

March on Kyiv Movement Tables

Forced March – each Infantry Unit

Unit Type	Infantry (MA 3)	Cavalry (MA 4)
Die Roll 1	AL	AL
2	MA 3	MA 5
3	MA 3	MA 6
4	MA 4	MA 7
5	MA 4	MA 8
6	MA 5	MA 9

Cheka units use the infantry column.

Tatchanka units use the cavalry column.

Forced March Results

AL – Attackers' Loss

Remove the moving unit.

MA # – Movement Allowance Temporarily Increased to #

Move the unit up to its increased movement allowance.

The increase only lasts through this movement phase.

Terrain and Weather Effects

Moving into Rough Terrain -1

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

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

Naval, Water and Rail Movement

Naval Movement – 40 Coastal and/or Sea Hexes

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

Rail Movement – 20 Major and/or Minor Railroad Hexes
40 Major Railroad Hexes
(no Korosten-Ovruch-Mazyr railroad hexes)

Units using naval, water, or rail movement must start and/or end their move in a major city hex with a logistical base or a map edge hex with a logistical base. (The logistical base may not move in the same phase.)

Terrain Key

