are indicated on three columns (pistol, tent and path) of **Special Orders buttons** located to the left of the Units Panel. Available Special Orders are **highlighted**—unavailable Special Orders are **subdued**.

Special Order Activity Checks: Leaders who are ‘Inactive’ may not perform certain Special Orders that would otherwise be available to them if they were Active. Unless otherwise noted, Special Orders require that the initiating Force pass an activity check (mostly related to Leaders and their attributes) in order to perform the desired Special Orders. Special Orders that require multiple days to complete are always executed at the beginning of a game turn. If time remains after completion of the Special Order, the Force will carry out any plotted movement.

Special Orders Available: The following Special Orders are available to land / naval forces and may be initiated by using the Special Orders buttons if activated. A Special Orders button will only be Applied if the pre-requisite conditions are met.



Special Order Icon	Special Orders available in the "path", "tent" and "pistol" columns	Special Order Description/ Effects
	Enter Structure	A force will enter a structure when it arrives in the region of its destination.
	Force March	A force that force-marches will have a % of chance to move faster but at an increased loss of cohesion. Light Infantry and Cavalry are likely to suffer less cohesion loss. A force containing only leaders and/or support units may not force march.
	Move by Rail	The Force can now benefit from rail movement in the regions linked with non-destructed railroads. Don't forget to un-check this order after the turn resolution if the movement takes more than 15 days and if there is no more railroads during the rest of the Force's movement.
	Synchronized Movement	Army Corps and Army GHQ Forces in the same region will move together at the pace of the slowest force. In addition, when the Army GHQ force moves, all subordinate Corps in the region will automatically synchronize their movement without need for the special order.
	Evade Combat	A force with this order will seek to avoid contact with the enemy during movement. It will also assume a Raiding mode for Land Forces.
	Fleet bombardment	A Naval Force will bombard the first coastal structure or entrenched position it encounters provided a friendly land force is present in the region. Enemy Forces in fortifications or entrenched Forces at level 3 or more will have an opportunity to return fire.
	Naval Interception	If activated the ship will try to attack any naval unit passing by in an adjacent region.
	Distant Unload	If activated the transported units will be unloaded on the chosen region
	Form Army	This order can be used to create new Army GHQ. A 3-Star Leader is required to be present.
	Dismiss Army	This order is used to disband an Army GHQ. The Army GHQ Force becomes a normal Force.
	Create Corps	This order is used to make a force commanded by a 2 or 3-star Leader a subordinate Army Corps of the nearest Army GHQ on the map.
	Dismiss Corps	This order is used to detach an Army Corps that is part of (and subordinate to) an Army GHQ. The detached Army Corps is considered an Independent force upon its removal from the Army.
	Enable Divisional Command	This order is used to create a Division Unit. There is a cost associated with it, and an activated Land Leader is required.

Special Order Icon	Special Orders available in the "path", "tent" and "pistol" columns	Special Order Description/ Effects
	Combine Units	Selected units can be combined into a single Division Unit.
	Split units	This order is used to Break-Down a Division Unit into its combined parts. Combined parts are henceforth treated as Individual Units.
	Promote Leader	The leader is promoted to the next higher rank.
	Build Fort	The Force will expend a Force made up with 10 units of artillery (10 elements) and 2 units of Supply Chariots (8 elements) to build Fortification Lines in any kind of ground region (with or without a City). Fortification Lines require 2 Game Turns and a minimum of 51% Military Control to construct.
	Build a Depot	The force expends 2 Units of Supply Wagon units or 2 Units of Naval Transport (8 elements) and constructs a Depot. Depot construction requires 2 Game Turns and a minimum of 51% Military Control to construct.
	Set an Ambush	Non-moving Forces with only Partisans Units can try to set up an ambush in Marsh, Forest, Hill, Wooded Hills, Mountainous and Alpine terrain. If successful, the ambushing units receive combat benefits (such as first fire) and have an increased chance to withdraw.
	Rebuild Rail	The Force will start to rebuild a destroyed railroads network in its region. Re-building destroyed railroads may require few Game Turns.
	Destroy Rail	The Force will try to destroy the railroads network in its region. Destroying railroads may sometimes require few Game Turns (especially for small Forces).



8. Military Control and Loyalty

In *Davaï! Revolution Under Siege* like in many Ageod's games, Military control of territory and Loyalty of the population to the belligerents is handled more realistically than is the case with other simulations or war-games. No longer do players gain immediate control over an area just because they happen to have a few units pass through on their way to somewhere else.

Detailed informations about the **Military Control and the Loyalty of the population are displayed in the map's tool-tips when the mouse cursor is on a region.**

Note: There could be more than two factions in the game. Autonomous Peasants' revolts, which were common during the Russian Civil War, are modeled using an unplayable "Green" faction, for example. A region's **Military Control** or **Loyalty** of the population can therefore be split between 2, 3 or more factions.

8.1 Military Control

Military Control over a region is expressed as a percentage of friendly/enemy control. A **contested** region is one in which control is split between the players with each player exercising a certain percentage of control. A player is said to exercise total control over a region when the percentage of friendly control reaches 100% control vs. 0% for the opposing players).

A player can have anywhere from 51% to 100% and be considered to have Military Control over a region. (At 51%, however, a player's military control can best be described as tenuous.)

The Military Control of regions on the map is indicated by icons representing the flag of the controlling Faction.

Gaining and Losing Military Control: Military control is gained by having friendly forces enter a region and remain for a period of time. The amount of time needed to gain complete control is dependent upon a number of factors. (Essentially, the larger the presence a player has in a region; the quicker the level of military control will reach 100%).

If opposing players each have forces in a same region, neither will increase their level of military control until one or the other player assumes an Offensive Posture. If the player assuming an Offensive Posture is successful in driving the opposing force out of the region (or into a structure within the region), his level of military control will begin to increase. If only one player has forces in a region, his level of military control will begin to increase. On average, friendly forces will gain total control over a region in only a few turns. (Forces in **Passive Posture** do not increase or contest military control of a region.)

Military control is also affected by the level of Loyalty of the population in a region. Military control is gradually increased over time if the citizens of a region are at least 51% loyal. Military control is gradually decreased over time if the citizens of a region are less than 51% loyal. Loyalty only affects Military Control in regions in which neither side has military forces (i.e. leaving a garrison in a region nullifies the effect of Loyalty).

Effects of Military Control: Having military control over regions has the following effects:
A Force will retreat from a battle only into a region with more than 25% friendly Military Control. (A player that loses a battle and is surrounded by hostile territory is likely to see the total destruction of his forces.)

an increased chance of **blocking enemy movement** through the region,

Supplies will automatically transit only through regions with more than 25% friendly Military Control.

an increased **Detection** Level,

Cohesion costs for movement are increased in enemy controlled regions,

Note: To allow various possible path of retreat, it is advised to **flank your main Forces with small Forces in neighboring regions**. This Forces (especially those with cavalry elements) could gain fast the minimum % of Military Control required in order to avoid the total destruction of surrounded retreating Forces.

Entering Hostile Territory: Hostile territory is defined as being a region in which a player has not more **than 5%** military control. Entering such regions with friendly forces has the following effects:

A Force that enters a hostile region **automatically** assumes an **Offensive Posture**. (Forces consisting only of cavalry, Partisans, artillery, supply wagons or other support elements **ignore** this rule when transiting hostile territory.)

A Force that conducts an **Amphibious Assault** or **river crossing** into a regions with **less than 10%** control, **automatically** assumes an **Offensive Posture**. (Forces consisting only of Partisans or support elements **ignore** this rule.)

Controlling Structures: In order to assume control over a structure (City, harbor, etc.) a side need only be the last to occupy it.

Unless you really need a stronger garrison, it is not necessary to leave a small garrison behind to maintain control, since **a provisional Milice unit will be automatically created inside a controlled City if an Enemy Force approaches it**.

Forces with only Partisans elements may not assault structures if the Loyalty of the region is not greater than 50%.



Figure 8.1 Military Control filter shows which sides controls which regions (Here Greens faction, Reds faction and Eastern Whites faction).

8.2 Loyalty of the population

Loyalty is a measure of the civilian population's support for a player's side and is independent from the level of military control. (It is quite possible to have a high degree of military control over a region and yet a very low level of civilian support.) Winning the 'hearts and minds' of civilians in regions you control is a lengthy process.

The Loyalty filter on the map will show the regions loyal to you with your color: The denser the color, the more loyal the region. Regions that are not loyal to you do not display a color filter. The tooltip on a region gives the percentage value of the highest loyalty for one of the factions.



Figure 8.2 Loyalty filter shows in your color if regions are highly loyal to you or not. Here we can see the regions which are loyal to the Greens faction on the left, and those to the Eastern Whites on the right.

A region is considered **Loyal** if a player has **at least a 51% Loyalty**. (Granted, a Loyalty percentage of only 51% is a slim margin.)

Effects of Loyalty: A player gains the following benefits from having a loyal region:

- a region with **at least a 25% Loyalty is able to build new Units**,
- a **smaller chance that a local revolt of hostile armed peasants and workers occur**, with the creation of Partisans Forces controlled by enemy factions which also share the Loyalty of the population in the region,
- an **increased Detection value** in the region,
- garrisons in Objective Cities are not required in order to earn Victory Points,
- a gradual increase of the Military Control percentage.

Influencing Loyalty Loyalty is influenced by capturing Objective Cities. Each time a player captures an Objective City from the enemy, one (1) Loyalty Check is made in the following locations:

- each Objective City on the map,
- each region with an Objective City in the Area,
- each region adjacent to the newly captured Objective City (This also includes the region with the newly captured Objective City.)

These checks **are cumulative**. For example, a region with an Objective City that is captured by the enemy would be checked three (3) times—once for each of the Loyalty Check conditions mentioned above.

Otherwise **Loyalty is mostly influenced by the Regional Decisions** from the Ledger (see below), which increase or decrease it.

Note: *To avoid numerous local revolts, don't let the Loyalty to your side in your military controlled regions being reduced to much. Enemy Partisans units may not be very strong but they will wreak havoc on your railroads and supply lines, disturbing more and more of your forces in the rears.*

9. The Supply system

The supply system represents the means by which supplies of Food and Ammunition are broadcast forward from their point of production through a series of intermediate staging areas to the point of consumption (i.e. troops in the field).

In game terms, Food and Ammunition supply points are produced and accumulated in various map Structures.

The supply is then moved as needed to other friendly structures and storage units within range, then delivered to combat units (again, within range).

However, there are limitations to the amount of supply points that can be distributed along a single link in the supply chain and lengthy (or poorly protected) supply chains are susceptible to enemy interruptions.

Note: *One of the most daunting challenges faced by any military leader is keeping an army supplied with all the goods and services it needs to maintain itself in the field. Forget about strategy for a moment—it's logistics that wins most battles.*

9.1 Types of supplies

There are two types of supplies: **Food** and **Ammunition**.

Both are produced and distributed in similar fashion but are accounted for separately.

Food Supply represents items used by military units to maintain their manpower in good fighting order (i.e. food, water, clothing, etc.).

Ammunition Supply represents the supply of munitions that military units expend in combat (i.e. bullets, gunpowder, cannon shot, etc.)

Military units (including naval vessels) require Food Supply each turn to maintain their operating efficiency.

Ammunition Supply is required **only** when military units engage in combat.

Units that are unable to satisfy their Food Supply requirements are considered 'Out of Supply' and operate at a reduced level of efficiency (in addition to suffering other ill-effects).

Units that are unable to satisfy their Ammunition requirements are considered 'Out of Supply' for combat purposes and participate in combat at a significant disadvantage.

Each military unit has an inherent capacity for storing supplies, both Food and Ammunition (see in the Appendices, *Element Detail Panel*). This storage capacity is roughly equal to the amount of Food Supply needed to maintain the unit for two (2) turns and Ammunition enough for two (2) battles.

9.2 Supply Consumption

Each turn, units attempt to draw supplies from the supply network in order to replenish their inherent supply up to its maximum capacity. **These supplies must be located in the same or an adjacent region to the unit.** Therefore, in order to have their supplies replenished, units must be co-located with a supply producing/storage structure (that possesses the necessary amounts of supply points) or located adjacent to a region with an unbesieged supply producing/storage structure.

Supplies are consumed by military units (both land and naval). Food Supply points are consumed by units **each game turn** in order to maintain themselves (regardless of whether the unit engages in combat). Ammunition points are consumed by units **only** if the unit engages in combat at some point during the turn. Food Supply is consumed during the first day of each turn. Ammunition Supply is consumed at the moment of combat.

Players can check the supply consumption of each of their Forces by holding the mouse over the Force's 2 supply icons (*cannonballs and marmite*) on the top right of the Units Panel.

On each icon, a tooltip will display the current stock of Ammunition or Food supply of the Force (a total number of the inherent supplies of the Units in the Forces), as well as the amount of Food points the Force will have to expend the next turn, or the amount of Ammunition points the Force will need to expend for the next battle:



There are also several Unit Special Abilities which have an effect on supply consumption.

9.2.1 Foraging

No matter how good a supply network is, the vast distances involved in campaigning in Russia, and the general disorganization of the country, mean that at some point, troops will have to fend for themselves and 'live off the land' (i.e. forage for supplies). Units which cannot satisfy their Food Supply requirements through regular supply means must **forage**. Units may never satisfy Ammunition requirements by foraging.

Foraging Procedure: Each unit that is required to forage undergoes a Foraging Check to determine if it is able to find enough supply to satisfy its supply needs for the turn. Foraging Checks are handled automatically by the computer and require no input from players. Foraging Checks are modified by the type of terrain and civilization level of the region in which the foraging unit is located. Other modifications include Weather effects and certain Special Ability leadership attributes. (As you might expect, your chances of finding adequate supplies in a Wild region in the middle of winter (snow or blizzard) are remote.)

Looting and Recovery: A region is considered ‘Looted’ once a unit located in a region fails its Foraging Check. (Looting means that a region has been essentially stripped of useful supplies.) Looted regions are designated with a Looted icon on the game map. Regions designated as ‘Looted’ cease to produce supplies until such time as the ‘Looted’ designation is removed.

Looted regions have a chance to recover their normal production (i.e. remove the Looted designation) each turn. The chance of recovery is modified by the current weather. Fair weather increases the likelihood that a region will recover.

9.3 Production of supplies

Each turn, supply points (both Food and Ammunition) are produced and stored in friendly-controlled cities, harbors, forts, and depots.

Of course the Food supply was not really produced in this structures, but the game start to use Food supply at the first post-production stage, after the Food was gathered in the structures from the country side around. Supplies are produced and distributed on the first day of each game turn.

The player can let the cursor of the mouse on a region on the map to display a tooltip with the Supply Productions. The line Food/ammo Supply stocks (+Productions) will display the amount of supplies which should be produced after the next turn resolution.



Figure 9.3 View of Map using the Supply filter to show Food and Ammunition supplies stockpiled in the depot in Tikhoretsk. Each icon represents approximately 50 supply points of Food Supply (crates) or Ammunition Supply (cannonballs). The Tool-tip on the same region gives a more detailed amount of the stock, and it also show that the region will produce +60 Food supply and +1 Ammunition supply the next turn.

The final amount of supply points produced in a region depends on many factors:

- ❖ **Structures.** The City structure produce most of the Food Supply, the other structures produce a small amount of Food or Ammunition supply.
- ❖ **Loyalty.** Supply production is multiplied according to the Loyalty percentage of the region plus 50%.
- ❖ **National Morale.** For every two NM above 100, the amount of supplies produced by a supply source is increased by 1%. For every two NM below 100, the amount of supplies produced by a supply source is reduced by 1%.
- ❖ **Besieged Structures.** Structures that are besieged by enemy forces do not produce supply points. Supply points previously accumulated are retained (and consumed by the friendly forces being besieged).
- ❖ **Blockade.** Ports that are blockaded by enemy naval vessels do not produce supply points. Supply points previously accumulated are unaffected by naval blockade and may be distributed (by land) normally.

With all this factors, and possible loots around, sometimes a region may not produce any supply at all.

Note: To control enough places of Food supply production, the players should target map's areas with many small cities (especially those Loyal to their side).

But most of the Ammunition supply production will not depend on the number of controlled cities but on special structures the players could only build in few cities with the activation of Global Options in the Ledger.

9.4 Supply Distribution

Conceptually, each turn military units and structures draw supplies from other supply producing/storing structures.

9.4.1 Supply Automatic Distribution

This distribution of supplies is handled automatically by the computer during the game turn and is not visible to the player (i.e. Supply distribution is handled by supply columns which are not represented by actual units). This abstract handling of supplies is done by computer so as not to burden players with unacceptable levels of micro-management.

Limitations on Automatic Distribution: The amount of supply points that can transit a structure during any given game turn is roughly limited to the production capacity of the structure. Depots, however, have enhanced abilities to distribute supplies.

Transit Distance for Automatic Distribution: The maximum distance that supply points may travel from a supply source to a requesting unit or structure is three (3) map regions. However, this distance is affected (i.e. often reduced) by the type of terrain being transited, inclement weather, and the presence of enemy forces.

Important:

- Supply may only transit through regions in which a player has a minimum of 25% Military Control.
- Also, any Enemy units automatically block all supply from transiting a region in which they are located.

Automatic Distribution by Rail: Each turn, the Railroad Transport Capacity left unused during the movement phase (See Chapter 7.1.3 Movement by Rails) will be used for the Supply Automatic Distribution between controlled regions with railroads which are not destroyed.

Note: Controlling railroads and keeping each turn a good amount of Railroad Transport Capacity for the Supply Automatic Distribution became a crucial necessity during the Russian Winters. It allow you to transport to remote fronts great quantities of Supply compared to overland Supply paths using roads and subjected to weather penalties.

Depots' Enhanced Automatic Distribution: As a practical matter, depots tend to bridge gaps in the existing supply network and allow on-going operations deep in enemy territory by extending the reach of supply chains.

Depots have an enhanced ability to distribute supplies.

Note: Since the maximum transit distance for Automatic Distribution is 3 regions, it is advised to maintain a supply network made up with various links of 2 regions with a depot structure separated by not more than 3 regions. If needed, some more depots should be built.

9.4.2 Supply Distribution with Units

Each Unit in a Force will share its inherent supply capacity with the other Units of the Force which need it.

A Force with a good inherent supply capacity and a full stock of supplies can then be used to bring more supplies to other Forces it is merged with.

There is 2 kind of Units which have an important role in the Supply Distribution with Units :
The **Supply Wagons or Supply Trucks Units** and the **Armored trains Units**:

- The Supply Wagons or Trucks Units have a little better inherent capacity for storing Supply than most of other units. They have after all Special Features (see after).
- The Armored Trains Units have a huge capacity for storing Supplies of Food and Ammunitions. They could then provide a lots of supply to large Forces if merged with them.

This Units tend to hinder the movement of Forces they are grouped with (Supply Wagons and Trucks Units are usually slower than other types of units and Armored Trains will only enter in regions with railroads).

Forces operating Supply Distribution with Units in forward areas are often quickly depleted. An effective use of Supply Wagons or Trucks and Armored Trains Units is to send depleted ones to the rear for replenishment close to sources of supply with large capacities. However, Supply Wagons or Trucks are not combat Units and should be protected at all times, as they make tempting targets for marauding (cavalry or partisans) units.

Supply Wagon and Trucks Units Special Features:



- ❖ It is able to provide supply to any other Force located in the same region as its own Force (it then don't need to be merged with this forces to share its supplies).
- ❖ It provides a +10% Fire bonus during combat (provided it has Ammunition points available). This feature is not cumulative if multiple Supply Wagons or Trucks are present.
- ❖ It shield friendly units from the effects of adverse weather by trading Food Supply points over Attrition hits. One (1) Attrition hit is negated for every five (5) Food Supply Points expended in this manner.
- ❖ It reduce the effect of Attrition on Forces they accompany by 10%.
- ❖ A besieged force will never surrender as long as a Supply Wagon or Truck (with Food Supply points remaining) is located inside the besieged city. Once its Food Supply points have been consumed, however, this special feature is lost.

Note: *It is advised to give at least a Supply Wagons or Supply Truck unit to each of your force which should move in regions without structures. Give also at least one Armored Train unit to each of your large Force which movement is planed to follow railroads axes (but try to keep at least a supply Wagon unit in this force too, in case of you need to split it to quit the regions with railroads).*

9.5 Penalties for Lack of Supply

There's an old saying among veterans that an army travels on its stomach. Soldiers need adequate food and water to maintain the good physical condition necessary for military operations. Therefore, small forces that are kept supplied are usually able to defeat larger enemy forces without supplies. While a good commander will make every effort to see that his forces remain supplied, extraordinary circumstances can occur in which a force will find itself 'Out of Supply'.

Lack of Food Supply: Units that are unable to satisfy their Food Supply requirements during a turn (either through regular supply means or failure to forage) suffer Attrition hits, a loss of cohesion, and a loss of combat effectiveness when participating in combat (This loss of effectiveness is separate from (or in addition to) combat penalties assessed due to a lack of ammunition) .

Lack of Ammunition Supply : Units that are unable to satisfy their Ammunition requirements during a turn suffer a loss of combat effectiveness when participating in combat. This loss of effectiveness is separate from (and in addition to) combat penalties assessed due to a lack of Food supply.

Note: The penalty for participating in combat without adequate ammunition is quite severe (as you might imagine).

10. Attrition

The term 'Attrition' refers to a unit's gradual loss of combat efficiency and manpower which don't come from battles. Most armies suffered more from attrition than they did from combat with the enemy. This fact is reflected in the game by exposing Forces to potential attrition losses based on situations or activities they perform throughout a game turn. Losses from attrition are reflected by the reduction of Cohesion and elimination of Strength Points.

Hardened Attrition Option:

Players may choose to play the game using the **Hardened Attrition Option**. This rule, while more realistic, will result in increased losses due to attrition as the name indicates. All units, regardless of whether they have moved during the current game turn, are subject to attrition under this option, unless they occupy a structure (in case the region is pillaged and not very loyal). Also, *units will not be eligible to receive replacement strength points or elements unless they remain stationary and occupy a Depot.*

10.1 Checking Attrition

Forces are checked for attrition under these conditions:

- ❖ **Harsh Weather:** A Force which lacks shelter (i.e. in a region without a structure) during Harsh weather (i.e. Snow, Frozen, and Blizzard) is subject to potentially severe attrition losses.
- ❖ **Movement:** A Force which moves during a game turn is subject to potential attrition losses in proportion to the Cohesion cost of the move.
- ❖ **Desert Region:** A Force which occupies a Desert region for all or part of a game turn is subject to potentially severe attrition losses.
- ❖ **Epidemics:** Large concentrations of strength points in a region have the potential of causing an outbreak of disease, like the famous Typhus. If an epidemic breaks out, Forces are subject to potential attrition losses.
- ❖ **Lack of Food Supply:** A Force which lacks Food Supply is subject to potential attrition losses each game turn.

10.2 Attrition Reduction:

The effects of Attrition are reduced by:

- ❖ **Rich Region:** Attrition losses are reduced by 50% if a Force is occupying a Rich region,
- ❖ **Civilized Region:** Attrition losses are reduced by 10% if a Force is occupying a Civilized region,
- ❖ **Supply Wagons:** A Supply Wagon (with Food Supply) accompanying a land Force reduces attrition losses by 10%. Fleets are not protected by the presence of Naval Transports.

- ❖ **Force is entrenched:** A Force that is entrenched (regardless of level) reduces attrition losses by 20%.

Attrition modifiers (both positive and negative) are **cumulative**. For example, if an entrenched Force that lacks Food Supply experiences an epidemic all three of these conditions would be factored into the final Attrition loss equation.



11. Field Combat

Field combat is defined as two opposing forces engaging in 'maneuver combat' in the open. That is to say, neither side is defending or attacking a structure, as would be the case with Siege combat. Field combat can range from a mere skirmish involving only a few units to a major set-piece battle involving tens of thousands of soldiers and lasting several days.

11.1 Engaging in Field Combat

In order to engage in Field combat, two opposing forces must occupy the same region on the game map. At least one of the opposing forces must be assuming an Offensive posture to initiate the combat. Field combat is resolved in a series of six (6) consecutive one (1) hour combat rounds per day. If neither side withdraws (voluntarily or otherwise) the battle extends into a second day. It is conceivable (but unlikely) that a single battle could continue for 90 combat rounds if a battle was initiated on the first day of a two-weeks game turn.

11.2 Combat Frontage

Depending upon the type of terrain in the region where field combat takes place, only a certain number of a unit's component elements will actually take part in a battle during any single combat round. Elements that are unable to participate in a combat round are held in reserve and may be called upon to relieve other weakened elements in subsequent combat rounds.

To determine the number of elements able to participate in a given combat round, the maneuverability of unit's component element-types are compared against the prevalent terrain in the region. Some element-types are more maneuverable than others in different types of terrain. For example, line infantry elements are quite slow in mountain terrain and take up greater combat frontage. Partisan elements are faster in mountainous terrain and take up less combat frontage. Therefore, quality issues aside, a greater number of Partisan elements are able to take part in a combat round in mountainous terrain in comparison to line infantry elements.

11.3 Combat Range

The distance at which the two opposing forces begin combat operations is referred to as the 'initial combat range'. The initial combat range used to resolve the first round of combat is determined according to the type of terrain in the region and the local weather conditions. It is greatest (opposing forces start farther away from each other) in cases where a battle is fought in Fair weather over terrain that is open—thus allowing for long range spotting with unobstructed fields of fire.

After the first combat round of a battle is fought at the initial combat range, the range decreases (by one range) each subsequent combat round until physical contact between the two opposing forces is made. Only elements that are considered 'in range' will be able to fire in a given combat round. (Elements that are unable to fire due to range may still suffer casualties from the enemy's return fire.) Once opposing forces make physical contact (i.e. a range of Zero), the combat range remains face to face until the conclusion of the current day (six combat rounds). If a battle is renewed on a subsequent day, the initial combat range is recalculated and the closing procedure is repeated.

Note: *Combat range is an important consideration. A force with superior firepower will benefit from combat fought at longer distances while a force with superior melee power will want to look for opportunities to engage the enemy 'up close and personal'.*



11.4 Fire Combat

Fire combat refers to the use of projectile weaponry to cause casualties among the enemy (i.e. rifles, machine-guns, artillery).

Fire Combat Initiative: Each combat round, Fire combat is resolved by having elements of the force with the highest **initiative** fire first. After casualties are deducted from the opposing force, surviving elements belonging to the opposing force then have the opportunity to return fire.

Fire Combat Modifiers: The effectiveness of an element's Fire combat is modified by a variety of factors—all of which are taken into account by the computer without player input.

- ❖ Discipline Rating
- ❖ Experience Level
- ❖ Strength of Firing Element
- ❖ Leader Attributes
- ❖ Special Abilities of Units/Leaders
- ❖ Target cover (terrain or fortifications)
- ❖ Weather
- ❖ Command Bonuses/Penalties
- ❖ Out of Supply Penalties
- ❖ Terrain Considerations
- ❖ River Crossing Penalties
- ❖ Amphibious landing Penalties
- ❖ Friendly Supply Wagon present
- ❖ Command Posture (Offensive/Defensive)
- ❖ Failed Withdrawal/Passive Posture
- ❖ Forced March Penalties

Fire Combat Resolution: Each element that is eligible to fire in a combat round is given an opportunity to score hits (i.e. inflict casualties) on enemy units. Eligible elements may fire their weapons multiple times during a combat round based upon their 'rate of fire'. Firing elements use their **Offensive** or **Defensive** Fire values to determine whether they have scored a hit on an enemy element. The higher the value, the greater chance an element will score a hit. If a firing element scores a hit, the element that has been hit loses both strength points and cohesion.

Fire Combat Effects - Casualties: Strength point losses from Fire combat are assessed according to the type of element that is firing. Infantry and cavalry elements that score a hit during Fire combat cause the target element to lose one (1) strength point. Artillery elements that score a hit generally cause a two (2) strength point loss. Heavy artillery units (siege artillery, ships, etc.) that score a hit cause a three (3) strength point loss. An element that loses its last remaining Strength point is eliminated.

Fire Combat Effects - Cohesion: Cohesion point losses from Fire combat are assessed according to the type of element that is firing. Generally, a hit from small-arms or artillery fire inflicts between five (5) and fifteen (15) points worth of cohesion damage.

11.5 Assault Combat

Assault combat refers to the type of combat that occurs when opposing forces make physical contact and engage in hand-to-hand fighting. The principal weapons used in Assault combat are saber and bayonet. Unit morale is particularly important in determining who stands their ground and who runs away.

Assault Combat Initiation: Assault combat occurs automatically when the combat range between opposing forces decreases to Zero (0). Once combat reaches a range of Zero (0), it does not increase on subsequent combat rounds. Thus, if a battle reaches a range of Zero on the second combat round of the day, it will remain at Zero for the remaining combat rounds in the day.

Assault Combat Resolution: Each element participating in Assault combat is given an opportunity to inflict casualties on enemy elements. Assault combat is conducted simultaneously (i.e. no casualties are suffered until all elements have engaged in combat). Elements engaging in Assault combat use their **Assault Value**. An element's Rate of Fire is not a consideration in Assault Combat; each element gets one opportunity to engage in Assault combat per combat round.

Assault Combat Effects - Casualties: Strength point losses from Fire combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Battalion-sized infantry and cavalry elements that score a hit during Assault combat generally cause the target element to lose one (1) strength point. Elements containing multiple battalions can cause up to three (3) strength point losses per hit. An element that loses its last remaining strength point is eliminated.

Assault Combat Effects - Cohesion: Cohesion point losses from Assault combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Generally, a hit during Assault combat inflicts between nine (9) and fifteen (15) points worth of cohesion damage.

Special Assault Actions

Cavalry Charges vs. Machine Guns Support Fire. The Russian Civil War was the last historical conflict where Cavalry prove to be a potent weapon, despite the lessons taught by WW1 and the supremacy of infantry firepower. This was because a majority of poorly disciplined troops could not withstand the shock effect of seeing hundreds of horses thundering toward them. Yet, while cavalry charges could be devastating against non-veteran units, they were difficult to coordinate and vulnerable to well-entrenched enemy infantry and machine guns.

Cavalry Charges: Once a Field Combat has reached a combat range of Zero (0), a Force containing cavalry elements is checked to see if it will mount a 'cavalry charge'. The chance of mounting a cavalry charge is determined by the **Discipline Value** of the cavalry being checked. This check is modified by the Leader's **Offensive Rating**. The leadership bonus is **applied fully** if the Leader in direct command of the charging unit/element or is **halved** if the Leader providing the bonus is commanding the entire Force. If successful, cavalry units are considered to have charged the enemy elements they are in contact with.

Machine Guns Support Fire If an opposing force mounts a cavalry charge, defending line **infantry** elements have a chance of calling the supportive fire of machine guns. To make sure they use their Machine Guns instead of turning away and flee, the defending elements must pass a Support Fire Check. The chance of using Support Fire is determined by the **Discipline Value** of the defending infantry elements being checked. This check is modified by the Leader's **Defensive Rating**. The leadership bonus is **applied fully** if the Leader is in direct command the defending element or is **halved** if the Leader providing the bonus is commanding the entire Force.

Cavalry Charge Resolution

A Cavalry charge attacking defending elements that **have not** 'Support Fire' from Machine Guns inflicts a **50% increase** in damage (i.e. damage equals 150% of normal). A Cavalry charge that attacks infantry elements **that have** 'Support Fire' from Machine Guns results in normal damage being done to the defending elements. The damage done to cavalry elements that charges defending elements with the Machine Guns is increased by 100% (i.e. damage equals 200% of normal).

11.6 Combat Morale

Just as National Morale is an indication of a nation's willingness to continue a conflict, unit morale is an indication of a unit's willingness to remain in combat. Basically, units that are successful in combat and suffer few losses tend to remain effective for longer periods of time. Units that suffer high casualties in combat tend to Rout (i.e. leave the field of battle). If enough units rout, panic can spread throughout an entire force causing it to 'break and run'. A Force that is routed from battle is susceptible to suffering additional casualties from 'Pursuit'.

Morale Checks Prior to Combat Round: At the beginning of every combat round, elements that have suffered losses (in any preceding combat round) must pass a Morale check. Morale checks are performed using the element's Discipline value. If the element passes the Morale check, it may continue fighting normally. If an element fails the Morale check, it is considered '**Shaken**' and has its **Rate of Fire** and **Assault Value** reduced during the current combat round.

Morale Checks During Combat Round: Elements that suffer losses in a combat round (due to either Fire or Melee combat) must immediately pass a Morale check. Morale checks made during a combat round use the element's Cohesion value. The Morale check is modified:

- ❖ if the checking element is defending in fortifications (or trenches),
- ❖ if the checking element is defending an Objective City,
- ❖ if the checking element has previously suffered losses.

If an element passes the Morale check, it may continue fighting normally. If an element fails a Morale check during a combat round, it is considered '**Routed**'. Routed elements (and units) are considered to have left the field in panic and may no longer participate in the battle.



11.7 Withdrawal During Combat

At the start of each combat round (beginning with the second round), both sides in a battle are checked to see if the commanding officer chooses to withdraw or not with all the confusing informations from the battlefield.

The decision to withdraw from the battle is **based on the relative strengths of the opposing forces**, the Commanding officer's **Offensive Rating**, the **levels of entrenchment of the force** and the presence of friendly **fortifications**.

Forces with the a Defensive Posture and a "**Hold At All Costs**" Rule Of Engagement (see Chapter 7.3.2 ROE) and Forces conducting an **Amphibious Assault** will never attempt **to withdraw**, and their casualties will be increased.

Withdrawal Attempt Modifiers:

A force that decides to withdraw must pass a Withdrawal check. The Withdrawal check is modified by:

- ❖ the existence of an 'Evade Fight' Special Order,
- ❖ the relative size of the opposing forces,
- ❖ a commanding officer's Strategic Rating,
- ❖ the presence of cavalry (both friendly and enemy),
- ❖ a successful 'Ambush' Special Order,
- ❖ some Leader's Special Abilities.

Failure to Withdraw: Forces that fail the Withdrawal check are forced to fight the upcoming combat round at a slight penalty. Such forces automatically attempt to withdraw at the beginning of each subsequent combat round. The chance of successfully withdrawing is increased with each successive combat round.

Successful Withdrawal from Battle:

A Force that passes a Withdrawal check is considered to immediately withdraw from the battle—thus ending the battle before the start of the upcoming combat round.

A Force that withdraw from battle, whether it is successful to leave immediately the region or not, has its command posture automatically changed to **Passive** for the remainder of the game turn.

A Force that withdraws is moved in priority to a friendly-controlled adjacent region on the game map. Sometime it could need more time to reach a neighboring region and the Force may still be in the same region at the start of the turn following the battle.

Depending upon the level of enemy control, a withdrawing Force may be forced into another battle in the region it withdrew to.

Note: In Davaï! RUS, it is not possible to chose exactly the region where your Forces will withdraw if defeated. This could be frustrating for the players when the selected region looks so absurd that it could be like a second defeat, strategically. But remember that this a commander's goal to always try to push its opponent to retreat in a region which is not the best for him, and sometimes the Enemy will succeed to do it.

Withdrawal vs. Rout Clarification:

Disengaging from an enemy is a complicated maneuver once a battle has begun. Each turn, a Force is first checked to determine whether it will **attempt** to withdraw. If a decision is made to withdraw, the Force is then checked to see if the withdrawal **is successful**. A withdrawal from battle is an orderly procedure that seeks to put distance between opposing forces with minimal risk to the withdrawing force. A Rout is an unwanted (i.e. involuntary) withdrawal from battle that occurs due an overall collapse of morale. It is an unorganized flight to safety conducted without leadership or purpose other than to get as far away from an enemy as quickly as possible. As a result, men and equipment are often abandoned. A Force which Routs is subject to additional casualties (Pursuit).

11.8 Ending Field Combat

Field combat is concluded in a variety of ways:

- ❖ a Force is successful in withdrawing from combat,
- ❖ a Force is defeated in combat and forced to Rout,
- ❖ the battle ends in a Draw at the end of the current game turn if neither side withdraws.

Pursuit of Routing Force: A Force that is Routed suffers additional losses in the form of "Pursuit" casualties. (Pursuit casualties represent losses due to the chaos and disintegration of an army running away in the face of an organized enemy force). Pursuit casualties are increased if the non-routing force (i.e. the winner of the battle) contains a significant number of cavalry units.

Effects of Battle on Leaders: At the conclusion of every battle, some leader Leader with Special Abilities who participated in the combat check to see if he has become a casualty. Leaders that survive the battle may gain experience based upon their ratio of losses suffered/losses inflicted (even Leaders on the losing side). Leaders may also gain or lose Seniority depending on whether they won or lost the battle.

Effects of Battle on Unit Experience: Units participating in combat gain experience regardless of whether they won or lost the battle.

Effects of Battle on National Morale: The winning side gains NM according to the losses inflicted on the opposing force. The losing side also loses NM equal to the NM the winning side just won.

Effects of Battle on Victory Points: The winning side gains Victory Points according to the losses inflicted on the opposing force. The losing side neither gains nor loses Victory Points.



Note: Victory in a battle is determined primarily by the losses suffered and losses inflicted. If it inflicts serious losses on an opposing force, it is then still possible to be considered the victor in a battle in the Message Log even if your Force withdraws from the region of the battle. Of course, many times, withdrawing from a region could mean a strategical defeat, even if it is claimed as a local Victory in the Battle Report.

12. Siege Combat

Siege Combat is distinct from open field combat in that one side is defending a structure (city, fort, depot...). There are two separate ways of resolving a siege open to an attacking force. An attacking force (i.e. the Besieging force) may choose to either: (1) '**lay siege**' to the structure or (2) '**Storm**' the structure.

12.1 Laying Siege

Laying siege to a structure can be a time-consuming process. It consists of a gradual wearing-down of the defender's will to resist through attrition (i.e. starvation, disease, etc.).



Laying a siege could have 2 purposes :

- To reduce the defense of the besieged Forces before storming the structure.
- To provoke the surrender of the whole besieged Forces.

Calculating the Attacking Force Siege Value:

The attacking force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- ❖ The amount of artillery strength points in the attacking force (Each 60 Artillery Combat Pts is needed to get a +1 modifier to siege),
- ❖ The attacking force have Units with some Siege Special Ability,
- ❖ Presence of a 'Breach' in the structure's defenses,
- ❖ The defending force lacks Food Supply.

Calculating the Defending Force Siege Value:

The defending force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- ❖ the amount of artillery strength points in the defending force (Each 60 Artillery Combat Pts is needed to get a -1 modifier to siege),
- ❖ The defending force have Units with some Siege Special Ability,
- ❖ the level of fortification (which is from 0 to 3 in this game).



Siege Resolution:

Once both siege values have been determined, they are compared. The difference between the two values is expressed as a single number referred to as the SRV (i.e. Siege Resolution Value.) For example, a besieging force with a Siege Value of six (6) is compared to a besieged force with a Siege Value of three (3). The resulting SRV would be three (3). If a besieging force with a Siege Value of four (4) is compared to a besieged force with a Siege Value of eight (8). The resulting SRV would be minus four (-4).

SRV	SIEGE RESOLUTION
GREATER THAN DEFENDERS AVERAGE UNIT DISCIPLINE	Defending forces immediately surrender (all units are eliminated). If the Defending force contains a Supply Wagon with Food Supply points remaining, this result is ignored and a Breach is made instead (See below).
GREATER THAN OR EQUAL TO 3	A Breach is made. Each breach reduces the fortification level of the structure by one (1). Reductions in fortification level affect the benefits of fortifications in future rounds of the current siege. The number of breaches suffered by the fortification is indicated by the sprite on map, both with its colour background and the number it shows. 
GREATER THAN 0	The defending force suffers five (5) strength point hits per point of SRV. For example, an SRV of three (3) would result in the defending force losing 15 strength points.
LESS THAN 0	The defending force manages to repair a previously-suffered breach. Increases in fortification level affect the benefits of fortifications in future rounds of the current siege.

That results on this table are cumulative. A positive SRV greater than or equal to three (3) indicates that: a breach is made; and the defending force suffers hits accordingly. There is an increased chance that the besieged Forces surrender if these 3 conditions are gathered: the structure is breached, the besieged Forces lack of supply and are weaker than the Forces of the besieger.

Note: When defending forces surround in a siege, the besieging player should expect to win some NM and the besieged player to lose some NM, in a similar way that the fall of an Objective City, and even if the eliminated garrison was small. Players who chose to build many Fortified Lines and to place important garrisons in such structures in order to slow an Enemy offensive are aware that all this Forces besieged inside structures could cost them many NM if they surround.

12.2 Storming a Structure

If time is an important consideration, a structure may be attacked outright rather than wait for a lengthy siege to be resolved. A direct assault on a structure is known as 'Storming' a structure and it is resolved in much the same way as Field Combat except that a defending force derives great benefit from the structure's fortifications.

Combat considerations involved in 'Storming a Structure' are:

- ❖ defending units receive combat bonuses due to the structure's level of fortification (bonuses are reduced for cities without fortifications and depots)
- ❖ combat frontage (for both sides) is severely limited.
- ❖ defending units may not withdraw from combat
- ❖ a defending force that Routs as a result of combat is eliminated.

13. Battle Resolution

Once battle is joined, players exercise little direct control over their forces. Instead, each battle is fought according to a very complex series of AI routines.

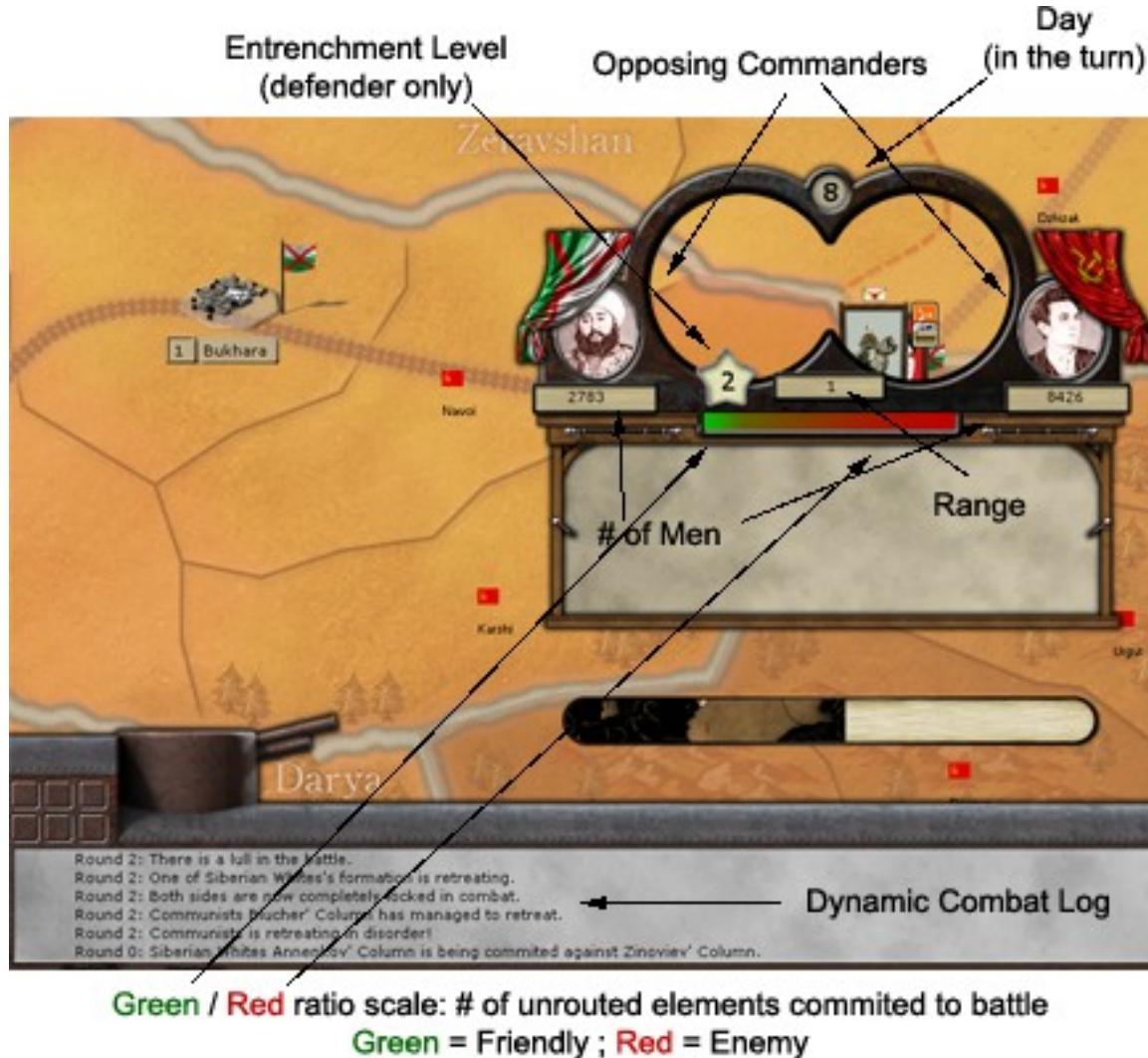


Figure 13.1 Shown here, the dynamic “Battle Circle” displaying Reds attacking White Turkmens near Bukhara... As you can see by the green/red ratio bar, Reds forces hold a huge advantage in the number of un-routed elements committed to the battle during this particular combat round.

Each battle is resolved individually and sequentially. The first battle to take place during the game turn is resolved first, followed by the remaining battles until all battles taking place during the turn are resolved. Each battle is reported back using two reporting schemes; the Battle Circle and Battle Report.

The Battle Circle is an animated display showing the location of the battle, the principal opposing commanders, flags representing the factions involved, the number of Forces as they are committed to the battle, and finally, the ratio of un-routed elements committed to the battle on any given combat round.

While combat is being resolved, the Battle Circle gives you updates as additional Forces enter the battle and as the number of un-routed elements on both sides changes. Audio cues are also used to indicate various battle events.

Once the battle has been resolved, the Battle Circle is replaced by the Battle Report. The Battle Report is a static display that presents players with a very detailed summary of the battle that was just fought.

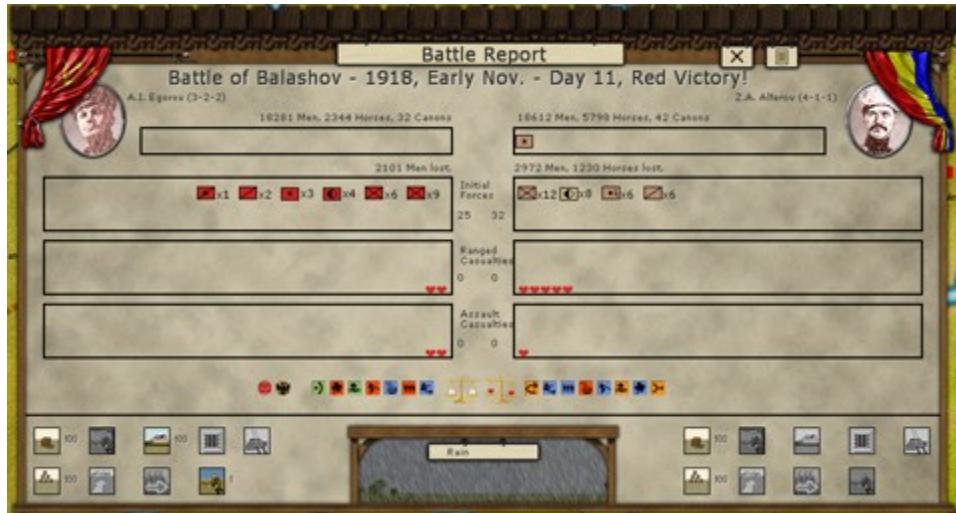


Figure 13.2 Here a *Battle report* after a fight between a Red and a Don Cossack Forces. After each land combat or naval engagement, a battle report is generated which acts as an after-action schematic representation of the battle.

The Battle Report gives players detailed information as follows (from top to bottom):

1. **Battle Description:** Each report has a heading that indicates the **name (location)** of the battle, the **date of the current game turn**, the **exact day** the battle took place, and—most importantly—who **won** the battle.
2. **Leaders Present:** The report lists each of the Leaders who were present at the battle. Use the tool-tip to find out their exact identities.
3. **Initial Forces:** The report lists the number, type, and factions of all combat and support elements that *was present in the region of the battle* (which doesn't mean always all the Forces which participated to battle).
4. **Ranged Casualties:** Each red figure equals 10 hits suffered from Fire combat. The number indicates how many full elements were eliminated by Fire combat.
5. **Assault Casualties:** Each red figure equals 10 hits suffered from Melee/Boarding combat. The number indicates how many full elements were eliminated by Melee/Boarding combat.
6. **Leader/Unit Abilities:** Round icons indicate the Leader/Unit special abilities that were factored into the combat equation.
7. **Specific Action Indicators:** Square icons indicate specific actions/events. Use the tool-tip to see specific actions/events that took place during the battle.
8. **Global Combat Values:** The scales indicate the global combat values for both sides (accounting for all elements participating in the battle.)
9. **Total Casualties Suffered:** The number indicates the exact number of men lost in the battle.
10. **Weather and Terrain panel:** This panel displays a graphic representation of the predominant terrain. Underneath is a weather icon which indicates the weather at the time of the battle.
11. **Battle Summary Panels:** These panels, located in the bottom corners of the report window, give specific information about the battle as it relates to each side (i.e. % of troops inside of the structure of the region (if any), # of War Supply captured, # of men taken prisoner, etc.). Use the tool-tip to find out exact information contained in each icon.
12. **Detailed Round Reports button:** by clicking on this Page-looking button next to the X close button, you open the **Detailed Battle Report**. See below

Note: The Battle Report gives a detailed summary about each battle but it is left up to the player to analyze the report and determine what actually took place on the battlefield. In the **Battle Summary Panels**, there is an important information to deal with, it is **the % of your or your enemy troops which was inside the structure** of the region were the battle took place. This could help to understand the result of some battles were many Forces are displayed as Initial Forces in the Battle report although they didn't participate to the field combat because they were inside the structure of a region and not outside. In this situation, the player could assume that the Forces inside a City could have participated only if there were displayed an Assault Command Posture to storm the structure.

The **Detailed Battle Report** gives players a more detailed level of information as follows (from top to bottom), regarding how the battle was conducted, on a round-by-round basis:



Figure 13.3 The Detailed Battle Report

- Battle Description:** as in the normal battle report.
- Leaders Present:** as in the normal battle report.
- Round Selector (left):** click on the black circle button which is displaying the round number to access the detail fighting report of that round.
- Round Summary (right):** gives a summary on the number of committed units on both sides, as well as the hit suffered or inflicted by your side.
- Committed Units Battle Performance:** Each of the sections (both left and right) describes the performance of a single unit in the battle. Your units are on the left-hand side, the enemy's on the right-hand side. Scrolling arrows in the middle section allow moving from the top to the end of the list of committed units. Most information displayed here is self-understandable. The small icons situated in the central part are giving some flavour data (in tooltip) about special feat of arms during the battle.
- Close button:** click on the X button will return you back to the standard Battle Report.

14. Losses and Replacements

When combat and attrition losses occur, they are apportioned among elements belonging to the Force which has suffered the casualties. Each hit suffered causes the loss of one (1) strength point. The elements which suffered losses are displayed in Red colour in the Element Panel, at the right of the Units Panel. The exact total of men remaining in the element is indicated numerically in the Element Detail Panel (See Appendices *Element Detail Panel*). As long as elements have at least one (1) Strength Point remaining, they are eligible to receive replacements. Once the final strength point is lost, the element is eliminated.

Replacements represents manpower which is being trained and held in reserve until such time as it can be forwarded on to elements of eligible combat units on the map.



The Replacement Pool screen:

The Replacement pool screen is displayed at the bottom right of the page Reinforcements (F2 key) of the Ledger. To change the faction you want replacement for, click on the faction/nation flag.

Replacements are represented on the Replacement Screen in terms of replacement chits. Each replacement chit is equivalent in strength to an element of the faction indicated.

For each type of replacement, the number under the icon represents the number of chit available for a given faction. The number in bracket is the number you have ordered this turn. To order more replacements, just left-click on the different type of element icons. To cancel an order, right click on it.

The tooltip of the mouse will let you know the cost of the replacements in Conscript, Money and War Supply. If you can't afford it, nothing will happen.



Figure 14.1 Here is the Replacement Pool Screen, with Tabs for 2 factions of the Red side (the Reds faction and the Ukrainian Anarchists faction). We can see that in the Reds' Tab, it was just clicked to buy various type of replacements chits: +2 Replacements for Line Infantry, +2 for Milice, +1 for Armored Cars, +1 for tanks, +1 for Cavalry and +1 for Armored Trains elements.

Note: It is advised to buy and maintain always 1 or 2 replacements chits available for each type of elements. Sometimes, some events or Global Options in the Ledger may also bring new replacements.

Return of Replacement Chits:

A portion of attrition and combat losses suffered in the field is also returned to the Replacement Pool. This represents, in part, injured soldiers returning to duty and stragglers rejoining their units. The number of mens returned to the Replacement Pool is as follows:

- ❖ 1/3rd of **combat losses** is returned to the Replacement Pool,
- ❖ 2/3^{rds} of **attrition losses** are returned to the Replacement Pool.

Absorbing Replacements:

Replacement chits are used in 3 ways:

- ❖ absorbed into elements that have lost one or more strength points,
- ❖ used to create entire elements of Brigade units that have lost entire elements.
- ❖ absorbed into units under construction (see Chapter 17. *Units builing*).

Replacement chits that are used to replace lost strength points are removed from the Replacement Pool when the last of their strength points is consumed. Players do not have a means of knowing how many strength points are remaining in individual replacement chits. This is handled internally by the game engine. Replacement chits used to provide entire elements are removed from the Replacement Pool immediately.

Eligibility to Receive Replacements:

In order for a Force that has suffered strength point losses to be eligible to receive replacements for its elements, it must remain stationary for the complete game turn. The number of replacement strength points an element may absorb (as a percentage of its full strength) is a function of the type of terrain it occupies as follows:

- ❖ 10%: land element in a region with an unbesieged city of level 1 to 3,
- ❖ 20%: land element in a region with an unbesieged city of level 4 or greater,
- ❖ 30%: land element in a region with an unbesieged Depot,
- ❖ 5% per harbor level for naval elements: it represents repair to damaged ships.

These percentages are non-cumulative.

Prohibitions to Receiving Replacements:

The following units may not receive replacements:

- ❖ elements that are currently at full strength,
- ❖ elements of a type different from the available replacement chits,
- ❖ elements of a different nationality from the available replacement chits,
- ❖ elements that have moved regardless of the terrain they occupy,
- ❖ elements that are besieged.

15. Capturing Enemy Units

Capturing Enemy Units represents the destruction of an organized line of resistance and the vulnerability of rear echelon formations to being overwhelmed by an advancing enemy.

At the conclusion of every Field Combat or Siege Combat in which the losing side is Routed or Surrenders, the winning side has the opportunity to capture some specific type of Support Units: especially Artillery Units, Supply Wagons or Trucks Units.

Captured units are immediately placed into a single Force display marker on the map controlled by the winning side.

Such units are identified as 'Captured' by the gray background and word 'Capt' printed on the unit counter face.

Using Captured Units : Captured units function exactly as normal units in every respect.

However, captured units may not recover losses unless your side have the ability to buy replacement points of the same faction, which could be rare since this is mostly factions played only by the other side.

16. Experience and Training

One of the most telling factors in any combat situation will be the experience and the training (or lack thereof) of the participants.

16.1 Element Experience

Gaining Experience: Experience is gained by participating in combat. When a unit participates in combat, depending upon its individual success, it may be awarded Experience Points for some of its elements. Eligible elements are checked at the end of each game turn to see if they have gained enough Experience Points to reach the next experience level.

Elements are assigned experience levels at the beginning of each scenario and may gain experience during play by participation in combat. All types of elements (Leaders, land or naval elements...) never lose experience at any time. From 1 to 10 levels of experience could be displayed in the top of the Element Detail Panel, with black star icons. Each star represents a level of experience. The mouse tooltip will display the amount of Experience points required for the next level (See Appendices *Element Detail Panel*).

Effects of Experience:

The net effect of experience is to make elements more efficient military formations. For each level of experience, elements have their abilities increased as follows:

- For each **Odd level of experience** (i.e. 1, 3, 5, etc.), elements gain a +1 increase in their Initiative, Discipline, Patrol, and Evasion values.
- For every **Even level of experience** (i.e. 2, 4, 6, etc.), elements gain a +1 increase in their Offensive Fire, Defensive Fire, Assault, and Police values.
- For **every level of experience**, elements gain a 10 point increase in their Cohesion value. (For example, an element with two levels of experience receives 20 extra Cohesion points.). Besides this, after it gain its first level of Experience, a '**conscript**' elements may automatically be upgraded to a '**standard**' element.

16.2 Element Training

Most of the Reds units on the map, and most of the new units the players will construct appear as 'milice' or 'conscript' elements. This elements could be trained to a better 'standard' version of infantry or cavalry elements:

- Element Training could happen automatically when a 'milice' or conscript' element gain a level of Experience.
- There is also some Leaders Units, especially all Army GHQ Leaders, who have the Special Ability 'Training Officer': This units will train in their force up to two 'militia' or 'conscript' elements into 'conscript' or 'standard' elements per turn.



17. Units Building

The Unit Building mode is used to allow you to build new units for the factions you are playing.

Of course, some limitations are applied to the possibility to build new units, such as how many type of units your factions are allowed to have in the same time on the map (Unit pool concept), the various National Assets needed to pay for the construction (Conscript Pool, Thousand Rubles and War Supply) and also the location of the build, as it is not always possible to construct all kind of units everywhere.

To enter Building mode, just click on the left Gun turret located on the Main screen Armored Train décor, on the bottom left-hand site of the interface (just above the minimap).



Building Mode Buttons: There are two types of buttons which are used to filter the various construction possibilities. One set allow you to filter constructions by **Unit types** (Infantry, Cavalry, Artillery, etc.) while the other allows filtering by **factions/nations** (Here it is filtered on the Western Whites National Units, and on the right it is displayed the following other sub-factions available with their flags: the Northwestern Whites, the Northern Whites and the Don Cossacks regional Units).

In both cases, you may click on the ALL button(s) to return to the whole list (all units types, all factions/nations).

List of Units available to your faction/nation: These are listed at the former place of the Units Panel and/or Message Log. You can see all those units that are still available for construction, and the number of them is indicated in the black square on the upper-left corner of the unit stamp. This units form your **current available Unit Pool**. Each faction/nation can only field a limited number of units at any time. If all units of one type are in play on the map, the faction/nation can't field more units of this type until some are eliminated.

The mouse tooltip on each unit in the panel gives you indications, like **the Construction Costs** (in Thousand Rubles, Conscript Pool and/or War Supply), and after all **the number of days before the Unit may be ready**.

Note: The number of days before a Unit is finished could often decide the choice of the type of Unit to build if the city where it is built is too close to the Enemy lines: Militia are low-quality troops but have a good build rate while cavalry takes quite a while more time to complete.

It is also possible to see the elements which compose the unit to be built in the bottom right Element Panel. As usual, more informations are displayed with the Element Detail Panel by clicking on each element icon in the Element Panel.

How to build: Select the unit you plan to build and drag and drop it on the map, in a green-coloured region. This is as simple as that. In other regions, the drag & drop will be refused, and a short message will appear in the top part of the interface (see below).

Where to build Units: If the region is in green, you can build the unit (You can see on this picture the regions in a green color where the selected Western White Infantry Regiment unit can be drag and drop for construction). But when you select an other unit for construction, the map coloring may changes because there is some causes preventing the Building of Units.

List of possible causes preventing the Building of units:

If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the National Assets (Thousand Rubles, Conscript Pool and/or War Supply) to pay the Constructions costs (NB: *drop the unit there and the error message will tell you the reason*).

If the region is colored in a red background, there is at least one regional constraint preventing you from building/construction the unit. Some possible causes are:

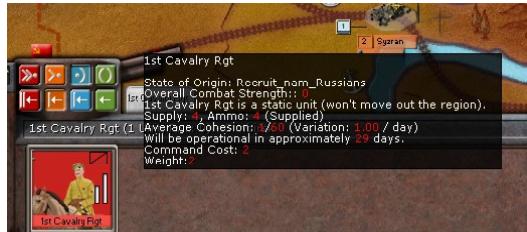
- **No more unit** of this type in the available Unit pool.
- The region **build capacity is exceeded**. Each unit has a certain construction weight and a given region can only allow construction of a limited number of units' weights. This is to avoid seeing all the production appear in the same location. So choose and plan carefully.
- The unit is a ship and there is **no harbor**.
- The region is for now **blocked and not playable** in this scenario.
- You **don't have enough military control** in the region.
- The loyalty of the population in the region is too low, in need **at least a 25% Loyalty**.
- A specific structure is necessary but is not there.
- The unit belongs to a faction/nation which units **can only be built in some specific parts of the map**.
- The unit can only be built in the capital.
- The unit **require a local industrial production and the region don't produce any War Supply** (WSU) National Asset. There is an easy way to display on the map the regions which are producing War Supply in order to have a better view of where this Units could be built: If you click on the **Supply Map Filter**, a visual representation of the National Assets will appear under the form of a pie chart, showing, for a given region with production, the number of each of the assets produced there.

There are some rarer causes preventing you from building a unit in a given region. In all cases, the tooltip will give you the reason.

Note: Many Brigade Units have element of Artillery type. The whole brigade units could then only be built in industrial cities which produce War Supply. The control of such cities could become sometimes more important than Objective Cities.

Units under Construction on the Map:

Units appear immediately on the map on the same turn as you request them, but their element(s) start completely depleted (i.e. with one Strength and one Cohesion point only), as they are gathering men and training them, collecting equipments, etc.

- 
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- Such units cannot be moved and are basically defenseless.
 - Their unit status is indicated by a red label. The label on the element will change color progressively when the construction process advances.
 - Their various elements are shown in red (i.e. depleted) and will fill up progressively as times passes by.
 - The build duration is indicated in the mouse tooltip over the unit under construction. This is the time left in days needed for a unit to reach its full Strength and **to be able to move**.

After a while, units under construction progressively lose this ‘special’ status and can be moved, but rushing those green units into combat should best be avoided until they reach their full capacity of cohesion. You can move them in passive mode toward their destination though. Note that when a unit can be moved you get a message in the message panel.



Appendices

Element Detail Panel

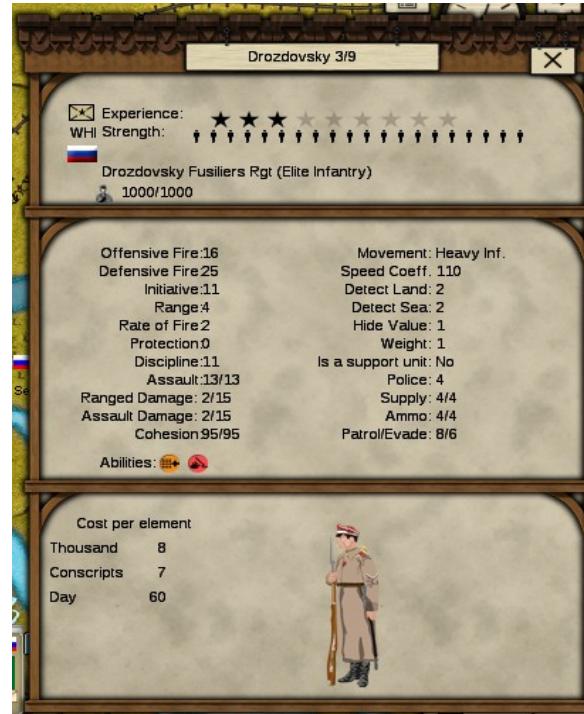
Element Detail panel: Left-click the element icon inside the **Element Display panel** to open the **Element Detail** panel. The Element Detail panel consists of three (3) vertically-arranged information panes.

The top pane displays:

- the name of the element,
- the element icon (NATO symbol representing a type of element),
- the element's experience level (each star symbol indicates one [1] level of experience),
- the element's strength (manpower symbols; each representing 10 men on average),
- the element's faction/nation with a flag symbol,
- the element type (i.e. Line Infantry, Light Infantry, Cavalry, etc.)
- and actual number of men/horses remaining.
- if the element is a Leader: its Seniority and Political Cost.

The middle pane displays a variety of values, ratings, and modifiers that are used when the element moves, engages in combat, or is assessed by various game routines (i.e. supply, attrition, command, detection, etc.):

- ❖ **Offensive Fire:** This value is used by the element when it engages in **offensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- ❖ **Defensive Fire:** This value is used by the element when it engages in **defensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- ❖ **Initiative:** This value is used to determine whether the element will engage in Fire Combat before or after opposing units. The higher the value, the greater the chance that this element will fire **before** enemy units—thus inflicting casualties before suffering any in return.
- ❖ **Range:** This rating indicates the maximum range of the element's principal weapons (i.e. rifle, musket, artillery, bayonet, etc.) A rating of zero (0) indicates that an element's principal weapon is used in Assault combat and requires physical contact with an enemy unit.
- ❖ **Rate of Fire:** This value indicates the number of times this element will fire its principal weapon per combat round. A high rate of fire gives an element multiple chances of scoring hits on enemy units per combat round.
- ❖ **Protection:** This value is an indication of an element's ability to avoid suffering hits from enemy fire and melee combat. A high Protection value makes it more difficult to inflict casualties on an element. This value is determined by a number of factors such as speed, dispersion, flexibility, ability to use terrain, etc.



- ❖ **Discipline:** This value represents the element's ability to retain its combat effectiveness. A high Discipline value indicates that an element can withstand greater punishment without Routing.
- ❖ **Assault:** This value is used by the element when it engages in Melee combat. The higher the value, the greater the chance this element has of scoring a hit on enemy units.
- ❖ **Ranged Damage:** These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy unit in Fire combat.
- ❖ **Assault Damage:** These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy unit in Assault combat.
- ❖ **Cohesion:** This value indicates an element's current number of Cohesion points. Cohesion points are an expression of an element's combat readiness and impact on most game functions (morale, speed, combat efficiency, etc.). The higher the value, the more able an element is to conduct military operations.
- ❖ **Movement:** This entry indicates the element's Movement type. Movement types include **Infantry** (heavy and light), **Cavalry** (heavy and light), and **Wheeled** (normally used by supply wagons and artillery units). Note: Horse artillery units are classified as Heavy Cavalry. Some units have special restrictions (Armored trains, planes)
- ❖ **Speed Coefficient:** This value represents a multiple used to calculate the speed of individual elements. The higher the co-efficient, the faster units are able to travel.
- ❖ **Detection vs. Land Units:** This value represents the ability of an element to detect enemy land units. The higher the value, the better able an element is to detect an enemy land unit.
- ❖ **Detection vs. Sea Units:** This value represents the ability of an element to detect enemy naval units. The higher the value, the better able an element is to detect an enemy naval unit.
- ❖ **Hide Value:** This value represents the ability of an element to escape detection from enemy units. The higher the value, the better able an element is to escape detection.
- ❖ **Weight:** This number indicates the relative size of the element (in transport capacity) and is used when the element is transported by naval units.
- ❖ **Support Unit:** Yes or No. This entry indicates whether the element is a combat element or a support element.
- ❖ **Police:** This number represents the amount of 'policing' an element contributes to gaining military control over a region on the game map. It is expressed in **Police points/per day**.
- ❖ **Supply:** These numbers represent the number of Food Supply points currently stockpiled by the element/ maximum Food Supply point capacity.
- ❖ **Ammo:** These numbers represent the number of Ammunition points currently stockpiled by the element/ maximum Ammunition point capacity.
- ❖ **Patrol/Evade:** The values represent the element's ability to block enemy movement (i.e. Patrol value) out of a region and the element's ability to 'Evade' or bypass enemy units (i.e. move through a region containing enemy units). The higher the value, the greater chance an element has of blocking enemy movement and evading enemy units.
- ❖ **Blockade:** The value represents a naval unit's relative ability to institute a blockade of an enemy harbor (naval units only). The higher the value, the greater the unit's contribution to the blockade calculation. (The collective blockade values of all friendly naval units in the sea zone are totaled in order to calculate the blockade's effectiveness.)
- ❖ **Abilities:** Some elements possess **Special Abilities that give in certain circumstances advantages or penalties to the element, or to the unit/divisional unit or to the whole force it belongs**. The Special Abilities that an element possesses are indicated by Special Ability icons which also appear on the Unit counters. All the effects of Special Abilities are displayed in their tool-tip when the mouse is passed over.

The bottom panel displays an **image representing the element**.

If the element is a Leader:

- the image is a **portrait of the leader** which could display with the mouse tooltip a **Biography** of the Leader in the Russian Civil War.
- The **Command Ratings** of the leader element are displayed, with its **Strategic**, **Offensive** and **Defensive** values.

Leaders' Command Ratings:

In addition to providing leadership in the form of Command Points, Leaders also have various individual attributes (and sometimes Special Abilities) that differentiate themselves from one another. To get the best use out of your leaders, be sure to always put the right man in the right job.

Each Leader has three (3) principal attributes to its Command Rating: a **Strategic Rating**, an **Offensive Rating**, and a **Defensive Rating**. You can also check the Command rating of a Leader unit with the mouse tool-tip appearing on it in the Units Panel.

❖ **Strategic Rating:** A Leader's Strategic Rating is used to determine the likelihood that he will be considered 'Active' during a game turn. The higher his Strategic Rating, the more likely he will be 'Activated'. This rating is also used to determine the Leader's Command Radius if placed in command of an Army GHQ and the amount of Command Points he is able to bestow upon subordinate Army Corps and units.

❖ **Offensive Rating:** A Leader's Offensive Rating is used when a Leader is *in command of a Force or of a Division Unit* that engages in combat while assuming either an **Assault** or **Offensive** Posture.

The Offensive Fire and Assault values of **every unit** in the Force are increased **by 5%** per point of the commanding Leader's Offensive Rating.

The Offensive Fire and Assault values of every unit inside a Division Unit are increased **by 3%** per point of the Divisional Leader's Offensive Rating.

These values are cumulative—units receive bonuses from both leaders if applicable.

❖ **Defensive Rating:** A Leader's Defensive Rating is used when a Leader is *in command of a Force or of a Division Unit* that engages in combat while assuming either a **Defensive** or **Passive** Posture.

The Defensive Fire and Assault values of **every unit** in the Force are increased **by 5%** per point of the commanding Leader's Defensive Rating.

The Defensive Fire and Assault values of every unit inside a Division Unit are increased **by 3%** per point of the Divisional Leader's Defensive Rating.

These values are cumulative—units receive bonuses from both leaders if applicable.

Effects of Leader Experience: Leaders elements also gain tangible benefits from their experience levels. These benefits are accrued as follows:

- ❖ A Leader's **Offensive Rating** is increased by +1 for each **Even** level of experience (2, 4, 6, etc.)
- ❖ A Leader's **Defensive Rating** is increased by +1 for each **Odd** level of experience (1, 3, 5, etc.)



Terrain effects

Terrain Type	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
ROADS	Treat as clear terrain regardless of actual terrain			
MAJOR ROADS	Cost of moving is 50% of the cost of clear terrain			
CLEAR			Foraging Bonus	
WOODS	Slight Penalty	Atk: None Def: Slight Bonus		
FOREST	Moderate Penalty	Atk: None Def: Moderate Bonus		
MARSHES	Severe Penalty	Atk: None Def: Moderate Bonus	Hide Bonus	See Note 1
WILDERNESS	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus	See Note 2
MOUNTAIN	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus Limited Foraging	See Note 3
MAJOR RIVER/LAKE	Severe Penalty	Atk: None: Def: Major Bonus	May freeze during Winter	See Note 4
MINOR RIVER	Moderate Penalty	Atk: None Def: Minor Bonus		See Note 4
SHALLOW WATER	Moderate Penalty		May freeze during Winter	
COASTAL WATER	Impassable			
OCEAN	Impassable			
TRANSIT LINK	Travel To and From requires 1 full Turn			

Notes:

- Partisan/Light units receive Slight Combat bonus (Atk), receive Major Combat Bonus when Ambushing
- Partisan/Light units receive Moderate Combat bonus (Atk) when Ambushing
- Partisan/Light units receive Moderate Combat bonus (Atk) when Ambushing, increased movement penalties for wheeled and mounted units.
- Friendly Forces attacking across a river (major or minor) do not incur a penalty if the region has a level of friendly military control greater than 10%

Terrain Type	EFFECT ON NAVAL MOVEMENT/SUPPLY	NAVAL COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
MAJOR RIVER	Shallow draught vessels only	Weather may reduce initial combat range	May Freeze	
MINOR RIVER	Prohibited to naval units			
SHALLOW WATER	Shallow draught vessels only	Weather may reduce initial combat range	May Freeze	
COASTAL WATER		Weather may reduce initial combat range		
OCEAN		Weather may reduce initial combat range		

Weather and Seasonal Effects

Weather can be a Leader's best friend or his worst nightmare. And this is all the more true in Russia, where 'General Winter' always had a decisive role. Weather effects are applied on a regional basis. For example, the weather conditions present in one region can be considerably different than weather occurring in an adjacent region. Weather generation does take into account seasonal variations in temperature and wind patterns. Therefore, the likelihood of harsh weather occurring in a region is greater during winter months (November through February).

WEATHER TYPE	EFFECT ON MOVEMENT /SUPPLY	COMBAT EFFECTS (ATK/DEF)	ATTRITION	NOTES
FAIR 				
MUD 	Moderate Penalty Crossing rivers more difficult	Slight Penalty (Atk)	Mountain regions suffer Attrition	See Note 1
SNOW(HARSH) 	Moderate Penalty	Moderate Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered	See Note 1
FROZEN (HARSH) 	Moderate Penalty, Bodies of water may freeze	Moderate Penalty (Atk)	Attrition unless Sheltered with increased severity	See Note 1
BLIZZARD (VERY HARSH) 	Severe Penalty, Bodies of water may freeze	Severe Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered with even greater severity	See Note 2

Notes:

- Forces in a loyal region (over 50% Loyalty) with a friendly structure ignore Attrition losses due to Harsh Weather. The Force does not have to be physically placed inside the structure to benefit. Do not apply if hardened attrition option is in effect.
- The attrition effects of Snow, Frozen, and Blizzard conditions involve increasing amounts of severity (with attrition due to Blizzard being the most severe).



Leaders Promotion and Seniority

Promotion of Leaders:

Some Leaders who have proved themselves capable in their current rank may become eligible for promotion. This is indicated by a flashing promotion icon on their counter and a message to that effect appearing in the Message Log turn summary.

Promoting this Leaders to the next rank enhances their ability to provide Command Points and gives them the ability to command larger echelon formations (i.e. promoting a 1-star Leader to a 2-star rank gives that Leader the ability to command an Army Corps).

Note: In the Davaï! RUS Campaign scenarios, the promotion of many 1-star leaders to 2-star Leaders may happen randomly and automatically.

Seniority and “By-passing Leaders”:

Every Leader in the game is assigned a Seniority number which indicates his position on the promotion hierarchy. Leaders with low Seniority numbers are considered first in line to receive promotions. Seniority is no guarantee of quality, however, and there will be occasions when a junior officer shows himself to be more capable than those with greater seniority.

A Leader's current and initial Seniority is indicated on the Element Detail panel. Left-click on the Leader Element icon on the Element Display panel to access the Element Detail panel. Seniority is displayed as a set of two (2) numbers: the Leader's current Seniority [the Leader's initial Seniority], with a Seniority number of two (2) is considered to be the second-most Leader in terms of Seniority. A Leader with a Seniority number of 35 would be considered far from the top.

Leaders may gain and lose Seniority based upon their participation in combat. Leaders on the winning side of a battle may warrant an increase in their Seniority (i.e. have their Seniority number lowered). Leaders on the losing side of a battle may warrant a decrease in their Seniority (i.e. have their Seniority number raised). Changes in Seniority based on a Leader's performance in combat are listed in the Message Log at the conclusion of each game turn.

The Leader must have either gained four (4) Seniority ranks or have a Seniority of 1 or 2 to be proposed a promotion. The Leader's initial Seniority ranking is shown in [brackets] on the Element Detail panel. His current Seniority is listed alongside his initial [bracketed] Seniority. Whatever is their seniority gains, not all leaders may be promoted. It depend on the scenarios.

Note: Seniority is indicated numerically with the lowest numbers actually representing more senior Leaders. In other words, a Leader may becomes eligible when his current Seniority is four (4) points **lower** than his initial Seniority.

If a Leader is promoted (from 1-star to 2-Star, or from 2-star to 3-star) when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been ‘bypassed’. Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a promotion would cause another Leader to be ‘bypassed’. The NM cost of bypassing the Leader is indicated on the tool-tip.

Likewise, in some scenarios, if a 3-star Leader is placed in command of an Army GHQ when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been “bypassed”. Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a new Army GHQ command would cause another Leader to be ‘bypassed’. The NM cost of bypassing the Leader is indicated on the tool-tip.

Special Units

Armored Trains

Armored Trains were used extensively by Reds and Whites sides during the conflict. In the game, Armored Trains are combat units made up with one element, which can't be merged into Division Unit.

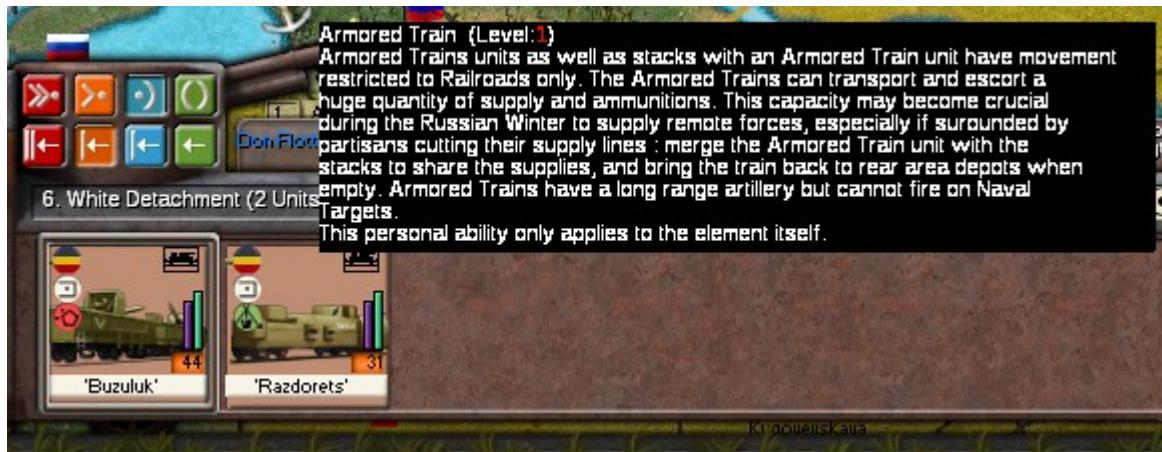
They come in two kinds, heavy and light. The Heavy Armored Trains have more combat abilities when the Light Armored Trains have more Supply abilities.

Armored Trains Rail movement: Armored Trains have a move type which is 'Railbound': it means they can only move on the map regions that have railroads (i.e. damaged or not, those regions printed with rail lines on the graphical map).

Consequently this means Forces with an Armored Trains **can only attack or retreat in a linked railroad region.**

An Armored Train, and so the whole force it belongs to, will have a huge movement malus if it enter in a railroad region which railroad network have been damaged.

Note: Players should pay attention to maintain possible ways of retreat through railroad regions for the forces with one or more Armored Trains. If a weak Force can't escape anymore in a neighboring railroad linked region, it may be clever to split your Force and let all Armored trains alone in a new Force, in order to save the other units which could then retreat in neighboring regions without railroads.



Tanks

Tanks were few in number, and their use was very similar to the one they had on the Western Front during the World War: They were used to support infantry and to disrupt and breach enemy fortified lines (i.e. trenches). Most of them were extremely slow and prone to frequent mechanical breakdowns.

Tanks have a special attribute, called *Disrupter*: This allow the attacker **to remove one level of entrenchment** to the Enemy Forces during each battle.

Note: An offensive with tanks of this Era should be prepared wisely. The region attacked should not be a difficult terrain and the weather should be good too. It is also advised to merge Tanks units with infantry units into a Division Unit before an attack, to give them a better protection.

Airplanes

At those times, Airplanes units are not useful to attack but **to scout around**, or to **increase the defense of the artillery** elements in the force it belongs.

The basic concept of air units in RUS, is that your planes will operate automatically with Air Missions at a distance of few regions away. There is therefore no specific order to give during your turn, but it is up to you to position your airplanes units in places adequate to the air missions, or to remove them from the front-line if your air squadrons need to rest and receive replacements.

It is unnecessary, even foolhardy, to stack your Air unit directly in the region a battle is occurring, although if your land units are attacked, planes in the same region will provide some support in the battle. Similarly, planes can intercept enemy planes performing missions in regions around your air unit.

Air Missions Type:

There are three types of airplanes elements (Recon Plane, Level Bomber and Fighter Plane) and so three types of possible missions for each of your air squadrons:

- Reconnaissance
- Bombardment
- Escort or Interception

Air reconnaissance mission will automatically be performed, each game turn, if planes are not grounded (by the weather) and if there is a minimum of fighters to escort them. Air reconnaissance will generally target a region which contains enemy forces, and which has not been the subject of a previous reconnaissance mission. The more planes available for the reconnaissance mission, the higher the chances of success. In case of success, a bonus of one (1) will be given for the detection rolls (of the enemy units) during a turn. In case of major success, the bonus will be two (2).

Bombardment Missions works slightly differently: First of all it requires that a battle is taking place in the region or one of the adjacent regions to your planes. If a support action is launched, then every bombers squadron (and to a much lesser degree, every fighter squadron in escort) will have a small chance to inflict some disorganization on a randomly chosen enemy unit, and a very small chance to inflict significant losses in men. Do not expect any miracle, however; the Russian Civil War time period was not the mother of blitzkrieg or strategic carpet bombing.

Escort or interception missions are will only happen if a mission of either other types is actually taking place. In case of escort, fighters will be scrambled to escort the other planes. In case of interception, a number of fighters will be launched (capped to a very high value; approximately ~15 squadrons!) no matter the strength importance of the opposite side (Being outnumbered rarely stopped the defending pilots to stay on the ground).

Air-to-air Combat:

An air-to-air combat happens when fighters are sent on an interception mission against enemy planes. In this case the program divide the aircraft in the air by combat fitness, assuming that the least adequate planes to fight are the planes to protect most. Each plane, then, has a small probability of hitting a hostile aircraft during duels. If a squadron has more aircraft than another, the fight will not happen by putting two planes against one in some duels, but by adding a bonus for the 2nd plane in some of the pair, before resolving the duel. After several rounds (3 to 6) the battle ends even if there are still planes in each camp.



Air to Air Combat: Combat resolution report of an Air Battle over Lahti.

Regarding the actual mechanics of combat, remember that the aircraft initiative value is as important as its firepower value. There is also a significant bonus for having experienced pilots. When the experience level is 4 or more, the experience bonus is raised even further, as it describes squadrons which have 'Aces' amongst their pilots. Aces - by their very large bonuses and because the combat model promotes quality rather than quantity (the surplus planes are giving a bonus but do not fight at 100% of their value, in fact) - are the masters of the skies, and may shoot down more aircraft without receiving hits. However, remember even them are not immortal; you will certainly experience it during the conflict.

Once this air battle phase is resolved, all planes that have been hit return back to base, while the planes that are intact carry on with their objective and accomplish the mission. In the combat report window, you'll see the initial aircraft for each camp, the number of aircraft after the air fight, and the number of aircraft that have completed their mission on the target. Each squadron icon has a tool-tip telling you what it did during the battle. Summary icons are also present at the bottom of the air phase panel.



Shortcut Keys

Zooming:

Mouse wheel	: Zoom in/Zoom out
Click on mouse wheel	: Alternate between maximum and minimum zoom levels
End	: Alternate between maximum and minimum zoom levels
Page Up	: Zoom in
Page Down	: Zoom out

Handling Forces:

Left-click	: Select a Force.
Right-click	: Unselect (and returns to messages display)
Ctrl + left-click	: Cycle through the various region Forces, make multiple selections on the Units Panel
Drag-drop on another region	: Moves Force to desired location.
Drag-drop on same region	: Cancel whole move (exception: if [Shift] is pressed it allows circular trips)
Drag-drop on another Force	: Either intercept an enemy or combine with a friendly Force
Drag-drop on city, harbor	: Enter the structure
Drag-drop on a tab	: Combine with this Force
Drag-drop + Ctrl	: Moves Force to desired location (Disables pathfinding)
Del	: Cancel the last leg of the movement path of a land or naval Force
C	: Center map on selected Force
Shift	: When an Army GHQ Force is selected: Displays Army Command Radius.
Shift	: When an other Force is selected: Displays regions and nature of the links.
Ctrl	: Show number of men
Q/W	: Cycle through 'locked' land forces.
E/R	: Cycle through land Forces. Simultaneously press [Ctrl] to skip units that are not moving.
T/Y	: Cycle through naval Forces. Simultaneously press [Ctrl] to skip units that are not moving.
S	: (Sentry) Selected Force will be skipped when cycling with keys E/R/T/Y
Ctrl + S	: Remove all "sentry" orders
Ctrl + L	: Lock/unlock all Forces (prevents a Force dropped onto another Force from merging)
Right-click on a tab	: Lock/unlock this Force.
Keys 1 - 6	: Switch Map Filter
Ctrl F1-F4	: Use unit filter for you or your enemy.
Ctrl F9	: End Game Turn
Ctrl + Shift + S	: Save Game
F1	: Force Listing
F2	: Reinforcements
F3-F6	: Global Options(Mobilizations, Home Politics, Diplomatic Affairs, War Production)
F7	: Regional Decisions
F8	: Strategic Map
F9	: Objectives & Scores
F10	: Scenario Background

In the Units Panel:

Ctrl-click	: Select/unselect multiple units
Mouse wheel scroll	: Move through the list of units
Select unit(s) then drag-drop	: Create a new Force for disembarking in a coastal region without a friendly harbor
A, O, D, P	: Change the Force to the corresponding posture

Messages Log:

Simple-click	: Go to region where event occurred (if relevant)
Double-click	: Display messages content (if message is red) and opens specific message window
Mouse wheel scroll	: To scroll up and down the message list

Windows & Interface:

Esc	: Close the window
R	: When on the main menu: Resume last played game.

Saved Games: When you move the mouse over a saved game on the load game screen, you can either back up one turn (Home key), rename it (Insert key) or delete it (Delete key).

Credits

SEP REDS

Game Designers: Sébastien Lebourcq, Thomas Corriol, Samuel Chopin
Development: Sébastien Lebourcq, Samuel Chopin
Art Director: Gilles Pfeiffer
Graphics: Gilles Pfeiffer
Historical Research: Thomas Corriol, Sébastien Lebourcq, Philippe Sacré, David Beaudlet, Samuel Chopin
Assistance & Advising: Philippe Thibaut, Philippe Malacher
Sounds SFX: Michael Huang
Documentation: Original documentation by Thomas Corriol
Proofreading: Stefan Rach, Paul Roberts, Steve Dunn, Mark Kratzer
Corporate Communications: Fabrice Marchand, Thomas Corriol, Sébastien Lebourcq
Administration: Philippe Thibaut
Production: A game produced by SEP Reds

Manual illustrations references:

see <http://www.artlib.ru>, <http://sovietart.net>, <http://wikipedia.org>

Thanks to the dedicated Volunteers from all the countries and points of views, who united to move the boat (Alphabetically):



Those Named: Arne Meyer Vedo-Hansen, Kirill Kuznetsov, Norbert Hofmann, Samuel Chopin, Steve Dunn.

Those Known as: andatiep, Arsan, Baris, Bohémond, boudi, Bruit Bleu, Carnium, Chataigne, Dortmund, El Nino, Emx77, ERISS, FENRIS, Highlandcharge, Jack54, Jagger2013, John Sedgwick, Kensai, Krot, kyrill2309, Lafrite, Lexx_SV, Lilan, Lodilefty, Old Fenrir, Orel, Owl, picaron, Philthib, Pocus, Quirk, Rafiki, Random, Stelteck, Sunray, TheDoctorKing, The Lev, Warsage.

Those Unknown soldiers: thanks anyway.

Thanks to all our partners' worldwide and last, but not least, a special thanks to all forum members, operation partners and supporters, who are integral for our success.