

Highway to the Kremlin	PLAYER A TURN						PLAYER B TURN						PLAYER A TURN						PLAYER B TURN	PLAYER A TURN															
	COMMAND		MOVEMENT		COMBAT		COMMAND		MOVEMENT		COMBAT		COMMAND		MOVEMENT		COMBAT																		
	<small>Administrative</small>	<small>Organization</small>	<small>Reinf</small>	<small>Movement</small>	<small>Initial Command</small>	<small>Stationary Movement</small>	<small>Consolidation</small>	<small>Bridg</small>	<small>Forced March</small>	<small>Battle</small>	<small>Joint consolidation</small>	<small>Administrative</small>	<small>Organization</small>	<small>Reinf</small>	<small>Movement</small>	<small>Initial Command</small>	<small>Stationary Movement</small>	<small>Consolidation</small>			<small>Bridg</small>	<small>Forced March</small>	<small>Battle</small>	<small>Joint consolidation</small>											
1. AP	2. SS	3. Disb CoO	4. Repl								1. AP	2. SS	3. Disb CoO	4. Repl																					
Changing active SS	-1 AP Flip & Move marker		SS inactive												SS active Flip back																				
Disbanding CoO	-1 AP Remove CoO marker		CoO active												CoO active	CoO as reinf at ASS or on depot		CoO inactive						CoO active											
Moving CoO			Last to Move	CoO inactive Ok for DD for attrition No Movement Command No replacement No AP reception												CoO active																			
CoO "flight"			Enemy forces enters its hex: 5 MP towards any free SS, ignoring enemy forces CoO Active																																
Depot garrison creation	Add depot garrison marker -1 SP	Depot inactive												Depot active																					
Vedettes lost in combat			Retreat or losses: Placed of OD of nearest Force in 9 MPs		On OD												Retreat or losses: Placed of OD of nearest Force in 9 MPs	On OD	Back to the map with the Force																

	LOC	DD	Retreat path	Pursuit path	Bridge	Major General	Retreat after combat	Pursue	Pitched battle	Attack
Force	may cut (Force's choice)	may cut (Force's choice)	blocks	blocks	see Table	can create	Yes	Yes	Yes, max 2 (limitation based on Initiative)	Yes
Vedette	does not cut	does not cut	does not block	does not block	nothing	cannot create	No	No	No	Only if no friendly Force in ZOC of defence
Partisan	cut	cut	does not block	does not block	nothing	cannot create	No	No	No	

Force vs vedettes		
	Phasing	Non-phasing
1	Force enters vedette's ZOC	
2	Force declare repulse	
	↘	
	Phasing	Non-phasing
3		If all-Vedettes, reveal it
4	Repulse attempt	
	<i>A vedette not repulsed by the first enemy to enter his ZOC cannot be repulsed later in the phase</i>	
2	Force does not declare repulse	
	↘	
	Phasing	Non-phasing
3		If all-Vedettes, reveal it
4	Continue moving next, but not through	
	<i>A vedette not repulsed by the first enemy to enter his ZOC cannot be repulsed later in the phase</i>	

Forced march	
Adjacent to enemy Force	Ok
Entering enemy ZOC	Hex occupied or adjacent to a friendly Force already in ZOC of this enemy Force

First attack only	
Phasing Pitch	Non-phasing Pursuit
Phasing looses	Non-phasing may retreat instead of taking losses


Retreat priorities	
1	Total number of hexes away from the start hex
2	No hex of the Path may be adjacent to more than one hex already passed through
3	Not through Friendly Forces. If not possible, displace
4	May include hex adjacent to the enemy
5	Toward active SS
6	Least MP cost
exclusive rules	If no alternative, through enemy vedettes


Replacement	
	F French
	IG French Imperial Guard
	I Italian units or IV Corps
	P Polish
	R Prussian or X Corps
	A Austrian

Pitched battles	
Initiative	Pitched
2+	2 per turn
1	0
All	In Town or City

	Heat	Fair	Rain	Mud	Snow	Frost	Severe
Initiative comparison: ZOC exit			+1		+1		
Artillery fire			+1	+2	+1		
Move						Swamps are frozen: Inf: 1 MP; Cav: 3 MP Secondary Rivers: 0 MP	Primary river: +0.5 MP
Artillery move				Max 3MP			
Combat					+1		
Attrition	+1			+2			+3

Smolensk, Tver, Moscow
Kaluga, Tula, Ore!,
Pskov, Vitebsk

Max safe move with AP 11+		French 					
Size \ Die Modifier	-3	-2	-1	0 <i>(Fair)</i>	+1 <i>(Heat)</i>	+2 <i>(Mud)</i>	+3 <i>(Severe)</i>
1-7	6	6	5	5	4	4	2,5
8-10	5	5	4	4	2,5	2,5	[1/6]
11-15	4	4	2,5	2,5	[1/6]	[2/6]	[3/6]
16-20	2,5	2,5	[1/6]	[2/6]	[3/6]	[4/6]	[6/6]
21-30	[3/6]	[4/6]	[5/6]	[6/6]	[6/6]	[6/6]	[5/6] 1 [1/6] 2

Max safe move with AP 11+		Russian 					
Size \ Die Modifier	-3	-2	-1	0 <i>(Fair)</i>	+1 <i>(Heat)</i>	+2 <i>(Mud)</i>	+3 <i>(Severe)</i>
1-7	6	6	6	6	5	5	4
8-10	6	6	5	5	4	4	2,5
11-15	5	5	4	4	2,5	2,5	2,5
16-20	4	4	2,5	2,5	2,5	2,5	[1/6]
21-30	2,5	2,5	[1/6]	[2/6]	[3/6]	[4/6]	[5/6]

1. Choose column from Meteo
2. Shift 1 column left if Force Leader with red star
3. Shift 1 column left for each positive Paris Morale value
4. In Forced March, shift 1 column right par MP
5. Select the line of the size of the Force
6. Read the result :
 - n Max MP without attrition loss in friendly move phase
 - [1/6] Probability of one attrition loss with a move of 0-2,5 MP
 - [1/6] 1 Probability of losing 1 step
 - [1/6] 2 Probability of losing 2 steps

History	
Version	Date
Details	
1	2013-02-01
Creation	
1.1	2013-03-05
New: this tab	
New: retreat priorities table	
New: forced march and EZOC	
Mod: details on Weather table	
New: Replacement table	
New: Tables tab instead of Vedettes	
1.2	2013-03-12
New: Maximum MP without attrition loss	