

Finnish Civil War

Red Guard Rifle, Machinegun and Armored Train Platoons

Army Lists for Chain of Command

Version: 1.0

INTRODUCTION

The Reds were the revolutionaries who seized control of the south of Finland in the 1918 Finnish Civil War. Up to 90 000 Reds bore arms against the legitimate government of Finland [RC 11, p. 175].

This is a Chain of Command v2 force listing for the Red Rifle and Machinegun Platoons. It is a generic list and aims to include all the support options available during the war. It must however be understood that in no single battle did the Red side have all of these options available to it.

Everything in this document should be considered unofficial and optional.



A section from 4th Company, 4th Battalion, Helsinki Red Guards
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POORLY EQUIPPED RED GUARD RIFLE PLATOON, 1917-1918

[RC 1, RC10]

At the very beginning of the conflict, many Red platoons located away from Russian military bases had little to no access to proper military weapons [RC 16 p. 38].

Plutoona Rifle Platoon Platoon Force Rating: -15 (Militia, 3 regular command dice and one Blue command die)	Notes 2 sections, 1+2+24 men total
<i>Plutoonapäälikkö</i> Senior Leader with revolver	See <i>Elected Leaders</i> , below
Sections One and Two:	1+12 men each
<i>Osastopäälikkö</i> Junior Leader with rifle	See <i>Elected Leaders</i> , below
<i>Ruotu</i> rifle team: 6 men with miscellaneous weapons	
<i>Ruotu</i> rifle team: 6 men with miscellaneous weapons	

Results of 5 or 6 on the Blue Die are otherwise treated as normal but any rolls of 1 to 4 are ignored. The Blue Die (which actually can be of any color that differentiates it from the rest of the Command Dice) will be lost when Force Morale falls. The first Command Die to be lost due to Force Morale problems is the Blue Die.

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	3+1
Special					J	

Early Red platoons have 1d6 military rifles (Russian or Japanese bolt-action rifles or Winchester lever-action rifles), 2d6 Berdan rifles, 1d6 Small-Caliber Rifles, 1d6 shotguns, 1d6 automatic pistols and the rest of their weapons are revolvers. They have no hand grenades of any type.

The Death Battalion led by the 31-year-old workman Aleksander Pietikäinen was composed of seventy heavy-handed men who were sent to deal with troublesome situations [RC 22, p.-63]. They were armed with miscellaneous weapons. They have an additional -1 modifier when determining the fate of any prisoner they have taken. Force Rating: -15.

A Red rifle company consisted of a Company Commander, a *Järjestäjä* (Commissar) and four platoons for a total of 110 men [RC 11, p.139]. The actual strength of companies varied between 70 and 150 men [RC 11, p.139]. Four companies made up a battalion [RC 11, p.139].

RED GUARD RIFLE PLATOON, 1918 [RC 1, RC10]

For the rest of the war, Red Guards were usually well-armed with modern military weapons supplied by the Soviet Russian government [RC 6 p.13].

Plutoona Rifle Platoon Platoon Force Rating: -13 with modern rifles, -14 with Berdan rifles (Militia, 3 regular command dice and one Blue command die)	Notes 2 sections, 1+2+24 men total
<i>Plutoonapäällikkö</i> Senior Leader with rifle	See <i>Elected Leaders</i> , below
Sections One and Two:	1+12 men each
<i>Osastopäällikkö</i> Junior Leader with rifle	See <i>Elected Leaders</i> , below
<i>Ruotu</i> rifle team: 6 riflemen	
<i>Ruotu</i> rifle team: 6 riflemen	

Results of 5 or 6 on the Blue Die are otherwise treated as normal but any rolls of 1 to 4 are ignored. The Blue Die (which actually can be of any color that differentiates it from the rest of the Command Dice) will be lost when Force Morale falls. The first Command Die to be lost due to Force Morale problems is the Blue Die.

Red Guard units from Helsinki [RC 7, p. 119] have a reputation for fighting fiercely. They have a have a pool of 2 additional Command Dice provided for each game. The player may add one of these to his Command Dice hand in any phase before throwing the dice, in effect increasing his hand to 4+1 dice. Once used, these bonus dice are discarded for the rest of the game. Force Rating -13 modern rifles / -14 Berdan rifles.

The 2nd Company of the 2nd Battalion of the 2nd Regiment of the Helsinki Red Guard increases its Force Morale temporarily by one every time its fearless commander, one Comrade Ekholm, stands up in the middle of a hail of enemy bullets and calmly lights his cigarette [RC 16, p.188]. While smoking his cigarette, which takes one Red Phase and the Phase after that, he must be visible to the enemy and not in any cover and he cannot move. The Force Morale effect lasts until the end of Turn. Losing his life in early February, Ekholm was among the first Red company commanders to die in this conflict. Force Rating -13 modern rifles / -14 Berdan rifles.

The 120-man Red Guard company formed from the Helsingin Jyry sports team was famous for its military exploits [RC 20, p. 257]. They wore matching uniforms and were very much the elite of the Red forces. They share all the traits of other Helsinki Red Guard units and in addition are Aggressive in close combat and add +1 per die to all movement. Force Rating -12 modern rifles / -13 Berdan rifles.

The Red Guard platoon formed from convicted prisoners of the Sörkkä Prison in Helsinki is Aggressive in close combat but does not share any of the attributes of other Helsinki Red Guard units. In addition, they suffer a -2 on the initial Force Morale determination roll if facing German opponents. Force Rating -14 modern rifles / -15 Berdan rifles.

The Porttu Battalion was a unit composed of Finnish laborers and dock workers of the Svbeaborg Fortress in Helsinki [RC 19, p. 129]. All of the Senior Leaders of this battalion are Russians. In addition, they share all the traits common to other Helsinki Red Guard units. Force Rating -11 modern rifles / -12 Berdan rifles.

The Helsinki Former Soldiers' Company consisted of sixty former soldiers of the Finland's Old (conscript) Army, disbanded in 1905 [RC 16, p. 81]. As such, they have actual military training but are getting on in years. They too have all the traits common to other Helsinki Red Guard units, and in addition they are Green, not Militia. They subtract 1 per die from all movement. Force Rating -9 modern rifles / -10 Berdan rifles.

The Helsinki Volunteer Company was formed from volunteers of other Helsinki companies. Led by Comrade Kusti Salminen and assisted by Comrade Aarre, were a more disciplined company than most others [RC 16, p. 191]. They share all the traits common to Helsinki companies and in addition they do not suffer from Red Reluctance. Force Rating -11 modern rifles / -12 Berdan rifles.

The company formed from freed convicts of the Lappeenranta penitentiary are Aggressive in close combat [RC 16, p. 246]. Force Rating -13 modern rifles / -14 Berdan rifles.



Finns of the St. Petersburg Red Guard waiting for a train to Finland [RC 20, p. 231]

St. Petersburg Red Guard: The cradle of the Russian Revolution, St. Petersburg – the future Leningrad – was not far away. Thousands of Finns worked there in armaments industry and were laid off when the Russian Empire imploded. Exposed to Communist propaganda, about 1100 Finns from St. Petersburg joined the fighting in the Finnish Civil War. The comrades from St. Petersburg were determined, top fighters among the Red Guard [RC 19, p.85]. When rolling on the *Bad Things Happen* table, St. Petersburg Red Guard subtract one from the roll. A roll of 1 still counts as a roll on 1. Force Rating -10 modern rifles / -11 Berdan rifles.

The Workers' Militia was the police organization of Red Finland. They are Aggressive in close combat. Force Rating -13 modern rifles / -14 Berdan rifles.

Ski companies were simply companies which had obtained skis [RC 20, p. 132]. Such were often sent into the enemy rear or flanks, but there were never many of them. A platoon from a ski company has a Force Rating -11 modern rifles / -12 Berdan rifles.

As the Red regime was collapsing, the Red Guards often resorted to forcibly recruiting troops [RC 11, p. 157]. Available men - and sometimes women – were forced to join the Red Guards because all other

places of employment had been shut down, or because food rations were only given to those who joined the Guard [RC 11, p. 157]. Forcibly Recruited troops had no ideological motivation to fight for the Red cause and often just attempted to avoid battle. Forcibly Recruited troops always use Hesitant Deployment. They are Militia and Unreliable Allies. Force Rating -18 modern rifles / -19 Berdan rifles.

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	3+1
Special					J	

Red sections are armed with Russian or Japanese bolt-action rifles or Winchester lever-action rifles and three hand grenades. These may be Russian defensive fragmentation hand grenades (Stick Hand Grenade model 1914 or 1915), or the French F.1 or the British No. 15 ball grenade, the No. 16 Oval Grenade or the No. 5 Mills Bomb. They have no smoke hand grenades.

A Red rifle company consisted of a Company Commander, a Commissar and four platoons (110 men) [RC 1]. The actual strength of companies varied between 70 and 150 men [RC 1].



A Red Guard in full Russian Army winter uniform. His rifle is probably a Japanese Navy rifle model 1902.
(Vapriikin Kuva-arkisto, licensed CC BY 4.0)



OVERSIZE RED GUARD RIFLE PLATOON, 1918

At times, there were too many volunteers and the size of the platoon swelled.

Plutoona Rifle Platoon Platoon Force Rating: -10 with modern rifles, -12 with Berdan rifles (Militia, 3 regular command dice and one Blue command die)	Notes 2 sections, 1+2+34 men total
<i>Plutoonapäällikkö</i> Senior Leader with rifle	See <i>Elected Leaders</i> , below
Sections One and Two:	1+17 men each
<i>Osastopäällikkö</i> Junior Leader with rifle	See <i>Elected Leaders</i> , below
<i>Ruotu</i> rifle team: 9 riflemen	
<i>Ruotu</i> rifle team: 8 riflemen	

Results of 5 or 6 on the Blue Die are otherwise treated as normal but any rolls of 1 to 4 are ignored. The Blue Die (which actually can be of any color that differentiates it from the rest of the Command Dice) will be lost when Force Morale falls. The first Command Die to be lost due to Force Morale problems is the Blue Die.

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	3+1
Special					J	

Red sections are armed with Russian or Japanese bolt-action rifles or Winchester lever-action rifles and three hand grenades. These may be Russian defensive fragmentation hand grenades (Stick Hand Grenade model 1914 or 1915), or the French F.1 or the British No. 15 ball grenade, the No. 16 Oval Grenade or the No. 5 Mills Bomb. They have no smoke hand grenades.

RED GUARD WOMEN'S RIFLE PLATOON, 1918 [RC 1]

Women's Rifle Platoon Platoon Force Rating: -11 with modern rifles, -12 with Berdan rifles (Militia, 3 regular command dice and one Blue command die)	Notes 2 sections, 1+2+24 women total
Platoon Leader with rifle	See <i>Elected Leaders</i> , below
Sections One to Two:	1+12 women each
Section Leader with rifle	See <i>Elected Leaders</i> , below
Rifle Team: 6 riflemen	
Rifle Team: 6 riflemen	

Scandalously wearing trousers instead of modest dresses, the sometimes fanatically brave Women's Guard (variously called *tiger bitches* or *witches* by their enemies) had a reputation for reckless attacks [RC 16 p. 31, 99]. and atrocities... and they certainly had something to prove. Around 1000 women saw combat in Red forces. Most of them were unmarried and about 20 years old, but some were as young as 14 or 15 [RC 6 p. 122].



The Uras Red Women's Guard (Varkauden museot)

When establishing their Force Morale level before the game begins, the Red Guard Women's platoon adds +2 to the die roll. Due to their fanaticism and chip on their shoulder attitude, the appearance on the battlefield of any female unit immediately raises the Force Morale of male Red forces by one as they cannot afford to look bad in front of the women. This bonus is lost, should the female unit be broken or leave the battlefield. In close combat, female units suffer from an additional Combat Dice adjustment of -2.

The supports of the Red Guard women's platoon will be male, unless otherwise noted.

The Valkeakoski Women's Guard [RC 13 p. 188], the Pirkkala Women's Guard [RC 12, p. 143]: and the Kerava Women's Guard [RC 16 p. 92] : These three companies do not suffer from the Red Reluctance national characteristic. Force Rating -10 modern rifles / -11 Berdan rifles.

Red sections are armed with Russian or Japanese bolt-action rifles, carbines or Winchester lever-action rifles and three hand grenades. These may be Russian defensive fragmentation hand grenades

(Stick Hand Grenade model 1914 or 1915), or the French F.1 or the British No. 15 ball grenade, the No. 16 Oval Grenade or the No. 5 Mills Bomb. They have no smoke hand grenades.

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	3+1
Special			J			



Women's Guard members posing next to field guns model 1877 or 1895 (Varkauden museot)



Two members of the Turku Women's Company (Public Domain via Wikimedia)



Above: Three well-equipped Helsinki Red Guard (Työväenmuseum Werstas, license CC BY-NC-ND 4.0)

Below: Red Guards in civilian clothes (Työväen arkisto, license CC BY-NC-ND 4.0)





Machine gunners of the 4th MG Company of Kotka Red Guards with their PM1905 machinegun. Their rifles seem to be Mosin-Nagant model 1891s. (Kymenlaakson Museo, licensed CC0)

RED MACHINEGUN PLATOON, 1918 [RC 1]

(Light) Machinegun Platoon: Platoon Force Rating: -12 (Madsen) or -11 (Lewis) (Militia, 4 command dice)	Notes 4 sections, 1+4+20 men total
Platoon Leader with revolver	See <i>Elected Leaders</i> , below
Sections One to Four:	1+5 men each
Section Leader with rifle *	See <i>Elected Leaders</i> , below
LMG Team: Madsen or Lewis LMG and 5 crew with rifles	

(Light Medium) Machinegun Platoon: Platoon Force Rating: -11 (Madsen) or -10 (Lewis) (Militia, 4 command dice)	Notes 4 sections, 1+4+20 men total
Platoon Leader with revolver	See <i>Elected Leaders</i> , below
Sections One to Four:	1+5 men each
Section Leader with rifle *	See <i>Elected Leaders</i> , below
MMG Team: Madsen or Lewis LMG with tripod and 5 crew with rifles	



Red Guard machine gunners from Porttu with a Lewis MMG - without magazine – on a tripod. The Porttu battalion was formed of laborers of the Sveaborg Fortress. Their rifles are the Mosin-Nagant M1891.
(Työväen Arkisto, licensed CC BY-NC-ND 4.0)

(Medium) Machinegun Platoon: Platoon Force Rating: -8 (PM1905 or PM1910) or -9 (Colt 1895-14) (Militia, 4 command dice)	Notes 4 sections, 1+4+20 men total
Platoon Leader with revolver	See <i>Elected Leaders</i> , below
Sections One to Four:	1+5 men each
Section Leader with rifle *	See <i>Elected Leaders</i> , below
MMG Team: PM1905, PM1910 or Colt 1895-14 MMG and 5 crew with rifles	

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	4
Special					J	

Due to lack of training, Red machine gunners are unable to use any MMG *Special Fire Modes* (see *Winter of No Surrender* optional rules, section R9). Red sections are armed with Russian or Japanese bolt-action rifles or Winchester lever-action rifles and three hand grenades. These may be Russian defensive fragmentation hand grenades (Stick Hand Grenade model 1914 or 1915), or the French F.1 or the British No. 15 ball grenade, the No. 16 Oval Grenade or the No. 5 Mills Bomb. They have no smoke hand grenades.

A Red machinegun company consisted of a Company Commander, a Commissar and four platoons

(100 men) [RC 1]. The actual strength of companies varied between 70 and 150 men [RC 1].



Red Guard cavalry at Riihimäki in 1918 (Museovirasto, licensed CC BY 4.0)

RED GUARD CAVALRY TROOP, 1918 [RC 11, p. 219]

Cavalry was an essential part of WWII armies, but it was not used efficiently by the Reds in the Finnish Civil War [RC 11, p.219]. There does not seem to have been any official organization for a cavalry troop, so the one below is simply an estimate.

Ratsuplutoona Cavalry Troop	Notes
Platoon Force Rating: -15 with modern rifles, -16 with Berdans (Militia, 3 regular command dice and one Blue command die)	2 sections, 1+2+24 men total
<i>Platoonapäälikkö</i> Senior Leader with cavalry rifle and saber	See <i>Elected Leaders</i> , below
Sections One and Two:	1+12 men each
<i>Osastopäälikkö</i> Junior Leader with cavalry rifle and saber	See <i>Elected Leaders</i> , below
6 cavalrymen with rifles and sabers	
6 cavalrymen with rifles and sabers	

Results of 5 or 6 on the Blue Die are otherwise treated as normal but any rolls of 1 to 4 are ignored. The Blue Die (which actually can be of any color that differentiates it from the rest of the Command Dice) will be lost when Force Morale falls. The first Command Die to be lost due to Force Morale problems is the Blue Die.

The largest Red cavalry unit in the war was the 100-man Turku Cavalry Detachment, which did not perform well [RC 11, p.219; RC 16, p. 88, 97].

FORCE MORALE TRACK:

Force Morale	1	2	3	4	5	6+
Command Dice	1	2	2	3	3	3+1
Special					J	

Red cavalry are armed with Russian bolt-action Dragoon or Cossack rifles or Winchester lever-action rifles and three hand grenades. These may be Russian defensive fragmentation hand grenades (Stick Hand Grenade model 1914 or 1915), or the French F.1 or the British No. 15 ball grenade, the No. 16 Oval Grenade or the No. 5 Mills Bomb. They have no smoke hand grenades.



A Red Guard company from Ruovesi (Vapriikin kuva-arkisto, licensed CC BY 4.0)

RED FINNISH NATIONAL CHARACTERISTICS

MILITIA

The Red army of 1918 is a militia army. During their preparation for their Revolution the Reds suffered from a shortage of rifles, ammunition and, especially, trained leaders [RC 11, p. 156, 157].

Militia are *Green* troops who have had close to no formal military training at all. All rules for Green troops apply, except as listed below.

Militia units fire at -1 on the To Hit table as they have had very little practice with their weapons [RC 18, p. 226; RC 16, p. 48]. Thus, Militia units at Close range score hits on enemies on rolls of 5 or 6 only. Completely ignoring the basic military principle of first sending scouts ahead, a White company walked right into a Red main defense line at Mäntyharju on February 14th, 1918. The Reds sprang an

ambush on them and a furious close-range firefight ensued, but the Whites escaped with no casualties thanks to the poor shooting skills of the ambushers [CR 22, p. 122].

If in Open cover, Militia units receive one extra shock for every two shock and/or kills received.

The Force Morale situation of the Red troops depends on when the battle takes place [RC 18, p.228]. From the beginning of the war until March 1st Red propaganda is optimistic and takes the shape of meetings where the cause of the Proletariat is discussed with happy songs and speeches – Force Morale rolls are at +2. From March 2nd until March 8th Red propaganda concentrates on the glory of the Revolution and Force Morale rolls are at +0. Thereafter pessimism and anger directed at Red leadership takes hold and Force Morale rolls are at -2.

As they have had so little training - and their ideas of warfare are often influenced by political agitation and/or heroic stories rather than training – the effects of setbacks on Militia are unpredictable. While the death of a beloved comrade can lead to the total morale breakdown of the entire platoon, on the other hand the same event may instead lead to the entire platoon steeling itself and continuing the assault with additional vigor to avenge him. When rolling a 6 on the Bad Things Happen Table, each 6 rolled causes an additional Bad Things Happen roll to be made immediately, with any additional Force Morale effects adding to the total suffered. Where the additional dice rolled results in a further 6's, these also generate additional Bad Things Happen rolls which are made immediately. This continues until no further 6's are rolled. However, on any roll of 1 the Force Morale of the platoon immediately improves by 1 and causes a reroll, the results of which are only counted if the reroll is also a 1. Again, this continues until no further 1's are rolled.

ANTIPATHY TOWARDS GERMANS [RC 23, p. 194]

Red troops were aware of German troops invading Western Europe earlier in WWI and had heard stories of them looting the lands they conquered. Because of their antipathy towards the Germans, Force Morale rolls are at +1 when Reds are facing Germans.

SMALL PLATOONS

Because of the very small size of Red platoons (27 men), the *result* of the pregame Force Morale roll is reduced by 2.

NO SCOUTS

Both sides in the war routinely ignored even rudimentary military tactics, such as the sending of a scout patrol ahead of the main force. A Red company might simply advance along its route until it ran into the enemy, and the battle would begin.

To simulate this, a Red platoon's Patrol Markers move a maximum of 9" and must remain within 9" of at least one other friendly Patrol Marker. These restrictions are lifted if the platoon has *Local Scouts*, see the Support List.

NO RESERVES [RC 11, p.219; RC 16 p. 93; RC 18, p. 228]

The Red art of war was very underdeveloped and one manifestation of this was the complete lack of reserves. In practice the Reds never fought in larger than company-sized formations and communication between these was always lacking. A Red company would be directed into combat as one big mob.

To reflect this, where possible, the Red player must always use all of his available Command Dice until all his forces have been deployed. For example, if two 2s are rolled on Phase 1, the player must deploy either two sections or one Senior Leader. During later Phases, when he has units already deployed onto the table which could use the Command Dice results, he may activate the already deployed units. However, if any Command Dice are left over after activating the already deployed units, he *must* then deploy more units to use up the remaining Command Dice.

STAY CLOSE

WW I tactical doctrines had sections operating as single tactical entities. Where we treat a section as two Teams, these must operate together at all times, remaining within 4" of each other.

RED RECLUTANCE [RC 18, p. 228]

The near-total lack of training and discipline meant that when a Red advance was forced to stop for any reason, the troops usually went to ground and started shooting ineffectively. It was then difficult to get them moving again.

To simulate this, a Command Die of 1 or 2 may not be used to move a Red unit (section or team) - which starts its Phase within sight of the enemy or under fire/bombardment by an enemy - towards any enemy unit, whether in line of sight or not. In effect the unit needs an Order from a Leader to resume advance.

PLUTOONA - KETJUUN! [RC 10, p.45]

As the Red forces had few experienced leaders and had to make do with troops with almost no infantry training, their tactics had to be very simple. **Ketju** (literally... *chain*) is a basic firing line where the entire platoon is arrayed line abreast.

When the order was given, the leading element was to stop and form a firing line, with two paces of distance between the men, and the section leader ten paces forward of the men. The other units were to run as quickly as possible to the leading element's side, forming the platoon's firing line. Once in place, the troops were to take cover and be prepared for further action.

A Red Leader may by using one Order command all of his underlings within his Command Distance that haven't been activated yet in that Phase, to move to form a firing line. The leading element of his forces does not advance but it forms a firing line, moving up to 3d6 inches to do it. Other troops so activated will move with 3d6 to take part in the firing line, each unit dicing for its own movement. Leaders may be moved up to 4" further from the firing line.

SYÖKSYYN! [RC 10, p.46]

Syöksy (literally a *dive* or a *rush*) was a maneuver designed to move the platoon closer to the enemy. When the order was given, the troops were to stop reloading their rifles, set their rifles' safety on and be ready to charge. On command, everyone would simultaneously jump up and run towards their objective for up to 80 meters (26"), before throwing themselves prone again.

A Red Senior Leader who can see an enemy unit may by using all his Orders have all of his underlings within his Command Distance that haven't been activated yet in that Phase, to assault that enemy. Any troops so activated will move with 2d6 straight towards the enemy, each unit dicing for its own movement. At the end of their movement, a unit which finishes movement within 4" from enemy initiates Close Combat. If a unit does not initiate Close Combat, it will assume Tactical stance.

HURRAA! [RC 21, p.32]

This maneuver is only described in the *S.P.K. Jalkaväen käsikirja*, a Finnish Red Guard infantry manual translated from Russian by the former lieutenant Ali Aaltonen, the only Red leader with any real military training, but not really disseminated before the war's end. But as many Red troops were trained by Russian officers, it is very likely that something akin to it was taught to them, and it also seems to have been used in battle [RC 16, p. 72].

A Red Senior Leader may by using all his Command Initiatives order all the sections within his Command Distance that haven't been activated yet in that Phase, to assault (Platoon Charge) the enemy from a distance of around 50 paces (36 meters, 12"). Any troops so activated will move with as fast as the terrain allows +1D6 inches straight towards their chosen enemy, each section dicing for its own movement and the effect of Shock being calculated normally. Any section which gets within 4" from enemy initiates Close Combat.



Two Red Guard leaders accompanied by possibly the wife of the man on the left. He carries a Japanese carbine model 1905 (Vapriikin kuva-arkisto, licensed CC BY 4.0)

ELECTED LEADERS

The Red Revolution was all about removing the perceived, unjust domination of the farm and factory worker by the bourgeois capitalists who owned the means of production. After the despised capitalist had been murdered or sent to a re-education camp, the workers would forever after rule collectively and justly in the happy, ideal Communistic society.

The same ideology was carried over into the military sphere in that there were no military ranks in the Red army and troops were allowed to elect their own leaders. This way, the goal of eliminating oppression was undoubtedly reached but as anyone with any understanding of military matters will immediately realize, this often did not result in the best leaders being selected or in the tightest discipline being enforced in the units.



Artturi Toivonen, leader of 1st platoon, 2nd company, Hamina Red Guards. He met his fate at Vehkalahti (Työväen arkisto, licensed CC BY-NC-ND 4.0).

The quality of the leader of each unit (platoon leader, section or team) is determined when it is first deployed. The player has no prior knowledge of his force's leader skills.

When a Red Finn Junior Leader is first deployed, determine his skill level by rolling a d6:

Roll	Junior Leader Description	Game Effect
1	Pathetic Leader. He spends his time wishing he was somewhere else.	This leader cannot be activated with any Command Die, but he and his section may be deployed on a 3. In effect, the section he is "leading" is leaderless. In close combat he counts as only an ordinary man.
2	Useless Leader. He is a nice fellow and everyone likes him, but he is not a leader.	This leader can be activated with a Command Die of 3 but – being such a nice fellow - he cannot give any Orders. The Command Die of 3 counts as if a Command Die of 2 had been used.
3	Inferior Leader. He understands what he is supposed to do but he does not have much initiative to act.	1 Order with Command Range of 6"
4	Inferior Leader. He understands what he is supposed to do but he does not have much initiative to act.	1 Order with Command Range of 6"
5	Inspiring Leader with political skills. Shouting the standard Communist slogans, he is inspiring but does not have much skill.	1 Order with Command Range of 6" When rallying, he removes 2 points of Shock from his men.
6	Real Leader.	2 Orders with Command Range of 6"

When a Red Finn Senior Leader is first deployed, determine his skill level by rolling a d6:

Roll	Senior Leader Description	Game Effect
1	Weak Leader. A painter, cabaret musician or intellectual writer who was elected because of his vision for the Communist future, not his military skill.	2 Orders with Command Range of 9"
2	Weak Leader with good rhetorical skills. A public speaker, reporter, agitator, or minor SDP party official.	2 Orders with Command Range of 9" When rallying, he removes 2 points of Shock from his men per Order.
3	Leader, old man with Army of the Grand Duchy of Finland experience [RC 11, p. 155]	Activates on 3 and 4 2 Orders with Command Range of 9"
4	Leader. Factory or farm worker.	3 Orders with Command Range of 9"
5	Leader. Minor SDP party official with considerable political savvy.	3 Orders with Command Range of 9" When rallying, he removes 2 points of Shock from his men per Order. One additional Support Point per game.
6	Superior Leader, ex. Russian Army [RC 11, p. 155]	4 Orders with Command Range of 9"

In a campaign game, the skills of the leaders are determined during the first game. However, after each game examine each of the units (sections, teams) which have suffered losses (men killed or missing) and roll a d6. If the roll is equal to or under the number of losses suffered by the unit, the men decide to replace the section or team Leader with a new leader, whose skill level will again be

determined when he is first deployed in the next game. On a roll of exactly 6, the unit decides that it is due for leave (see *Leave*, below).

Also examine the losses suffered by the platoon in total and roll 2d6. If the result is equal to or under the number of losses suffered by the unit, the men decide to replace the platoon leader with a new Senior Leader, whose skill level will again be determined when he is first deployed in the next game. On a roll of exactly 12, the entire platoon decides that it is due for leave (see *Leave*, below). After March 15th, the tendency to go on leave may be lessened by allocating one machinegun platoon to discourage the troops from leaving the front lines [RC 23, p. 150, 152]. If this is done, a platoon which feels they are due a leave will only actually leave the front if they roll 4 to 6 on an additional d6 roll.



Members of Lempäälä Red Guard (Museovirasto, licensed CC BY 4.0)

COMPANY COMMISSAR

There is but little information available on the historical role of the *järjestäjä*, the company commissar.

The Commissar activates on a Command Dice roll of 4. He has no Orders, but when activated, he may use up to two Chain of Command Points in any Phase, using these as a Leader uses Orders.

When a Commissar deploys onto the table, he does not use Jump Off Points but are placed with any friendly Unit on the table. No one expects the Company Commissar! He can immediately use any Chain of Command points to issue Orders to any Unit within his 9" Command Range. Once deployed, the Commissar activates and moves as normal.

A Pinned Unit that has Shock removed by a Commissar will immediately become unpinned if Shock is

reduced to equal or below the number of figures in the Unit. A Broken Unit will become Pinned if the Shock is reduced to below double but remains more than the number of figures in the Unit.

When involved in a Close Combat, the Commissar counts as a single figure but may use up to two Chain of Command Points, adding one Combat Dice for each point used.

The Commissar is at risk when a Unit he is attached to loses figures killed. He should be rolled for as though a Leader at Risk. If killed or wounded, roll on the Bad Things Happen Table for a Junior Leader. A wounded Commissar can subsequently only use one Chain of Command Point when activated.

WORKING HOURS [RC 22, p. 75]

It has been pointed out that the Red Guard was run more like a trade union than an army. This makes perfect sense as many of the leaders of the rebellion had a trade union background and very little understanding of military matters. In fact, the highest military rank held by any member of the Red Guard leadership was that of a lieutenant. The organization of many of the units also reflected the Guard's roots – thus there were companies organized according to craftsman professions, for example Helsinki Red Guard had a fifty-man company of cobblers [RC 16, p. 81], a company of streetcar drivers and tramway workers [RC 20, p. 247] as well as a company of stone masons [RC 16, p. 188].

One of the most absurd manifestations of the trade union mentality was the concept of *working hours*. In effect, many Red Guard members treated war just like any other employment, something where one would show up in the morning and work for nine or ten hours and then go home. Many a battle plan was completely scuttled when the troops decided to not perform the decisive assault today, but to go home and continue in the morning.

The next morning, they would show up again, often finding that the tactical situation had been completely transformed while they were absent [RC 23, p. 112]. This tendency was further exacerbated by the fact that it was winter and neither side possessed any tents – therefore if the fighting was taking place somewhere in the wilderness, the “workers” would have to depart even earlier to march to whichever village they were staying at.

In a campaign game, Red night assaults are usually not possible as such would take place after working hours. If a battle where the Red side is attacking is taking place in the evening, the Red player must roll a d6 at each Turn end. On a result of 1, the troops decide that the battle has now extended beyond working hours and they withdraw.



LEAVE [RC 19, p.156]

In a Capitalist society, it is the oppressive employer who decides when the worker has his vacation. But in the ideal Communist society which the Reds strove for, it was the free workers themselves who would decide whether to go on holiday or not. In the Red army of 1918 this translated to the troops themselves deciding when to go on leave, often a leave was deemed necessary after a defeat [RC 16 p. 93 & 139]. In some cases, the men who went on “leave” never returned to their units.

In a campaign game, any unit (platoon, section or team) which decides to go on leave (see *Elected Leaders*, above) will be absent for the next game. Prior to any subsequent games, roll a d6. On a roll of 1, the unit will be absent for the rest of the campaign. On a roll of 2, the unit will continue to be on leave, roll again in the next game. On any other result, the unit will return in time for this game.



Helsinki Red Guards during exercise. The *osastopäällikkö* on the left carries a 1910 modified M1891 Mosin-Nagant rifle and a saber, while the second man from the left is working the bolt of his 6.5mm Koishikawa model 1897 (Type 30) infantry rifle. The men are wearing Russian army and/or fire brigade helmets modeled after the French Adrian helmet. Many such helmets were in fact manufactured in Finland for the Russian government.
(Työväen Arkisto, licensed CC BY-NC-ND 4.0)

PRISONERS

Civil wars are notoriously bloody affairs, and the Finnish Civil War is no exception. But the Reds were in fact more hesitant to execute their prisoners than the Whites.

Make a die roll for each prisoner taken. From the start of the conflict until the end of February 1918, prisoners are never executed. From March 1918, Reds will execute their prisoners on a 1. In April and May 1918, Reds will execute their prisoners on a 1, or 2. A modifier of -1 will be applied for German prisoners and Finnish Jägers wearing German uniforms. An additional -1 modifier is applied, if the Red unit is a Women's Guard unit. An additional -1 modifier is also applied, if the fighting takes place on the Rautu front [RC 13, p. 207].



Two Russian aircraft - a Nieuport 10 and a Nieuport 16 or 23 - on the ice of Lake Näsijärvi.
(Vapriikin kuva-arkisto, licensed CC BY 4.0)

RUSSIAN SUPPORTS

The Reds received very strong support from the Bolshevik government of what would soon become the Soviet Union. Thousands of trained Russian troops with years of combat experience on the Eastern Front of WW I fought on the Red side, providing them with officers to lead them, infantry to do their fighting and crews and other people of technical expertise of complicated weaponry such as machineguns, bomb launchers, artillery, armored cars, armored trains and combat aircraft. More than 100 000 rifles, 300 machineguns, 250 artillery pieces [RC 6, p. 126] along with tens of millions of rounds of all kinds of ammunition were supplied by Russia to the Reds, as well as logistics, uniforms, food, medical personnel and facilities including entire hospital trains and various types of other equipment even including telephone exchanges and radios [RC 11, p. 227].

Regular, conscripted Russian Army units were used to fight the Whites at the beginning of the war [RC 19 p. 73]. Luckily for Finland, Russia itself was in a state of revolutionary turmoil at the time and discipline in the Russian army was so lacking that from February 7th 1918 onwards, it was decided that only volunteers could be used in the fighting in Finland [RC 18 p. 219]. Though united in their desire to turn Finland into a Communist dystopia, the Red Finns and the Russians had major issues in their relationship. After a century of Russian exploitation and pervasive corruption, the average Finn did not have much trust in the intentions of any Russians, even those who promised to help him [RC 16, p. 45]. The Russian volunteers, on the other hand, often complained that the Finns were using them as cannon fodder, sending them first into the most dangerous situations, and that their promised pay was irregular or simply never reached them at all [RC 19, p. 93]. As a result, the Russian volunteers sent to fight in Finland did not have as much skin in the game as the Finns did. In practice, many Russian units were easily discouraged after suffering some losses.

The Russian contribution to the Red forces in the Finnish Civil War was nevertheless most substantial – for example, on the Karelian front (Rautu, Antrea, Heinjoki and Valkjärvi) Russians made up almost 35% of the Red troops fighting against the forces of the Finnish government [RC 19, p. 144]. And in late February, Russians made up between 10 and 11% of the entire Red army [RC 19, p. 206].

Prior to February 7, all Russian Army units must always use Hesitant Deployment (see CoC rules, section 9.4) as the conscript troops are not overly excited about participating in the conflict. Between February 8 and February 15, roll a d6 prior to the game: on a roll of 1 to 3 all Russian units must use

Hesitant Deployment [RC 19 p. 73]. After that date, all Russian troops are volunteers or mercenaries and do not hesitate to go into combat.

Russian Red Guards are rated as Militia and Unreliable Allies. The "Russian" Red Guards also included men from diverse nationalities including Ukrainians, Latvians, Poles, Estonians and even Hungarians [RC 19 p. 82]. Some foreigners were stuck in Finland because of the war in the Baltics - where the German army had advanced into Estonia - and joining the Reds was the only means of obtaining food and money. Russian Army supports are mostly rated as Regulars and as Unreliable Allies. Sailors are usually Green and Unreliable Allies. At the end of each Turn, the Red player will need to use a full Chain of Command die to avoid a check for allied units selected as support options. If no Chain of Command die is available, or the player elects not to use one, then he must roll a d6 for each unit. On a roll of 3 to 6, the unit remains in the fight for the next Turn. On a roll of 1 or 2, the unit decides to call it a day and will be removed from play immediately.

Anarchists [RC 11 p.87]: Enjoying the chaos of the Revolution and generally despising anyone involved with organized society, anarchists were eager participants in the Finnish Civil War. Anarchists ignore the first Shock of the Phase, and rally at two points per Order when rallied by their own Junior Leader or by a Commissar. But they hate authority so any Senior Leader wanting to give them any order will have to use twice as many Orders to accomplish it. One "Anarchist Death Battalion" which fought on the northern front was composed of Russian Army personnel [RC 23, p. 223].

Cossacks: Almost any Russian Army cavalrymen might be called Cossacks by the Finns. But real Cossacks were horsemen of considerable expertise and in any game where Cossacks supports have been obtained by the Red player, one designated Patrol Marker will move at 18" and may be within 18" of the other friendly Patrol Markers. Cossacks are also Aggressive in close combat.

Hussars and Uhlans: In principle, uhlans were armed with sabers and lances, whereas hussars were armed with sabers and carbines. In practice, by 1918 the lance armament had largely been replaced by bolt-action carbines so the two types of horsemen could no longer be distinguished.

Latvian marksmen (sharpshooters): A praised unit of the Russian army from Tukums (Tukku) in Latvia (Lätti), marksmen ignore the first Shock of the Phase. But they have high morals, sometimes objecting to Red Finns murdering their prisoners [RC11 p.78]. In a campaign game, roll a d6 every time the Reds execute any prisoners. If the roll results in a 1 or 2, Latvians will no longer be available in subsequent games.

Poles: A significant number of Polish troops of the Imperial Russian Army were stationed in Finland. They had distinctive uniforms and often disliked Russians, and vice versa. Many of the Poles who fought in the conflict did so on the White side, but some did side with the Reds. Polish troops may only be used by the Red side if no Russian supports of any kind are selected.



Anarchist sailors of the Russian Imperial Navy battleship Petropavlovsk in Helsinki in the summer of 1917. The inscription on the flag reads "*Death to the bourgeois*".

Sailors [RC 11 p.87]: As the sea was covered in ice and littered with extensive minefields, naval operations were almost impossible for the Imperial Russian Navy. Bored sailors stuck at barracks and on moored ships with little to do were receptive to the new, destructive ideas of Communism and Anarchism.

Siberians: A 250-man battalion from the 72nd Siberian Regiment took part in the fighting in Kamennogorsk (Antrea) [RC 11 p.75]. After losing one machinegun, they retreated, losing two more machineguns and 24 men. They then boarded a train and fled back to Russia. Siberians are Aggressive in Close Combat but roll twice at Turn's end for Unreliable Allies when any support weapon has been lost, taking the worse result of the two rolls.



Russian Red Guard soldiers. Both seem to be carrying Japanese rifles. The design of the belt pouches where the noses of the bullets protrude out of the pouch was probably not ideal for the conditions in Finland.
(Vapriikin kuva-arkisto, licensed CC BY 4.0)

Russian Red Guard: Some of the Red Guard militia in western Russia were quick to run to the aid of their Red Finn comrades.

Russian Leaders [RC 11 p. 155, RC 16 p.14]: Many Red units received training from veteran Russian NCOs and officers. It was only natural that some of them ended up leading their Red Finn units into battle as well. Russian leaders may be bought as supports, each replacing one Red Finn equivalent. Russian leaders suffer from the same Elected Leaders national characteristic limitations as Red Finn leaders, i.e. they may be voted out if they do not perform.

toiset. Ampumista 4 tähtäyskorkeudella käyttävät 1,000 tahi useamman askeleen päästä semmoiset osakunnat, jotka eivät ole puolta komppaniaa vähemmät, seuraavalla tavalla: matkan pituus otetaan likimäärin esim. 1,000—1,200 askelta; päällikkö komentaa: *ampukaa neljällä korkeudella, ensimmäinen plutona 1,200, toinen 1,000 askeleelta! = streljba na tschetirä pritsäla, pärvi vsod na tisjatschu dvesti, ftoroi na tisjatschu schagof!* Molemmat plutonapäälliköt käskivät kumpikin ensimmäisen rivinsä asettamaan tähtäimensä 50 askelta alemmalle kuin määrättyä matkaa varten ja toisen rivinsä 50 askelta ylemmälle.

Russian command words in a Finnish Red Guard manual. Presumably such documentation would enable Russians to lead Finns and vice versa [RC 21, p. 15].

Language Difficulties: When Finnish leaders are directing Russian or Polish troops – and also when Russian leaders are commanding Finns, and when Finnish-speaking Finns are directing Swedish-speaking Finns, or vice versa, there may be language problems [RC 16, p. 14 & 39]. Any leader giving an Order to troops who do not speak his language must roll a Confusion Roll (d6). On a roll of 1, consult the Confusion Table, below, otherwise the order is correctly executed:

CONFUSION TABLE	
Order Given	Result
Activate to Move	Leader moves as planned. Those being led move 1d6 slower or faster than planned (opponent's choice).
Activate to Fire	Fire suppressive fire at another unit in line of sight. If no other unit is in sight, fire suppressive fire at the intended target.
Activate to Fire Suppressing Fire	Fire to kill. If ordered to fire Suppressing Fire at a JoP and there are no enemy units in sight, fire instead in random directions without effect.
Create a Scout Team	Nothing happens, troops look at each other confusedly
Order a Team on Overwatch	The Team fires at closest enemy unit in sight. If none are in sight, fire suppressive fire at closest JoP.
Move Alone	Leader himself moves as planned. Closest not yet activated underling unit follows him rolling the same number of dice.
Rally a Unit	Unit receives a point of Shock
Throw Grenade	Unit throws a grenade towards another enemy unit within range. If no other enemy unit is within range, the unit throws the wrong kind of thrown projectile, if available. If no other projectile is available, nothing happens, troops look at each other in confusion
Transfer troops	The opposite happens, troops transfer in the wrong direction

Russian Senior Leaders roll four regular and one blue Command Die. They too suffer from the same problems as other Russian leaders, so they must roll for Confusion. In addition, they must select and discard one Command Die result of 1 through 5 on every Phase. If this is not possible, the closest to him underling unit gets one point of Shock.

ALL LISTS	NOTES
Off-Table Supports	All supports listed below are available as Off-Table Supports, at one point less cost than listed (but minimum cost is always at least 1 Support Point). See <i>Off-Table Supports</i> , below.
Machine guns without Junior Leaders	All machinegun teams listed below are listed <i>not</i> entrenched but with Junior Leaders leading them, as this was the actual practice. If you wish to field standard CoC machinegun teams (entrenched but no JL), such are available at one point less cost than listed (but minimum cost is always at least 1 Support Point).
Red Finns Not Speaking Your Language	The population of Finland was mostly Finnish-speaking, but there were Swedish-speaking areas along seacoasts. Only two Red Guard units spoke Swedish as their mother tongue [RC 16, p. 111]. Red Finn <i>on-table</i> support units speaking a different language than the base platoon are available at one point less cost than listed (but minimum cost is always at least 1 Support Point). Such troops always suffer from <i>Language Difficulties</i> . Note that <i>Off-Table Supports</i> cannot be obtained as <i>Red Finns Not Speaking Your Language</i> .
LIST ONE	NOTES
Barbed wire	Barbed wire is a linear obstacle in sections 6" wide by 2" deep. Barbed wire may be selected twice with the second selection adding a third, bonus, area of wire. It cannot be crossed by infantry or wheeled vehicles unless it has been cleared. Clearing a section of Barbed Wire can be undertaken by an Engineering Team, either using wire cutters or an Explosive Charge, or by any other team.
Entrenchment	An entrenchment for a team, weapon or vehicle. As the ground was frozen, entrenchments were often constructed of other materials such as logs or bales of paper (Finland was a major paper-producing country at the time). Entrenchments are large enough to hold one Team, be that an infantry or support weapon Team. Two entrenchments will be needed for a whole Section. A player can select a maximum of four entrenchments.
Swords and/or Sabers	Equip one section with swords or sabers in addition to their standard weapons. Swords or sabers cause the enemy one additional point of Shock in close combat if the enemy has no such weapons.
Hand Bombs	Equip a platoon with no hand grenades with three home-made "hand bombs" per section.
Heavy Hand Grenades	Replace as many of the platoon's hand grenades as desired with blast-fragmentation Stick Hand Grenades Model 1912
Two Chemical Hand Grenades	Add two Chemical Hand Grenades model 1917 to the platoon's complement of grenades.
<i>Sanitääri</i>	Medical Orderly
Runner	Runners operate like an Adjutant. They are not represented on the table but are used to call men forward to deploy onto the table. However, every time a runner is used to deploy troops roll a d6: a result of 1 or 2 means that the runner has successfully deployed the unit onto the table but has then either been diverted or killed and cannot be used again. There is no limit on the number of runners a Platoon can have.

"Savon Lukko" Makeshift 37mm gun	<p>Improvised 37mm cannon made in a metal workshop. Only one can be obtained per game.</p> <p>No gun shield. No recoil dampening system.</p> <p>Breaks down on any roll of 1, explodes if two 1s are rolled.</p> <p>Ammunition types: HE 3, AP 1</p> <p>5 Red Finn crew + Junior Leader *. Militia.</p>
Explosive Charge for Engineers	The Explosive Charge can be used once by an Engineer Team, increasing their chance of clearing wire or an obstacle. It can also be used to blast holes in walls, or to attack armored vehicles. A maximum of two Explosive Charges can be selected by any force.
Russian Inferior Junior Leader	Replace one Red Finn section leader with a Russian NCO who has 1 Order. See Additional Notes.
Skis [RC 12 p.79]	Equip one section with skis.
Kick Sleds [RC 16 p.153]	Equip one Team with kick sleds
Horse cart, wagon or sleigh	Horse-drawn, Wheeled, Open Body Transport vehicle. No Radio.
Draisine	Wheeled, Open Body Transport vehicle. No Radio.
Replen point	<p>A Replen point can hold any of the following:</p> <p>3 x hand grenades</p> <p>3 x Heavy Hand Grenades (only if already obtained as a support)</p> <p>2 x Chemical Hand Grenades (only if already obtained as a support)</p> <p>3 x 91mm Bombs for bomb launcher</p>
LIST TWO	NOTES
Roadblock	Roadblocks fully block roads of any width and are 2" deep. They prevent all vehicle movement. Infantry treats a roadblock as a Minor Obstacle.
Local Scouts	A Team of three locals armed with rifles joins the platoon. The Patrol Phase restriction of 9" movement and distance to other Patrol Markers is lifted. In combat, the men fight as a separate Team.
Poorly Equipped Rifle section with JL	A Red Finnish rifle section from a poorly equipped platoon. Militia. They have 1d3 bolt-action rifles, 1d6 Berdan rifles, 1d3 Small-Caliber Rifles, 1d3 shotguns and 1d3 automatic pistols, the rest of the weapons being revolvers.
Forcibly Recruited Rifle section with JL	A Red Finnish rifle section of 12 men + Junior Leader. Hesitant Deployment. Militia and Unreliable Allies.
Plentiful Hand Grenades	Double the number of hand grenades available to each section.
Red Finn Madsen LMG Team	Madsen LMG + 5 Red Finn crew + Junior Leader *. Militia.
Russian Sailors Madsen LMG Team	Madsen LMG + 5 Russian sailor crew + an Inferior Junior Leader. Green and Unreliable Allies.
37mm Infantry Gun	<p>37mm Obuhov infantry gun model 1914 or</p> <p>37mm Rosenberg infantry gun model 1915</p> <p>With gun shield</p> <p>Ammunition types: HE 3, AP 1 and Canister</p> <p>5 Red Finn crew + Junior Leader. Militia.</p>
Sapper Team, 3 men	Three Red Finn engineers with rifles, wire cutters and pointy sticks. Militia. They suffer a -1 to all engineer task rolls. [RC 11, p. 139]
Russian Junior Leader	Replace one Red Finn section leader with a Russian veteran NCO who has 2 Orders.
Company Commissar	See Commissar rules

Car	In 1918, motor cars were a brand-new means of transportation. May transport one team. Low, Wheeled, Unreliable, No Radio.
LIST THREE	NOTES
Rifle section with outdated rifles and JL	A Red Finnish rifle section equipped with Berdan rifles. Militia.
Russian Red Guards Rifle section with JL	10 Russian Red Guards with rifles and an Inferior Junior Leader [RC 11 p.73]. Militia and Unreliable Allies.
Russian Sapper Team, 3 men	Three Russian engineers with rifles, wire cutters and pointy sticks. Regulars and Unreliable Allies.
Russian Madsen LMG Team	Madsen LMG + 5 Russian crew + an Inferior Junior Leader *. Regulars and Unreliable Allies.
Red Finn Lewis LMG Team	Lewis LMG + 5 Red Finn crew + Junior Leader *. Militia.
Russian Sailors Lewis LMG Team	Lewis LMG + 5 Russian sailor crew + an Inferior Junior Leader *. Green and Unreliable Allies.
Red Finn Madsen MMG Team	Madsen LMG on tripod + 5 Red Finn crew + Junior Leader *. Militia.
Russian Sailors Madsen MMG Team	Madsen LMG on tripod + 5 Russian sailor crew + an Inferior Junior Leader *. Green and Unreliable Allies.
Russian Inferior Senior Leader	Replace Red Finn platoon leader with a Russian officer who has 2 Orders.
37mm Infantry Gun with Russian crew	37mm Obuhov infantry gun model 1914 or 37mm Rosenberg infantry gun model 1915 With gun shield Ammunition types: HE 3, AP 1 and Canister 5 Russian crew + Junior Leader. Regulars and Unreliable Allies.
75mm mountain gun with Finnish crew and JL	Japanese 75 mm Meiji 31 mountain gun model 1898 No gun shield. Slow Rate of Fire – can only be fired on every other Red player Phase. Semi-rigid recoil dampening system. Ammunition: HE 6 (AP 3) 5 Red Finnish crew + JL, Militia.
91mm Bomb Launcher Team with JL	91mm Mine Launcher GR model 1915. Five Finnish crew and a Junior Leader. Militia, always deploys with a Replen point. Slow rate of fire – can only be fired on every other Red player Phase. Can only fire at targets within line of sight, hitting on 5s and 6s.
Austin 1 st Series Armored Car	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, no protection for observation slits, pneumatic tires Fast Wheeled. Rear Driver. Unreliable. No Radio. 4 Red Finn crew (two drivers, two gunners) + JL, Militia
Austin 2nd Series Armored Car	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, no protection for observation slits, pneumatic tires Fast Wheeled. Rear Driver. Unreliable. No Radio. 4 Red Finn crew (two drivers, two gunners) + JL, Militia
Truck	May transport two sections. In 1918 the reliability of motor vehicles was low. Wheeled, Unreliable. No Radio.

Motorcycle	May transport a team of two men. In 1918 the reliability of motor vehicles was low. Motorcycle, Wheeled, Unreliable, No Radio.
Railroad car	A passenger, freight or flat car. Can transport up to one platoon of troops.
Train Track Sabotage	A track could be sabotaged by using explosives or tools, or by felling trees onto it. A sabotaged section of track cannot be crossed by trains. Sabotaged areas are placed on the table after the Jump-Off Points have been deployed and before the game begins. They can be placed anywhere on the table further than 36" from the enemy's friendly table edge. During a game, train tracks may be blown up by engineers using an Explosive Charge, see CoC rules, section 18.2.3.
Pre-Game Bombardment	Shot by Red Finn artillery. The fire is inaccurate and grants a +1 to the Deployment Roll (see CoC rules section 9.4 <i>Hesitant Deployment</i>).
Close Air Support [RC 12 p.140]	A Red Finn biplane or seaplane flies overhead and randomly drops a few light bombs on the hapless Whites. Roll d6: 1-4 has no effect whatsoever; 5-6: counts as a Stuka Bombardment (but only hits buildings on 6s and only causes 1d3 Shock to infantry)
LIST FOUR	NOTES
Red Finn Rifle section with JL	A Red Finnish rifle section from another platoon. Militia.
Russian Anarchist Red Guards Rifle section with JL	12 Anarchist Russian Red Guards with rifles and an Inferior Junior Leader. Militia and Unreliable Allies.
Russian Lewis LMG Team	Lewis LMG + 5 Russian crew + an Inferior Junior Leader *. Regulars and Unreliable Allies.
Russian Madsen MMG Team	LMG on tripod + 5 Russian crew + an Inferior Junior Leader *. Regulars and Unreliable Allies.
Red Finn Colt 1895-14 MMG Team	Colt MMG + 5 Red Finn crew + Junior Leader *. Militia.
Russian sailor Colt 1895-14 MMG Team	Colt MMG + 5 Russian Sailors + an Inferior Junior Leader *. Green and Unreliable Allies.
Russian Sapper Section with Junior Leader	Three freely selected engineer Teams. Regulars and Unreliable Allies.
Russian Senior Leader	Replace Red Finn platoon leader with a Russian veteran who has 3 Orders.
75mm mountain gun with Russian crew and JL	Japanese 75 mm Meiji 31 mountain gun model 1898 No gun shield. Slow Rate of Fire – can only be fired on every other Red player Phase. Semi-rigid recoil dampening system. Ammunition: HE 6 (AP 3) 5 Russian Army crew + JL, Regulars and Unreliable Allies.
76mm field gun model 1900 with Finnish crew and JL	76mm field gun model 1900 No gun shield. Ammunition: AP 3, HE 6 and shrapnel 16 5 Red Finnish crew + JL, Militia.
87mm field gun with Finnish crew + JL	87mm gun model 1877 or model 1895 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield.

	Ammunition: HE 7 (AP 4) and shrapnel 18 5 Red Finnish crew + JL, Militia.
91mm Bomb Launcher Team with Russian crew and JL	91mm Mine Launcher GR model 1915. Five Russian crew and a Junior Leader. Regulars and Unreliable Allies, always deploy with a Replen point. Slow Rate of Fire – can only be fired on every other Red player Phase. Can target units which they see as well as targets which a friendly leader within 6" sees, hitting on 4 to 6, and 5 to 6, respectively.
Austin 1 st Series Armored Car with Russian crew	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, no protection for observation slits, pneumatic tires Wheeled. Rear Driver. Unreliable. No Radio. 4 Russian crew (two drivers, two gunners) + JL Regulars and Unreliable Allies.
Austin 2nd Series Armored Car with Russian crew	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, no protection for observation slits, pneumatic tires Wheeled. Rear Driver. Unreliable. No Radio. 4 Russian crew (two drivers, two gunners) + JL Regulars and Unreliable Allies.
Austin 3rd Series Armored Car	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, pneumatic tires Wheeled. Rear Driver. Unreliable. No Radio. 4 Red Finn crew (two drivers, two gunners) + JL, Militia
Armstrong-Whitworth Fiat Armored Car	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, pneumatic tires Wheeled. Rear Driver. Unreliable. No Radio. 4 Red Finn crew (two drivers, two gunners) + JL, Militia
Locomotive	One steam locomotive with four crew. No armor. Can transport one section who will be hanging on from the sides of the locomotive.
Pre-Game Bombardment	Shot by Russian artillery
Russian Close Air Support [RC 12 p.140]	This support option is only available from March 2nd onward. A Russian biplane or seaplane flies overhead and randomly drops a few light bombs on the hapless Whites. Roll d6: 1-3 has no effect whatsoever; 4-5: counts as a Stuka Bombardment (but only hits buildings on 6s and only causes 1d3 Shock to infantry); 6: as 4-5 but causes Shock normally i.e. 1d6.
LIST FIVE	NOTES
Green Siberian Rifle section with JL	12 Siberians with rifles and swords plus Inferior Junior Leader with rifle [RC 11 p.75]. Green and Unreliable Allies. Aggressive in Close Combat. Roll twice on Unreliable Allies when any support weapons have been lost, taking the worse result.
Polish Rifle section with JL	12 Polish riflemen plus Inferior Junior Leader with rifle. Regulars and Unreliable Allies. Will not mix with any Russian support units.
Russian Sailors Rifle section with JL	12 Russian sailors with rifles plus Inferior Junior Leader with rifle. Green and Unreliable Allies.
Russian Lewis MMG	Lewis LMG on tripod + 5 Russian crew + an Inferior Junior Leader *. Regulars and Unreliable Allies.
Red Finn Maxim PM1905 or PM1910 MMG	Maxim MMG on Sokolev carriage + 5 Red Finn crew + Junior Leader *. Militia.

Red Finn Maxim PM1905 MMG with large gun shield	5 Red Finn crew + Junior Leader *. With large gun shield. Counts as a Light Gun for movement. Cannot enter entrenchments or be used in buildings. Red Finn crew. Militia.
Russian Sailors Maxim PM1905 or PM1910 MMG	Maxim MMG on Sokolev carriage + 5 Russian sailors crew + an Inferior Junior Leader *. Green and Unreliable Allies.
Red Finn Maxim PM1910 MMG with female crew	Maxim MMG on Sokolev carriage + 6 Red Finn crew from Valkeakoski Women's Red Guard + Junior Leader *. Militia. [RC 13 p.80]
Russian Colt 1895-14 MMG Team	5 Russian crew + Junior Leader *. Regulars and Unreliable Allies.
76mm field gun model 1900 with Russian crew and JL	76mm field gun model 1900 No gun shield. Ammunition: AP 3, HE 6 and shrapnel 16 5 Russian crew + JL, Regulars and Unreliable Allies.
76mm mountain gun model 1909 with Finnish crew and JL	76mm mountain gun model 1909 With gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 and incendiary 5 Red Finnish crew + JL, Militia.
76mm shortened field gun with Finnish crew and JL	76mm shortened gun model 1910 or 76mm shortened gun model 1913 With gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 5 Red Finnish crew + JL, Militia.
76mm field gun model 1902 with Finnish crew and JL	76mm field gun model 1902 Equipped with a gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 5 Red Finnish crew + JL, Militia.
87mm field gun with Russian crew + JL	87mm gun model 1877 or model 1895 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 7 (AP 4) and shrapnel 18 5 Russian crew + JL. Regulars and Unreliable Allies.
107mm field gun with Finnish crew + JL	107mm gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 10 (AP 5) and shrapnel 21 5 Red Finnish crew + JL, Militia.
107mm siege gun with Finnish crew + JL	107mm siege gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 10 (AP 5) and shrapnel 21 5 Red Finnish crew + JL, Militia.
152mm howitzer with Finnish crew + JL	152mm howitzer model 1904 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 13 (AP 8) Red Finnish crew + JL, Militia.

Austin 3rd Series Armored Car with Russian crew	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, pneumatic tires Fast Wheeled. Rear Driver. Unreliable. No Radio. 4 Russian crew (two drivers, two gunners) + JL Regulars and Unreliable Allies.
Armstrong-Whitworth Fiat Armored Car with Russian crew	2x Maxim MMG in turrets with 180 degrees firing zone Armor 1, pneumatic tires Fast Wheeled. Rear Driver. Unreliable. No Radio. 4 Russian crew (two drivers, two gunners) + JL Regulars and Unreliable Allies.
Red Orchestra	Ten band members with instruments and carbines, one band leader JL with revolver. Militia. The band may provide a morale boost, playing <i>La Marseillaise</i> while battle is going on.
LIST SIX	NOTES
Female rifle section with JL	A Women's Red Guard rifle section. Militia. Increases Force Morale by one when deployed. Ignores first Shock of the Phase.
Red Finn Cavalry Scout Team [RC 16, p. 190]	5 Red Finn cavalymen with horses, Dragoon or Cossack rifles and sabers + <i>Senior</i> Leader. Militia.
Red Finn Cavalry Section	Twelve Red Finn cavalymen with horses, Dragoon or Cossack rifles and sabers + Junior Leader. Militia.
Russian Rifle section with JL	12 Russian riflemen plus Inferior Junior Leader with rifle. Regulars and Unreliable Allies.
Siberian Rifle section with JL	12 Siberians with rifles and swords plus Inferior Junior Leader with rifle [RC 11 p.75]. Regulars and Unreliable Allies. Aggressive in Close Combat. Roll twice on Unreliable Allies when any support weapons have been lost, taking the worse result.
Russian Maxim PM1905 or PM1910 MMG	Maxim MMG on Sokolev carriage. 5 Russian crew + Junior Leader *. Regulars and Unreliable Allies.
Russian Maxim PM1905 MMG	With large gun shield. Counts as a Light Gun for movement. Cannot enter entrenchments or be used in buildings. 5 Russian crew and a Junior Leader *. Regulars and Unreliable Allies.
76mm mountain gun model 1909 with Russian crew and JL	76mm mountain gun model 1909 With gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 and incendiary 5 Russian crew + JL. Regulars and Unreliable Allies.
76mm shortened field gun with Russian crew and JL	76mm shortened gun model 1910 or 76mm shortened gun model 1913 With gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 5 Russian crew + JL. Regulars and Unreliable Allies.
76mm field gun model 1902 with Russian crew and JL	76mm field gun model 1902 Equipped with a gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16 5 Russian crew + JL. Regulars and Unreliable Allies.
107mm field gun with Russian crew + JL	107mm gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield.

	Ammunition: HE 10 (AP 5) and shrapnel 21 5 Russian crew + JL. Regulars and Unreliable Allies.
107mm siege gun with Russian crew + JL	107mm siege gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 10 (AP 5) and shrapnel 21 5 Russian crew + JL. Regulars and Unreliable Allies.
107mm field gun with Finnish crew + JL	107mm gun model 1910 or 1913 With gun shield. Ammunition: HE 10 (AP 5) and shrapnel 21 5 Red Finnish crew + JL, Militia.
150mm howitzer with Finnish crew + JL	Japanese 150mm Howitzer model 1914 (15 cm Meiji 38 howitzer) No gun shield. Ammunition: HE 13 (AP 6) 5 Red Finnish crew + JL, Militia.
LIST SEVEN	NOTES
Russian Cavalry section with JL	12 Russian Hussars or Uhlans plus Inferior Junior Leader with Dragoon or Cossack rifles and swords. Regulars and Unreliable Allies.
Latvian Marksmen Rifle section with JL	12 Latvian marksmen with rifles plus Junior Leader with rifle. Regulars and Unreliable Allies. Ignore first Shock of the Phase.
Russian Anarchist Sailors Rifle section with JL	12 Anarchist Russian sailors with rifles plus Junior Leader with rifle. Regulars and Unreliable Allies. Ignore first Shock of the Phase.
107mm field gun with Russian crew + JL	107mm gun model 1910 or 1913 With gun shield. Ammunition: HE 10 (AP 5) and shrapnel 21 5 Russian crew + JL. Regulars and Unreliable Allies.
122mm howitzer with Finnish crew + JL	122mm howitzer model 1909 or 1910 With gun shield. Ammunition: HE 11 (AP 5) and shrapnel 24 5 Red Finnish crew + JL, Militia.
150mm howitzer with Russian crew + JL	Japanese 150mm Howitzer model 1914 (15 cm Meiji 38 howitzer) No gun shield. Ammunition: HE 13 (AP 6) 5 Russian crew + JL. Regulars and Unreliable Allies.
152mm field gun with Finnish crew + JL	152mm gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 13 (AP 7) and shrapnel 30 Red Finnish crew + JL, Militia.
152mm howitzer with Finnish crew + JL	152mm howitzer model 1910 With gun shield. Ammunition: HE 13 (AP 7) 5 Red Finnish crew + JL, Militia.
LIST EIGHT	NOTES
Russian Anarchist Rifle section with JL	10 Anarchist Russian Army soldiers with rifles and Junior Leader. Regular and Unreliable Allies.

Russian Cossack Cavalry section with JL	12 Cossacks plus Junior Leader with Dragoon or Cossack rifles and swords. Regulars and Unreliable Allies.
122mm howitzer with Russian crew + JL	122mm howitzer model 1909 or 1910 With gun shield. Ammunition: HE 11 (AP 5) and shrapnel 24 5 Russian crew + JL. Regulars and Unreliable Allies.
152mm field gun with Russian crew + JL	152mm gun model 1877 Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 13 (AP 8) and shrapnel 30 5 Russian crew + JL. Regulars and Unreliable Allies.
152mm howitzer with Russian crew + JL	152mm howitzer model 1910 With gun shield. Ammunition: HE 13 (AP 8) 5 Russian crew + JL. Regulars and Unreliable Allies.
229mm Heavy Coastal Mortar	229mm (9") heavy coastal mortar model 1877 No gun shield. Static gun. Very Slow Rate of Fire – reloading requires a Turn end and expending a full CoC die. Ammunition: HE 18 (AP 10) 10 Russian crew + JL. Regulars and Unreliable Allies.

Additional notes:

Where possible I have given the full, real (or probable) TOE of the various support options. If you wish to use the standard CoC conventions (MMG team = 5 crew and no leaders; gun team = 5 crew and Junior Leader) please feel free to do so. Personnel who are usually ignored in CoC have been marked with an asterix (*).

All platoon force and support level ratings as well as all weapon and vehicle stats have been re-calculated and re-evaluated using CoCulator v2 and the best data available (see bibliography at the end of this document). This may have resulted in changes to points values and armor and firepower dice. If you prefer the values in the Consolidated Arsenal and CoC main rulebook there is nothing to stop you from using them.

Off-Table Supports: All supports listed may be purchased at one point less cost (though the minimum cost is always one Support Point) as Off-Table Supports.

An Off-Table infantry unit (rifle section, machine gun etc.) can attack from, as the name suggests, a position off table. The unit activates on a Command Dice roll of 5, firing with normal firepower and hitting as though at Long Range (-1 to hit). When this unit first fires, the Red player must place a marker on the table edge. This may not be moved for the rest of the game, and all firing uses this as the point from which there must be a Line of Sight to the target and determines what cover the target is in from that point. When the Off-Table Support unit is activated on a 5, the die may not be used to increase the number of Chain of Command points.

An Off-Table heavy weapon unit (bomb launcher, artillery piece, armored train etc.) operates similarly to the Off-Table infantry unit, but it activates on using two pips from a Chain of Command Die, reducing the total number of points on that each time it fires. When the Off-Table heavy weapon unit is activated, it rolls the normal number of dice, hitting as though firing at Close Range. Off-Table 37mm guns cannot fire Canister. Other Off-Table guns may fire Shrapnel as Canister, if available.

An Off-Table infantry or heavy weapon unit may never be engaged by enemy fire. However, it may have its line of sight blocked by smoke or have its accuracy interfered with by using Suppressing Fire.



Red Guard on skis (Kansan Arkisto)

Skis: All Finns know how to ski. Of the Russian supports, only Siberians know how to ski. Troops armed with small arms (this includes rifles and LMGs) and some support weapons such as tripod and small wheeled carriage mounted machine guns may use skis. The heavier weapons are typically pulled along in *ahkio* sleds.

Units with skis may deploy onto the table either on or off skis. They will deploy from Jump-Off Points whether on skis or on foot. Units with skis may add 3" to the distance from the Jump-Off Point in Scenario One or Four, or if they are the attacker in Scenario Two or Five, Swift to Support, Hasty Defence, Blitzkrieg or Motti, AND they are deploying anywhere where they could move *at the double* (see below). So, Regular troops may deploy up 9" away. The additional distance is granted whether deploying on skis or on foot.

Skis enable *at the double* (3D6) movement in snow on roads, over Open Ground, fields, marshland and frozen swamps and lakes. 1d6 is added if moving downhill in this terrain, 1d6 is subtracted if moving

uphill. Skis can be used in woods and when crossing Minor obstacles but confer no movement advantage.

Skis must be taken off when fording rivers, negotiating rocky hillsides, rubble, Medium or Major obstacles, or entering buildings, entrenchments, bunkers or vehicles. Skis must also be taken off while close-assaulting armored vehicles or moving into close combat. Skis cannot be used with the Red Finnish national characteristics *Syöksyyn* or *Hurraa!*

Troops taking off their skis may do so at no penalty. Once taken off, the skis may not be put back on or used in any way for the remainder of the current Turn. Troops wishing to put on their skis may do so at the start of a new Turn. They do not need to move to the point where the skis were abandoned to do so.

Troops on skis may fire small arms only. They may also adopt Tactical stance while on skis but the next movement by the troops will then count as if crossing a Minor obstacle. While a targeted unit is on skis and not Tactical in Open terrain, units firing at them benefit from a +1 To Hit.

Troops on skis engaged in Close Combat will count as being hit in the rear in the first phase of combat. After the first Phase of Close Combat, they will automatically take off their skis.



A boy with his kick sled (Kansan Arkisto)

Kick Sleds: These were a popular means of transporting people and goods. Everyone knows how to use a kick sled. Up to three people (or two people plus a machine gun) may use one kick sled. Troops

armed with small arms (this includes rifles and LMGs) and some support weapons such as tripod and small wheeled carriage mounted machine guns may use kick sleds.

Units with kick sleds may deploy onto the table either on or off sleds. They will deploy from Jump-Off Points whether on kick sleds or on foot. Units on kick sleds may add 3" to the distance from the Jump-Off Point in Scenario One or Four, or if they are the attacker in Scenario Two or Five, Swift to Support, Hasty Defence, Blitzkrieg or Motti, AND they are deploying anywhere where they could move *at the double* (see below). So, Regular troops may deploy up to 9" away.

Kick sleds enable *at the double* (3D6) movement in snow on roads, even if carrying a support weapon. 1d6 is added if moving downhill in this terrain. An additional 1d6 is added to movement if moving on frozen rivers or lakes. Kick sleds may be retained in snow, woods and other adverse terrain, and when crossing Minor obstacles but confer no movement advantage and additionally reduce movement by 1d6.

Kick sleds must be discarded when fording rivers, negotiating rocky hillsides, rubble, Medium or Major obstacles, or entering buildings, entrenchments, bunkers or vehicles. Kick sleds must also be discarded when close-assaulting armored vehicles or moving into close combat. Kick sleds cannot be used with the Red Finnish national characteristic *Syöksyyn* or *Hurraa!*

Troops discarding their kick sleds may do so at no penalty. Once discarded, the kick sleds may be taken back into use at any time by moving to the point where the kick sleds were abandoned.

Troops may not fire weapons while moving on kick sleds. But they may adopt Tactical stance while on kick sleds. While a targeted unit is on kick sleds and not Tactical in Open terrain, units firing at them benefit from a +1 To Hit.



The Turku Cavalry Detachment (Vapriikin kuva-arkisto, licensed CC BY 4.0)

Cavalry: Cavalry are horsemen armed with small arms (this includes rifles and LMGs) and some support weapons such as tripod and small wheeled carriage mounted machine guns.

Cavalry may deploy onto the table either mounted or not, and they always deploy from Jump-Off Points. Cavalry may add 3" to the distance from the Jump-Off Point in Scenario One or Four, or if they are the attacker in *Scenario Two or Five, Swift to Support, Hasty Defense, Blitzkrieg* or *Motti*, AND they are deploying anywhere where they could move *at the double* (see below). So, Regular cavalry troops may deploy up 9" away. The additional distance is granted whether deploying mounted or not.

Horses enable an additional 1d6 of movement to all normal movement if in open terrain, hard ground or broken ground. Troops mounted on horses may not move *at the double* movement in the initial Phase of movement after being stationary. They may not move mounted in woodland or forest.

Mounted soldiers cannot assume a Tactical stance. They may only use small arms if not moving.

Cavalry may dismount from horses at no penalty, but one third of the section must remain with the horses. Once abandoned, the horses may not be remounted until the end of the Turn, at which point the horses can be assumed to have been moved to the present location of the cavalrymen.

For purposes of determining if the target is Bunched Up, the horses of each Team of **stationary** cavalry count as a separate Team. If moving, the horses of cavalry Teams do not count as separate Teams (hitting a fast-moving horse and rider is difficult).

When fired at, every third hit should be allocated to the horses. Only Kills affect horses and any kill will immediately immobilize the horse for the rest of the game.

The enemy of a cavalry unit closing in for Close Combat will count as being hit in the rear in the first phase of combat.

Red Orchestra: The band – which must consist of at least four players to be effective - may provide a morale boost, playing *La Marseillaise* while battle is going on [RC 12, p.206]. To start playing, the band must be on the table and be given an Order by the band leader. While playing, the band may move at Tactical Movement rate but gain no benefit from Tactical stance. The Force Morale of all friendly units on the table increases by one while the band is playing. Once ordered to play, the band continues to play until Turn end or targeted by the enemy or if it performs any action during which playing is logically not possible (i.e. throws hand grenades, shoots, runs, Hits the Dirt, whatever).

Inferior Leaders: The Red army placed a far greater emphasis on the actions of the platoon leader than on those of the section leaders who - as a consequence - had less initiative than their equivalents in some other armies. Many Russian section leaders are considered Inferior Junior Leaders and have only one Order. Red Finn Junior Leaders vary in ability, and this is determined using the separate table (see Elected Leaders, above).



Sanitäari (Medical orderly) (Hyvinkään kaupunginmuseo, licensed CC BY-NC-ND 4.0)

Medical orderlies: These were often women and their bravery is legendary [RC 16 p. 30]. They used small sleds to transport the wounded from harm's way.

Sabers and Swords: Troops on both sides often equipped themselves with fancy Russian swords and cavalry sabers, liberated from abandoned Russian garrison buildings. They seem to not have been much used in actual combat, but they must have seemed threatening. If only one side in a Close Combat has blades, the other suffers one additional point of Shock.

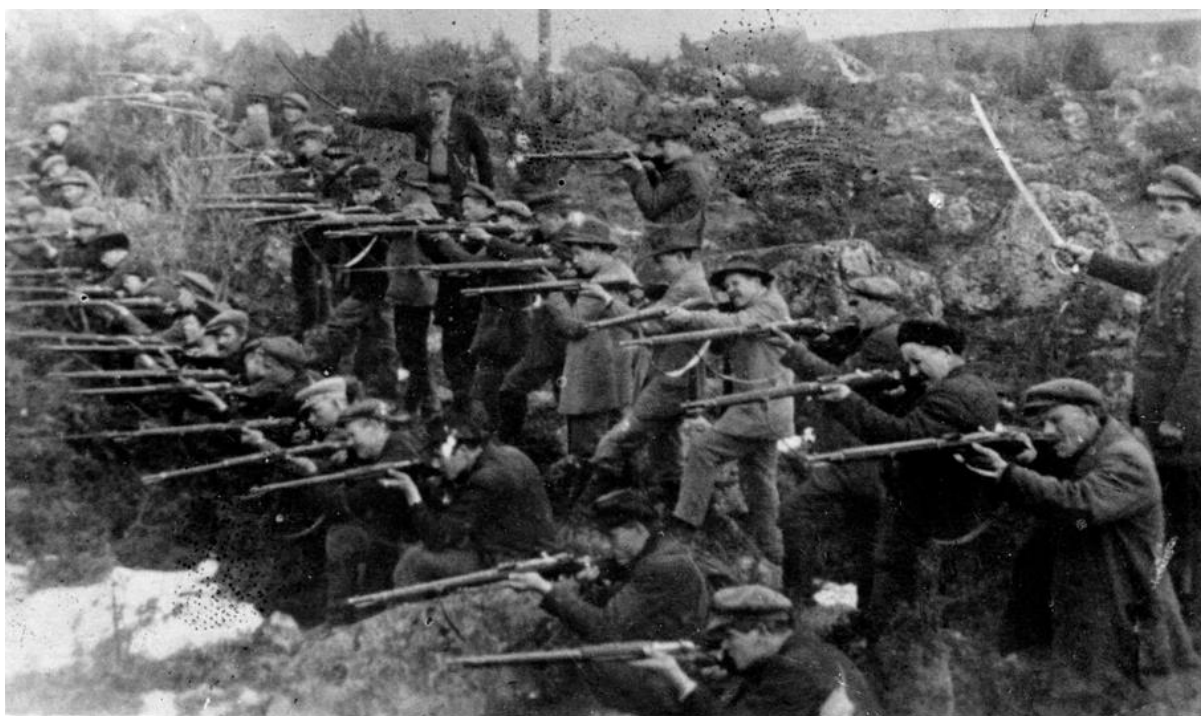
Semi-automatic pistols: In the spirit of the Chain of Command rules on bolt-action vs. semi-automatic rifles, I've added Storm of Steel bonus to semi-automatic pistols.



Red Guards with Winchester lever-action rifles (Kansan arkisto)

Lever-Action Rifles: Winchester M1895 rifles chambered in Russian 7.62mm were produced for the Imperial Russian Army and ended up being used by both sides in this conflict. The Winchester was a compact, high-quality and well-liked weapon but seems not to have offered any real advantages to bolt-action rifles in actual war [RC 1].

Berdan Rifles: The American 10.7mm (.42 caliber) Berdan rifles M1868 and M1870 were the standard rifle of the Imperial Russian Army before the Mosin-Nagant M1891 replaced it. Many Berdans were still in storage in 1918 and were obtained by fighters on both sides. They were bolt-action rifles but had no magazine, the rifleman had to load and fire the cartridges one at a time which significantly slowed down his rate of fire and caused him to lose sight of his target while chambering the next round. A section with Berdans shoots at full firepower the first time they fire (whether it is by normal activation, Overwatch, Ambush, Interrupt or React Fire), but at half firepower on all subsequent Phases, until the player has a phase when the Berdan-armed section does not fire or move, during which it is assumed that the troops all have time to reload their rifles. This reloading is automatic and requires no activation.



2nd company, 2nd battalion, Pirkkala Regiment (Kansan arkisto)

Shotguns: When proper military rifles were not available, some men brought their hunting guns, others used shotguns confiscated from civilians [RC 16, p. 58]. These are one or two-barrel weapons. In the *Far-East Supplement*, made for CoC v1.5 - hunting shotguns are classified as Firepower 3 weapons, but I've now classified them as FP 2.

Hand grenades: A great variety of hand grenades were used in the Finnish civil war. Early in the war, some crude "Hand Bombs", home-made grenade-like explosives, were manufactured in Varkaus [RC 24, p. 93]. Hand Bombs will fail to explode if either of the two d6 rolled to hit the target is a 1.

The Reds had access to vast Russian stocks of hand grenades and thus – unlike the Whites - they only rarely had to resort to improvised explosives.

Because of the flimsiness of WWI armored cars and armored trains, they may be harmed using placed hand grenades as per CoC rules 16.4.4 *Anti-Tank Grenades & Charges*. An AP value is therefore assigned to each hand grenade type, and the Storm of Steel Bonus applies. Roll once on the table below to determine the type of hand grenade the platoon is equipped with:

Roll 2d6	Hand Grenade	AP
n/a	Hand Bomb	1
2-6	Stick Hand Grenade M1914	2
7-8	Stick Hand Grenade M1915	2
9	French F.1 Hand Grenade	1
10	British No.15 Hand Grenade	1
11	British No.16 Hand Grenade	1
12	British "Mills Bomb" Hand Grenade	1

Due to their fragility, armored cars could also be attacked by throwing hand grenades underneath them. The bottoms of the vehicles were very vulnerable and apparently at least partly unarmored. Resolve the throw as normal. If the result is a hit, roll the number of AP dice, above. Every 6 rolled is

a Net Hit. Armored trains cannot be harmed by throwing hand grenades underneath them.

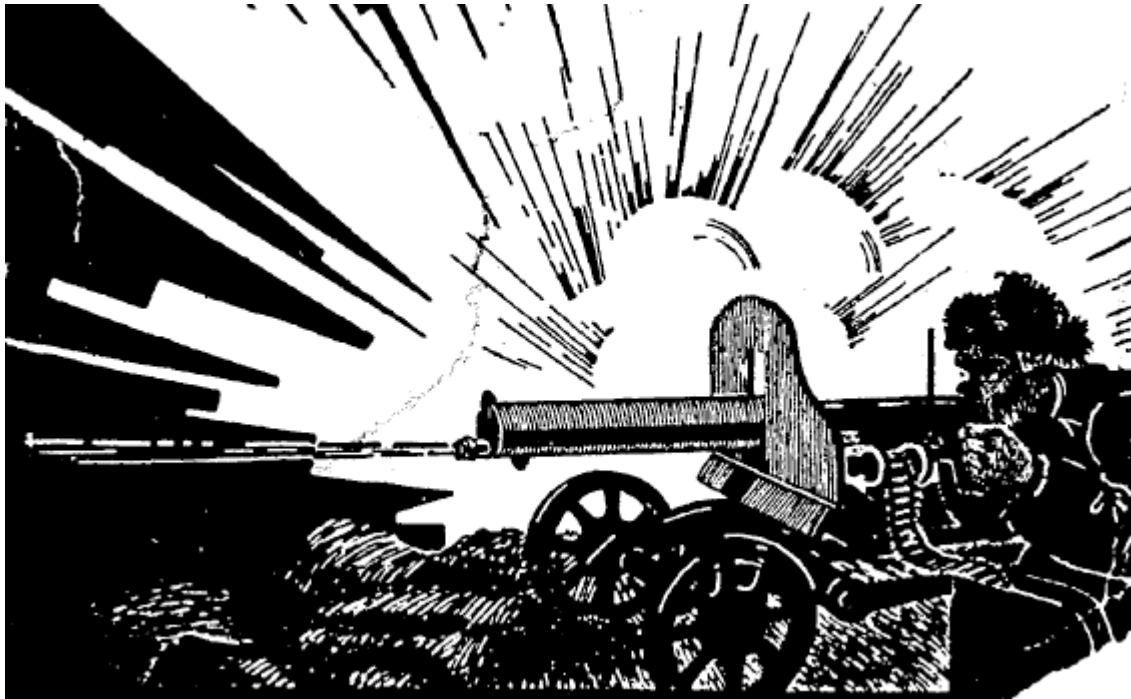
Weighing in at 1.2 kg, the heavy **model 1912 hand grenade** contained 610 grams of Melinite or Ammonal, making it in effect a satchel charge with a fragmentation jacket. The model 1912 has HE 4 and AP 3 but is thrown at -2.

The model 1917 chemical hand grenade contained 500g of Chloropicrin, a fast-acting suffocating lung irritant [RC 5]. The grenade has an HE of 2 but only Shock results are counted, but they are doubled. The explosion spreads the gas out to a diameter 3" circle which lasts until the end of the Turn, automatically expulsing any figures not wearing gas masks from its area of effect. The player of the figures targeted immediately moves them out of the area of effect. If for some reason a figure is unable to move out of the area of effect, he will succumb to the gas and be killed. Any person with a gas mask may remain in the area of effect but suffers a -1 on to hit rolls when firing because of his mask. No figure may enter the area of effect, unless wearing a gas mask.



White soldiers in spectacular furs sporting a Madsen LMG
(Picture by Björn Ida, Tornionlaakson Museo)

Light machine guns: These were available in very limited numbers. In 1918, the LMG was not a squad weapon, it was considered a machinegun and used similarly. Both the Madsen and the Lewis could be equipped with a tripod, transforming them into primitive Medium machineguns.



Medium machine guns: Three main types were in use – the Colt M1895-14, the PM 1905 and the PM 1910 Maxims. The machineguns were often used with a small gun shield. If the crew is reduced to only one man, this improves his cover by one level, to a maximum of Hard Cover, when fired at from an enemy in their front 180 degrees. Your MMG has a gun shield if the miniature representing it has a gun shield.



White soldiers of the Vöyri Military School firing a Colt M1895-14 MMG without a gun shield
(Svenska litteratursällskapet i Finland, licensed CC BY 4.0)

The Colt M1895-14 was an obsolete design which had a low rate of fire, and which tended to overheat.

The PM1905 and PM1910 were mounted on the Sokolev carriage, which had small wheels and also a tripod of sorts.



Three White soldiers using a PM1905 machine gun on the Sokolev carriage with legs extended. This made the carriage into a tripod of sorts which offered a better field of fire, but the crew was also more exposed. The Sokolev carriage continued to be used all through WWII but the Soviets removed the legs to ease manufacturing (Museovirasto, licensed CC BY 4.0)

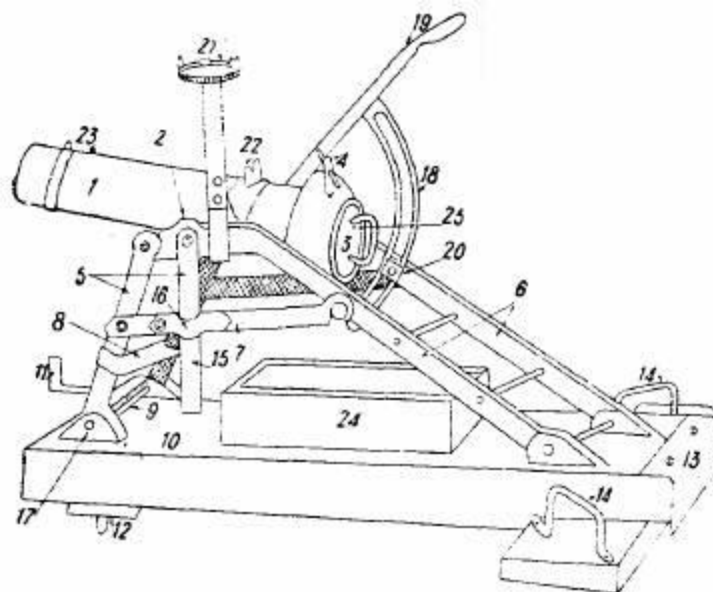
The PM 1905 could also be mounted on a large, wheeled carriage which sported a very large gun shield which in practice shielded the entire crew. This carriage was so big that it prevented the MG from being used in a building or in an entrenchment.



Red machine gunners during the Battle for Helsinki. This is the large wheeled carriage for the PM1905 MMG (Museovirasto, licensed CC BY 4.0).

Weapon crew sidearms: Most weapon and vehicle crews carried rifles or carbines instead of sidearms.

91mm Bomb Launcher: This trench mortar was a precursor of the infantry mortar and was used in similar fashion, though it had a much slower rate of fire because of its breech loading. Reloading the 91mm Bomb Launcher takes so long that it cannot be fired on successive Red Phases. The weapon has a minimum range of 25" and a maximum range of 165". Red Finn crews have little training in its use and thus they can only target units which they themselves can see, hitting on 5s and 6s as they are Milita. Russian crews are trained to use the weapon and thus can also target units which a friendly Leader within 6" can see, hitting on a 4 to 6 if they see the target and 5 or 6 if they do not. WWI mortar techniques did not permit an offboard mortar barrage of the kind we see in *Chain of Command*. In Finland, some of the weapons seem to have been equipped with a carriage with small wheels. These 91mm bomb launcher was a copy of a German weapon and was in fact manufactured in Finland for the Russian Army. The Imperial Russian Army had several other models of bomb launchers, including 58mm, 76mm and 80mm caliber weapons, but there is no evidence of them having been used in the Finnish Civil War.



Бомбомет типа Г. Р.

1—ствол, 2—цапфенное кольцо, 3—затвор, 4—чeki, 5—передние ноги, 6—задние ноги, 7—боковой крюк, 8—подпруга, 9—шпoнька, 10—платформа, 11—винт для установок, 12—шкворень, 13—сошник, 14—ручки, 15—отвес, 16—шарнирная скоба, 17—башмаки, 18—градусная дуга, 19—рукоятка, 20—зажимной барабан, 21—угломер, 22—целик, 23—мушка, 24—нижний для угломера и принадлежностей, 25—затра- вочное отверстие.

The 91.4 mm Bomb Launcher Type G.R. in a Russian field manual



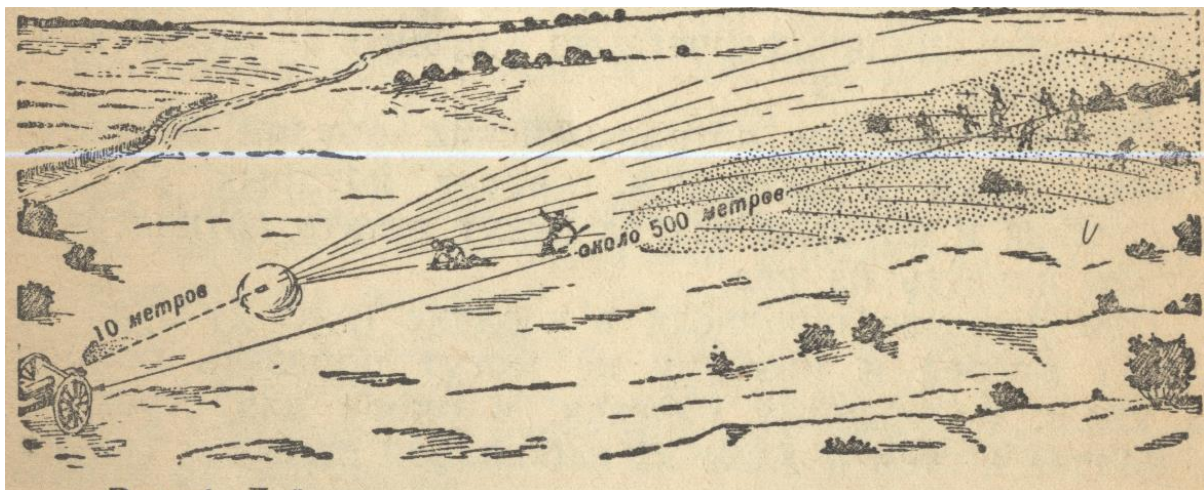
Captured 91mm Bomb Launchers on the left, 37mm infantry guns model 1915 on the right

Field guns and other cannon: Red Artillery was very inexperienced and had very little training due to language difficulties [RC 11 p. 207]. As a result, much of its fighting was conducted using direct fire [RC 11 p. 219].

Where appropriate, I have added some special ammunition types to support weapons and vehicle listings.

Canister: Canister shots are available for some Russian guns. A weapon known from the time of the earliest cannon, canister shots typically contain 100-600 lead-antimony balls which each weigh around 11 grams, turning the artillery piece into a giant shotgun. It is intended for use against enemy infantry in the open at under 200-meter ranges [RC 14, p.429].

Normally only 1d6 rounds of this last-ditch defensive ammunition will be carried by 37mm guns but the limitation for the larger guns is 2d6 rounds. For 76mm and larger caliber guns, the canister effect is achieved by shooting a shrapnel shell which is set to explode at any distance (a minimum of ten meters) after leaving the barrel. Shrapnel was in fact a principal ammunition type during WWI, it was as important as HE [RC 16, p. 140].



Shrapnel used as Canister - Picture from the Soviet 76mm Regimental Gun model 1927 manual.

37mm Canister round (infantry guns only): Maximum range of 24", roll 8 dice. Only 1d6 rounds carried.

76mm Shrapnel round: Unlimited range, roll 16 dice. 2d6 rounds carried.

87mm Shrapnel round: Unlimited range, roll 18 dice. 2d6 rounds carried.

107mm Shrapnel round: Unlimited range, roll 21 dice. 2d6 rounds carried.

122mm Shrapnel round: Unlimited range, roll 24 dice. 2d6 rounds carried.

152mm Shrapnel round: Unlimited range, roll 30 dice. 2d6 rounds carried.

Canister has no minimum range. Shrapnel used as Canister has a minimum range of 4". Canister does not reduce cover. It also does not damage support weapons or have any effect on the structural integrity of buildings. *Off-Table* 37mm guns cannot use Canister.

Incendiary ammunition: The Russian 76mm Mountain Gun model 1909 could use incendiary ammunition [RC 16, p. 88]. These are shells with a payload of 800g of Thermite which affects a 3" diameter area using HE 3 for 1d6 Phases, but from the second Phase onwards any Kills are Shock.

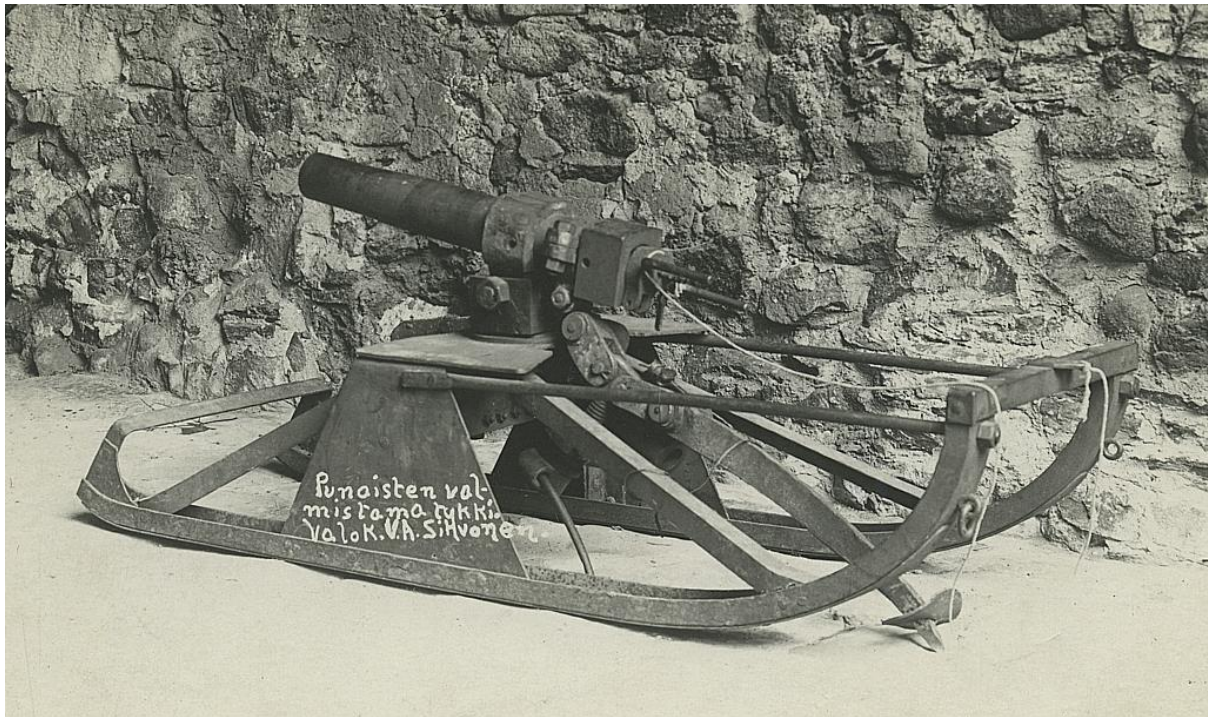
Any wooden building or flammable area or unarmored vehicle will catch fire if two or more 5s or 6s are rolled. Any stone building catches fire only if two or more 6s are rolled. If a fire is caused, use the rules for fire in section 6.5 Random Events.

Some field guns and howitzers have been described as having a **Slow Rate of Fire**. Reloading these weapons takes so long that they cannot be fired on successive Red Phases. Thus, if fired on the first Phase, the weapon cannot be fired on Phase number two because the crew are assumed to be reloading. Reloading takes no actions or Orders, being performed automatically by the gun crew, but reloading cannot take place if the gun is not stationary at the same time. Also, the gun cannot be used to Interrupt or React Fire while it is being reloaded. While reloading, the crew cannot be in Tactical stance.

The 229mm (11") Heavy Coastal Mortar is classified having a **Very Slow Rate of Fire**. This is handled as **Slow Rate of Fire**, but reloading requires a Turn end and expending a full CoC die. The 11" mortar had a rate of fire of around two 130 kg bombs per minute.

Some artillery pieces have been designated as having **No Recoil Dampening System**. These are ancient weapons which will recoil 1d3 inches every time they are fired. Before the gun can be reloaded and fired again, the crew must move to the gun's new position and – preferably – manhandle it back to its original firing position. Artillery described as having a **Semi-Rigid Recoil Dampening System** only move one inch every time they are fired. Artillery with the **No Recoil Dampening System** or **Semi-Rigid Recoil Dampening System** attributes never qualify for the "*Hit with last round. Target and firer both stationary. +1*" modifier when used against vehicles.

Makeshift 37mm gun: One improvised "*Savon lukko*" gun on a sled was constructed at a metal workshop in Varkaus. There is little information on this weapon, but the picture suggests that the gun – the barrel of which was bored out of the propeller shaft of a ship - may be of 37mm caliber, thus using the Russian shells of the infantry guns. The gun in question broke after a few shots, thus it breaks down on any roll (*hits* using HE or *to hit* using AP) of 1, and if two or more 1s are rolled, the gun explodes, dealing one hit on the crew! When the gun breaks or explodes, the target is not harmed. A broken or exploded gun cannot be repaired during a game.



The improvised *Savon lukko* cannon constructed at Varkaus
(Työväen arkisto, licensed CC BY-NC-ND 4.0)



Russian Army gunners using the 37mm Rosenberg infantry gun model 1915. This picture is not from the Finnish Civil War



Red Finnish artillerymen and their 76mm field gun model 1902
(Vapriikin kuva-arkisto, licensed CC BY 4.0).



A Red gun leader leans on a 76mm artillery piece, possibly a 76mm shortened gun model 1910
(Kansan Arkisto)



87mm Field Guns model 1877 at Vyborg (Lappeenrannan museot, licensed CC BY 4.0)



The 107mm field cannon model 1910 somewhere on the Russian Western Front in 1916



Red artillery at Vyborg. In the background, two 107mm Siege Guns model 1877. In the foreground, a Japanese 150mm howitzer model 1914 (Museovirasto, licensed CC BY 4.0)



The same scene from another direction (Varkauden museot)



Red infantry posing with a 229mm (9") heavy coastal mortar model 1877. This is possibly at Leppävaara (Kansan Arkisto).



A manure cart. Note how correctly one had to be dressed even when driving such a basic vehicle (Museovirasto, licensed CC BY 4.0)

Horse carts, wagons and sleighs: Horse-drawn transport was the standard means of moving goods and equipment. Carts, wagons and sleighs are Wheeled, Open Body Transport vehicles. Their maximum speed is 3d6 and they may only transport a single Team. When fired at using small arms,

every third hit should be allocated to the horse(s). Only Kills affect horses and any one kill of a horse will immediately immobilize the vehicle for the rest of the game.



A car used as an ambulance (Kansan Arkisto)

Wheeled vehicles: Russian Army vehicles used by the Reds included Packard and Vulcan trucks and Overland cars, and even some motorcycles [RC 19, p. 150]. Cars were often civilian models appropriated from the hated Bourgeoisie. As the war mostly was fought while snow was on the ground, these vehicles were limited to using roads and streets – no off-road movement is possible [RC 6 p. 127].

The advantage Low has been added to all vehicles lower than 220 cm. The advantage Small has been given to any vehicle with dimensions (length x width) of 9.9 m² or less. The disadvantage Unreliable has been added to all wheeled motor vehicles as the technology was very new and breakdowns were frequent.



Ruben Aho, the leader of the Kauvatsa Red Guard poses with a shotgun and a motorcycle
(Kansan Arkisto)

Motorcycles: The Russian Army operated some motorcycles, apparently for messengers and the like. Other motorcycles were confiscated from civilians. It is not clear if there were sidecars on these motorcycles. Only troops armed with small arms may be motorcycle mounted. This includes rifles and LMGs. Troops mounted on motorcycles move as wheeled vehicles and must deploy onto the table edge if mounted. If they have dismounted to fight, they may use Jump-Off Points (within 6" of any road or street as it is winter), adding an additional 3" to the distance from the Jump-Off Point they may deploy. So, Regular troops may deploy up 9" away. Troops dismounting from motorcycles may do so at no penalty. Troops mounting motorcycles require one Action to do so. Troops on motorcycles may never fire any weapon while moving. Troops must dismount in order to fire their weapons. Troops on motorcycles engaged in Close Combat will count as being hit in the rear and will not gain any advantage for LMGs in the first phase of combat. After the first phase they will automatically dismount to fight.

Armored vehicles: Armored cars were very rare and often crewed by Russians. As the war was fought while snow was on the ground, these vehicles were limited to using roads and streets – no off-road movement is possible [RC 6 p. 127]. Armored cars with a *Rear Driver* may reverse at 2" per pip rolled, but only at Cautious (1d6) or Rapid (2d6) speed.

Early armored cars were very primitive designs. Armored cars classified as having *no protection for observation slits* may be attacked by rifle fire as if they were machineguns (see CoC rules section 16.4.5), each section firing at the car being counted as a machinegun. Armored cars indicated as having *pneumatic tires* suffer a puncture during such attacks – whether the attacking unit is a machinegun or small arms - if any Armor Dice roll is a 1. An armored car with a flat tire loses its Wheeled speed bonus, becoming in effect a Slow Vehicle, and can no longer move Flat Out.

Armored cars may also be attacked using hand grenades. See the hand grenade rules elsewhere in this document.



Austin armored car, 1st series. Picture via Wikimedia.

The first series Austin armored car had a limitation where each turret could only target straight ahead and towards its side and rear.



Austin armored car, 2nd series, somewhere in Russia. IWM photograph.



Austin armored car, 3rd series in Odessa, Ukraine, 1919. Picture via Wikimedia.



Ms. Elsa Wirtavuori posing with a Russian Armstrong-Fiat armored car in Wyborg in May 1918 (Lappeenranta Museum, licensed CC BY 4.0).



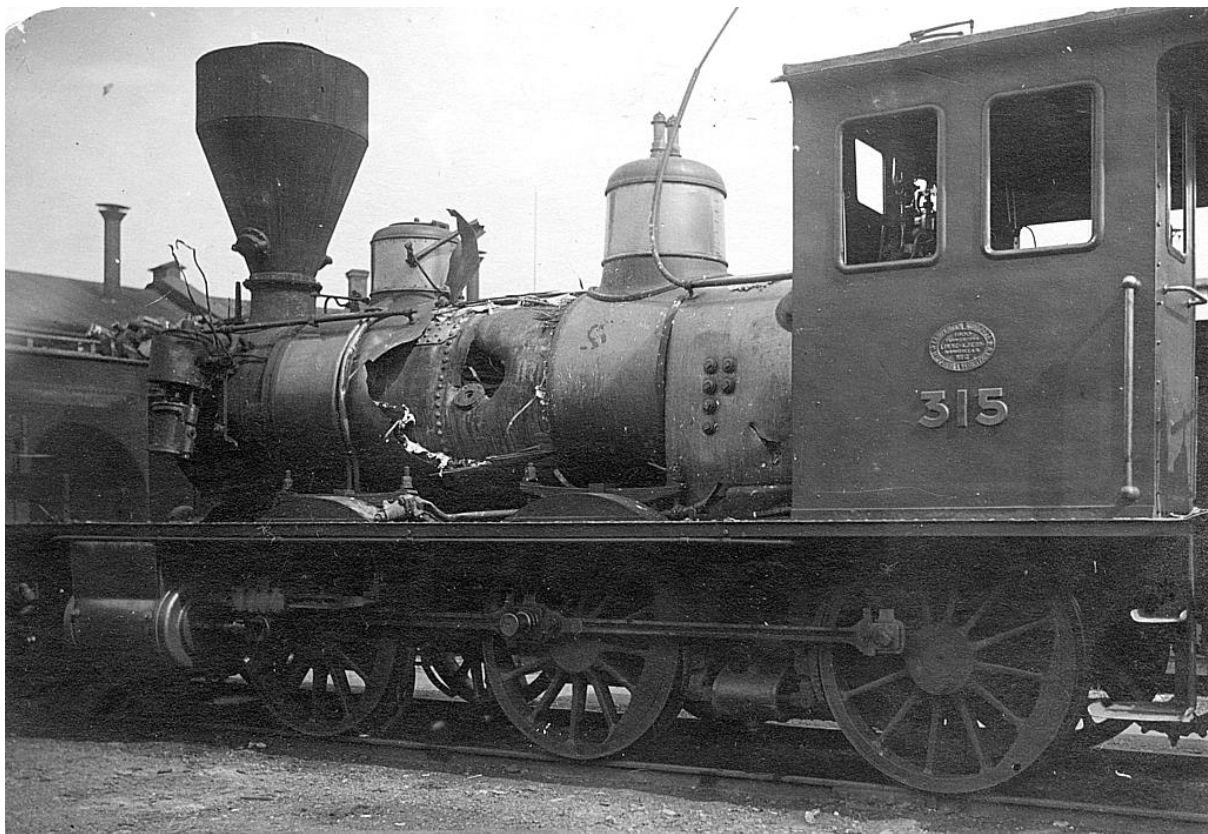
On the left, the crew of a Red Finn armored car. On the right, a Russian armored car crew member (Vapriikin kuva-arkisto, licensed CC BY 4.0).



A family travelling by draisine (Lappeenranta museot, licensed CC BY 4.0)

Draisines: These were sometimes used to transport men and equipment on rails. Everyone knows how to use a draisine. Up to six people (or five people plus a machine gun) may use one draisine. Troops armed with small arms (this includes rifles and LMGs) and some support weapons such as tripod and small wheeled carriage mounted machine guns may use draisine.

Draisines are Wheeled, Unarmored Transport vehicles, with a maximum speed of 2d6 plus Wheeled bonus. 1d6 is added if moving downhill and 1d6 is subtracted if moving uphill. One source also mentions the existence of armored draisines, but there is little information on them [RC 16, p. 218].



A battle-damaged locomotive. This is a Finnish locomotive built by Tammerfors Linne - Jern Manufaktur Ab in Tampere in 1900 (Vapriikin kuva-arkisto, licensed CC BY 4.0)

Red Armored Trains

The Reds held most of the industrial facilities and railyards of Finland and had plenty of technological know-how and resources to build armored trains. In just a few months, they were able to construct eleven of them and a twelfth one was being built when the Germans invaded Helsinki in April 1918. The armored train was the ultimate weapon system of the Finnish Civil War, dominating any battlefield, unless artillery could be directed against it. They were often used to engage the enemy using direct fire at surprisingly close ranges.

A typical Red armored train was composed of a flatbed car (a car loaded with railroad ties and sometimes sand which would detonate mines and discover any places where the rails had been damaged), a gun car with two artillery pieces and machineguns, the locomotive, another a gun car with two artillery pieces and machineguns, plus a second flatbed car. Where necessary, passenger cars could be added for headquarters and to transport infantry. All cars apart from the flatbed cars will be armored.

SUMMARY OF RED FINNISH ARMORED TRAINS [RC 9]			
No or Name	Deployed	Armor	Armament and Notes
Armored Train No. 1 of the Finnish Republic	March 3, 1918	10-15mm steel	1x 75mm Canet naval cannon with gun shield [RC 9, p. 75] 1x 57mm Nordenfelt with gun shield [RC 9, p. 53] OR 2x 57mm Nordenfelt with gun shields [RC 9, p. 53] 2x 47mm Hotchkiss
Armored Train No. 2	March 3, 1918	10-15mm steel, reinforced by sandbags	2 cars, each with 47mm Hotchkiss and 57mm Nordenfelt, both without gun shields [RC 9 p. 47], and 11 machineguns OR One 47mm Hotchkiss and one 57mm Nordenfelt, both without gun shields [RC 9 p. 47], and 6 machineguns
Armored Train No. 3	March 10, 1918	?	47mm Hotchkiss and 57mm Nordenfelt guns with gun shields, and machineguns [RC 9, p. 53]
Armored Train No. 4	March 10, 1918	?	2x 75mm Canet naval cannon plus machineguns. Composition: Flatbed car, gun car, locomotive, passenger car
Armored Train No. 5	March 29, 1918	?	37mm Maxim gun and 3 machineguns
Armored Train No. 6	April 22, 1918	?	76mm Putilov naval cannon [RC 9 p.84] plus machineguns OR 2x 76mm Putilov naval cannon [RC 9 p.84] + 2x 47mm Hotchkiss + machineguns
Provisionary Armored Train No. 1	February 1918	Wood – sand - wood	One cannon and machineguns OR Two 75m cannon
Provisionary Armored Train No. 2 (at Rautu)		?	One machinegun
Provisionary Armored Train No. 3 (at Lyly)		Paper bales	Machinegun and riflemen
Provisionary Armored Train No. 4 (at Vilppula)		Railroad ties, sandbags, bricks	Machinegun and riflemen
Provisionary Armored Train No. 5 (at Tampere)		Paper bales	Machinegun and riflemen

In CoC, armored trains are each considered a platoon in a linked series of Wheeled vehicles. An armored train has its own Command Dice. For purposes of activation, targeting, damage and Shock, each railway car is considered a separate armored vehicle, but of course they have no independent

movement. The train can only move when the driver of the locomotive is activated. The armored trains have no radios, but they have field telephone systems.



Crewmembers of a Red armored train (Vapriikin kuva-arkisto, licensed CC BY 4.0)

Armored trains deploy (they of course always deploy on rails) on a 4 and may immediately move as they are Wheeled vehicles. The whole armored train counts as only one vehicle when deploying from an Entry Point (see section 9.4 *Deploying Vehicles* in CoC rules). Often only a part of the train will be on the table at any given moment. Going up a hill is considered Broken Ground. Trains move equally quickly forwards and backwards, but they are extremely heavy and therefore the speed at which they are moving may only be modified by one step in every Phase. So, a train moving Rapidly (rolling two Movement Dice) must next Phase move Cautiously (one Movement Die). Before reversing, it must spend one Phase immobile.

Entering combat for a few minutes before retreating was very much standard tactics for armored trains. There was no other cover available so trains would back away once the enemy was able to direct fire at them, only to return some moments later. Therefore, unlike other vehicles (see section 11.4 of the rules), armored trains may voluntarily retreat off the table. They may later re-enter the table at the point of exit as though making a Hesitant Deployment. When the train is off-table, any on-table Red platoon may call upon it as an Off-Table Support. While off-table, the train may only use its own Command Dice to rally its crew.

When train cars are targeted, each car counts as an independent vehicle in terms of damage and shock. Gun cars count as AFVs, the locomotive and all other cars count as APCs. Effects of damage are modified as follows:

Damage	Flatcar	Gun Car	Locomotive	Passenger car
Shock	No effect	As in AFV rules	As in APC rules	
Reverse 1d6 immediately	Entire train decelerates or starts to move towards friendly table side, subject to the movement change restrictions. Always moves on the rails.			
Halt & Engage the Firer	No effect unless carrying infantry or machineguns	As in AFV rules	No effect	No effect unless carrying infantry or machineguns
Engine damage	Bogies damaged, subtract 1 from all movement, cumulative	Bogies damaged, subtract 1 from all movement, cumulative	As in APC rules	Bogies damaged, subtract 1 from all movement, cumulative
Hull MG destroyed	n/a	One machinegun destroyed	n/a	n/a
Weapon position destroyed	n/a	n/a	n/a	One machinegun destroyed
MG suppressed	No effect unless carrying machineguns	n/a	No effect	No effect unless carrying machineguns
Optics Damaged	n/a	As in AFV rules	n/a	n/a
Commander stunned	As in APC rules	As in AFV rules	As in APC rules	As in APC rules
Commander wounded	As in APC rules	As in AFV rules	As in APC rules	As in APC rules
Vehicle immobilized	See below	See below	As in APC rules	See below
APC/AFV destroyed	As in APC rules	As in AFV rules	As in APC rules	As in APC rules
APC/AFV Explodes	n/a	As in AFV rules	As in APC rules	As APC Destroyed

Vehicle Immobilized: Locomotives are mighty powerful machines and therefore the destruction of one or two railway cars is not going to prevent movement by the train. Every car destroyed or immobilized slows the train down by 1d6 if the locomotive has to push them, and if one more 1s are rolled for movement, the train derails, becoming immobilized for the rest of the game. If the locomotive drags destroyed or immobilized cars, every two destroyed or immobilized cars subtract 1d6 from movement dice but there is no chance of derailment. A train which voluntarily retreats off the table with immobilized or destroyed cars may never deploy again but it may continue to be used as an Off-Table Support.

Train Crews: An armored train is not a tank - the crew may be targeted as there are typically no armored apertures, or armored glass, for weapon sights or barrels. A bullet which hits an aperture will either hit crew members or possibly bounce around the inside of the train car. Normally, guns are placed on top of the train car where the crew will be exposed in Light Cover unless the gun is equipped with a gun shield, in which case the cover becomes Heavy Cover.

Riflemen and machineguns placed on *top* of the car are considered as *Troops in APCs manning exposed weapons positions* and may be targeted in Heavy Cover as per 13.2.12 *Firing at Vehicles*.

Machinegun teams located inside the railway cars and firing out of apertures are considered to be in *bunker cover*. In proper armored trains, an Action may be used to close an aperture using an armored hatch and this makes the gunners behind it impervious to small arms fire. There are no hatches in provisional armored trains, so the machinegun crews are in bunker cover.

Train teams in armored locomotives can be targeted as troops in bunker cover. Passengers in armored passenger cars can only be attacked if they are shooting out of the car, having opened the armored hatches covering each window. Two men or one machinegun can fire out of each passenger car window, and they count as being in Heavy Cover.

Statistics for armored trains are given below. Where sources differ on the weaponry of a train, alternative versions of the train are listed. Flatcars are not armored, but due to the sturdiness of railway cars, they count as having two dice worth of armor.

ARMORED TRAIN No. 1 OF THE FINNISH REPUBLIC (version A)		
Armored Train Platoon Platoon Force Rating: +24 (Militia, 3 regular command dice and one Blue command die)	Notes 13 teams, 1+14+65 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover	75mm Canet naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover	<i>Junapäälikkö</i> Senior Leader with revolver	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		

Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.		MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	57mm Nordenfelt with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

ARMORED TRAIN No. 1 OF THE FINNISH REPUBLIC (version B)		
Armored Train Platoon Platoon Force Rating: +26 (Militia, 3 regular command dice and one Blue command die)	Notes 24 Teams, 1+25+75 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 5 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	57mm Nordenfelt with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Obuhov with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäällikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 5 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left.	47mm Obuhov with gun shield and 360 deg firing arc.	MMG with 90 deg firing arc towards the right.

5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Hard Cover	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left.	57mm Nordenfelt with gun shield and 360 deg firing arc.	MMG with 90 deg firing arc towards the right.
5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Hard Cover	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear.	
	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		



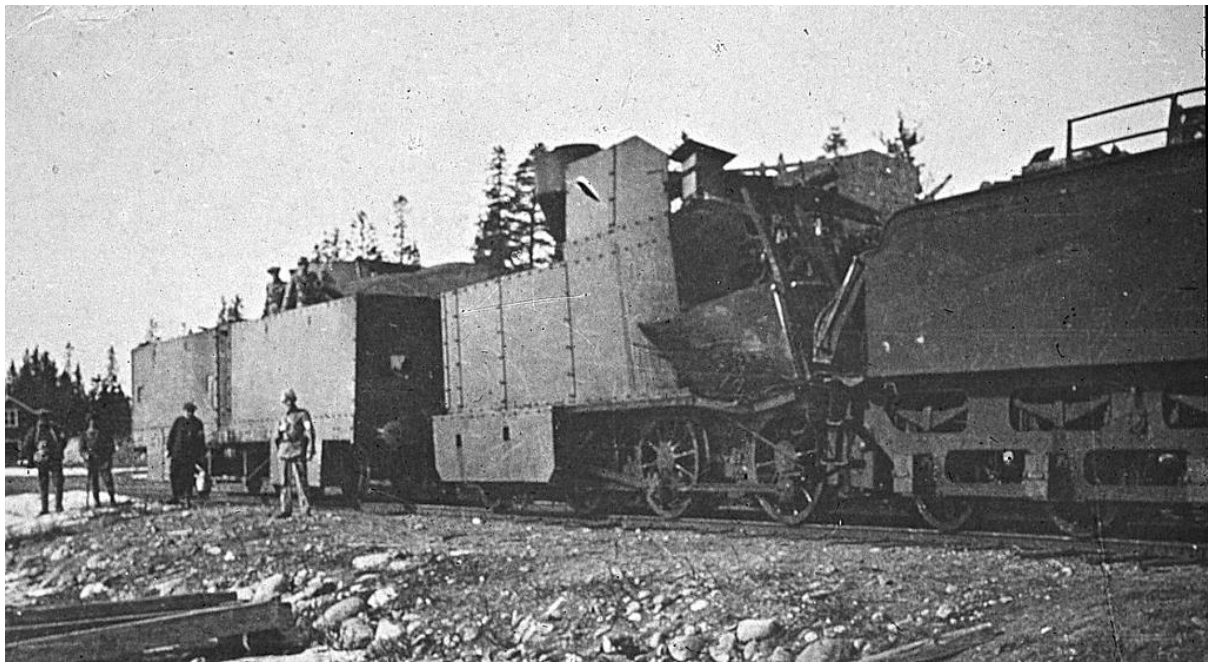
German troops aboard the Red Armored Train #2 after its capture. This picture was taken from the locomotive, looking towards the rear of the train. The gun closer to the camera is a 57mm Nordenfelt and the other is a 47mm Obuhov naval cannon. Note how the arrangement of the guns interferes with their fields of fire towards some directions (Museovirasto, licensed CC BY 4.0).

ARMORED TRAIN No. 2 (version A)		
Armored Train Platoon Platoon Force Rating: +26 (Militia, 3 regular command dice and one Blue command die)	Notes 17 Teams, 1+17+80 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel and sandbags (4 dice) Rating: 5 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.

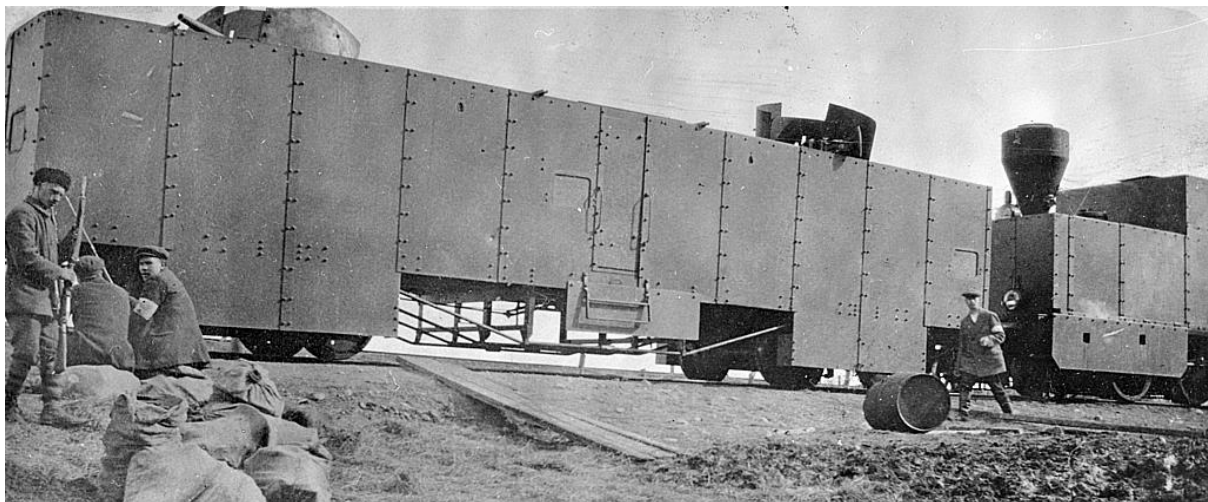
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	57mm Nordenfelt without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Obuhov without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäällikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Steel and sandbags (4 dice) Rating: 5 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	57mm Nordenfelt without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Obuhov without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

ARMORED TRAIN No. 2 (version B)		
Armored Train Platoon Platoon Force Rating: +11 (Militia, 3 regular command dice and one Blue command die)	Notes 8 Teams, 1+9+45 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel and sandbags (4 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	57mm Nordenfelt without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäälikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel and sandbags (4 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Steel and sandbags (4 dice) Rating: 4 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Obuhov without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.

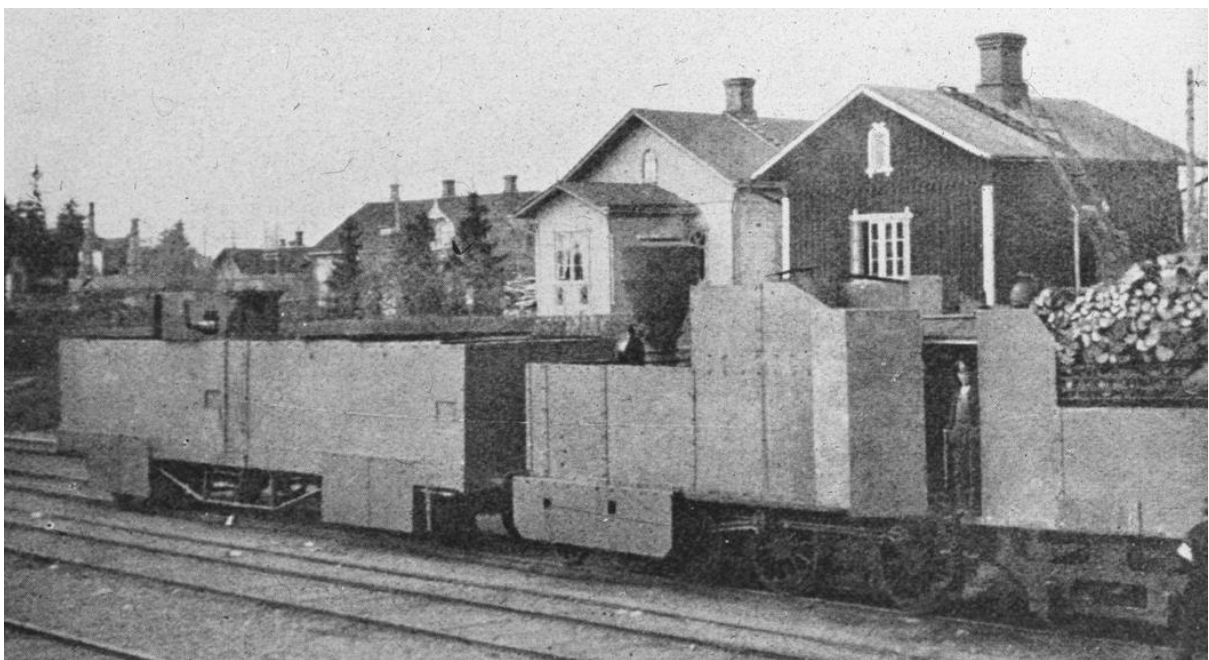
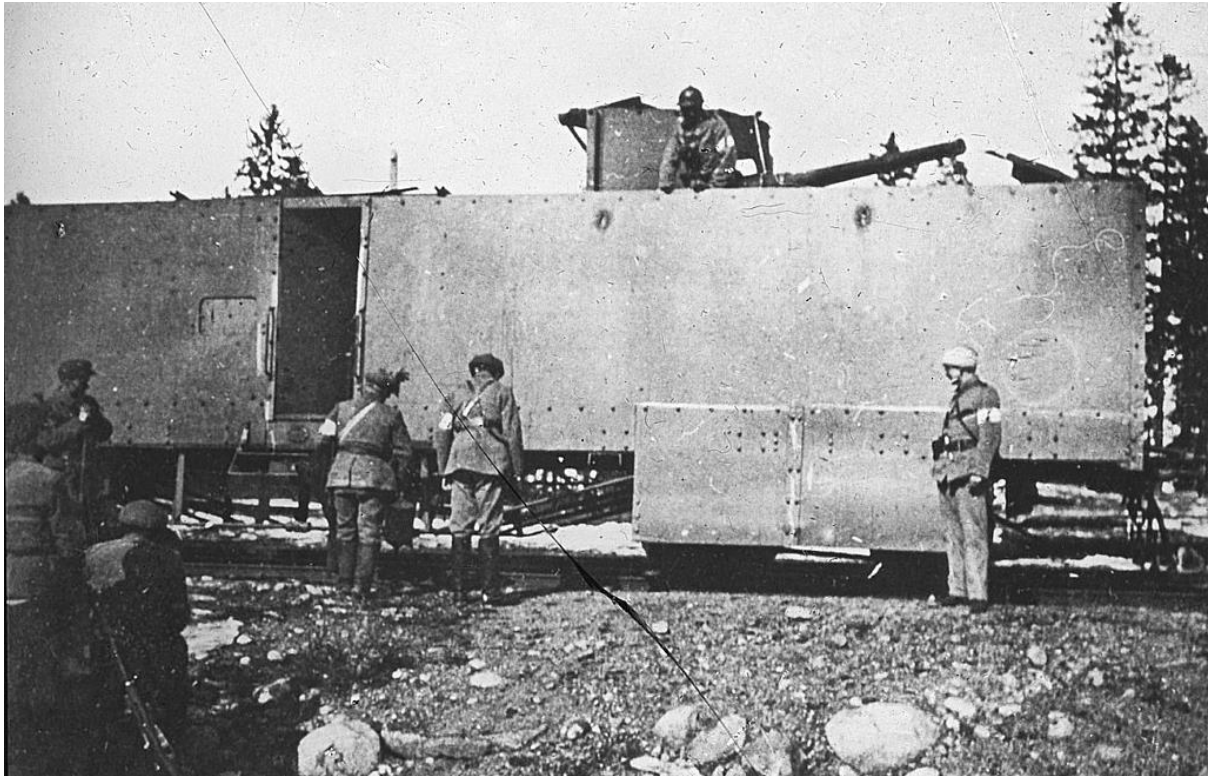
	MMG with 90 deg firing arc towards the rear.	
	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		



Armored Train No. 3 after being captured by the Whites at Tampere. The rear of the locomotive shows damage caused by an artillery shell impact which killed the engineer and fireman (Museovirasto, licensed CC BY 4.0).



Two closed machinegun apertures can be seen on the side of the gun car – they're the rectangles near the middle of the car and at the far end of the car.



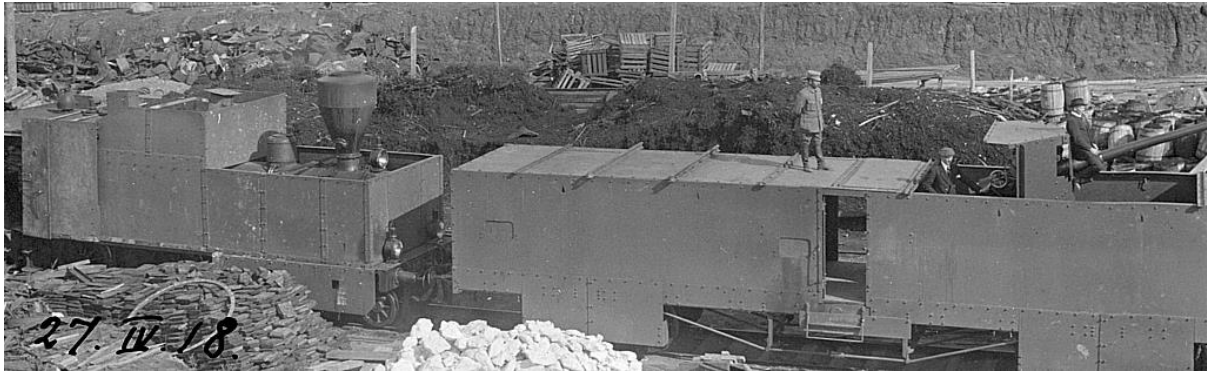
On the right, the armored locomotive (Museovirasto, licensed CC BY 4.0)



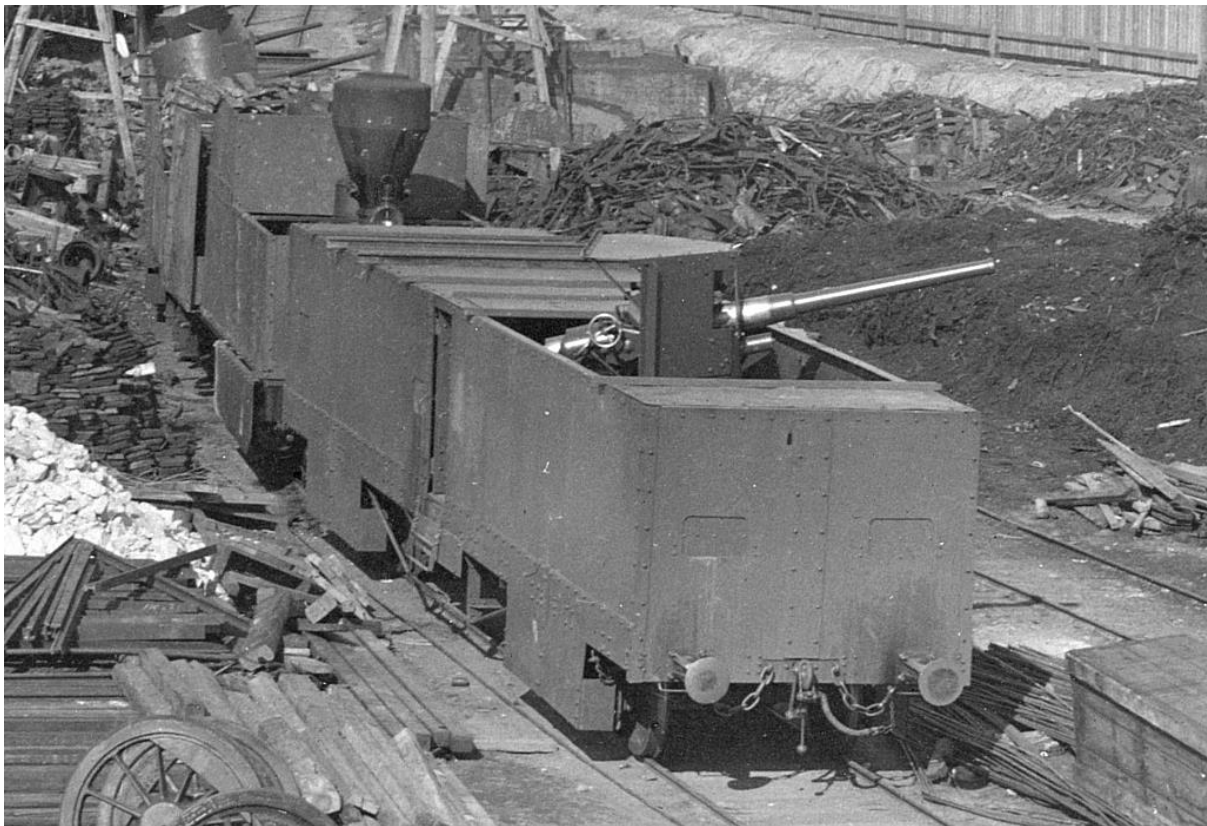
(Vapriikin museo, licensed CC BY 4.0)

ARMORED TRAIN No. 3		
Armored Train Platoon Platoon Force Rating: +11 (Militia, 3 regular command dice and one Blue command die)	Notes 10 sections, 1+10+65 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 5 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left.	57mm Nordenfelt with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	MMG with 90 deg firing arc towards the right.

5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.		5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left.	47mm Obuhov with gun shield and with 360 deg firing arc.	MMG with 90 deg firing arc towards the right.
5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Heavy Cover	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäällikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 3 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left.	47mm Obuhov with gun shield and with 360 deg firing arc.	MMG with 90 deg firing arc towards the right.
5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Heavy Cover	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		



Above and below, armored train with a 75mm naval cannon
(Vapriikiin kuva-arkisto, licensed CC BY 4.0)



The front MMG hatches can be seen in this picture.

ARMORED TRAIN No. 4		
Armored Train Platoon Platoon Force Rating: +32 (Militia, 3 regular command dice and one Blue command die)	Notes 15 Teams, 1+15+75 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		

Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	75mm Canet naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	<i>Junapäällikkö</i> Senior Leader with revolver	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Passenger Car		
Passenger Car	Can transport a whole platoon of men	
Armor: Steel (3 dice)		
Rating: 2 Support Points		
Gun Car 2		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.		MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left.	75mm Canet naval cannon with gun shield and 360 deg firing arc.	MMG with 90 deg firing arc towards the right.

5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Hard Cover	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the rear.	MMG with 90 deg firing arc towards the rear.	
5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

ARMORED TRAIN No. 5		
Armored Train Platoon Platoon Force Rating: -4 (Militia, 3 regular command dice and one Blue command die)	Notes 5 Teams, 1+3+24 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	37mm Maxim Pom-Pom without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäälikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
	Train Team: Engineer (Train Driver)	

	Fireman Two Fireman's Assistants	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

ARMORED TRAIN No. 6 (version A)		
Armored Train Platoon Platoon Force Rating: +26 (Militia, 3 regular command dice and one Blue command die)	Notes 11 Teams, 1+10+64 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	76mm Putilov naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.		MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	<i>Junapäälikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		

Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Passenger Car		
Passenger Car	Can transport a whole platoon of men	
Armor: Steel (3 dice)		
Rating: 2 Support Points		
Gun Car 2		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 4 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.		MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	76mm Putilov naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

ARMORED TRAIN No. 6 (version B)		
Armored Train Platoon Platoon Force Rating: +28 (Militia, 3 regular command dice and one Blue command die)	Notes 11 Teams, 1+12+74 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Steel (3 dice) Rating: 5 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	76mm Putilov naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Hotchkiss with gun shield and with 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	Junapäälikkö Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Passenger Car		
Passenger Car	Can transport a whole platoon of men	
Armor: Steel (3 dice)		
Rating: 2 Support Points		
Gun Car 2		
Gun car: Open topped		

Armor: Steel (3 dice) Rating: 5 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	47mm Hotchkiss with gun shield and with 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	76mm Putilov naval cannon with gun shield and 360 deg firing arc. 5 crew + Junior Leader in Hard Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.
	MMG with 90 deg firing arc towards the rear. 5 crew + Junior Leader in Bunker Cover, aperture can be closed with a hatch.	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

PROVISIONARY ARMORED TRAIN No. 1 (version A)		
Armored Train Platoon Platoon Force Rating: -4 (Militia, 3 regular command dice and one Blue command die)	Notes 4 Teams, 1+4+24 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car		
Gun car: Open topped		
Armor: Wood-Sand-Wood (2 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Bunker Cover	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Heavy Cover	75mm Canet naval cannon without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Heavy Cover
	Junapäälikkö Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

PROVISIONARY ARMORED TRAIN No. 1 (version B)		
Armored Train Platoon Platoon Force Rating: +11 (Militia, 3 regular command dice and one Blue command die)	Notes 9 Teams, 1+9+45 men total	

Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Wood-Sand-Wood (2 dice) Rating: 4 Support Points	MMG with 90 deg firing arc towards the front. 5 crew + Junior Leader in Heavy Cover	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Heavy Cover	75mm Canet naval cannon without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Heavy Cover
	<i>Junapäällikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice)		
Rating: 2 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Gun Car 2		
Gun car: Open topped		
Armor: Wood-Sand-Wood (2 dice) Rating: 4 Support Points	Train Conductor JL with revolver Brake Man with revolver	
MMG with 90 deg firing arc towards the left. 5 crew + Junior Leader in Heavy Cover	75mm Canet naval cannon without gun shield but with 360 deg firing arc. 5 crew + Junior Leader in Light Cover	MMG with 90 deg firing arc towards the right. 5 crew + Junior Leader in Heavy Cover
	MMG with 90 deg firing arc towards the Rear. 5 crew + Junior Leader in Heavy Cover	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

PROVISIONARY ARMORED TRAIN No. 2		
Armored Train Platoon Platoon Force Rating: -14 (Militia, 3 regular command dice and one Blue command die)	Notes 2 Teams, 1+1+9 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Paper Bales (1 die)		
Rating: 1 Support Points	MMG with 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	
	<i>Junapäällikkö</i> Senior Leader with revolver	
Unarmored Locomotive		
Locomotive		
Armor: None (2 dice)		
Rating: 1 Support Points	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

PROVISIONARY ARMORED TRAIN No. 3 or No. 5		
Armored Train Platoon Platoon Force Rating: -7 (Militia, 3 regular command dice and one Blue command die)	Notes 2 sections, 2 teams, 1+3+33 men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Paper Bales (1 die) Rating: 1 Support Points		
Rifle section with JL firing over the sides of the car	MMG with 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	Rifle section with JL firing over the sides of the car
	<i>Junapäällikkö</i> Senior Leader with revolver	
Armored Locomotive		
Locomotive		
Armor: Steel (3 dice) Rating: 2 Support Points		
	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

PROVISIONARY ARMORED TRAIN No. 4		
Armored Train Platoon Platoon Force Rating: -7 (Militia, 3 regular command dice and one Blue command die)	Notes x sections, 1+x+x men total	
Flatbed Car 1		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		
Gun Car 1		
Gun car: Open topped		
Armor: Railroad ties, bricks, sand bags (2 dice) Rating: 2 Support Points		
Rifle section with JL firing over the sides of the car	MMG with 360 deg firing arc. 5 crew + Junior Leader in Heavy Cover	Rifle section with JL firing over the sides of the car
	<i>Junapäälikkö</i> Senior Leader with revolver	
Unarmored Locomotive		
Locomotive		
Armor: None (2 dice) Rating: 1 Support Points		
	Train Team: Engineer (Train Driver) Fireman Two Fireman's Assistants	
Flatbed Car 2		
Flatbed car with railroad ties: Flat-Bed Platform		
Armor: None (2 dice)		

RED FINNISH MASTER ARSENAL TABLE v.1

INFANTRY WEAPONS				
Weapon	Firepower Dice	Close Range	Effective Range	Notes
Saber or Sword	0	-	-	If only one side of a close combat has swords, the other suffers one additional point of Shock.
Revolver	1	0-6"	-	Nagant, Colt and various others
Semi-Automatic Pistol	1	0-6"	-	Mauser, Browning or Colt Storm of Steel
Small-Caliber Rifle	1	0-12"	12-24"	.22 caliber single-shot "drawing room" rifle intended for small game hunting. If fired on successive Phases, firepower is only ½ of normal value. Rolls for Effect (see CoC rules, section 13.2.6) are at -1 but a roll of 6 is always a Kill.
Bolt-action Rifle	1	0-18"	Over 18"	Russian Mosin-Nagant M1891 infantry, Dragoon or Cossack rifle, or Japanese Meiji 30 M1897, Arisaka rifle M1905, Japanese Navy Rifle M1902, or the German M1898.
Bolt-action Carbine	1	0-16"	Over 16"	Russian Mosin-Nagant M1907 or M1910 carbine. Alternatively, the Japanese M1897 or M1905 carbine. No bayonet.
Lever-action Rifle	1	0-18"	Over 18"	Winchester M1895
Berdan Rifle	1	0-18"	Over 18"	10.7 mm single-shot bolt action rifle M1870. If fired on successive Phases, firepower is only ½ of normal value.
Shotgun	2	0-9"	-	One or two-barreled civilian shotgun
Madsen LMG	4	0-18"	Over 18"	Lose 2 Firepower when crew reduced to 1.
Lewis LMG	6	0-18"	Over 18"	Lose 2 Firepower when crew reduced to 1.
Madsen MMG	5	0-24"	Over 24"	Madsen LMG on a tripod. Lose 2 Firepower when crew reduced to 1.
Lewis MMG	7	0-24"	Over 24"	Lewis LMG on a tripod. Lose 2 Firepower when crew reduced to 1.
Colt M1895-14 MMG on tripod	8	0-24"	Over 24"	Lose 3 Firepower when crew reduced to 1. With gun shield for gunner only.
PM1905 or PM1910 MMG on Sokolev Carriage	10	0-24"	Over 24"	Lose 3 Firepower when crew reduced to 1. Carriage on small wheels, with gun shield for gunner only.
PM1905 MMG on large, wheeled carriage	10	0-24"	Over 24"	Lose 3 Firepower when crew reduced to 1. With gun shield for all of crew. Counts as a Light Gun for movement.

				Cannot enter entrenchments or be used in buildings.
Hand Bomb	2	Thrown	-	Fails to explode if either of the 2d6 used in the To Hit roll are 1s. +1 Firepower Dice in a confined space.
Hand Grenade	3	Thrown	-	+1 Firepower Dice in a confined space.
Heavy Hand Grenade	4	Thrown -2	-	Stick Hand Grenades Model 1912 +1 Firepower Dice in a confined space.
Chemical Hand Grenade	2 (Shock Only)	Thrown	-	See additional notes for the model 1917 chemical hand grenade
91mm Bomb Launcher GR model 1915	4	24" – 165"	-	Storm of Steel. Reduces cover by one level. Targets all Teams in Bombardment area. All Pinned.

VEHICLE MACHINEGUNS				
Weapon	Firepower Dice	Close Range	Effective Range	Notes
Vehicle MMG without loader	7	0-24"	Over 24"	Turret mounted Maxim MMG on armored cars
Vehicle MMG with loader	10	0-24"	Over 24"	Maxim MMG on armored trains

HEAVY WEAPONS					
Heavy Weapon	A.P.	H.E.	Size	Notes	
"Savon Lukko" makeshift 37mm gun	1	3	Light	No gun shield. No recoil dampening system. Breaks down on any roll of 1, explodes if two 1s are rolled.	
37mm Obuhov infantry gun model 1914 or 37mm Rosenberg infantry gun model 1915	1	3	Light	With gun shield. HE 3, AP 1 and Canister ammunition	
37 mm Naval gun Maxim 37/30 Ma (1-pound pom-pom)	2	6	Static	Naval automatic AA gun used on armored trains. Static. No gun shield. Unreliable: If two or more 1s are rolled on any roll, weapon jams and requires an action to unjam.	
47 mm L/43 Hotchkiss or Obuhov	3	4	Static	Naval gun used on armored trains. Static. With or without gun shield.	
57 mm Nordenfeld	4	4	Static	Naval gun used on armored trains. Static.	

				With or without gun shield.
75mm Meiji 31 Mountain Gun model 1898	3	6	Light	Slow Rate of Fire – can only be fired on every other Red player Phase. Semi-rigid recoil dampening system. No gun shield. HE 6 (AP 3) and shrapnel ammunition
75mm Canet	3	6	Static	Naval cannon used on armored trains. Static. With gun shield.
76mm Putilov	3	6	Static	Naval cannon used on armored trains. Static. With gun shield.
76mm Lender Tarkovski Anti-aircraft Cannon Model 1914	3	6	Static	Anti-aircraft cannon used on armored trains. Static.
76mm mountain gun model 1904 or model 1909	3	6	Light	With gun shield. HE 6 (AP 3), incendiary (HE 3 + fire) and shrapnel 16 ammunition
76mm shortened gun model 1910 or model 1913	3	6	Light	With gun shield. Ammunition: HE 6 (AP 3) and shrapnel 16
76mm field gun model 1900	3	6	Medium	No gun shield Ammunition: HE 6 (AP 3) and shrapnel 16
76mm field gun model 1902	3	6	Medium	With gun shield Ammunition: HE 6 (AP 3) and shrapnel 16
87mm field gun model 1877 or model 1895	4	7	Light	Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 7 (AP 4) and shrapnel 16
107mm field gun model 1877	5	10	Medium	Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 10 (AP 5) and shrapnel 16
107mm siege gun model 1877	5	10	Heavy	Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 10 (AP 5) and shrapnel 16
107mm gun model 1910 or 1913	5	10	Heavy	With gun shield. Ammunition: HE 10 (AP 5) and shrapnel 16
122mm howitzer model 1909 or 1910	5	11	Medium	With gun shield. Ammunition: HE 11 (AP 5) and shrapnel 20
150mm howitzer model 1914 (15 cm Meiji 38 howitzer)	7	13	Heavy	No gun shield. Ammunition: HE 13 (AP 5)
152mm howitzer model 1904	8	13	Heavy	Slow Rate of Fire – can only be fired on every

				other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 13 (AP 8)
152mm howitzer model 1910	8	13	Heavy	With gun shield. Ammunition: HE 13 (AP 8)
152mm gun model 1877	8	13	Heavy	Slow Rate of Fire – can only be fired on every other Red player Phase. No recoil dampening system. No gun shield. Ammunition: HE 13 (AP 8) and shrapnel
229mm coastal mortar model 1877	10	18	Static	Very Slow Rate of Fire – reloading requires a Turn end and expending a full CoC die. No gun shield. Static. Ammunition: HE 18 (AP 10)

WHEELED VEHICLES					
Vehicle	Armor	A.P.	H.E.	Speed	Notes
Cart or small sleigh	-	-	-	Horse	May transport one Team.
Wagon or sleigh	-	-	-	Horse	May transport one Section.
Car	-	-	-	Wheeled	May transport one Team. Low, Wheeled, Unreliable
Truck	-	-	-	Wheeled	May transport two Sections. Wheeled, Unreliable
Austin 1 st Series Armored Car	1	-	2x MMG	Wheeled	2x Maxim MMG in turrets with 180 degrees firing zone No protection for observation slits, pneumatic tires. Fast Wheeled. Rear Driver. Unreliable
Austin 2nd Series Armored Car	1	-	2x MMG	Wheeled	2x Maxim MMG in turrets with 180 degrees firing zone No protection for observation slits, pneumatic tires. Fast Wheeled. Rear Driver. Unreliable
Austin 3rd Series Armored Car	1	-	2x MMG	Wheeled	2x Maxim MMG in turrets with 180 degrees firing zone. Pneumatic tires Fast Wheeled. Rear Driver. Unreliable
Armstrong-Whitworth Fiat Armored Car	1	-	2x MMG	Wheeled	2x Maxim MMG in turrets with 180 degrees firing zone. Pneumatic tires. Fast Wheeled. Rear Driver. Unreliable
Draisine	-	-	-	Wheeled	May transport one Team. Wheeled
Locomotive	2	-	-	Wheeled	May transport one Section. Wheeled

CREDITS

Research, layout, optional rules and headaches and traumas for everyone involved	Eero Juhola ejuhola@sci.fi
Chain of Command rules and its various supplements, some information from which is duplicated for convenience in this army list	TooFatLardies, Richard Clarke
Helpful comments, advice and rules provided by	The worldwide Chain of Command community
Historical information and other scholarly input	Jarkko Vihavainen of Jaegerplatoon.net
Pictures	Finna.fi and its associated museums. Wikimedia Various Red memoirs listed in the bibliography

And finally, I'm very interested in any feedback and links to AARs where this list has been used. You can reach me at...

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7dot62mm on the Chain of Command forum

<https://toofatlardies.co.uk/forum/viewforum.php?f=16>

7dot62mm on The Wargamers Forum <http://www.thewargamersforum.com/>

The newest version of this file can be located at:

<https://ejuhola.kapsi.fi/pelit/chainofcommand/>

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The end of the road: Reds surrendering in Tampere on April 6, 1918 (Museovirasto, licensed CC BY 4.0)