

DSE REINFORCEMENT PHASE

Activity	AP	Notes	Result	DRM
Build Cadre or Band	3 (2)	<ul style="list-style-type: none"> • Non-neutralized Front • Only 2 AP to build in Albania, Yugoslavia, or Bulgaria (AL, YU, BU) 	Place in UG box of same area or country as Front (OPS box if using Conventional Warfare)	
Convert Cadre to Front	3	<ul style="list-style-type: none"> • Non-neutralized Cadre • Only one Front per area • Not in Remote areas 	Exchange counters	
Convert Cadre to Band	1	<ul style="list-style-type: none"> • Non-neutralized Cadre • Does not require presence of a Front 	Exchange counters	
Convert Band to Brigade	5	<ul style="list-style-type: none"> • Non-neutralized Band • Use any combination of non-neutralized Bands in same area and AP that adds up to 5 • DSE player must be using Conventional Warfare (11.3) 	Exchange counters	

DSE CHARTS AND TABLES

Activity	AP	Notes	Result	DRM
Propaganda	1	<ul style="list-style-type: none"> • Front or Cadre may do • Only one per area per turn • Not in Remote areas 	# = PSP added to DSE or subtracted from Govt PSL (any combo, DSE chooses; x2 if Urban area) + = unit eliminated	-1 x # units on Patrol
Strike	3	<ul style="list-style-type: none"> • Uses Front, Cadres may assist for DRM • Urban area only; only one per area per turn • Govt must React 	# = # x 1d6 added to DSE or subtracted from Govt PSL (any combo; DSE chooses) + = DSE cadres assisting mission eliminated @ = all Police units in area neutralized -1d6 Govt PSL if no React	-1 x # units on Patrol +1 x # Cadre assisting
Raid	1	<ul style="list-style-type: none"> • Bands/Brigades may do (extra units give + DRM) • Only one per area per turn • Not in Remote area 	# = AP gained (x2 if Urban area) + = one Band/Brigade neutralized, area is Terrorized @ = one Police unit neutralized, area is Terrorized	+1 x (# units-1) -1 x # units on Patrol
Move	0	<ul style="list-style-type: none"> • Bands or Cadres may do (units attempt one at a time) • Brigades move one area per turn but do not roll 	+ = unit eliminated	-1 x # units on Patrol in area moved to
Harass	0	<ul style="list-style-type: none"> • Band/Brigade may do (units attack singly and once but no limit per area) • Choose one Govt mobile unit for target 	Roll on Combat Results Table; Govt unit fire back at HALF firepower.	
Conventional Attack	1	<ul style="list-style-type: none"> • Band/Brigade may do (units may attack together if at least one Brigade is present) • Choose one Govt mobile unit for target • DSE player must be using Conventional Warfare (11.3) 	Roll on Combat Results Table at DOUBLE Firepower; Govt unit fires back at DOUBLE Firepower	

MISSION SUCCESS TABLE

Roll (1d6)	-1	0	1	2	3	4	5	6	7	8
Result	0+	0+	1+	1	1	2	2	3@	4@	5@

DSE AP SOURCES

Source	Urban	Rural	Remote
Areas under DSE control (-1 AP if area is Terrorized)	5 if controlled, 2 if contested but non-neutralized DSE units are present	2 if controlled, 1 if contested but non-neutralized DSE units are present	0
Albania/Yugoslavia/Bulgaria (AL, YU, BU)	2d6 x 50% (round fractions up) (optional rule 11.22: 1 AP if YU closes its border, 3 AP if AL and BU close their borders)		
DSE PSL	AP = DSE PSL x 10% (round fractions up)		

GOVERNMENT CHARTS AND TABLES

Mission	AP	Notes	Result	DRM
Patrol	1 mobile 0 Police	<ul style="list-style-type: none"> Place in Deployment Phase Only mission Police units can do 	Patrolling mobile units may React or join a Flush in their area for free	
Flush	1 Free for Patroller	<ul style="list-style-type: none"> Uses mobile units in OPS box in same area Only versus units in OPS or OC box 	Roll d6 per DSE unit: <= total Contact ratings: unit Contacted Contacted DSE units, then Government, fire on CRT. Place surviving DSE units and Govt units in OC box	+1 vs Front +1 in Remote area +1 area is Terrorized -1 DSE unit in OC box -1 DSE unit in Urban
React	1 Free for Patroller	<ul style="list-style-type: none"> Uses Mobile units in OPS box in same area Only versus units that just performed mission 	Contact automatic. Roll d6 per DSE unit: <= Evasion rating: unit moves to UG box (no evasion if DSE using Conventional Warfare) Remaining DSE units, then Govt, fire on CRT. Place surviving DSE units and Govt units in OC box	+1 vs Front +1 in Remote area -1 DSE unit in Urban
Intelligence	2	<ul style="list-style-type: none"> Need non-neutralized Police unit or units in area Only vs. units in UG box 	Roll d6 per DSE unit: <= total Contact ratings of Police units: unit moves to OC box	+1 target is a Front +1 in Remote area +1 area is Terrorized -1 in Urban area
Civil Affairs	1	<ul style="list-style-type: none"> Need a non-neutralized Police unit in area Roll on Mission Success Table Not in Remote areas 	# = PSP taken from DSE PSL + = remove Terror marker in area, if present	
Suppression	3	<ul style="list-style-type: none"> Need a non-neutralized Police unit in area Roll on Mission Success Table 	# = number of DSE Bands neutralized @ = area Terrorized; all Cadres and Fronts are neutralized + = area Terrorized; -1d6 Govt PSP	+1 x # Elite unit s assisting
Population Resettlement	3	<ul style="list-style-type: none"> Need a non-neutralized Police unit in area Govt must afterwards "pay" 1 AP per turn per area resettled 	<ul style="list-style-type: none"> Area automatically becomes Remote and Terrorized (Fronts convert to Cadres) DSE +2d6 PSP, Govt -2d6 PSP. 	
Conventional Attack	1	<ul style="list-style-type: none"> Govt mobile units only DSE player using Conventional Warfare 	Roll on Combat Results Table at DOUBLE Firepower; DSE units fire back at DOUBLE Firepower	

Government Mobilization Table

Item	AP to Mobilize
Army division	12
Army brigade	4
Elite unit	5
Police unit	3 (place in PTL box)
1 Air Point	3 (add to Max Air pts)
Refugees	1 per "Resettled" area, per turn (see 6.12)

Political Table (make three independent 2d6 rolls)

Roll (2d6)	Doctrine (see 11.4)	AP	Length
2-4	Tight Defence	(100 – Govt PSL) x 20%	6 turns
5-8	Area Defence	(100 – Govt PSL) x 25%	4 turns
9-12	Aggressive	(100 – Govt PSL) x 30%	2 turns

GOVERNMENT AP SOURCES

Greek Government	AP = (100 – Government PSL) x 20-30% (see Politics Table Record Track)
American Aid	AP = 20% of current DSE PSL (round fractions up) (triggered when Govt PSL <= 30 or DSE PSL >= 70)

MISSION SUCCESS TABLE

Roll (1d6)	-1	0	1	2	3	4	5	6	7	8
Result	0+	0+	1+	1	1	2	2	3@	4@	5@

COMMON CHARTS AND TABLES

SEQUENCE OF PLAY

Political Phase	Govt player rolls on Political Table if required (Govt PSL<=30, time to change policy). (optional rule: DSE player rolls 2d6 for Stalin Score: +roll if even, - roll if odd)
Reinforcement Phase	Both sides accrue and spend AP. Govt player goes first.
Deployment Phase	Govt puts units on Patrol (1 AP/mobile unit). Deploy mobile units. DSE moves units to OPS box.
Operations Phase	DSE chooses whether to act, or let Govt act. Either player may pass. Consecutive Passes end the phase.
Turn Interphase	
<ul style="list-style-type: none"> • Control/Depreciation Segment: Determine Controlled and Contested areas. Roll for Depreciation of unspent AP and against maximum Air Points. • Recovery Segment: Neutralized units and Terrorized areas roll to recover. • Redeployment Segment: Redeploy Government mobile units and Police to any area. Concentrate or disperse infantry divisions. All DSE units placed back in UG box (OPS box if Conventional Warfare (11.3)). • Final PSL Adjustment Segment: Adjust Political Support Levels as required. 	

Control

- both sides sum up Control Points in each area: 3 Control Points for each DSE Front or Concentrated mode Government division, 1 for each other unit. Neutralized units don't count. (Conventional warfare: DSE Brigades are 3 points each)
- If one side has 2x or more Points than the other, then it gets Control; place Control marker.
- If more but less than 2x as many, take the difference and both sides try to score less than or equal to this # on 1d6. If one player makes it he gets Control. If neither or both do, area is Contested.

Depreciation Table

Roll 1d6. DRM: -1 for PSL <= 30, +1 for PSL >= 70.
If (roll)<= Loss Number, then roll (roll)d6 and deduct total AP or Air Points

Unused AP	1-5	6-10	11-15	16-20	21-24	25+
Loss Number	1	2	3	4	5	6

Recovery Table

die roll	Neutralized unit DRM: +1 = elite unit or PSL >= 70 -1 = PSL <= 30	Terrorized area DRM: +1 = no non-neutralized DSE units in area
1-4	-	-
5-6	recovers	recovers

POLITICAL SUPPORT LEVEL ADJUSTMENTS SUMMARY

WHO	#PSP	WHY	WHEN
Government	-2d6	For each AP he must spend on Refugees but cannot	Reinforcement Phase
DSE	+?	Propaganda or Strike mission	Operations Phase
Government	-?		
DSE	-?	Civil Affairs mission	Operations Phase
DSE	+2d6	Population Resettlement mission	Operations Phase
Government	-2d6		
Government	-1d6	failed Suppression mission	Operations Phase
Government	+1 OR	for each DSE mobile unit eliminated (Govt player's choice)	Operations Phase
DSE	-1		
Government	+2	for each Front reduced to a Cadre, or Brigade reduced to a Band	Operations Phase
DSE	-1		
Government	-1 OR	for each 'hit' inflicted on Govt units, OR for each Police unit neutralized (DSE player's choice)	Operations Phase
DSE	+1		
Government	-1d6	did not React to Strike	Operations Phase
Government	-1	for each area Terrorized (no matter who caused it)	final PSL Adjst Segment
DSE	-3d6	No non-neutralized DSE mobile units present in Greece	final PSL Adjst Segment
either side	+?	side that controls more areas gets PSP equal to HALF the difference between them (round fractions up)	final PSL Adjst Segment

Combat Results Table

die roll	1	2-4	5-8	9-13	14-19	20-26	27-35	36+
1	-	-	-	-	1	1	1	2
2	-	-	-	1	1	1	2	2
3	-	-	1	1	2	2	2	3
4	-	1	1	2	2	2	3	4
5	1	1	2	2	2	3	4	4
6	1	2	2	2	3	4	4	5

Total the Firepower Ratings involved and roll 1d6 on the Combat Results table: the result is the number of 'hits' scored on enemy units (shift one column right for each Air Point used: cannot use Air Points in urban areas). Each 'hit' on Government units is -1 PSP to the Government PSL or +1 to the DSE PSL: each 'hit' on DSE units eliminates one Cadre or Band, or reduces a Front to a Cadre, or reduces a Brigade to a Band (DSE player chooses how to distribute his losses). Excess "hits" on DSE units are not implemented. The remaining units of the side that received the largest number of 'hits' (according to the table, whether they were implemented or not) are neutralized (no one is neutralized if equal results). (When units fire at half Firepower Rating, round fractions up.)

ALL-PURPOSE RECORD TRACK

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30*	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50**	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70***	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Notes:

* = negative DRM on Recovery and Depreciation rolls; Government Crisis (see 11.41); Government PSL trigger point for American Aid (see 11.23)

** = trigger point for "Break with Stalin" (11.22)

*** = positive DRM for Recovery and Depreciation rolls; DSE PSL trigger point for American Aid (see 11.23)

PERCENTAGE APPROXIMATION TABLE

If you can't do this sort of thing in your head, use this table to get an approximate result when calculating percentages. Read along the top row until you come to the first column that exceeds the number you are seeking. Read down to match the percentage required and that is the approximate number of AP received. Remember, all fractions have been rounded up. *Examples: 100 - the current Government PSL of 57 is 43. The AP rate from the Politics Table is 25%. So, the Government player reads across to column 45 and down to 25%, which gives the answer of 12. The current DSE PSL is 46; the player reads across to column 50 and down to 10%, which gives the answer of 5.*

	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
10%	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
20%	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
25%	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24
30%	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29

POLITICS TABLE RECORD TRACK (11.4)

(record when to reroll on Politics Table on Record Track)

	2-4	5-8	9-12
GNA DEPLOYMENT	TIGHT DEFENCE	AREA DEFENCE	AGGRESSIVE
GOV'T AP RATE	20%	25%	30%