

Tatchanka

Diplomacy Tables

Diplomatic Actions

The Bolsheviks start with 2 diplomatic actions.

They get 1 additional action, per city, the first time Bolshevik or Bolshevik-allied units enter Kharkiv or Katerynoslav.

They get 2 additional actions, per city, the first time Bolshevik or Bolshevik-allied units enter Kyiv or Odesa.

The Directory start with 2 diplomatic actions.

They get no additional actions.

Declaration of War, Mobilization, or Intervention

These actions are equivalent in game terms.

These actions do not require a die roll.

Bolshevik Diplomacy

To persuade the Makhnovists to rejoin their side
3-6: Makhnovists join 1-2: they refuse

To persuade the Zelenyists to join their side
4-6: Zelenyists join 1-3: they refuse

To persuade the Grigorievists to join their side
5-6: Grigorievists join 1-4: they refuse

To persuade the Entente and the Germans to withdraw
6: they withdraw 1-5: they refuse

Directory Diplomacy

To persuade the Makhnovists to rejoin their side
5-6: Makhnovists join 1-4: they refuse

To persuade the Zelenyists to join their side
4-6: Zelenyists join 1-3: they refuse

To persuade the Grigorievists to join their side
3-6: Grigorievists join 1-2: they refuse

To persuade the Entente and the Germans to withdraw
6: they withdraw 1-5: they refuse

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Movement Tables

Forced March – each Infantry Unit

Die Roll	1	AL
	2	MA 3
	3	MA 3
	4	MA 4
	5	MA 4
	6	MA 5

Forced March – each Cavalry or Tatchanka Unit

Die Roll	1	AL
	2	MA 5
	3	MA 6
	4	MA 7
	5	MA 8
	6	MA 9

Forced March Results

AL – Attackers' Loss
Remove the moving unit.

MA # – Movement Allowance Temporarily Increased to #
Move the unit up to its increased movement allowance.

The increase only lasts through this movement phase.

Terrain and Weather Effects

Frozen Weather -1
All units have their movement allowances are reduced by 1 in frozen weather.

Moving into Rough Terrain -1
Any unit has its movement allowance reduced by 1 if it moves into or through any rough terrain hex(es).

There is no additional penalty for moving into or through 2 or more rough terrain hexes in the same movement phase.

Naval, Water and Rail Movement

Naval Movement – 40 Coastal and/or Sea Hexes

Water Movement – 20 River, Coastal and/or Sea Hexes
40 Coastal and/or Sea Hexes

Rail Movement – 20 Major and/or Minor Railroad Hexes
40 Major Railroad Hexes

Units using naval, water, or rail movement must either start or end their move stacked with any logistical base. The logistical base may not move in the same movement phase.

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Combat Tables

Combat Results – No Defending Combat Units

Only armor units, logistics units, and supply stockpiles

Odds Ratio	1:2	2:3	1:1	3:2	2:1+
Die Roll 1					
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	DR	DR	DR	DR	DR

Attacks at odds less than 1:2 are not allowed.
Attacks at odds greater than 2:1 are resolved at 2:1.

Combat Results

No Result

If there is no result, the attack has no effect on either side.

½ AL – ½ Chance of Attackers' Loss

Roll again. On 1-3 this is No Result;
on 4-6 this is an Attackers' Loss.

AL – Attackers' Loss

Randomly select and remove one attacking combat unit.

DR – Defenders Retreat

The defenders are forced to retreat.

½ DL – ½ Chance of Defenders' Loss

Roll again. On 1-3 this is Defenders Retreat;
on 4-6 this is a Defenders' Loss.

DL – Defenders' Loss

Randomly select and remove one defending combat unit;
any remaining units are forced to retreat.

Combat Results – Only 1 Defending Combat Unit

Odds Ratio	1:2	2:3	1:1	3:2	2:1+
Die Roll 1	½ AL	½ AL	½ AL	½ AL	½ AL
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	½ DL	½ DL	½ DL	½ DL	½ DL

Attacks at odds less than 1:2 are not allowed.
Attacks at odds greater than 2:1 are resolved at 2:1.

Capture Checks

Logistical Bases and Supply Stockpiles which cannot retreat

1-5 – Attackers may replace with supply stockpile
6 – destroyed without capture

River Gunboats, Armored Trains, or Tanks which cannot retreat

1-3 – Attackers may replace with identical armor unit
4-6 – destroyed without capture

Combat Results – At Least 2 Defending Cmbt Units

Odds Ratio	1:2	2:3	1:1	3:2	2:1+
Die Roll 1	AL	AL	AL	AL	AL
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	DL	DL	DL	DL	DL

Attacks at odds less than 1:2 are not allowed.
Attacks at odds greater than 2:1 are resolved at 2:1.

Supply Multipliers

Supplied Entente, German, or Volunteer units – x3

If they have only limited supply - x1

Supplied Bolshevik or Directory Units – x2

If they have only limited supply – x1

Any Makhnovist, Zelenyist or Grigorievist Units - x1






These are never supplied.

Any Units with Limited Supply or No Supply – x1

Terrain Multipliers

Attacking out of Broken Terrain – x¾

Attacking out of Rough Terrain – x½

Unit Type with examples	Typical Ratings Attack-Defense-Movement and special considerations	<h1>Tatchanka</h1> <h2>Counter Key</h2>	
Elite Cavalry  	5-4-4 combat unit	Inshore Naval Forces  	4-1-N armor unit may not be destroyed
Regular Cavalry  	3-3-4 combat unit	River Gunboats  	3-1-W armor unit may be captured
Elite Tatchanka 	4-4-4 combat unit	Armored Trains  	3-1-R armor unit may be captured
Regular Tatchanka 	2-3-4 combat unit	Tanks  	2-1-2 armor unit may be captured
Elite Infantry  	5-4-3 combat unit	Mobile Logistical Base  	0-1-2 logistics unit replace with stockpile if captured
Regular Infantry  	3-3-3 combat unit	Fixed Logistical Base  	0-1-0 logistics unit replace with stockpile if captured
Local Units  	1-2-2 combat unit restricted movement	Supply Stockpile  	0-1-0 <u>not</u> a logistics unit may be captured or broken up

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Sequence of Play

Each Game-Turn Consists of the Following Phases:

- Initiative Determination - Roll on the tables provided.
- Up to three Player-Turns - In the order determined above - With the phases listed below.
- Turn End - At this point one turn ends and the next turn begins. Advance the turn marker as appropriate. At this point on the last turn, the game ends and the players determine who won.

Each Player-Turn Consists of the Following Phases:

- Diplomatic Phase - only in *Fall of the Directory* - (3.0) - During the Diplomatic phase, the attacker may use diplomatic actions to declare war, begin mobilization, or begin intervention, or to attempt negotiation with the independent factions or the Entente intervention forces and German holdout forces.
- Mobilization Phase - (4.0) - During the Mobilization Phase, the attacker removes withdrawals, places reinforcements and performs mobilization, in that order.
- 1st Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 1st Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 1st Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.
- 2nd Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 2nd Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 2nd Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.

Initiative Determination - in *Fall of the Directory*

December IV - **Bolsheviks and their allies move; only one player-turn**

January I and after - One player rolls one die, and each side takes its turn in the order shown:

- 1 - **Bolsheviks move f rst**, Directory second, Volunteers last
- 2 - **Bolsheviks move f rst**, Volunteers second, **Directory last**
- 3 - **Directory moves f rst**, **Bolsheviks second**, Volunteers last
- 4 - **Directory moves f rst**, Volunteers second, **Bolsheviks last**
- 5 - Volunteers move f rst, **Bolsheviks second**, **Directory last**
- 6 - Volunteers move f rst, **Directory second**, **Bolsheviks last**

Any allies move with their side.

Initiative Determination - in *Makhno's Return*

September IV - Makhnovists and their allies move; only one player-turn

October I and after - One player rolls one die, and each side takes its turn in the order shown:

- 1 - **Bolsheviks move f rst**, Makhnovists second, Volunteers last
- 2 - **Bolsheviks move f rst**, Volunteers second, **Makhnovists last**
- 3 - Makhnovists move f rst, **Bolsheviks second**, Volunteers last
- 4 - Makhnovists move f rst, Volunteers second, **Bolsheviks last**
- 5 - Volunteers move f rst, **Bolsheviks second**, **Makhnovists last**
- 6 - Volunteers move f rst, Makhnovists second, **Bolsheviks last**

Any allies move with their side.