

GREEK CIVIL WAR CHARTS AND TABLES (23 January 2012, edits 11 April 2014, 18 April 2022)

SEQUENCE OF PLAY

Initiative Determination Phase	Player with higher PI chooses who will be First Player (DSE wins ties). • Govt player rolls on Political Table (16.5) if it's time to change
First Player Mobilization Phase (9.0)	ODD numbered turns only (but not on Game Turn 1). • Govt player calculates PP spending limit for this Phase ((100 – PI) x 20-30%) and American Aid (DSE PI x 10%, not counted in PP limit, usable this Phase only) • Govt player changes LOK modes; Army divisions may break down or reform • Govt player conducts Population Resettlement (DSE +1d6 PP; Government -1d6 PP) • optional: DSE player rolls 2d6 for Stalin Score (add to total score)
First Player Movement Phase (10.0)	First Player units move. • +1 movement factor to enter or leave Infrastructure Box • Must stop when entering Region with Open status enemy (Infiltration-capable units do not have to stop).
First Player Conflict Phase (11.0, 12.0)	First player initiates conflict. • engage Open status enemy units before attacking Underground ones • Defender in Open - MUST attack, with all units (Fronts may permit choice, 16.3) • Defender Underground – MAY attack, with some or all units • Unconventional units don't have to attack, ever; • Underground status units may not attack • No Kinetic CRT vs. Underground units unless all attackers are unconventional
Second Player Turn Control Phase (14.0)	Second player performs Mobilization, Movement, Conflict Phases. Check each Region in Greece: controlling player adds indicated Points to his PI. • Control = you occupy ALL Infrastructure boxes in the Region, and Region not Terrorized • May remove Terror marker if Region is now Controlled • Government player -1 PP for each Resettled or Terrorized Region • Government player -1 or -1d6 PP for each insufficiently garrisoned Region if current deployment is Area Defence or Tight Defence (16.5) • DSE player -2d6 PP if no conventional units present in Greece
Attrition Phase (15.0)	EVEN numbered turns only. • Government Police and DSE Fronts in enemy-controlled Regions eligible • Second player conducts Attrition first • Half of all eligible units in Region are reduced one level (round fractions up)
Turn End Phase	Advance Turn Now marker one space. • Optional: conduct a Victory Check if turn is divisible by 5. (6.2, shorter game)

Politics Table (make three independent 2d6 rolls) (16.5)

Roll (2d6)	Doctrine (see 16.5)	Mobilization Phase PP limit	Duration (roll again in...)
2-4	Tight Defence	(100 – Govt PI) x 20%	6 turns
5-8	Area Defence	(100 – Govt PI) x 25%	4 turns
9-12	Aggressive	(100 – Govt PI) x 30%	2 turns

Government Mobilization Table

Item	PP to build new unit or improve one level (max)	Conditions
Army division	12	Urban or Rural Region (optionally, American Aid required to improve to Level 4)
Army brigade	4	Urban or Rural Region (optionally, American Aid required to improve to Level 4)
LOK unit	5	Urban or Rural Region (no cost or condition to switch roles)
Police unit	2	Government conventional unit (2.43) must be present in Region
Airstrike	2	Expended when used

DSE Mobilization Table

Item	PP to build new unit or improve level (max)	Conditions
Cadre	2	DSE unit (any type) present in Region, or in Foreign Region
Front	3	Cadre present in Region; Region is not Terrorized
Guerrilla Band	2	DSE conventional unit (2.43) present in Region, or in Foreign Region
Partisan Brigade	4	Front present in Region, or in Foreign Region. Must have declared Conventional Warfare (see 16.4)

CIVIC ACTION CRT (may usually be used)					
die roll	< 1-1	1-1	2-1	3-1	4-1
1	½ D(-1)	½ D(-1)	D(-1)	½ D(-2) *	½ D(-2) *
2	½ D(-1)	½ D(-1)	D(-1)	D(-1)	½ D(-2) *
3	A(-1)	½ A(+1)	½ D(-1)	½ D(-1)	D(-1)
4	A(-1)	½ A(-1)	½ A(+1)	½ A(+1)	½ D(+1)
5	½ A(-2)	A(-1)	A(-1)	A(-1)	½ A(+1)
6	½ A(-2)	½ A(-2)	½ A(-2)	½ A(-2)	A(-1)

* = may remove Terror marker

GUERRILLA CRT (may always be used)					
die roll	< 1-1	1-1	2-1	3-1	4-1
1	½ D(+2)	½ D(+2)	½ D(+2)	D(+1)	½ D(+1)
2	½ D(+2)	½ D(+2)	D(+1)	½ D(+1)	½ D(-2)
3	D(+1)	D(+1)	½ D(-2)	½ D(-2)	½ A(-1)
4	½ D(+1)	D(-1)	A(-1)	½ A(-1)	½ A(+1)
5	½ D(-1)	½ A(-2)	½ A(+1)	A(+1)	A(+1)
6	½ A(-2)	½ A(+1)	A(+1)	A(+1)	½ A(+2)

KINETIC CRT (see [12.4]) (may not use vs. Underground units unless all attackers are Unconventional; DSE Fronts may not use)					
die roll	< 1-1	1-1	2-1	3-1	4-1
1	MD+	MD+	MD+	OK+	OK+
2	MD+	MD+	OK+	OK+	OK+
3	MD+	EA	EA	EA	EA
4	MD+	EA	EA	EA	VE*
5	MD+	EA	EA	VE*	VE*
6	EA	EA	VE*	VE*	VE*

+ = place Terror marker; * = remove Terror marker

Airstrikes (16.2): not used in Civic Action or against Infrastructure boxes; move odds ratio one column up or down; double Political Point award to DSE player; expended after use.

Fronts (16.3): do not have to attack; may not use Kinetic CRT; DSE player may choose to attack with none, some or all units in same region; Fronts do not retreat and units in same Region may choose not to retreat.

CIVIC ACTION AND GUERRILLA RESULTS [12.3] (round fractions up)			
Result	Who gets the Political Points	Effects on Conventional Units	Effects on Unconventional Units
½ A(-1)	Attacker	one half attackers go down one level	No effect
A(-1)	Attacker	all attackers go down one level	No effect
½ A(-2)	Attacker	one half attackers go down two levels	No effect
½ A(+1)	Attacker	one half attackers go up one level	No effect
A(+1)	Attacker	all attackers go up one level	No effect
½ A(+2)	Attacker	one half attackers go up two levels	No effect
½ D(-1)	Defender	one half defenders go down one level	No effect
D(-1)	Defender	all defenders go down one level	No effect
½ D(-2)	Defender	one half defenders go down two levels	No effect
½ D(+1)	Defender	one half defenders go up one level	No effect
D(+1)	Defender	all defenders go up one level	No effect
½ D(+2)	Defender	one half defenders go up two levels	No effect

REMEMBER: The DSE player collects the Political Points to the *left* of the slash, the Government to the *right* of the slash.

KINETIC RESULTS [12.4]			
Result	Who gets the Political Points	Attacking Units	Defending Units
MD: Military Disaster +(place Terror marker)	Defender, twice the points	one half eliminated; remainder retreat	No effect
OK: Overkill +(place Terror marker)	Defender, twice the points	No effect	all eliminated
EA: Effective Action	Attacker, normal points	No effect	one half eliminated; remainder retreat
VE: Very Effective Action * (remove Terror marker)	Attacker, twice the points	No effect	all eliminated

PERCENTAGE APPROXIMATION TABLE

(Use this table to get an approximate result. Read along the top row until you come to the first column that exceeds the current number you are seeking. Read down to match the percentage required and that is the approximate number of points received, or your limit of expenditure this Mobilization Phase. Remember, all fractions have been rounded up.)

Example: 100 minus the current Government PI of 43 is 57, and the current rate from the Politics Table is 25%. So, the Government player reads across to column 60 and down to 25, which gives the answer of 15 PP as the maximum that can be expended in the Mobilization Phase (not including points received through American Aid).

	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 (16.5)

(record when to reroll on Politics Table on Record Track, or use a die to count down)

	2-4	5-8	9-12
GNA DEPLOYMENT	TIGHT DEFENCE	AREA DEFENCE	AGGRESSIVE
GOV'T MOB PP LIMIT	20%	25%	30%
DURATION	6 turns	4 turns	2 turns