



# Triumph of Chaos

The Russian Civil War

1918-1921

# СМЕРТЬ



Game Designed by D B Dockter

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## Rulebook v 2.3

ToCv2: **DELUXE!** Rulebook Version 2.3+*HOME RULES AND CHANGES*

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**Triumph of Chaos v2.0 DELUXE!** (hereafter simply referred to as “**ToC or ToCv2**”) includes a Rulebook (the basic game engine) and a Supplement (Political Phase/Faction rules, deployment of initial forces related to the Campaign Game, an introductory scenario, an extended play example and designer notes). The 1918 Introductory Scenario is very balanced and has been played at the WBC (World Boardgaming Championships). It takes 2- 3 hours and is a great place to start. If you’ve played other Card Driven Wargames (like *Paths of Glory*), you should have no problem playing **Triumph of Chaos**. You may wish to consult a “here is how one plays this beast” video I intend to publish. Check [www.boardgamegeek.com](http://www.boardgamegeek.com) or [www.consimworld.com](http://www.consimworld.com) for additional play aids and **ToC** news.

The cards, counters, map, Rulebook and Supplement have been extensively cross-referenced to increase ease of play and reduce the need to memorize “infrequently used rules” (“chrome” / flavor). One final note: The **ToC** Rulebook and Supplement take precedence over cards, counters, play aids and the game map, since I will keep a copy of the living rules posted and updated as required.

**Triumph of Chaos v2.0** is a deluxe version of **ToC**, first published in 2005 (and sold out!) and enhanced by Comrades Guide (2007).

**Rulebook Version v2.3 significant changes (from published rules) in RED. Home rules and changes in blue.**



## 1. Introduction

### Triumph of Chaos v2 DELUXE!

#### *The Russian Civil War 1918 –1921 (ToCv2 or ToC)*

is a two-player card driven strategic board-game. Players assume the side of RED (Communist forces) and WHITE (anti-Communist forces) in the Russian Civil War. The epic conflict involved the toppling of the 304 year old Imperial Romanov dynasty, its replacement by a communist regime, significant foreign intervention by major powers, independence and anarchist movements in various Russian republics and wars between Russia and neighboring countries.

**There are three phases to a game turn: Political, Action and Logistics.** During the Political Phase (conducted on turns 1-9), each side utilizes a shared deck of 66 Political Cards to drive the control of 18 separate factions. Factions include Russian republics, independent countries and Major Powers. During the Action Phase, each player utilizes their respective deck of 55 Action Cards (ACs) to activate units for movement and combat, implement events (receive reinforcements, cause mutinies, etc.), generate replacements or strategically deploy units. The Logistics Phase addresses attrition, rebuilding units and other odds and ends. The campaign game is playable in about eight to ten hours, while the shorter scenario takes three hours.

If this is your first strategic card-driven board-game, do not be intimidated by the complexity of the game. Well over half of the **Rulebook** and **Supplement** contains infrequently utilized game mechanics, tables, extensive cross-referencing and designer comments, hopefully, making the game easier to learn. The complexity arises from the number of military and political strategic choices available. Punch out the cardboard counters. Examine the cards. Glance at the rules – no need to memorize them. Jump online and view a video regarding this game and/or read a session report. Set up the game. Invite a friend over, play electronically or just solitaire it.

There are a number of resources available to players:  
Online game discussion & playaids:  
[www.consimworld.com](http://www.consimworld.com) & [www.boardgamegeek.com](http://www.boardgamegeek.com)  
Online game play:  
[www.vassalengine.org/community/index.php](http://www.vassalengine.org/community/index.php)

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Boardgamer's association: [www.boardgamers.org/](http://www.boardgamers.org/)  
I encourage you to make use of these online resources. There is a very strong and active gaming community playing historical simulation games ("wargames").

## 2. Credits

Too many to list. The game began with a family link to the topic. After returning to gaming via GMT's **Paths of Glory**, I explored basing **Triumph of Chaos** on **PoG**. I talked to the designer, Ted Raicer, and asked if he would mind if I incorporated many elements of his game into my design. He said, "Bad designers invent. Good designers steal". And with that, I began to develop **ToC** in the summer of 2003.

My first playtester, Casey Adams, a long time good friend and fellow wargamer, has been "subjected to" a number of my prototype games. After playing a lot of **ToC** and incorporating many of Casey's suggestions, I was able to rope Charlie Hickok into giving **ToC** a whirl. He assisted greatly with the political component of this game. After that, Marvin Birnbaum gave **ToC** a toss. His brutally honest feedback, early in the design process, was also very helpful. Shortly after that, Don Greenwood recommended that I contact Vinny Frattali and Rob Robertson Jr. These two gentlemen were the **ToC** workhorse playtesters. They had great suggestions and provided colorful after action reports.

After talking with two other game companies, I stumbled upon Clash of Arms (CoA). I've always been a fan of the amount of historical flavor and color associated with their *La Bataille Series* of games. CoA was very helpful and encouraging to getting my first game published - and big kudos to the CoA "bullpen" of Rohrbaugh, Leeds and Jones who helped me make it across the finish line that first time back in 2005.

After being published, the game developed a strong and dedicated following. An expansion (**Comrades' Guide**) was added in 2007. Sometime in 2013, CoA asked if I would be interested designing version 2.0. I got the bug, bad, to revisit "my baby", nip & tuck it, enhance game play and bake in learnings regarding the conflict gained over the last ten years. My great gaming mate Bob Malcomson and other 1st Minnesota Wargaming Society club mates helped me playtest the changes.

Finally, a big thank you to my father and grandfather, who told endless Russian and Ukrainian stories on cold winter nights and helped inspire me to tell this particular tale.

#### **Credits: Triumph of Chaos v2 DELUXE!**

**Designer:** D B Dockter

**Art:** Terry Leeds (map), Tim Schleif (box & backs of cards), D B Dockter (counters, playaids & fronts of cards)

**Editing v1:** Ben Madison (map) David Jones (general)

**Editing v2:** P Blignaut (cards) W Kingsley (rules)

**Ukraine & Russian Research:** George Mikhachishin  
**Vassal v1:** Mark Beninger (outstanding module!)

**Playtesters (v2):** Dan Frick, Robert Malcomson, Mark Herman, Nic Annar and the glorious 1st MN crew.

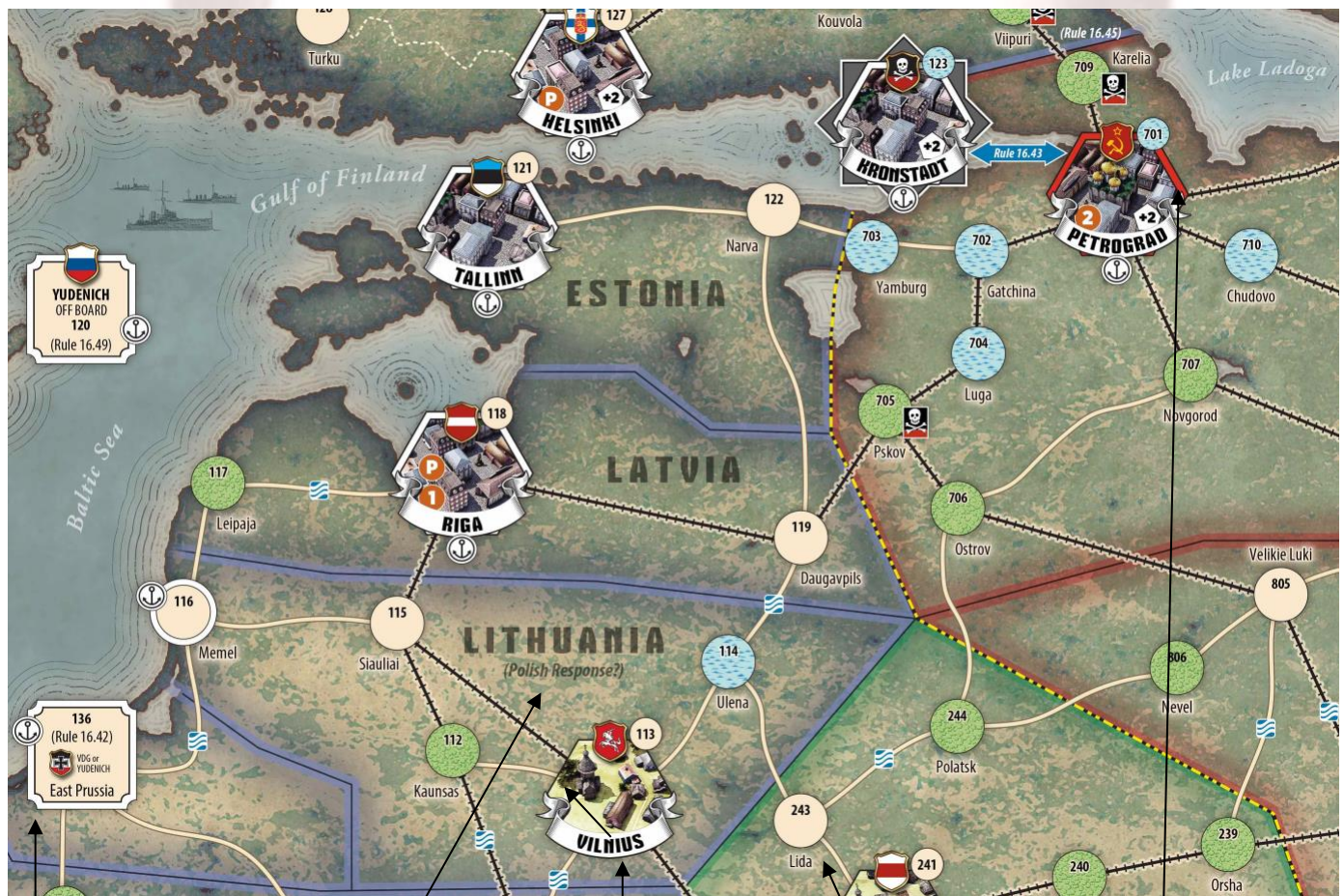


### 3. Game Components

2 22" x 34" maps  
 1 1 ½" counter-sheet (140 armies)  
 1 1 ½" and ½" counter-sheet  
 (70 armies/leaders & 140 informational markers)  
 1 5/8" counter-sheet (176 corps)  
 1 Rulebook (32 pages)  
 1 Supplement (32 pages)  
 2 Action Card Decks (55 cards for each player) 1  
 Political Card Deck (66 "shared" cards)

1 Leader Deck (44 cards)  
 1 11" x 17" Faction Control Table (FCT)  
 2 Force Summaries  
 Components, Abbreviations, Changes vs v1.0  
 Selected Game Mechanics & Combat Summary 2  
 Six-sided Dice (1 red, 1 white)  
 20 /20 Red & White Victory City marker ("cubes")  
 15/15 RED & WHITE Resource markers ("barrels")

#### 3.1 Game Map



Box

Region

Victory City

Space

Supply Source

*We've tried to pay special attention to the look and feel of ToC components (map, cards, counters, playaids, rulebook) in order to accurately portray the "flavor" of the Russian Civil War (RCW). v1 game cover was from an actual RCW battle flag, Makhno's, "Death".*





**3.11 Spaces :** The game map includes a series of spaces shaped like a circle, a square (“box”; denoting larger geographical areas) or a Victory City. These space are occupied by the cardboard pieces (“counters”) representing each side’s military forces (*armies, corps and leaders*) and informational counters. Each space is connected by either a road (*Road 1 or 2*) or rail line; permitting movement and combat between the spaces. Each space contains a terrain type (*clear, mountain, swamp, forest, fortress or desert*) associated with possible movement and/or combat effects. The only other terrain type, river crossings, impacts combat, but not movement. Rivers are otherwise ignored on the game map.

**3.12 Boxes:** Boxes represent larger geographical areas. Boxes function similar to a normal space, except they may contain more military forces than a circle or a Victory Circle (see “*Stacking*”7.4).



### 3.13 REGIONS

The game map is divided into RED Home, WHITE Home, Southeast, Republic and Country regions. All spaces and boxes are a part of a particular region. *Exceptions: Eastern Hungary and Eastern Romania, East Prussia, Sweden and the Sea Zones.*

Region	Resource Center Capacity*	Victory Cities (35)	Comments
RED Home Region	North (2), East (2), Central (4)	North (4**), East (3), Central (3)	All spaces in the region are RED controlled until subsequently controlled by WHITE or a GREEN force.
WHITE Home Region	Urals North (3), Far East (1), Don (1), Kuban (2)	Urals North, Urals Central, Don, Kuban, Far East ...all (2)	All spaces in the region are WHITE controlled until subsequently controlled by a RED or a GREEN force
SOUTH EAST			Includes 7 boxes – SE 1 > 7. This region begins GREEN.
REPUBLIC	Ukraine (1), Turkistan (1), Transcaucasia (1)	Astrakhan, Belarus, Khiva, Makhno, Transcaucasia, Turkistan, West Ukraine ...all (1) Ukraine (2)	Areas within Russia that are NOT RED or WHITE. These regions can only be occupied when one side gains control of the Faction thru the political portion of the game.
COUNTRY	Latvia (1),	Estonia, Finland, Lithuania, Latvia...all (1) Poland (2)	

\*= Resource Center Capacity does not include resources associated with ports (which only WHITE may utilize depending on control of associated Allied Faction for a port)

\*\*= Kronstadt in North is not active unless W48 played as an event.



**3.14 Victory Cities (VC):** Larger spaces marked with a flag are called Victory Cities (VCs). There are 20 Home Regions, 9 Republic and 6 Country VCs for a total of 35 in the game. Kronstadt in the North only becomes active in the game upon play of an Action Card (W#48). Control of the Victory Cities are the key to winning the game, since the differential between the number of WHITE and RED controlled VCs generates Victory Points (VPs) each turn. WHITE begins game with 10 VCs (Socialist Revolutionaries control 2), RED 9 VCs.

**3.15 Supply Sources:** Spaces on the map surrounded by a WHITE (ex: Rostov) or RED (ex: Moskva) or both (ex: Saratov). Friendly Victory Cities (VCs) within a country or republic supply that particular country’s or republic’s forces.

**3.16 Sea Zones:** Baltic, Black, Caspian and Japan Sea Zones permit limited naval operations and are governed by Rule 13.42



Anchor symbol indicates a port, while the red circled “P” indicates ability to be utilized as a Resource Center

**3.17 Ports:** Ports permit limited naval operations and may act as Resource Centers for WHITE.



### 3.18 Resource Centers (RCs):

Control of Resource Centers permits a side to spend Replacement Steps (RS) building and repairing units stacked in that space or connected via controlled

& supplied rail spaces. Think of RCs as faucets from which Replacement Steps flow to various locations where units are built and repaired. The number of RS that may “flow thru” in a turn, “RC capacity”, is indicated on the game map. RED begins the game controlling RCs with a capacity of 8, while WHITE has 7. WHITE only may also utilize RC capacity associated with ports, depending upon whether or not they control the particular Allied (Britain, France, USA) faction associated with a corresponding Sea Zone.

### 3.19 Charts on the Game Map

Item	Comment
Map Key	Description of map symbols
Turn Chart	Tracks 16 turns of campaign game
Japanese Political Involvement Track	Tracks Japanese Involvement when/if Japan enters conflict
OTHER PC Box	Contains allocated ACs and PCs
WHITE PC Box	Contains allocated ACs and PCs
RED PC Box	Contains allocated ACs and PCs
PC Generation Chart	Indicates number and method of selection of Political Cards
RED & WHITE Arriving Reinforcements	Determines whether reinforcements arrive reduced (flipped) or full
RED & WHITE Replacement Track	Tracks replacement steps generated during the turn for each side
Causality Boxes	Space for eliminated units
RED & WHITE Special Assets	Contains Special Combat Assets available for the game turn
RED & WHITE Strategic Reserve	Contains off map corps
Political Involvement Tracks (PIT)	Governs involvement of Soc Rev's, Poland and Ukraine. Note: only Soc Rev's PIT active at game start.
VP-VC-RC Track	Tracks current Victory Points and Victory Cities, Resource Centers controlled by RED and WHITE
Major Power Withdrawal Chart	Chart regarding timetable of Major Power Withdrawal

## 3.2 Forces: Leaders and Units

**3.21 Leaders:** Leaders represent the key personalities, their associated staff and concentrated logistical resources. There are 15 RED, 16 WHITE, 12 Faction and 1 Other (*Kappel*) leader counters and corresponding leader cards.

All leaders have basic capabilities (*see 12.1*) including the ability to initiate a multi-space attack, use special assets, withdrawal, pursuit, reinforce, exploitation and counterattack capabilities.



The Leader Rating indicates a number that must be rolled (*equal to or less than*) to utilize a basic capability. A leader's Movement Allowance (MA) also equals their leadership rating (*exception: Trotsky Rail Ability – see 12.6*). RED & WHITE leaders are a part of a "camp" (*see 13.51*). In the bottom right hand corner, a "P" (*indicates the leader may be purchased with Influence Points*), a "S xxx" on the backside (*the leader starts the game in that hex location*) or a year on (*which indicates the year that the leader may*

*arrive via play of an Action Card*). FIVE leaders have a "CAV" indication (*cavalry combat surprise: rule 8.42*): Makhno, Wrangel, Ghai-Khan, Budyenny and Krasnov (*note: designation was left off his counter, but is on his leader card*).

Leaders have a "back side" on their counter: either indicating a special "state" (*For example, in the case of Kolchak, drug use, and for Mai-Maevsk, debauchery*) or "inactivity" (*in which case NO leadership capabilities may be utilized*). This is possibly triggered by rolling a "6" whenever a leadership capability die roll is required; a subsequent roll is made. Leaders regain their active side by rolling a "1" or "6" during the Logistics Phase. Leader Cards contain specific leader ratings for each basic capability (*for those desiring more "flavor"*). **Use of the Leader Cards is optional.**

**3.22 Units:** represent armies (1 1/2" x 1/2" inch counters) and corps (5/8" counters). Armies generally represent 15,000 to 50,000 soldiers, while corps represent 2,000 to 5,000.



*Nothing radical here; mostly infantry and some cavalry. Air, artillery, armored trains and tanks are abstracted as special assets. Units have a combat strength (utilized to inflict losses on the enemy), a loss factor (utilized to absorb losses) and a movement allowance (the number of spaces a unit may move in one round). Some units are elite (helpful in generating positive combat die roll modifiers). A few units are non-replaceable (may not be rebuilt or repaired).*

Information included on the unit counters:

- **Camps:** RED: "CT" (Trotsky Camp) or "CS" (Stalin Camp). WHITE Camps are differentiated by a combination of color/icon/abbreviations (13.51)
- **Cavalry (Cav):** Indicates the unit is cavalry.
- **Combat Strength (CS):** This number is used on the Army Combat Table (if at least one army is participating in the combat) or the Corps Combat Table (if only corps are participating in the combat) to "fire" on an enemy force. The CS of a unit is indivisible.
- **Elite Unit (EU):** Units marked with a large E. Elite units help generate favorable combat modifiers and allow a side to possibly cancel retreats.
- **Far East (FE):** May enter Far East region. See 13.41 for other units that may enter the Far East.



- **Loss Factor (LF):** The number generated on the Combat Table from a side's "combat fire" indicates the Loss Factors inflicted on the enemy. By flipping full units or eliminating reduced units (those turned over to their back side), the Loss Factor is satisfied. Armies have LF's of 2 or 3, while corps have LF's of 1 or 2.
- **Movement Allowance (MA):** Indicates the number of spaces a unit may move in one action round.
- **Non-Replaceable:** A large dot in the upper right hand corner of the counter indicates that it may not be rebuilt or repaired.
- **R2:** On Finnish corps: they are not impacted by infamous Road 2 rule.
- **RAIL:** A designation on Czech Legion forces indicating that they move an unlimited number of friendly connected rail spaces when activated for movement.
- **Reduced Unit:** The backside of most units; indicated with a large "X" or a diagonal line and a small icon. Also referred to as a "flipped" or reduced unit.
- **Setup:** If a counter begins the game on the map, the space indicated is located on the back of the counter. If in parentheses, the counter is set up on its reduced side. If counter has a SR", place in Strategic Reserve
- **Later Entry:**
  - 18 (1918) 19 (1919) 20 (1920) {enters via Action Card}
  - V or "?": variable – dependent on play of card or Faction rule
  - No indicator? Set up unit when faction enters conflict (becomes controlled by RED or WHITE)

### 3.23 Types of Units

**Infantry:** The vast majority of units in *ToC*.

**Cavalry:** Units with movement rating of 5. The Russian Civil War was one of the last wars to witness significant cavalry action. Each side has a few cavalry units. Cavalry have a higher movement allowance and are eligible for "exploitation" (12.1); helping achieve cavalry surprise (with a leader possessing cavalry combat surprise see 8.422).

### 3.23 Special Assets (SAs)

Each side gains special assets (Air, Armored Trains, Artillery and Tanks) by play of triggering Action Cards or controlling various Factions. Special assets are NOT units and occupy special boxes on the game map. *If a side in combat has more Special Assets than other, that side receives a +1 CM. If attacker has more Special Assets than the defender, he may attempt to combat surprise.*

*I've always had a number of issues with strategic level two-player wargames: complete unity of command, coordinated action on multiple fronts and a lack of the political dimension baked into games. I utilized "Camps" as one design mechanism to reflect the challenge of coordinating action on different fronts and grappling with internal political issues.*

### 3.24 RED and WHITE "Camps"

**WHITE:** WHITE excelled at strategic and operational confusion. To simulate this, a number of "Camps" comprise the WHITE forces including, the "AFSR" (*the core of the WHITE forces, primarily operating in the south*), the Siberian Army (*operating in the east*), Don Cossacks (*south*), Siberian Cossacks (*east*) and the **NW/Baltic** (*Forces including Yudenich, von der Goltz and an assortment of "wings and necks"*). WHITE leaders, armies and corps comprise a particular Camp and are affected by In-Fighting (13.51) with the exception of a few forces that lack any camp designation ("intrinsic forces").

**RED:** Since there were also internal political divisions within the Communist side, I decided to utilize a similar type of "Camp division" for RED. Within the RED forces, there are two "Camps": Trotsky (*counters marked with a "CT"*) and Stalin ("CS"). These Camps are subject to In-Fighting (see 13.51). Leaders and armies are identified with a CT, CS or contain no letter code (*in which case they are part of RED's intrinsic forces and are not impacted by Camp In-Fighting restrictions*). RED Corps are NOT a part of the "Camps" (*in contrast to WHITE*).

**FACTIONS:** Faction forces are NOT impacted by a Camp designation.

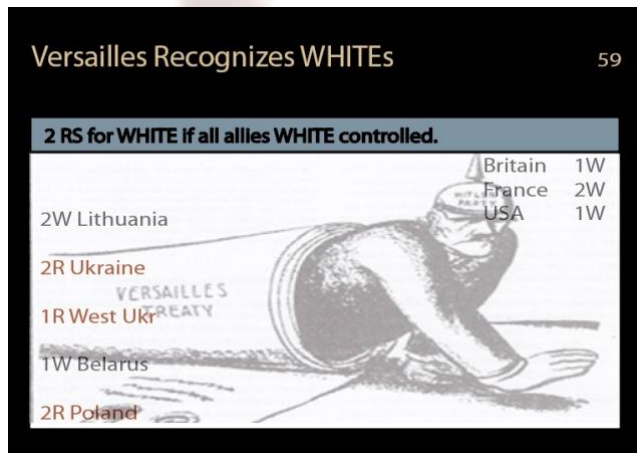
### 3.3 Informational Counters:

- **Combat/Move:** Activation markers placed on a space during the Action Phase, permitting attacks or movement from that space.
- **Control Marker/Influence Points (IPs):** Placed on the map to indicate which side controls a particular space, or utilized on the Faction Control Table to track Influence Points (IPs) – the key to gaining control of a Faction.
- **Faction Control Marker (FCM):** 18 markers, 1 for each Faction. FCMs track control of an associated Faction on the Faction Control Table (FCT).
- **Resource Centers & Port Capacity:** Indicates the maximum Replacement Steps a side may spend in a game turn.
- **In-Fighting:** When In-Fighting is triggered, a player secretly draws one of these chits each turn and is bound by its conditions.
- **NO ACT:** Prevents activation of the space or leaders utilizing their capabilities until removed (see 7.24 & 7.33).

- **VCs/VPs x1 & x10:** Tracks current Victory Cities/Victory Point level. VP counters are 2 sided: VP total is either RED or WHITE.

### 3.4 Political Cards (PCs)

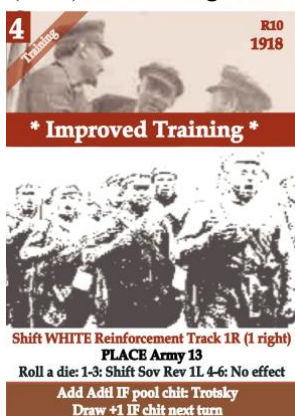
A “shared deck” of 66 Political Cards generates Influence Points (IPs), which are utilized to attempt to gain control of 18 different Factions (*see Supplement for Faction and Political Card rules*).



*Action Cards drive the game. ACs are the “fuel” to gain and maintain strategic initiative. During a turn, sides alternate playing ACs (representing their “move”). Each card has a variety of uses. Some ACs enable or prevent other ACs. The design consideration is to force and enable strategic tradeoffs. ToC uses a separate deck for each player’s Action Phase, in contrast to a single “shared deck”, reducing the ability of one side to monopolize “the best cards”.*

### 3.5 Action Cards (ACs)

Each player has a 55 card deck of Action Cards (ACs), containing three sub-decks: 1918, 1919 and 1920. Each side begins the turn with the appropriate number of ACs indicated by the Turn Chart (between 6 to 9 ACs). Additionally, each side adds AC#’s 54 & 55 to their hand for use during the Political Phase (only turns 1-9). During the Action Phase, sides alternate playing ACs. The number in the upper left-hand corner of the AC is the Card Value (CV). Higher CVs provide players with more ability to conduct various game operations.



### Each AC has the following uses:

- As an event
- or to generate replacements (*Replacement Steps*)
- or to conduct Strategic Redeployment
- or to activate spaces (*either combat OR movement*)

Instead of playing an Action Card during a round, a player may elect to take a Special Action (*see 7.3*).

## 4. Definitions

- **Id6:** Conduct a die roll using a six sided dice
- **Action Round:** Play of an AC or taking a Special Action, sequentially (*WHITE, then RED*) during the Action Phase.
- **Activation:** If a player utilizes an AC as operations, they may activate a number of spaces equal to the number (Card Value) in the upper right corner of the card. A space may be activated for either combat or movement. Activations are also known as “OPs”.
- **Active Player:** The side taking an action in a particular component of the turn sequence.
- **Asterisk (\*):** If an event is marked with an asterisk (precedes the title on the AC), remove it from play after playing the AC as an event.
- **Camps:** WHITE and RED have various “Camps” (*see 13.5*) including **RED:** Stalin and Trotsky and **WHITE:** ASFR, Siberian Army, Don Cossacks, Siberian Cossacks, NW/Baltic {Northwest/Baltic Front}
- **Card Value (CV):** Each Action Card has a value between 2 and 5 indicated in the upper left-hand corner of the card. During the Political Phase only, The Bluff and Influence Cards have CV’s of 1 and a variable amount respectively.
- **Control of a Space (RED, WHITE, Neutral, Green):** Spaces are either RED, WHITE, Green or Neutral. Forces always control the space they occupy. Generally, control of a space is determined by the last side that occupied the space. Control of a space may also change during the Attrition step of the Logistics Phase (*due to a lack of supply*). Neutral spaces (*uncontrolled Faction territory*) may NOT be entered by either side. Supply MAY be traced through neutral **Major Power** forces by **WHITE**. Green spaces are considered “enemy controlled” to both sides.
- **DRMs:** Die Roll Modifiers
- **Factions:** The 18 Factions are the Countries, Major Powers and Republics representing other forces (*versus RED and WHITE*) involved in the conflict. Each side attempts to control these Factions; primarily attained via the Political Phase or **playing specific AC** during the Action Phase. Factions have armies, corps, leaders and home regions (*except Major Powers Factions*).
- **Friendly:** Spaces and forces controlled by your side.
- **Forces:** Units and leaders.
- **Green:** Forces and spaces considered enemy to both RED and WHITE.
- **Influence Points (IPs):** Contained on Political Cards (*the code next to listed Factions*), generated by game events and Action Cards and purchased during the Logistical Phase. IPs are key to “pushing/pulling” Factions into and out of RED and WHITE control.
- **Neutral:** Spaces that may not be entered by either side until one side controls the Faction.
- **Participants:** Socialist Revolutionaries and Japan. Each are NOT Factions. Each are governed by their own rules.



- **RED/WHITE Forces:** Forces that are a part of that particular side. They do NOT include any Factions that a side may control unless stated in a specific rule.
- **Region:** A Country (ex: Poland), Republic (ex: Ukraine), Home Region (ex: North or Don), or Green territory (Southeast begins Green). Uncontrolled Faction regions are neutral.
- **Repair:** “Flipping” a unit from its reduced side to its full side.
- **Stack:** All forces in one space.
- **Steps:** Most units have two sides. Each side is a step. Combat losses are satisfied by flipping units from their full side to their reduced side and/or eliminating reduced units. A few units have only opposite sides indicating control by either RED, WHITE or GREEN: they only have ONE step. [These are: all Soc Rev Armies, Bermond, Ungern, Ukr Peasant 1-3 and all Soc Rev corps, Black Guards, FE White partisans 1-6.](#)
- **Units:** Units are corps and armies. Informational markers, leaders and special assets are NOT units.

## 5.0 Turn Sequence



### 5.1 Preparation

**5.1.1 Deal Action Cards:** ACs are dealt from the respective player “decks” to bring each sides’ hand size as indicated on the Turn Chart:

Turn Chart					
(1) Turn	(2) Yr	(3) Season	(4) HAND SIZE:	(5) Action Rounds	(6) Political Phase?
1	18	Sum 1	7	5	YES
2		Sum 2	8	6	
3		Fall	8	6	
4	19	Winter	7	5	
5		Spring 1	8	6	
6		Spring 2	8	6	
7		Sum 1	9	7	
8		Sum 2	9	7	
9		Fall	9	7	
10	20	Winter	6	5	NO
11		Spring 1	7	6	
12		Spring 2	8	7	
13		Sum 1	8	7	
14		Sum 2	8	7	
15		Fall	8	7	
16	21	Winter	6	5	
<b>Tot</b>			<b>124</b>	<b>99</b>	<b>9</b>

NOTE: Bluff and Influence Action Cards are NOT included in the column (4) total. During Turns 1-9 both sides add AC 54 & 55 to their hands during the Political Phase.

### Action Cards (ACs)

**Overview:** A player’s ACs are divided into 3 segments: 1918, 1919, 1920 (*indicated on each AC – upper right hand corner*). On Turn 1, each player secretly draws 7 random ACs exclusively from their 1918 deck and adds their Bluff and Influence Cards

(AC#54 & 55 – used **ONLY** during the Political Phase) to form their “hand”. During the Political Phase, any ACs may be utilized to influence how Political Cards (PCs) are generated to impact the fight for the eighteen factions (*major powers, countries and republics*). During the Action Phase, ACs are:

- **Played...**for activations, replacements or strategic redeployment and then are discarded and comprise the discard pile
- **Played as an event...**if marked with an asterisk are removed (“eliminated”) from the game. No asterisk? Place in the discard pile.
- **Discarded...**and end up in the discard pile
- **Saved...**for use in a future turn

### Definitions

- **The Deck:** ACs that remain in the “to be drawn” pile.
- **Discards:** ACs that have been played or discarded and will be reshuffled when directed. Players may examine their own or their opponent’s discard pile at any time.
- **Eliminated:** ACs that were played as events and contain an asterisk preceding the event title are eliminated from the game.
- **The Hand:** ACs that you will use in a particular turn.

### Hand sizes

- **On Turn 1,** the hand size is 7. Players deal ACs from their deck to bring their hand size up to 7. Bluff and Influence Cards (AC54 & 55) are then added to the players’ hands for use **ONLY** during the Political Phase.
- **On Turn 2,** the hand size is 8. Players deal ACs from their deck to bring their hand size up to 8. Deal less than 8 if the player saved a card(s). Again, Bluff and Influence Cards (AC54 & 55) are **THEN** added to the players’ hands for the Political Phase.
- **On Turn 4,** reshuffle the discards, add any remaining cards in the deck (*formed from the 1918 cards*) and add the 1919 ACs to form a new deck. Draw the appropriate number of ACs to form a hand size of seven from the resulting shuffled deck. Finally, add AC54 & 55.
- **On Turn 10,** similar approach as was utilized during Turn 4, but in this case add the 1920 cards and form a hand size of six.

**May save cards:** Players may elect to save any non-played cards in their hand from one turn to the next.

**Hidden:** ACs remain hidden from the opposing player until played or directed to be revealed by play of an opposing AC.

**Insufficient:** Occasionally, (*primarily Turn 3*) a player may lack sufficient ACs after a deck reshuffle to produce the required hand size. This occurs if one side played a very large portion of their ACs as events (*a rare occurrence*). In this case, a player will need to take a number of Special Actions (*see 7.3*) that Action Phase.

**Reshuffle:** A reshuffle occurs when:

- **Insufficient Deck:** A lack of sufficient ACs in the deck to complete the hand size. If this is the case, draw all remaining ACs, reshuffle (*include the discards!*) and generate the required hand size.
- **Adding 1919 (Turn 4) and 1920 (Turn 10) to a player's deck:** Remember to add in any cards from the discard pile and un-played cards from the deck.

*Besides performing operations during the game turn, players utilize their Action Cards (ACs) to determine what Political Cards (PCs) are generated. Political Cards push and pull factions into and out of RED and WHITE control. Allocating a higher value AC to a particular Political Box (RED, WHITE and Other) gives a player a good chance to select the PCs they desire. However, there is a catch; if both sides allocate the same value AC, the PCs are generated randomly – essentially, both sides have wasted their ACs in the Political Phase.*

**5.12 Weather Roll (Spring 2 Only).** Roll a die on Spring 2 turns during 1919 and 1920. On a roll of 1-2, Mud applies.

### **Seasonal Effects:**

**Winter (Limited Supply):** During winter forces that would be normally considered to be in Full Supply or forces in South-East Desert space are deemed to be in Limited Supply. These forces move one less space than Full Supply. Attacking units suffer a 1 column shift to the left.

**Spring (Mud):** During Mud turns, forces may move only 1 space unless moving exclusively along spaces connected by friendly rail (which was friendly at beginning of their Action Round), the length of advance is limited to 1 space (regardless of the length of retreat), no Leader Exploitation and no Cavalry Combat Surprise.

**5.13 Draw In-Fighting chits (if triggered).** A side will usually draw only one in-fighting chit per turn. However, particular Action Cards direct players to draw additional chits the following turn. Consequently, a player may be required to draw two or even three in-fighting chits for a game turn: players' decisions can create severe political turbulence!

## **5.2 Political Phase** (*Turns 1-9 only*)

**The Political Phase**, occurring at the beginning of Turns 1-9, is detailed in the **Supplement**. The Political Phase involves attempting to gain control of the 18 Factions.

### **Political Phase Sequence of Play**

- **AC Placement:** Each player adds their Bluff and Influence Cards to their "hand". Players secretly allocate THREE Action Cards: ONE to each of the three Political Boxes (RED, WHITE, OTHER) on the game map.
- **PC/PB Resolution:** Determine the number of Political Cards (PCs) generated and method of selection for the RED Political Box (PB). Select and place PCs face down in the RED PB. Repeat for WHITE PB, then the OTHER PB.
- **Influence Points (IPs)/ Faction Control Marker (FCM) Adjustment:** Adjust FCMs on the Faction Control Table as determined by NET IPs (*compare WHITE & RED IPs for each faction*). After FCM adjustment, eliminate all IPs (*none will remain on the Faction Control Table*).
- **Setup:** Players setup any of their newly controlled Faction forces.

Any Action Cards allocated to the Political Boxes are placed in the discard pile. Set the Bluff and Influence cards aside: they will be utilized in the next Political Phase and are not used in the Action Phase. The Political Cards that were selected for the Political Boxes are placed in a "discard PC pile". These PCs are not used again until a reshuffle is directed by either PC#66 or insufficient PCs to fill any one Political Box (*at which time ALL PCs are reshuffled*).

**At the end of the Political Phase TURN 9, if a faction has not yet entered the conflict (CONTROLLED BY RED or WHITE), a die is rolled to determine whether that faction will become either RED or WHITE controlled or remain permanently NEUTRAL.**

## **5.3 Action Phase**

**Action Rounds:** Players alternate (**WHITE first**) playing Action Cards or taking Special Actions.

Each player has a hand size (*between 6 and 9 – see the Turn Chart in 5.11*), minus any ACs that were "spent" during the Political Phase. These ACs will be utilized for "Actions Rounds" during the Action Phase (AP). A player may end the Action Phase with none, one or some ACs, depending on the number of ACs played and what has or has not been saved. **The first Action Round begins with the WHITE player.** Players alternate playing ACs or selecting Special Actions until the number of rounds indicated on the Turn Chart have been completed.



## 5.4 Logistics Phase *(Follow this order)*

- **Major Power Withdrawal:** Roll a die for each Major Power and consult the Withdrawal Table: *See 15.51*
- **Attrition:** Attrition of units (*eliminated due to lack of supply*) and control of spaces is verified simultaneously. *See 10.6*
- **Factions Conquered:** Check status of Faction regarding whether a Faction is conquered. *See 15.31 (Republics) and 15.41 (Countries)*
- **WHITE Link-up:** VPs = to a die roll. *See 7.25*
- **In-Fighting:** Chits revelation and resolution. *See 13.5*
- **VPs:** Adjust the VP total. *See 14.3*
- **AV Check:** Determine whether Automatic Victory has been achieved. *See 14.3*
- **Replacements:** [Move IGSR Train. See 13.73.](#) Then players spend accumulated Replacement Steps (*generated by various PCs, ACs and control of Factions/VCs*). First, players secretly indicate expenditure purchasing [Influence Points](#). Second, both players (WHITE first) repair units/rebuild eliminated units subject to Resource Center capacities. *See 11.2–11.5*  
Remember to roll for corruption! *See 11.51*
- **Wrap Up**

### Wrap Up Segment

#### ✓ **Item 1: End of In-Fighting**

Sides may attempt to end in-fighting if an appropriate AC has been played. *See 13.51*

SOCIALIST REVOLUTIONARIES									
RED COMMIT Locked	RED -2 NO ACT	RED -1 NO ACT	WHITE NO ACT	START WHITE/NO ACT	WHITE NO ACT	WHITE +1 NO ACT	WHITE +2 NO ACT	WHITE COMMIT Locked	

#### ✓ **Item 2: Political Involvement Tracks**

**Overview:** Poland, Ukraine and two participants (*Japan and the Socialist Revolutionaries*) are governed by Political Involvement Tracks (PITs). These tracks are meant to increase the difficulty of effectively utilizing these forces (*Poland, Ukraine, Japan & the Socialist Revolutionaries*). **SEE 15.27 which covers Political Involvement Tracks in detail.**

Movement is “**TRIGGERED**” (*meaning that a die is rolled then in each Logistics Phase to determine possible movement on the track*) under the following conditions:

- **Socialist Revolutionaries:** Turn 1
- **Ukraine:** Turn of withdrawal of Central Powers
- **Poland:** Turn of withdrawal of Central Powers
- **Japan:** Turn of play of either [W#1](#), W#36 or R#36

Once TRIGGERED, Players may purchase and place IPs (*see 11.52*) on any of the PITs. During this segment, subtract RED IPs from WHITE IPs for each PIT to determine the DRM (*die roll modifier*), then conduct a 1d6 and consult the PIT Movement Table on the game map (*bottom left*). The result indicates possible movement of the marker for each PIT.

Once triggered, continue to conduct a die roll for each PIT for the remainder of the game unless:

- Social Revolutionaries: fate has finally resolved (*see rule 15.27*)
- Japan (if it withdraws as a part of Far East 1920 withdrawal – item 3 below)
- Poland (Peace with Poland – 15.44 Poland)
- Ukraine if conquered (15.31)

#### ✓ **Item 3: Far East 1920**

Conduct a 1d6 for both WHITE and RED. Beginning on the first 1920 turn, roll a die. On a “1”, remove the following far east forces from the game: Japanese, Chinese and RED Mongolian armies.

#### ✓ **Item 4: Green & Insurrection forces**

Roll a die for each green unit, green leader. If result is 1-2, eliminate. Roll a die for each Insurrection units and leader: eliminate on a 1, unless the IA currently occupies a VC.

#### ✓ **Item 5: Leader Recovery**

For each “alternative state” or “inactivity” leader (*those that on their backside: 12.73*), roll a die: 1 or 6, return to frontside and “alternative state” or “inactivity” ends (*exception: [dead Kappel and arrested Tsar Nicholas II](#)*). Otherwise, no effect.

#### ✓ **Item 6: Bomb Moskva?**

If possible, WHITE may attempt to bomb Moskva (13.74).

#### ✓ **Item 7: Peace with Poland?**

Conduct Poland peace roll if it has been triggered (15.44).

## 6.0 Action Phase (AP)

During the Action Phase (*first WHITE, then RED*), players alternate playing Action Cards (*conducting movement and combat, strategically redeploying units, generating replacements and implementing events*) or selecting Special Actions (*see 7.3*). Movement is completed first; then combat.

### 6.1 Action Phase (AP) Sequence

The number of Action Rounds varies between 5 and 7 (*see Turn Chart*). After the WHITE player has completed their action, the RED player proceeds with

an action. This constitutes one “round”. Complete the number of rounds indicated on the Turn Track (see 5.11).

A side either plays an Action Card (AC) or selects a Special Action (see 7.3). ACs may be played as:

- **An Event** ...Each card contains text that generates game events. When playing an AC as event, follow the specific instructions listed on the card. If an asterisk precedes an event name, the card is permanently eliminated after implementing the event.
- **...or as Replacements:** The Card Value of an AC indicates the number of Replacement Steps (RSs) that a side may use to replace eliminated steps/units, buy Influence Points. When spending RSs, they are limited by a side’s Resource Centers (RCs): think of the Resource Centers as “faucets”: each side runs their Replacement Steps through the RCs to build/repair units.
- **...or as Strategic Redeployment:** A side may move corps into or out of their Strategic Reserve and/or move units on the map an unlimited number of rail connected friendly spaces.
- **...or as Operations/Activations:** The Card Value of an AC indicates the number of friendly spaces a side may activate for either movement OR combat.

## 6.2 Action Cards (ACs)

**6.21 Sample Card:** Each side has its own deck of Action Cards (ACs). Below is AC#1 from the WHITE deck. This AC, if played as an event, triggers a number of items.

Card Value

This AC enables others ACs and precludes some ACs

Card Year enters

Asterisk

Indicates add an IF (In Fighting)) chit to pool

**6.22 Card Value:** The Card Value (CV) of each AC is the number located in the upper left hand corner. The CV is utilized for:

- **Operations/Activations:** Represents the number of friendly spaces that may be activated for movement or combat. Each space may only be activated for either movement OR combat and any combination of movement OR combat activations can occur up to the CV: one CV per space. Exception: OOS (out of supply) spaces cost 1 Card Value per unit to activate within that space.

- **Replacement Steps:** Generates a corresponding number of Replacement Steps (RSs) to rebuild eliminated or repair (un-flip) units or purchase IPs (Influence Points).
- **Strategic Redeployment:** Cross-reference the CV with the chart in Rule 9.1 to generate the number of forces that may be strategically redeployed.

The Card Value may be used for any ONE of these three items. If the AC is used instead during the Political Phase, the higher the Card Value, the more likely a side will be able to influence the selection of Political Cards, and, hence control of Factions. However, the AC will NOT be available for use during the Action Phase.

**6.23 Event and the asterisk:** Events on AC resolved in particular order: from top bottom, left to right. If an AC is played as an event and an asterisk precedes the event name, remove the AC from the game. Cards those themselves preclude the play of other cards can be played as events after the cards, they would preclude, have already been played (example: W1 “Kolchak” can played as event if card W2 “Siberian Autonomy” have already been played as event). Note: “Shift FCM 1R” on AC means 1 Right, not 1 Red.

**6.24 Non-sequential:** A player may NOT consecutively play ACs for reinforcements or replacements or strategic redeployment; meaning a side can not play reinforcements back-to-back (but it doesn’t carry over a turn). Use the SR/Reps chit to mark rounds where used a card for such purposes.

Basically, forces move space to space at the cost of one movement point. A few spaces require the entire movement allowance for a round. And, there is the matter of Road 2 connections; where movement from one space to another is dependent upon a die roll.

## 7.0 Movement

### 7.1 General Movement Rules

#### 7.11 Utilizing Rail and Road Connections:

Each space on the map is connected by either a Rail or Road connection. The connection permits movement and combat between spaces. Although there are two types of Road connections (Road 1 & Road 2), the type of connection does not impact combat, only strategic redeployment and movement. The only difference between the connections relates to the ability of forces to continue moving (see Road 2 rule below).

#### 7.12 Cost of Movement:

- **Movement if connected by Rail or Road 1: ONE movement point:** When a space is activated for movement, forces move space to space (using either the rail or road connections) at a cost of one movement point. The number of spaces a unit or leader may move is equal to its movement allowance (the bottom right number on its counter), modified by its supply condition at the time of space activation and the weather condition.



Forces may not enter any enemy occupied space, UNLESS the enemy space is solely occupied by an enemy leader AND the moving force contains at least one army or corps (*in which case the enemy leader may attempt withdrawal – see 12.1*).

- **Movement if connected by Road 2: ONE movement point:** Road 2 is treated the same as



Road 1 connected space except a unit may be forced to end its movement. There are spaces on the map that are connected by Road 2 connections (ex: space 130 has

three Road 2 connections). When any ARMY or CORPS (*but not Leaders*) moves from one space to another using a Road 2 connection, roll a die. If the result is 1 or 2, the army or corps may not move any further that round: it enters the space it was attempting to move into and STOPS. This roll is conducted for EACH army or corps and EACH time it moves on a Road 2 connection. *Finnish units and WHITE units with Kappel's Coffin ignore the Road 2 rule.*

- **Movement if connection contains a “1 in a black box”:** ONE full Action Round: Some movement



between spaces and boxes requires a unit's entire movement allowance for that Action Round. *The “1” road connection has no effect at SR.*

### 7.13 Exceptions:

- **Space specific:** See 13.4 Basically, restrictions regarding movement in Far East (*only certain units may enter*), Southeast Region (*need an AC prior to army movement*), Kerc-Taman Crossing (*space 306*), and a few others. Also, these restrictions are indicated on the game map, so don't worry about trying to memorize them.
- **Czech Legion Corps:** When a space is activated for movement, Czech Legion CORPS may move an unlimited number of friendly connected rail spaces (*including Far East*). *Note: Czechs were pretty adept at running the railroads in East Russia. According these units have a “RAIL” designation on their counter.*

**7.14 Enemy prevents entry:** Friendly forces may not enter a space containing enemy units. Since enemy leaders are not units, by themselves they do not prevent entry (they'll need to make a successful withdrawal roll to avoid elimination). *Note: Whenever two enemy units find themselves stacked in the same space due to some rare occurrence, the unit(s) causing the situation must attack the enemy unit(s). There are no combat modifiers or shifts. If the attacking unit(s) fail to win the combat, they are retreated one space (by the attacker) following usual retreat rules.*

**7.15 Entering an enemy space containing only enemy leaders:** A unit may enter a space containing only an enemy leader(s). In this case, the enemy leader(s)

may attempt withdrawal (12.1). If unsuccessful, the RED or WHITE leader(s) is eliminated with any resulting VP cost (see 12.5).

**7.16 Forces may ALWAYS move a minimum of ONE space.**

## 7.2 Activation of Spaces

**7.21 Overview:** A side places a number of Activation Markers (*any combination of Combat or Movement - one per space*) equal to the Card Value (CV) of the Action Card they played on FRIENDLY occupied spaces (*unless those spaces are Out of Supply, in which case the cost is ONE CV PER OOS UNIT in that space*) it wishes to activate for combat or movement. **The space may NOT contain a NO ACT (no activation) chit.** A side moves any or all forces, one activated space at a time, and upon completion of ALL movement, conducts combat (*from those spaces marked with a Combat marker*). Combat is resolved one enemy space at a time at the discretion of the active side.

**7.22 Supply state:** Supply state for each unit in a space is determined at the moment of placing the Activation Markers and at the instant before combat fire. *Friendly Out of Supply spaces cost ONE CV PER UNIT to activate (but see rule 13.33).*

**7.23 Move thru combat:** Leaders and units may move thru, but not end their movement in a space activated for combat.

**7.24 NO ACT marker:** Prevents activation of the space until removed. *See 7.33.*

*The following activation restriction list is not as intimidating as it appears: only WHITE Multiple Regions and In-Fighting come into play on most turns. Why bother with them? I wanted to reflect historical political dynamics and the inability of WHITE to coordinate action.*

## 7.25 Activation Restrictions WHITE

- **Multiple Regions and WHITE Linkup:** WHITE may NOT activate (*move or combat*) more than one space in more than one region until WHITE Linkup achieved. *In one region WHITE can activate as many stacks as he want (including factions), but in every other region, he can only activate 1 space (this restriction does not apply to activation of green units, see 7.35 & 13.31).* Linkup occurs when WHITE is able to trace a line of friendly rail spaces from Omsk to Saratov, friendly spaces from Saratov to Tsaritsyn (*no rail required*) and then friendly rail spaces from Tsaritsyn to Yekaterinodar during the Logistics Phase. Once achieved this activation restriction is eliminated. *Linkup also removes restrictions on where WHITE replacements may be built (11.1).* Finally, roll a die. Result is the number of VPs WHITE immediately gains: **a one time VP bonus for the game.**

## Both RED & WHITE

- **Insurrection armies (IAs):** If a space is activated that contains an Insurrection Army, only spaces that contain IAs may be activated that Action Round (at a cost of 1 activation per such space even if it OOS).
- **In-fighting:** When in-fighting is triggered, restrictions are placed on activating various camps. *See 13.5.*
- **Far East:** Far East is not active until the CP withdrawal. After CP withdrawal each side may only activate ONE space per action round in the Far East. *Exceptions: any space containing an army allowed in the Far East (just a few of those) or as directed by an Action Card (ex: R32) may be activated not subjected to the 1 space per action round restriction.*

## Factions

- **NEWLY Controlled Factions:** A side may NOT activate any space containing a newly controlled Faction during the first Round DIRECTLY AFTER the Political Phase or in the Action Round of gaining control: essentially a one Action Round lag. *See 15.25*
- **Western Allies:** Britain, France and the USA may not be activated until play of W#1 or W#8.
- **Makhno:** Roll a die when activating spaces containing these forces. If a “6” results, see 15.35.

## Non-cooperation

Non-cooperation refers to the inability of a side (primarily impacting WHITE) to activate its units along with a particular forces as indicated below:

- **Czech Legion:** Once W#1 is played, if WHITE activates Czech Legion forces, it may ONLY activate Czech Legion forces that Action Round.
- **CP/Ukraine/Poland:** If a side activates forces of the Central Powers or Ukraine or Poland, that side may only activate this faction that Action Round. Exceptions: The Ukrainian and Polish Political Involvement Tracks (PITs) may remove the non-cooperation restrictions related to either Ukraine or Poland.
- **Don Caucasus:** Don Caucasus leaders may change to their “alternative state” and trigger non-cooperation. *See 12.71*

*Note: If side stack his forces with Non-cooperation forces in a space, side can activate either Non-cooperation forces or the other controlled forces in that space in a given Action Round - not both.*

## 7.3 Special Action (SA)

Instead of playing an AC, a player may elect to utilize or “take” a Special Action. A side may use any particular SA only ONCE during a game turn with the exception of the “One Space Activation” (*players may use that SA as many times in a game turn as they wish*).

**7.31 One space Activation:** (a “1 OPs”) A player may activate one space for either combat OR movement. This is the only SA that may be selected an unlimited number of times during a turn.

### 7.32 Unit Repair: Wrangel & Trotsky

**Wrangel:** WHITE may activate a space for movement that contains the Wrangel leader. Roll a die. On a roll of 1-2, Wrangel may repair (flip to full) one AFSR unit in the space at no RS cost. Units in that space that were not repaired may move.

**Trotsky:** RED may activate a space containing Trotsky. Roll a die. On a roll of 1-2, RED may repair any units in the space at no RS cost. Units in that space that were not repaired may move. RED may then move Trotsky an unlimited amount along friendly connected rail spaces even if he fails die roll and ignore “1” full action rail restriction. This option may not be selected if RED has the Trotsky In-Fighting counter.

**Both:** if the die roll is a “6”, roll again: 1-2: flip leader counter to its backside. 3-5: no effect. 6: Death: remove leader from game.

### 7.33 Either Side: Propaganda



**Propaganda: NO ACT Placement:** A side selects an enemy space containing forces (the target space) adjacent to a friendly leader (NOT itself marked with a NO ACT

marker) and rolls a die (see table below). NO ACT markers are limited to the counter mix (4). Spaces with NO ACT markers may not be activated and any leaders in that space may not use their capabilities. If units are forced to vacate the space, remove the NO ACT marker.

#### Propaganda – Placing NO ACTs

Roll	Result
1-3	Place a NO ACT counter
4-6	No effect
<b>DRMs:</b> +1 if Trotsky, Wrangel or Voroshilov is in target space +1 if Elite unit is in target space -1 if RED attempting and Trotsky is adjacent to target space -1 if attempting when enemy side (the target) has lost control of a Home Region VC this turn	

When a leader is inactive/in “alternative state” (excluding Brusilov, rescued Tsar and green VDG), he is NOT taken into consideration to Propaganda action and Propaganda DRMs.

Reinforcements/out-of-SR corps can arrive into NO ACT space. When moving or SR friendly forces can pass through NO ACT spaces. If forces end their movement in NO ACT space, they are NO ACT. Supply can be traced through NO ACT spaces.

OPTIONAL: during the Logistics Phase after die is rolled for state of leaders, a die is rolled for each space with NO ACT marker: on a roll of a 1-2 (without any DRMs) remove that marker.



**Propaganda: NO ACT Removal:** A side may identify a space and attempt to remove NO ACT marker: roll a die (see table below). A player may attempt to remove a NO ACT marker the round immediately after it's put on the map.

Propaganda – Removing NO ACTs	
Roll	Result
1-2	Remove a NO ACT marker
3-6	No effect
<b>DRMs:</b> -2 if friendly Trotsky, Wrangel or Voroshilov is in or adjacent to the target -1 if any other friendly leader is in or adjacent to target space -1 if attempting side captured enemy controlled VC this turn	

**7.34 RED Only: Politburo:** RED may call for a Politburo meeting. Roll a die and consult this chart below. *Note: the accusation (1-2 DR) counts towards the limit of 3 rolls for "Accusation" throughout the game (13.52).*

Politburo Meeting	
Roll	Result
1-2	Conduct Accusation – see RED In-Fighting: 13.52
3	No Effect
4-6	Disregard RED In-Fighting for remainder of turn – reveal chit(s)
<b>DRMs:</b> +1/-1 if RED ahead/behind in VCs	

**7.35 Either: Greens Activation:** Roll a die:

Green Activation	
Roll	Result
1	Activate 4 Green Spaces
2	Activate 3 Green Spaces
3-4	Activate 2 Green Spaces
5	Enemy activates 1 Green Space
6	Enemy activates 2 Green Spaces

**7.36 Either: Greens Eradication:** Assuming a side currently has at least 2 Replacement Steps (RS) on the Game Track, roll a die on table below. *A player may attempt to eliminate them on the action round after they're put on the map.*

Green Corps Removal	
Roll	Result
1-2	Remove 2 Green corps units. Roll again: 1-2: No Replacement Step (RS) Cost 3-5: Side immediately subtracts 1 RS 6: Side immediately subtracts 2 RS
3	Remove 1 Green corps: subtract 1 RS
4	Remove 1 Green corps: no RS cost
5-6	No Effect

**7.4 Stacking Limits** (number of units that may occupy one space)

- **Spaces:** Up to 3 friendly units (no more than two of which may be armies) may occupy a space at the end of movement.
- **Boxes:** Up to 5 friendly units (no more than three of which may be armies).

- **No Stacking Cost:** Leaders, the IGSR Train and informational markers are not counted against the stacking limits.
- **When:** Stacking requirements must be met after movement (meaning that stacking can be violated during movement), combat retreat, advance and withdraws. Over-stacked units are eliminated (enemy selects forces eliminated). Any units eliminated for being over-stacked are eliminated as if OOS (see 10.4).

## 7.5 Seasonal Movement Effect

- **Winter (Limited Supply):** During winter, forces that would be normally considered to be in Full Supply are deemed to be in Limited Supply. These forces move one less space than Full Supply.
- **Spring (MUD):** During a Spring 1 turn, forces may move ONLY 1 space UNLESS moving exclusively along spaces connected by friendly rail (which was friendly at beginning of their Action Round). During Spring 2 turns, a die roll of 1 or 2 results in MUD and these restrictions are again in effect.

## 7.6 Supply State Movement

- **Limited Supply** forces move 1 less space than their stated movement allowance.
- **Out of Supply (OOS)** forces may move only 1 space per Action Round. Additionally, it costs one CV PER UNIT to activate OOS units (but see rule 13.33).

## 7.7 Neutral Faction Regions

A side may not move thru non-RED or non-WHITE controlled ("neutral") Faction regions.

*Combat...basically, friendly units fire at enemy units. If an army is present, a side inflicts losses on the enemy utilizing the army table. No army present? Use the corps table. Leaders allow defenders to withdraw, reinforce or counterattack and attackers to pursue, exploit, conduct multi-space attacks, deploy special assets (TANKS!). A differential in combat modifiers generated from a number of items (elites, terrain, leaders) produce actual combat die roll modifiers. Fire is conducted simultaneously, unless an attacker has achieved "combat surprise". Losing defending stacks retreat, although they may cancel retreat under some conditions. Winning attackers may advance.*

## 8.0 Combat

### 8.1 General Combat Rules



A side may only initiate offensive combat fire from spaces activated for combat. Basic principles:

- **Voluntary attacks:** Any units in an activated combat space may attack, or not. Participating units take losses and/or forces may be eligible for advance after combat. A side

may “call off” any attack (*placing the combat activation marker does not mean that an attack must proceed*) prior to conducting combat resolution (8.2 step 2). By calling off the attack, that side has effectively forfeited one activation.

- **One defending space once per round:** Each combat involves only ONE defending space and at least ONE activated attacking adjacent space. Each defending space may only be attacked once per action round.
- **Split attacks, but not split combat strength:** Units in the same activated space may attack different spaces. Combat strength of a unit is indivisible.
- **Multi-space attacks only allowed with leaders:** A space may only be attacked from more than one space if the attacker has a leader *with an army in one of the attacking spaces and that at least one unit (corps or army) from that space must participate in the attack*. Leaders do not need to roll a die for this capability: the capability is automatic (*in contrast to most leader capabilities*).
- **Resolved after movement:** Combat is resolved after all movement.

## 8.2 Combat Sequence

**1. DECLARE:** The active side declares which units in which space(s) are attacking a particular enemy space (*the object of the attack is the “target space”*). This declaration is made one target space at a time and combat is resolved prior to the next declaration. **Then:** roll for Defeatism, roll for People’s Armies and check Supply Status of forces. **Note:** Attacker may call off the attack, after seeing the results of the die rolls above.

**2. DEPLOY Special Assets:** If a side has a leader *with an army* involved, and its space is connected via friendly rail to a supply source, a side may select special asset chit(s) available from their Special Asset Box (*located on game map - see 8.8*).

### 3. CONSULT Leadership (see 12.1):

- **Withdraw:** The defender may retreat forces prior to combat if they include a leader *with an army*. Attacking enemy force may then advance into the defender’s space (from where they retreated).
- **Pursue:** Forces with a leader *and army* may attempt to pursue a withdrawing force.
- **Reinforce:** Adjacent (to the target space) defending forces may attempt to reinforce prior to combat (*assuming they did not fail a withdrawal attempt*).

**Note 1:** In each case a leader must be with an army and the attempting leader rolls a die. If result is less than or equal to the leader rating, the attempt is successful.

**Note 2:** After leadership capabilities re-check Supply Status

## 4. DETERMINE Combat Die Roll Modifiers:

Calculate the Combat Modifiers (8.3), which produces the combat DIE ROLL modifiers, *and column shifts*.

**5. CONDUCT Combat Fire:** An attacker may attempt to achieve Special Asset or Cavalry Combat Surprise (8.42). Then resolve fire.

## 6. RESOLVE Combat:

- **Determine Winner of Combat** (8.4)
- **Losses, defender takes first** (8.5)
- **Possible defender retreat** (8.6)
- **Possible attacker advance** Additionally, a leader with accompanying cavalry may advance after combat and diverge from the defender’s path of retreat (See 12.1: Exploitation)
- **Defender conducts possible counterattack:** If the defender inflicted more LFs than it suffered, a leader may attempt to counterattack (12.1)

## 8.3 Combat Mods & Column Shifts

*The differential between each side’s combat modifiers (CMs) generates the actual combat DIE ROLL modifier for combat die rolls.*

### 8.31 Combat Modifiers (CMs)

CMs are generated by leaders reinforcing or failing a withdrawal attempt, Action Cards, types/quality of units, Special Assets and terrain. It is the combination of both sides’ CMs that produces the actual combat die roll modifiers (DRMs) for each side’s combat die rolls on the appropriate Army or Corps Combat Chart. The side with the higher CM total receives a benefit and the lower side may sustain a penalty.

**Example:** if RED leader (*intrinsic or not*) leading an all-faction force (say, Blyuker leading Turkistan forces) it is count for the -1 drm for having more than 1 faction (RED & Turkistan).

#### 8.311 Combat Modifiers

Item	CM	Comment
Superior Leader	+1	Side with leader having the highest rating and participating in combat
Fails withdrawal	+1	+1 to attacking side
Successfully reinforces	+1	+1 for defending side
Elite Steps	+1	The side with the most elite steps (armies count as 1, corps count as ½, reduced units are ½ strength of their full value)
More than one camp or faction	-1	If a side has more than one camp or faction <i>forces</i> participating in a combat.
Special Assets	+1	More Special Assets. See 8.8
Terrain: few VCs	+2	A defender in a few Victory Cities (noted “+2” on map in VC space)
Terrain: Forests	+1	A defender in a forest
Kappel’s Coffin	+1	See 12.71

When a leader is inactive/in “alternative state” (*excluding Brusilov, green VDG, rescued Tsar Nicholas II and Kappel’s Coffin*), hi is NOT taken into consideration to Combat action and Combat DRMs.



Players follow the steps delineated in the table below when calculating the actual combat die roll modifiers to be applied:

8.312 Combat die roll modifier (DRM)	
Step 1	Add all CMs for each side
Step 2	Subtract the lower total (Lower Side = LS) from the higher total (Higher Side = HS)
Step 3	If the result is 0 = no combat die roll modifiers If result is 1 = higher side (HS) +1 combat die roll modifier to their roll If result is 2 = HS +1 OR HS may give LS -1 combat die roll modifier If result is 3 or more = HS +1, LS -1 combat die roll modifier

8.32 Generating column shifts for combat	
Note: shift the column consulted on the combat table as indicated: ex: 1AL means the attacker shifts column 1 left	
Defender in Marsh, Mountain, Desert, River crossing	1AL
Attacking while in Limited Supply	1AL
Attacking Fortress VC	1AL
Defending Fortress VC	1DR
Defending while Out of Supply (OOS)	1DL
Attacking while Out of Supply (OOS)	2AL
<b>Key:</b> 1AL/1DR (shift attacker/defender one column to the left/right). All column shifts are cumulative. <b>Max:</b> only <b>ONE</b> negative shift may occur from terrain for the Attacker (for Marsh, Mountain, Desert, River, Fortress) and Attacker are subjected to a maximum shift of 2AL. <b>Note:</b> Negative column shifts occur if half or more of the involved steps share that negative condition (armies count as 1, corps count as ½, reduced units are ½ strength of their full value).	

Note: units with limited supply attacking a unit in a desert suffer -2 AL (-1 for Desert and -1 for Limited Supply).

**8.33 Supply State Check:** The supply state of each unit involved in a combat is checked at the INSTANT before combat.

## 8.4 Combat Resolution

**8.41 Overview:** Each side fires simultaneously, unless Combat Surprise is achieved (see 8.42). Each side rolls a die, applying the combat die roll modifiers, representing its fire. Each player consults the appropriate column (totals their combat strength minus shifting left or right as appropriate - see 8.32) on either the Corps Combat Table (if only corps are present in firing side) or Army Combat Table (if at least one army is present in firing side). Tables are located on the Combat Tables and Mechanics play-aid. Treat anything less than a “1” as a “1”, and anything above “6 as a “6”. The result of the fire is the number of Loss Factors (LFs) that must be satisfied by the opposing side (either by reducing {flipping} or eliminating units).

The side inflicting the higher LF is the winner of the combat OR the side avoiding elimination in the combat (if one side was eliminated). If LFs are tied and the defender is not eliminated, the defender wins the combat.

**8.42 Combat Surprise!** There are two circumstances under which an attacking side fires first in combat: Special Asset or Cavalry Surprise. “Achieving combat surprise” results in firing prior to the enemy’s fire: **the enemy takes losses first, then returns fire.** The attacker declares their intent and attempts to achieve combat surprise via one of the two methods.

**8.421 Special Asset Surprise:** If an attacker has more Special Assets than the defender, the attacker may attempt to achieve surprise (see 8.8). Roll a die:

Special Asset Surprise Attempt	
Roll	Result
1-4	Surprise achieved – attacker fires first
5	No surprise and eliminate an attacker SA
6	Operational debacle: Defender fires first

**8.422 Cavalry Combat Surprise:** An attacker may attempt to achieve Cavalry Combat Surprise if four conditions are met:

- **Weather:** No Mud
- **Terrain:** Defending space is clear terrain (presence of VC does not affect) and the attacker is NOT subject to the river or Kerch-Taman crossing penalty
- **Cavalry:** Attacker has more cavalry steps than defender (armies count as 1, corps count as ½, reduced units are ½ strength of their full value)
- **CAV Leader:** Wrangel, Budyenny, Ghai-Khan, Makhno or Krasnov is participating in the attack with an army. A leader may attempt only once a game turn and a side may only attempt Cavalry Combat Surprise once an Action Round.

Roll a die:

Cavalry Surprise Attempt	
Roll	Result
1-4	Surprise achieved – attacker fires first
5	No surprise and attacker loses a cavalry step prior to combat fire (it is not part of general LF of combat)
6	Operational debacle: Defender fires first!
DRMs: -1 to die roll if Wrangel or Budyenny attempting -1 to die roll if the attempting side has deployed a special asset	

**8.43 Triggered Combat in Same Space:** There are no combat die roll mods or Column Shifts if combat is triggered in the same hex between enemy forces. For example, combat within a space may be triggered through the Switch Sides Action Card. The force triggering the combat is the attacker. If the attacker fails to win, retreat one space (usual retreat priorities).

## 8.5 Taking Losses

**8.51 Overview:** LFs are satisfied by reducing (“flipping” – from full to reduced side) or eliminating units. Each unit reduced or eliminated satisfies the amount of LFs indicated on their counter. For example, the elite RED 9th Army has a LF of 3 (depicted in rule 3.22). If the WHITE generated a LF of 3 with its combat fire, RED could either flip the unit, if it is currently at full strength, or eliminate the unit, if already flipped (or reduced) and replace the unit with a elite corps from the Strategic Reserve. **Players must satisfy all of the LF registered on their side, if possible.** Occasionally, LFs that cannot be satisfied are ignored. For example, if the “full strength” elite RED 9th Army is alone and “suffers” 5 LFs of enemy fire, 2 LFs would be ignored since 6 LFs are required to reduce that unit from its full side to its reduced side and then to eliminate the unit. **The DEFENDER always takes losses first.**

**8.52 Army Losses:** The general rule of thumb is that corps replace the same type of armies (inf, cav, elite) from their camp (ex: ASFR), Faction (ex: Ukraine) or side (ex: RED). A separate table is provided below for each side. Whenever an army is eliminated, place a full strength replacing corps from the Strategic Reserve box where the army was eliminated (*use reduced strength corps if no full strength corps available*). This corps may suffer additional required losses if needed. If corps are not available, the army is permanently eliminated from the game (*Exception: see Makhno Faction rule*). **Army eliminated while in supply can be rebuilt the same turn. If an OOS Army is eliminated during combat, treat it as OOS (see 10.6).** *Note: If Insurrection army takes losses and replaced by regular Intrinsic corps, that corps immediately under standard supply rules (instead of attrition supply of IA).*

### Replacing units (special cases)

Army	Corps
RED IA Kubano, S Urals, Far East	RED regular Inf corps
RED IA GE Mutiny, Mongolian	—
—	RED corps with a dot: Lat 1-3, Murv, Red Pol, 51 <sup>st</sup> ; and RED FE 1-6
WHITE Romanov 1-3	ASFR, Don Cossacks, Sib Cossacks, Siberian, NW elite or regular Inf corps
WHITE IA Prometheus	ASFR regular Inf corps
WHITE IA Ant 1-2, Izhevsk	Siberian regular Inf corps
WHITE IA VDG 1-2	VDG 1-2 corps
WHITE IA Ungern, Chinese, Karelia, Bermond, Kron 1-2	—
—	WHITE corps with a dot: Shock, Shurko 1-2; and WHITE FE 1-6
Turkey army	Tu corps
Austria army	AH corps
Switch Side armies	Specific corps for each army
Serb, Greek, Soc Rev 1-3, Japan 1-3, Green 1-3	—
—	Black Guards, Soc Rev 1-6, Greens 1-5
«—» this corps cannot replace army or this army doesn't have replacing corps	

### Replacing units (regular cases)

Army	Corps
RED/WHITE*/Faction Inf Army	Regular Inf corps
RED/WHITE*/Faction Elite Inf Army	Elite Inf corps or regular Inf corps if no elite corps available
RED/WHITE*/Faction Cav Army	Regular Cav corps
RED/WHITE*/Faction Elite Cav Army	Elite Cav corps or regular cav corps if no elite corps available
« » WHITE army belonging to specific camp replaced by corps from that camp	

**8.53 Leader Losses:** If all of a leader's accompanying units are eliminated, roll a die. If the die roll is higher than their leadership rating, the leader is permanently eliminated from the game. Additionally, the side suffers a VP loss equal to the leader rating of RED or WHITE leaders (*see rule 12.5*). If the leader survives, retreat 2 spaces (*following usual retreat priorities*) and the attacker may advance into the a space the leader occupied.

## 8.6 Retreats

- **Overview:** If an attacker wins the combat, the defender is required to retreat unless the defender successfully exercises the option to cancel retreat. Attackers do not retreat. **Retreats is not a movement (no impact of “road 2” or “boxed 1” connections).**
- **Length of Retreat:** The defender retreats 1 space if the difference in LFs is 1 and 2 spaces if the difference in LFs is 2 or more.
- **Retreat priority:**
  - **1<sup>st</sup>:** a supplied controlled adjacent space.
  - **2<sup>nd</sup>:** a controlled adjacent space.
  - **3<sup>rd</sup>:** enemy controlled adjacent space(s) and paying one additional step for the entire stack if the retreating force ends in such a space. If a force ends in an enemy controlled space(s), the space(s) converts to friendly control (*units always control the space they are in*), but they do not convert space(s) they retreat thru. **If a leader without units must retreat into an enemy area, he is eliminated.**
- **Retreat Restrictions:** The defender retreats their forces per these restrictions:
  - May not enter a space with enemy units
  - May not retreat back into the original defending space
  - May retreat thru spaces in violation of stacking, but if forced to end in a space that violates stacking, the excess forces are eliminated (*enemy selects forces eliminated*).



- **Elimination Due to a Retreat:** Forces which cannot retreat the required number of spaces are eliminated. Armies eliminated in this manner are considered to have been eliminated Out-of-Supply (OOS) and RED or WHITE Leaders suffer VP penalties (*see 12.5*).  
*Note: if, before the play of AC42 for a certain side, an army of that player is forced to retreat to a SE Region space (not Khiva or Turkestan), eliminate it.*
- **Different Spaces:** Defending forces may retreat to different spaces.
- **Attacking Previously Retreated Units:** If defending units retreat (*retreating leaders are not affected*) into a space that is attacked later in the Round, they do not add any defensive fire and are eliminated if the defender suffers any LFs.
- **Canceling Retreat:** A defender may choose to attempt to cancel retreat if they have an elite unit present and at least 2 friendly steps. Roll a die:

#### Attempt to Cancel Retreat

1d6	Result
1-3	Defender may cancel retreat: lose one additional step
4-5	Defender retreats
6	Defender retreats AND loses one additional step
DRMs: (maximum of +2 or -2) <ul style="list-style-type: none"> <li>• -2 if fortresses VC</li> <li>• -1 if mountain or swamp</li> <li>• -1 if defending Cheka unit present</li> <li>• -1 if attempting stack has a leader with a 4 leader rating</li> <li>• +1 if side is currently subject to In-Fighting</li> <li>• +1 if enemy captured friendly home region VC this turn</li> <li>• +2 if clear space</li> </ul>	

## 8.7 Advance

- **Overview:** Any remaining attacking forces (*including reduced units*) may **simultaneously** advance if the defending units retreat **or withdraws** or were completely eliminated in the combat. **Advance is not a movement (no impact of “road 2” or “boxed 1” connections).**
- **Length of Advance:** If the defending force was eliminated **or withdraws** or retreats one space, any attacking **forces (incl. leaders stacked with attacking units)** may advance into the defender’s space (*up to stacking limits*). If the defender force retreats 2 spaces, any attacking units may follow the path of the retreating units. **MUD:** During Mud turns, the length of advance is limited to 1 space.
- **Exploitation:** Leaders and their exploiting units may utilize exploitation to follow a different path than retreating units. *See 12.1*. Exploitation may be attempted in either case of retreat 1 or 2 spaces, and in the case of a 1 space retreat, may advance up to 2 spaces (12.1). **MUD:** no exploitation.

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- **Terrain and Advance:** All advancing units must stop when entering a swamp, mountain or fortress.

*Note: In Far East there are only 1 space retreats and no multi-space attacks and exploitations.*

## 8.8 Special Assets

Special Assets include Air, Tanks, Artillery and Armored Trains and can impact combat (*combat modifiers or combat surprise*). Special Assets are generated by Action Cards. Some factions also possess Special Assets.



When generated (*through play of appropriate ACs or gaining control of a Faction*), Special Assets are placed into a side’s Special

Asset Box (SAB) **or specified space (for faction).**

WHITE’s SAB is further subdivided into three sections: North, South and East. Each has an associated “source” space (*ex: East -Vladivostok*) that must be friendly controlled to place a Special Asset and remain friendly controlled to **provide access** to the particular Special Asset. When placed, Special Assets must remain in the section where originally placed. A Special Asset may be utilized only ONCE in a game turn. **In combat type of Special Assets makes no difference.**

**Special Assets may be deployed if:**

- The attacking or defending space for side attempting to use the SA can trace a line of friendly connected rail spaces to the “source space”:
  - Faction: Its home region Victory City **or specified space for Britain SAs**
  - RED: Moskva
  - WHITE
    - North: A Baltic Port
    - East: Vladivostok
    - South: A port on the Black Sea
- A friendly leader is present in the space **with an army**. If conditions are met, **at step 2 "Deploy Special Assets" of combat** a side may commit Special Assets (*attacker first – or, optionally both select secretly and reveal simultaneously*). Roll a die for each asset:

#### Attempted Use of Special Asset

Roll	Result
1-4	Special Asset may be utilized in this combat
5	Special Asset unavailable for this turn
6	Flip Special Asset to “wrecked” side: it may possibly be repaired during Logistics Phase: <i>See 11.52</i>

Along with other restrictions listed in this rule, an SA of a **Faction** may be used as long as there’s at least one non-SA unit or leader of that Faction is participating in the combat. Faction SAs do not occupy a space and don’t removed if enemy units entering its space.

## 8.9 Seasonal & Supply Combat Effects

- **Limited Supply:** Attacking units suffer a ONE column shift to the left (*example: 5 column becomes the 4 column when firing on either Combat Table*).
- **Out of Supply (OOS):** Attacking units suffer a TWO column shift to the left. Defending units suffer a ONE column shift to the left.
- **Spring:** If MUD occurs (always in Spring 1, a 1-2 die roll for Spring 2), advance after combat is limited to 1 space, regardless of the length of retreat. Leader Exploitation and **Cavalry Surprise** is prevented during MUD.
- **One half or more:** Penalty applies if half or more of the units (*measured by steps*) suffer the particular adverse supply condition.

## 9.0 Strategic Redeployment (SR)



### 9.1 General Rules

Players may use an AC for Strategic Redeployment (SR). They may not take this option in sequential Rounds (*example:*

*if a player "SRs" Round 1, they may not "SR" Round 2*). By playing an AC as Strategic Redeployment, a player may move a number of forces (*one at a time*) according to the Card Value and table below:

Strategic Redeployment and CV	
CV	Maximum and type of forces
2	2 corps
3	3 corps or 1 leader or 1 army
4	4 corps or 1 leader and army
5	5 corps or 1 leader, army and corps

**9.2 On-Map SR:** Forces may move an unlimited number of friendly RAIL controlled, connected, and supplied spaces (*the "1" on certain railroads is ignored for St. Red. purposes*). Exceptions:

- **Far East:** Only corps and Czech Armies may SR into or out of the Far East Region.
- **Factions:** Countries and republics may only be SR'd within their home region. Major Powers may SR by rail through friendly, supplied spaces.
- **OOS, IA, Greens, FE partisans:** Prohibited from SR.

### 9.3 Off-Map SR – The Strategic Reserve

Corps in the Strategic Reserve Box are "off map" units that provide needed reinforcements. Additionally, they are placed in the space of an eligible eliminated army.

### 9.31 Into the Strategic Reserve box

Corps may SR into Strategic Reserve if they are in supply. Simply remove the corps and place in the Strategic Reserve. Armies and leaders may NOT enter the Strategic Reserve.

### 9.32 Out of the Strategic Reserve box

- **RED:** Corps may SR out of the Strategic Reserve onto a controlled and supplied home region VC or on any space with a supplied RED unit as long as that space is connected via RAIL connections through friendly spaces to a friendly and supplied Moskva.
- **WHITE:** WHITE corps, depending on its Camp affiliation, may SR in the following ways:
  - **ASFR:** may only SR to a controlled and supplied VC in *Don or Kuban Region* or on any space with a supplied WHITE controlled unit, as long as that space is connected via friendly rail spaces to a controlled and supplied VC in *Don or Kuban Region (Rostov, Sevastopol, Yekaterinodar)*.
  - **Don Cossack:** may only SR to a controlled and supplied VC in *Don Region* or on any space with a supplied WHITE controlled unit, as long as that space is connected via friendly rail spaces to a controlled and supplied VC in *Don Region (Rostov)*.
  - **Siberian or Siberian Cossack:** may only SR to a controlled and supplied VC in *Urals North/Central* or on any space with a supplied WHITE controlled unit, as long as that space is connected via friendly rail spaces to a controlled and supplied VC in *Urals North/Central (Perm, Omsk, Orenburg)*.
  - **NW/Baltics:** may only SR into a controlled and supplied port in the Baltic/Finland and East Prussia box or on any space with a supplied WHITE controlled unit, as long as that space is connected via friendly rail spaces to a controlled Baltics/Finland port.
  - **Intrinsic:** may only SR into any supplied and controlled VC in RED or WHITE home regions.
- **Factions:** Faction corps may SR out of the Strategic Reserve onto controlled and supplied faction home region Victory Cities. Major powers corps may SR to a supplied unit of their faction connected by friendly controlled rail line to their supply source.

*ToC supply rules are similar to most strategic level games, hopefully somewhat simpler, but with enough detail to force players to grapple with the same strategic supply issues as RCW commanders. Forces must trace supply through controlled spaces to a friendly supply source (indicated on the map). Limited Supply units move 1 less space, while Out of Supply (OOS) units can still move – but, only 1 space.*



## 10.0 Supply/Attrition

### 10.1 General Rules

Forces possess one of three supply states: Full, Limited and Out of Supply (OOS):

- **Full Supply (FS):** To be in Full Supply, forces must trace supply thru connected, controlled and supplied spaces to a friendly supply source (*indicated on the map*).  
*Note: WHITE may trace supply through neutral Major Power forces; RED may NOT.*
- **Limited Supply (LS):** To be in Limited Supply, forces **that would be normally considered** to be in Full Supply either occupy a space in the Southeast region, or, during the winter.
- **Out of Supply (OOS):** Any force not in FS, AS or LS. A few forces has **Attrition Supply** and always considered supplied (“AS”):
  - Neutral (uncontrolled) Major Power
  - Insurrection (IAs) & Green forces
  - RED & WHITE FE (Far East) **partisan** corps
  - Japanese Armies
  - Socialist Revolutionaries until committed

*A unit with Attrition Supply is NOT eliminated for being out of supply. But players still check to see if these units have full, limited or are out of supply when activating or an instant prior to combat and suffer the related effects.*

### 10.2 Supply Sources

- **RED:** Any controlled space marked with a RED supply symbol – see game map.
- **WHITE:** Any controlled space marked with a WHITE supply symbol – see game map (*incl: East Prussia, Central Poland, Archangel, Murmansk*).
- **BOTH:** A few spaces provide supply to both sides: the border of the space is “candy cane” (*alternating red & white*) colored.
- **Factions - General:** Any VC in their home territory or their controlling side’s supply sources. As long as a Faction’s forces can trace to any VC in their home territory, they are in full supply (*except in winter – when they become LS like any other force*). Makhno and West Ukraine forces are in supply if they are anywhere within their home region (*even if Makhno forces goes Green*).

### 10.3 Limited Supply (LS) Effects

Limited Supply forces move one less space and units suffer a negative column shift when attacking.

### 10.4 Out of Supply (OOS) Effects

- **Activation:** Activating an OOS stack costs 1 Activation for each unit (*also see 13.33*). **Space containing only OOS leaders cost 1 Activation.**
- **1 Space Movement:** OOS forces move only 1 space.
- **Negative Column Shift:** OOS units suffer a negative shift when attacking (2) or defending (1).

- **No SR:** OOS forces may not SR nor may a unit be SR’d to an OOS space.
- **Elimination:** OOS forces are eliminated during the Attrition Step of the Logistics Phase.

### 10.5 Control Markers (CMs)

Control markers are placed to indicate control of a space. At the beginning of the game, all spaces within a side’s home region are considered friendly, unless controlled by the enemy (*indicated in the setup*). When a supplied unit enters a space, place a control marker.

**Some forces do NOT place CMs:**

- OOS Units
- Green Units
- Insurrection Armies (IAs)
- Leaders
- The Central Powers

**All units control the space they occupy.**

*Note: Leader is not a unit and can’t block supply line.*

### 10.6 Logistics Phase Attrition Step

- **Simultaneously:** Attrition is conducted simultaneously. Therefore, elimination of an OOS enemy unit cannot open a supply line to a friendly OOS unit.
- **Units:** OOS corps are placed in the Casualties Box. OOS armies are eliminated and placed on the turn track 3 turns later (*when they may be rebuilt*). Additionally, take a **appropriate replacing** corps from the reserve for each OOS eliminated army and place in the Casualties Box. **If no corps exist, the army is permanently eliminated.**
- **Spaces:** Any friendly controlled space, that if it contained a friendly force, would be eliminated for OOS, becomes enemy controlled.
- **Leaders:** Although a leader is not a unit, a leader is permanently removed from the game if it is OOS, with the resulting VP penalty (*equal to the Leader Rating*) for RED or WHITE leaders (12.5).
- **Major Powers:** Major Powers forces are ignored for supply purposes while they are uncontrolled.

Two important uses of Action Cards include generating reinforcements (new units) and replacements (a way to repair/rebuild units). Replacement Steps (RS) may also be utilized to purchase Influence Points.

Repairing and rebuilding units is geographically restricted by friendly controlled Resource Centers (they act as faucets). Additionally, both sides are subject to constraints, and penalties. However, either side can obtain bonuses thru control of key locations and selection of particular Political Cards (during the Political Phase).

## 11.0 Reinforcements & Replacements

### 11.1 Principles Governing Reinforcements

- **Overview:** Each side has ACs (when played as an event) that generate additional forces. These ACs are removed from play when utilized as events (if an asterisk precedes).
- **General Placement:** Unless stated on the Action Card, forces are placed as follows:
  - **Armies/Leaders:** RED/WHITE arrive at a controlled and supplied Home region Victory City (RED in Central, East, North; WHITE in Urals Central, Urals North, Don, Kuban). RED may also use Tula and Smolensk. **Faction arrive at a controlled VC within their Faction's region.** Both sides may place reinforcing army in Casualties Box (and will need to rebuilt, of course).
  - **Corps:** Strategic Reserve.
- **WHITE camp restrictions:**
  - **AFSR** in Don or Kuban VC.
  - **Don Cossacks** in Don VC.
  - **Siberian & Siberian Cossacks** in Urals North/Central VC. If White Linkup (7.25) occurs camp units can be placed in any controlled and supplied WHITE home region VC, as long as that space is connected via friendly rail spaces to a controlled and supplied VC in their camp regions.
- **Forces placed in a specific location** may NOT be placed if the location is either out of supply (OOS), would result in over-stacking, enemy controlled (if the reinforcing unit is a corps, it may be placed in the SR – if an army, it may be placed in the Casualties Box). *Exception:* Switch Sides and some Green ACs generate units, that may be placed on enemy controlled spaces.

#### Arriving Reinforcement Track: Full or Flipped?



Each side has a reinforcement track governing whether armies arrive full or flipped. Action Cards may move the marker on that track such that

armies arrive full. **This track is only applies to RED and WHITE reinforcing armies (which the "Improved Training" AC impact).** Insurrection and Faction Armies ALWAYS arrive FULL.

- **Sequential Round Restriction:** Reinforcement cards may not be played in sequential action rounds by a side. **Cards that place green and FE partisan units (R6, R14, etc) do not count as Reinforcement cards.**

### 11.2 Principles Governing Replacements

- **Generating Replacement Steps (RS):** The Card Value (CV) of an AC played for replacements generates that number of Replacement Steps (RS) for RED or WHITE. RS is also generated by capturing/controlling key territory (see RS bonuses), various bonus (from control of factions and various game events) and as a function of some Political Cards (generated during the Political Phase).

- **Constraining RS:** Ability to spend RS is limited by Resource Center Capacity (see below).
- **Bonus RS:** Each side is eligible for various bonus RSs
- **RS may be spent to rebuild or repair units:** Each corps step costs ½ replacement step (RS) to rebuild or repair, while each army step costs 1 RS (NOTE: Units marked with a dot in the upper right hand corner may not be rebuilt or repaired). Spending RS is restricted ("throttled") by the available capacity of Resource Centers: RS flow thru Resource Centers. To repair or build RED/WHITE (but not faction) a unit in a space, trace that space via controlled and supplied rail spaces to the Resource Center.
- **RS may also be spent to Influence Points:** IPs are utilized to gain control of Factions and influence the Political Involvement Tracks, purchase Leaders, repaired Special Assets.
- **Faction Replacements:** Each Faction VC generates RS for use with their forces. See 11.2. Note: Cards that flip units (R8, W12, etc) may only be used to repair RED/WHITE units (incl. IAs), but not Faction units.
- **Sequential Round Restriction:** AC played for replacements may not be played by one side in sequential action rounds. Cards that flip units (R8, W12, etc) do not count as Replacements cards.
- **Use or lose:** Replacements Steps cannot be saved from one turn to the next.

Before spending any Replacement Steps (RSs), verify if RS are constrained. Next, apply any bonuses or penalties. Finally, apply General Corruption and Inefficiency (11.51). Each side will then have the total RS they can spend that turn. However, there are additional challenges spending RS on Influence Points, and, in the case of WHITE, Port Corruption when attempting to spend RS using a friendly port.

### 11.2 Generating RS RED & WHITE

- **Play of an AC for Replacements:** The Card Value (upper left hand corner) of an Action Card generates that number of RS: mark on a side's Replacement Track.
- **Various Political Cards (PCs):** Some PCs (see Supplement) generate RS (indicated on the PC). Limit of 2 RS per Political Phase per side.  
*Note: Both sides begin a given turn with 0 RS.*

**FACTIONS** (for use with indicated faction forces): Controlling side may spend Faction RS on their controlled Factions. Republic and Countries units may NOT be repaired outside of their home region or if their capital VC is enemy-controlled. Cards do NOT generate Faction RS. Rather, Faction RS are generated per the schedule:

- **Republics & Countries:** ONE RS per friendly controlled faction home region VC spent exclusively on the associated faction (Note: since Ukraine has 2 VCs, they receive TWO RS). Exceptions:



- **Turkistan & Finland:** TWO RS per friendly controlled **faction home region** VC
- **Poland:** TWO RS per friendly controlled **faction home region** VC if Poland is enemy occupied. THREE RS if there is enemy unit adjacent to Warsaw
- **Major Powers:** Central Powers 2 Faction RS (may be spent repairing **even with dot**, but not rebuilding, any CP unit), the Allies (**France, USA, GB**) 1 Faction RS **per faction**, Czech Legion 1 RS (*and if control IGSR Train, roll a die: 1-3: +1 RS*)

*Note: A player may never spend WHITE or RED RS on Faction forces (only Faction RS).*

### 11.3 Constraining RS

#### • BOTH

**Home Region loss of control (optional):** A side that does not control at least one VC in a friendly home region loses 1 RS PER such region. A nod to momentum (like bonus for capturing enemy Home Region VC, see 11.4).

#### • RED

**Death of Trotsky or Lenin:** If Trotsky or Lenin has been removed from the game, roll a die **every logistics phase**:  
1-2: Subtract 2 RS, 3-4: Subtract 1 RS,  
5-6: No effect.

**Petrograd & Moskva VCs:** Reduce RED RS by two for each of Petrograd (701) OR Moskva (801) if they are WHITE controlled.

#### • WHITE

**Sevastopol & Omsk VCs:** Reduce WHITE RS by two for each of Sevastopol (301) or Omsk (514) if they are RED controlled.

**In-Fighting:** Corruption In-Fighting chit reduces RS (13.51).

**Central Powers:** If RED controls the CP, WHITE subtracts 2 RS.

#### • Factions

**Blocked:** If a Faction's home region VC is enemy controlled (*in the case of Poland, Warsaw and the in the case of Ukraine, Kyiv*), the Faction's controlling side may NOT spend associated RS.

### 11.4 Bonus RS

#### • Both

**Enemy Home Region VC:** 1 RS (*immediately marked on the game track*) to the capturing side of an enemy home region Victory City during the Action Phase. Limit: A VC can only generate one such RS a turn. (*Note: capturing a VC, "losing control of it", and recapturing results in only 1 RS for the game turn*). Additionally, a side receives 1 IP (*Influence Point*) for capturing an enemy home region VC, which is placed either on **FCT** or **PIT**.

**Ukraine:** 1 RS per control of each Ukrainian VC.

**Enemy Home Region (optional):** A side that controls all VCs in an enemy home region gains 1 RS PER enemy home region controlled. A nod to momentum.

#### • RED

**Turkistan:** 1 RS for RED if RED control of Turkistan and can trace a friendly rail line from Turkistan to a RED or WHITE home Region controlled VC.

**RED Polish Levy:** RED rolls a die and receives that number of RS (*see 15.44*).

#### • WHITE

**Bonus Western Allies RS:** WHITE receives 1 RS per each of the USA, France and Britain controlled factions, **if WHITE AC#1 (Kolchak's Coup) has been played as an event**. France is CP restricted, so, consequently, the French RS bonus does NOT occur until after the CP withdraws. Additionally, the Allied bonus may increase to 2 RS each for control of Britain and USA through play of WHITE AC#31. Eliminate the bonus as Western Allies withdraw.

**Tsar:** If the Tsar is "Rescued" (13.1), WHITE may receive **+1 RS each turn** (*see 13/1*).

**Central Powers:** WHITE Control of the CP generates 2 RS.

### 11.5 Spending RS

The value of RS cannot be less than 0. Any "unused" RS are lost in the end of Logistics Phase.

**11.51 General Corruption:** Before spending any RED/WHITE RS (*not faction RS*) during the Logistics Phase, roll a die for each side:

1: No Effect, 2-4: Subtract 1 RS, 5-6: Subtract 2 RS. *If In Fighting in effect for a side, add 1 to the die roll.*

**11.52 Leaders, Special Assets & IPs:** Before spending RS to repair/rebuild units (*which is conducted sequentially - WHITE first*), sides spending RS on influence points (IPs). This is conducted secretly and concurrently. [*Optional: WHITE spends first*]. Both sides write down the amount they will attempt to spend RS on purchases of IPs. Reveal. Each side conducts a die roll and consults this table:

Attempted Influence Point (IP) Purchase	
Roll	Result
1	All RSs wasted and IPs not generated
2-5	Receive IPs equal to RSs spent
6	Receive IPs equal to RSs spent +1 (a free IP)
<b>DRMs:</b> WHITE: +1 if Czar alive, -1 if Denikin or Kolchak on game map BOTH: +1/-1 if leading/trailing in VCs, -1 if In-Fighting in effect (for the side attempting IP purchase)	
<b>IPs are used to influence FCT (15.24) and PIT (15.27), purchase leaders and special assets:</b> <ul style="list-style-type: none"> <li><b>FCT and PIT:</b> Place the IPs purchased on Faction, <b>active Political</b> Involvement Tracks or PIT movement table (limit of 1 IP per each Faction or Track).</li> <li><b>Leaders:</b> Leaders (marked with a "P" on their counter) may be purchased by <b>spending IPs</b> (limit of 1 per turn) at a cost of their leadership rating on their counter (example: leader with a 2 rating costs 2 IPs). Purchased leaders are placed in a controlled VC subject to army Faction or Camp restrictions.</li> <li><b>Special Assets:</b> Special Assets are repaired by spending IPs: 2 for WHITE per Special Asset, 1 for RED, 2 for Factions</li> <li><b>Optional Vinny Rule:</b> Ignore the 1 per faction/ Political Involvement Track limit.</li> </ul>	

### 11.53 Rebuilding & Repairing Units

After spending RS on Influence Points (incl. FCT, PIT, SA, Leaders), players rebuild & repair units (WHITE first).

- Cost:** Players spend ½ RS per corps step and 1 RS per army step to rebuild/repair units
- Dots:** Units with a dot in the upper right hand corner may NOT be rebuilt or repaired.

#### Resource Center (RC) Replacement Step Capacity:

Each Resource Center has an intrinsic capacity (indicated by a large number on the game map next to the location) to spend accumulated RS rebuilding or repairing units.



**Ports RC:** Ports have an indicated intrinsic capacity and may be used by WHITE if it controls the space and one of the indicated Britain, France or USA faction in the associated Sea Zone until these factions withdraws. To use port RC after associated faction withdraw WHITE must a) leads in

Victory Points and played W1, W8 and W31 as event or b) Tsar has been saved and has not been eliminated from the game.

*Example: in case of attempting to use Batum port RC WHITE must control Britain or if it withdraw fulfill condition a) or b).*

- Resource Centers: "Faucets":** Think of the RC as faucets that control the flow of RS to locations. When repairing or rebuilding a RED/ WHITE unit, a player must trace the RS expenditure from the unit's location via friendly controlled rail lines to a friendly supplied Resource Center. The amount spent is then deducted from the capacity of that Resource Center. *Notes: no need RC to spend a faction RS and spending of faction RS doesn't count toward RED/WHITE RC limits.*
- Port RCs: Port Corruption** (only WHITE may use ports), WHITE simply declares an intention to use a friendly port for spending RS and then makes a die roll (separate roll for each port) on the Port Corruption table (one attempt to use each port RC per turn) to determine if any RS is lost:

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Port Corruption	
Roll	Result
1-5	No corruption
6	-1 RS (the RS is lost)
7+	-2 RS (the RS's are lost)
+1 if port is Vladivostok (+2 if Kolchak is in drug addicted state)	

WHITE may attempt to use Vladivostok port RC if he has at least 2 RS.

*How does this work? Assume WHITE wants to spend 6 RS rebuilding & repairing units. WHITE builds a full army (cost of 2 RS) at Perm (Urals North) using the RC at Perm (1) and Izhevsk (1). In the Don, WHITE builds a reduced army (cost of 1 RS) at Rostov using the "regular" RC at Taganrog (338). Since WHITE controls Britain – WHITE then attempts to also use the port RC at Taganrog. WHITE must roll on the Port Corruption table. WHITE rolls a "6" (no die roll modifiers apply) and loses 1 RS. Snap! WHITE has 2 RS remaining and uses the RC capacity from Sevastopol (301) –since it can trace a friendly rail line to Sevastopol. WHITE again rolls a "6": -1 RS! But since Sevastopol has 2 port RC –flip the newly built army at Rostov to full.*

*RED will benefit from this Resource Center "faucet" mechanic, since their resource centers are likely to be all connected (interior lines). However, WHITE is not so lucky: they will have "pockets" of RC capacity and thus will be quite restricted.*

#### Rebuilt Army Placement

- RED:** Any home RED region controlled VC connected to RC by rail.
- WHITE:** Any home WHITE region controlled VC connected to RC by rail along with these "Camp restrictions":
  - ASFR: Don or Kuban VC
  - Don Cossacks: Don VC
  - Siberian & Siberian Cossacks: Urals North/Central VC
  - Intrinsic: Any WHITE home region VC

If White Linkup (7.25) occurs camp armies can be also rebuilt in any controlled and supplied WHITE home region VC, as long as that space is connected via friendly rail spaces to a controlled and supplied VC in their camp regions. *Note: WHITE can't use Migulinskaya and Orsk VC to rebuilt armies since they are don't have Resource Center and not connected to any rail line.*

**Non Major Power Factions:** Home region friendly VC, unless specified in Faction specific rules.

#### Major Power Factions:

- Czech Legion:** any controlled VC that connects via friendly rail spaces to a friendly VC in the Urals North or Urals Central.
- Britain:** any friendly controlled port in the Black Sea or Caspian Sea.
- USA:** Vladivostok.
- Rebuilt Corps Placement:** ALL rebuilt corps are placed in the Strategic Reserve utilizing capacity of any friendly Resource Center.
- FAR EAST Recruitment:** Each side may spend RS to recruit FE Partisans. *See 13.41*
- Repair**
  - RED/WHITE units can be repaired as long as 1) there are enough RS; 2) their space connected by friendly controlled rail line to a friendly RC.



- **Non Major Power** Factions units can be repaired as long as 1) there are enough faction RS; 2) they are located anywhere in faction home region; 3) controlled their capital VC.
- **Major Power** Factions units can be repaired as long as 1) there are enough faction RS; 2) their space connected by friendly controlled rail line to their supply source.

## 12.0 Leaders

### 12.1 Basic Leader Capabilities

All leaders have these basic capabilities:

- **Withdrawal:** A stack with a leader and an army may retreat to a friendly adjacent supplied space (or spaces) if combat is declared against the space it occupies. All units must retreat with the leader and may retreat to different adjacent spaces (in this case combat activation is forfeited). A failed withdrawal attempt by the defender produces a +1 CM for the attacker. Additionally, a leader without units may attempt withdrawal if an enemy unit attempts to enter its space (note: this is also indicated in 7.15).
- **Pursuit:** If a defending stack with a enemy leader and a units withdraws (but not a single leader), after advance into vacated space a leader stacked in that space with an army may pursue. If the leader successfully pursues, mark the his space with a combat marker. Combat may then be initiated against ANY adjacent enemy space(s). This process (withdrawal and pursuit) may continue as long as an enemy stack successfully withdraws and the attacking stack successfully pursues.
- **Reinforce:** If an enemy attacks an adjacent space, a stack with a leader and an army (which units has not previously withdrawn or reinforced / failed to withdraw or reinforced during the active player's round) may reinforce (abiding by stacking limits) the attacked space. If the reinforcing attempt is successful, place the leader and at least one unit in the target space. Then, conduct combat. This also produces a +1 CM for the defender.
- **Counterattack:** If a defender inflicts more losses than an attacker, the defender may counter attack (against total attacking force). To counterattack the leader must be stacked in the space with an army (after taking losses in the first combat). In this second combat, there is no advance, retreat, terrain combat shifts and/or combat modifiers: just roll 2 dice. Only those units that participated in the attack are subject to counterattack losses.
- **Exploitation:** Exploitation occurs if:
  - The attacker "won" the combat
  - cavalry unit is present
  - it is not a MUD turn
  - a defender retreated (not be used if all enemies are destroyed)
  - a leader is present with an army (in the case of multi-space attacks the cavalry unit(s), army and the leader do not need to attack from the same space)
 If these conditions are present, the first space entered must be the defender's space. After that, the leader and the cavalry unit(s) (attacker's option) may advance into an adjacent space that does not have a Combat marker regardless of whether the required retreat was 1 or 2 spaces, while abiding by the usual advance after combat terrain restrictions (i.e. if defender's space was not Swamp/Mountain/Fortress). Road 2 rules are ignored for the purposes of exploitation. Exploitation may NOT be used in the Far East.
- **Multi-space attacks:** In order to attack an enemy space from more than one adjacent space, a side must have a leader present in at least one of the attacking spaces, and in that space there must be an army present, and unit(s) from that space must participate in the attack.

- **Special asset:** A leader present in a combat with an army may deploy a special asset (see 8.8).
- **Cavalry surprise:** A CAV leader (Krasnov, Wrangel, Budyenny, Ghai-Khan, Makhno) present in a combat with an army may attempt to achieve Cavalry surprise (see 8.42).

**Multiple leaders in the same space:** Only one leader per space may use their capabilities during an active player's Action Round.

**Just once:** Leaders may only use their basic capabilities once per Action round (exception: withdrawal and pursuit). A leader that has participated in a combat may NOT utilize basic leadership capabilities in another combat that action round (exception: withdrawal and pursuit).

**Faction leaders:** Faction leader cannot use his Basic Leader Capabilities when he lead forces containing exclusively RED/WHITE/other factions units (ex: Ironside cannot use his Basic Leader Capabilities when he commands a Czech Legion Army).

*I felt I couldn't make a Russian Civil War game without leaders – too many great/infamous characters involved in this particular RICH story. Leader counters represent more than just the personality; they represent the associated organization and concentrated resources to conduct campaigns. The other primary reason leaders were added was to enable players to exercise an amount of operational flexibility I feel is required in a fluid strategic game.*

### 12.2 Special Capabilities

A leaders have special capabilities:

- **Movement** (see 12.6):
- **Special Action:** Unit Repair Wrangel, Trotsky (see 7.32)
- **Provide DRMs** to various tables: Many! **Faction leader cannot give +1CM for superior Leader in combat when he lead forces containing exclusively RED/WHITE/other factions units.**

### 12.3 Use of Basic Leader Capabilities

To use any of the basic leader capabilities a side must have an army present in the leader's space (exception: leader without any units may attempt withdrawal).

- **Multi-space attacks, Special asset, Cavalry surprise:** No die roll is required. The only requirement is that the leader must be stacked in the space with an army and that at least one unit (corps or army) from that space must participate in the attack (for Faction leader that unit must be from his Fraction).
- **Other Capabilities:** In order to use any of the basic other capabilities Withdrawal, Pursuit, Reinforce, Exploitation Counterattack (and special capabilities "Unit Repair" by Wrangel & Trotsky):
  - Side declares an irreversible intention to use the capability and rolls a die: If the resulting die roll is less than or equal to the leader's rating, the player performs the related action.
  - If the die roll is a "6", roll again:
    - 1-2: flip leader counter to its Alternate State on backside.
    - 3-5: no effect.
    - 6: Death: remove leader from game.

## 12.4 Leader Purchase & Placement

During the Replacement Phase, a side may spend IPs equal to the leader's rating to purchase them (for leaders w/ counter contains a "P").

## 12.5 Leader Removal (elimination)

- **Elimination:** Leaders are permanently removed from the game in one of these ways:
  - Roll "6" & "6" while trying to use leadership ability
  - Play of a specific AC
  - RED In-Fighting (Accusation)
  - Major Power Withdrawal
  - If a leader is eliminated during combat (see 8.53)
  - If a leader is eliminated OOS
  - An enemy unit enters a space containing only a friendly leader(s) that fails to retreat
  - Voluntary removal
- **Involuntary Removal:** If a RED or WHITE leader (*not Faction*) is eliminated involuntarily, the controlling side loses a number of VPs equal to the leader's rating (ex: *Trotsky costs RED 4 VPs*). Exception Lenin: Cost is 4 VPs.
- **Voluntary Removal:** Non-OOS RED or WHITE leader (*not Faction*) may be voluntarily removed from the game during the Logistics Phase then IPs are used to purchase leaders. After leader removed roll a die: divide by 2 and round up. Result is the VP loss. Inactive/in "alternative state" leaders also may be voluntary removed (excluding arrested Tzar, green VDG, Kappel's Coffin).
- **Effect on In-Fighting:** If a "camp leader" is removed from the game, they do not affect In-Fighting (example: the loss of Trotsky or Stalin).
- **Faction Leader removal:** No VP cost to the controlling side.

## 12.6 Leader Movement

- **General:** A leader's Movement Allowance (MA) is equal to their leadership rating (example: *Denikin has a leader rating and MA of 4*).
- **Trotsky Rail Exception:** Trotsky may either move an unlimited number of friendly controlled and supplied connected rail spaces using Special Action 7.32 OR may move up to 4 spaces (if space is activated for movement).
- **Lenin:** Lenin may not move from Moskva. If forced to retreat, eliminate Lenin from the game.
- **Tsar:** May move 1 space with a unit when arrested with a RED unit(s).
- **Supply & Weather:** Leaders are subject to movement restrictions regarding supply status and weather (same as units).
- **If alone and enemy attempts to enter:** Enemy corps and armies may enter a space only occupied by a friendly leader. The leader may attempt to withdraw prior to combat. If they fail, the leader is eliminated (with an associated VP penalty 12.51).

## 12.7 Leaders: Alternative States and Inactivity

Leader counters have a backside (*to their counter*). When on the backside, leaders are either subject to "alternative state" or inactivity rules below.

**12.71 "Alternate States":** The following leaders' backside counter have these effects:



**Kolchak: Drug Use.** Loses all leadership capabilities except the ability to move and generates an additional +1 on the port corruption table if using Vladivostok for RS.



**Kappel: Kappel's Coffin.** Flip to backside and Kappel's coffin may be utilized as a relic to inspire troops in combat (+1 CM) and ignore road 2 rolls (*only for WHITE*). No leader rating, since, well, he is deceased. The coffin moves stacked with any unit it begins the Action Round with. If not stacked with a unit, eliminate the counter. Once on "the coffin side", Kappel may not be returned to his alternative state. Note: if Kappel dies for any reason, utilize the Coffin side of the counter.



**Mai-Maevski: Debauchery.** Loses all leadership capabilities except the ability to move.

- **Von der Goltz: Goes Green.** Continues all leadership capabilities, just as a Green unit. *Note, VDG may flip back to WHITE, in which case, remove him from the game (no VP cost).*
- **Gajda: Putsch.** Putsch occurs (see 13.71) and leader loses all leadership capabilities except the ability to move.
- **Mironov: Exiled!** Loses all leadership capabilities except the ability to move.
- **Krasnov and Bogayevsky: Non cooperation.** Loses all leadership capabilities except the ability to move and Non cooperation with Don Caucasus forces triggered. *Note: if one leader suffers the alternative state, both do; if one recovers, both do; if both leaders in "alternative state" removed from the game "Non cooperation" canceled.*
- **Lenin: Wounded.** Loses all leadership capabilities (see 12.6). *Note: Lenin starts the game in this state.*
- **Tsar Nicholas II: Captured.** When captured, RED may move the counter 1 space along with any RED unit. If killed by RED or removed from game NO VP cost to WHITE. If rescued, flip the Tsar to his leader side.
- **Brusilov: Goes WHITE.** Place Brusilov with closest WHITE army. When Brusilov goes WHITE he is considered as Intrinsic WHITE Leader. *Note, he may flip back to RED, in which case, remove him from the game (no VP cost).*

**12.72 Inactivity:** Leaders lose ALL leadership capabilities except the ability to move.

**12.73 Returning to Normal State** (*or the front side of the counter*). During the Logistics Phase, Event



Segment, a **all leader** (including green VDG, insurrection and neutral faction leaders, but excluding dead Kappel and arrested Tsar Nicholas II) may change from their “alternate state” or “inactivity” to their normal state (front side of the counter). A die is rolled during the appropriate segment: on a roll of a 1 or 6, flip the leader to its front side.

FACTION/Other Leader Roster			
Leader	Rating	Faction	Other
Eichorn	2	CP	
Graves	2	USA	
Ironside	2	Britain	
Mannerheim	3	Finland	
Makhno	4	Makhno	May go Green, CAV, "6"
Petliura	2	Ukraine	
Archduke Wilhelm	2	Ukraine	
Pilsudski	3	Poland	
Haller	3	Poland	
Pavlenko	2	W Ukr	
D'Anselme	2	France	
Syrovoy	3	Czech Legion	
Kappel	3	Social Rev	Intrinsic White, Coffin

RED Leader Roster				
Leader	Rating	Camp	Enter	Other
Lenin	2		S	wounded
Antonov-Ovseenko	3	T	13	
Blyukher	3		7,23,46 / I	
Brusilov	3		P	May go WHITE (12.71)
Budyenny	4	S	16	CAV
Egorov	2	S	P	
Frunze	4	S	P	
Ghai-Khan	4	T	18	CAV
Mironov	3		7,23,46 / I	
Stalin	2	S	S	
Trotsky	4	T	S	Rail/Repair (7.32)
Tukhachevsky	3	T	P	
Vatzetis	3	T	P	
Voroshilov	2	S	13	
Zhukov	2	S	20	

Enter: S=Starts game on board, P= Able for IP purchase, X = RED AC, I=Insurrection  
Note: Budyenny should have been in Stalin camp, however counter error shows him in Trotsky.

WHITE Leader Roster				
	Rating	Camp	Enter	Other
Tsar Nicholas II	*		S	13.1
Belsky	2	NW/Baltic	P	
Bogayevsky	3	Don Cossacks	P	Non co-op (12.71)
Denikin	4	AFSR	S	IP drm (11.52)
Dutov	2	Sib Cossacks	22	
Gajda	3	Siberian	4	Putch (12.71)
Ivano-Reenov	2	Sib Cossacks	2	
Khanzhin	4	Sib Cossacks	16	
Kolchak	2	Siberian	1	Drug use (12.71), IP drm (11.52)
Koshelev	2	Siberian	P	
Krasnov	3	Don Cossacks	S	Non co-op (12.71), CAV
Mai-Maevski	3	ASFR	19	Debauchery (12.71)
Tokmakov	3		52/ 1	
von der Goltz	3	NW/Baltic	29/ 1	May go Green
Wrangel	4	ASFR	11	Repair (7.32), CAV
Yudenich	4	NW/Baltic	27	

Enter: S=Starts game on board, P= Able for IP purchase, X = WHITE AC, I=Insurrection

## 12.8 Leader Cards (Optional rule)

Leader Cards replace the generic leadership rating (on each leader counter) with specific ratings for each leader capability. If playing with Leader Cards, still use the value on the counter for purchase of “available for purchase” leaders and for movement allowance. Any leader specific rules are contained under the historical commentary. Letters and numbers on extreme right of the LC are leader ratings for each capability.

## 13.0 Miscellaneous Rules

### 13.1 Special WHITE Forces

**The Tsar:** Nicholas II, Emperor of Russia, and his entire family were murdered by the Bolsheviks on July 17, 1918 at Ekaterinburg.



If the Tsar is stacked with a RED unit (flip Tsar to Arrested!), RED may attempt to execute the Tsar by activating the space and rolling a die:

1-4 Tsar executed

5-6 No effect... Central Committee orders not followed... investigation of counter revolutionaries ordered!

RED may also move 1 space with the Tsar and then try to kill him. The Tsar's execution doesn't cause a VP loss for WHITE or bonus VP for RED.

**IF TSAR is executed:** Roll a separate die for Britain, France and USA: 1-2: place 1 WHITE IP, 3-4: place 2 IPs, 5-6: place 3 IPs (note IPs placed upon respective Faction Control Table).

**IF TSAR is rescued:** Then WHITE gains control of the space with the captured Tsar, immediately flip the Tsar to its rescued side and:

- Roll **one** die. 1-3: RED Places 1 RED IP on ALL Republics FCT... 4-6: Place 2 IPs.
- Place 3 Romanov armies into casualty box; WHITE may thereafter build these armies.
- WHITE possibly earns +1 RS each turn: Roll a die. 1-4: +1 RS, 5-6: No effect.
- Remove Denikin leader.
- WHITE AC#1 may not be played as an event.
- WHITE may use port RC after associated faction withdraw.
- Tsar becomes Intrinsic WHITE Leader. If he must be flipped (roll 1-2 while trying to use leadership ability) remove him from the game (no VP cost).

**Movement:** While Arrested, RED may move the Tsar only one space with an accompanying unit(s).

### Other WHITE Special Forces

- **Serb and Greek Expeditionary Forces:** See Britain specific rules.

- **Von Der Goltz forces:** VDG leader, 1 & 2 armies, corps c1 & c2 are **Insurrection forces (13.33)**. VDG forces begins the game WHITE (part of NW/Baltic camp), but may go green thru play of W29, R25 or VDG leader roll "6" & "1-2" while trying to use leadership ability. If VDG goes green, flip VDG leader to green side, replace VDG armies with green armies and eliminate VDG corps from the game. If green armies cannot replace all VDG armies (because they are already in play), eliminate all VDG forces from the game. *Note, VDG leader may flip back to WHITE, in which case, eliminate the counter from the game (no VP cost).*
- **Bermond Army:** WHITE must place Bermond Army in first controlled Baltic VC (RED determines which VC if more than one at the same phase) or in Casualty Box. RED may play an AC to cause Bermond to "go green" through play R#6 or R#41: see AC for instructions.
- **Chinese Army:** Chinese is Insurrection Army. Triggered by play of R#48. Roll a die:  
1-4: Place army in E or W Manchurian space  
5-6: No placement  
DRMs: +1 if Japanese army in play



## 13.2 Special RED Forces

- **Insurrection Leaders:** Upon play of R#7, R#23 or R#46, RED must roll a die to determine if they immediately receive a RED Insurrection Leader (Blyukher or Mironov at choice). This leader must be placed WITH the Insurrection Army.
- **Peoples' Armies:** Prior to the instant of a combat involving any space containing Peoples' Armies, roll a die for each and



consult table below. Enemy forces may move into a space where a PA disintegrated (if there's no other friendly unit in the space).

Peoples Armies	
Roll	Result
1-3	Eliminate army and 1 regular inf corps (RED 1-26) in SR
4-6	No effect
Note: Attacker may call off the attack, after seeing the results of the die roll above.	
Modifiers: May apply only one of these: Stacked with Cheka unit +2, with a leader +1, with elite unit: +1, defending +1	

## 13.3 Special Other Forces

### 13.31 Green Units

Green units are placed by:

- ACs: R#6, R#25, R#35, R#41, W#13, W#29, W#41.  
*Note: If through AC "Green" player has to put 3 green units on map, but there are only 2 in reserve, he put the two and ignore the third one, he cannot use FE Green units for this purpose.*
  - Ukraine Green Armies and Makhno Black Guards corps: possibly generated during initial deployment.
  - Green Peasant Army revolt (R#22).
  - Japanese units are Green if the Japanese PIT is Green
  - Makhno, Ungern and Von Der Goltz may go green.
- Green units have these characteristics:**
- Are considered enemy units to both sides.

- Have attrition supply and have NOT a supply Sources (except: Green Makhno forces in Makhno region and Green Japanese forces in space 902 are always in full supply).
- May be activated only by a Special Action "Greens" (see 7.35). *OPTIONAL:* if a side exclusively activates spaces containing greens units and/or friendly IA (at a cost of 1 activation per such space even if it OOS).
- Do not place control markers but spaces with green unit are controlled by GREEN force. When green unit moves out space it automatically goes back to the previously controlling side.
- May NOT stack with any non Green forces.
- A "pure" Green armies and corps (green on both sides) after elimination return to reserve and can be reused at a later point, but they are limited on map.
- Green forces always placed on map in full-strength.
- If the Green army is eliminated, no replacing corps is placed.
- Are eliminated during the Wrap Up segment of Logistics Phase on a die roll of a "1" or "2". Green leaders also effected (ex: Green VDG leader on "1" or "2" removed) and do not count for VP loss.

### 13.32 Green Peasant Army Revolt

When a Green Peasant Army Revolt is indicated on AC R#22 and both Green armies are not on the game map (if both are on map - ignore this event), roll a die: on a roll of 1-3, the side playing the card must select one of its home regions and the enemy side may place all available Green Armies in any non-VC space in that region.

### 13.33 Insurrection forces (IA)

For Insur. forces (armies, leaders and VDG corps) these rules apply:

- Placement: Indicated on the card (*except Bermond Army, see 13.1*). May only be placed on enemy occupied space if no other choice. **This triggers immediate combat, which IA must win or dies.**
- May not place control markers.
- Have attrition supply.
- If a side activates a space containing an IA (or use event cards that allow activations), it may only activate other spaces containing IAs (at a cost of 1 activation per such space even if it OOS and if such space is activated then, any forces in that space are activated). *Optional rule 13.31: If a side activates a space containing an IA, it may only activate other spaces containing IAs and/or Green forces.*
- WHITE IA forces, which belong to a specific camp, are also impacted by the Camp restriction.
- IA forces (Armies, Leaders and VDG corps) are eliminated during the Wrap Up segment of the Logistic Phase on a die roll of a "1" if they do NOT occupy a VC. IA leaders also effected (ex: Insur. VDG leader on "1") and do not count for VP loss.
- If Insurrection Army is eliminated during the Wrap up roll no corps placed on map or casualty box.

### 13.34 Switch Sides Armies

- Switch Sides Armies (SSA) are considered as Intrinsic RED/WHITE forces with a appropriate control marker on it.
- The army that "switch sides" is put in the casualty box. No corps corps placed on map or casualty box.
- If the removed army was at half-strength, the SSA is also put on map in half-strength.
- Switch Sides CAValry army may replace INFantry army. But player must try to choose appropriate type of SSA to replace enemy army if possible.
- Each SSA has specific replacement corps (ex: Bulak army can be replaced only by Bulak corps).
- If "Switch Sides" AC is played on SSA, that army again "switch side": flip control marker and give the appropriate corps to its new owner.
- All Switch Sides units are irreplaceable (there's a dot) and there are only 3 Switch Sides Armies (but 4 AC - race to play).
- "Switch Sides" AC can be used against IAs and Soc Rev (it doesn't count as their attack).



## Insurrection Army Roster

Insurrection Army	Side	Enters	Where placed	Special rules?
Ant (Antonov) 1 and Ant 2, Tokmakov leader	WHITE	W52	742, 520, 635, 636	May also place in 826 (historical location of a revolt)
Izhevsk	WHITE	W20	635, 636	
Karelian	WHITE	W20	124 or 709	
Prometheus 1	WHITE	W23	Kuban or Don	
Kronstadt 1 & 2	WHITE	W48	Kronstadt	13.42: Kronstadt VC not active until played
South Urals	RED	R7	Urals Central	
Kubano	RED	R23	Kuban	
RED Mongolian	RED	R48	West Mongolia	13.41 Far East
Far East	RED	R46	East, Urals, Far East	Any RED controlled VC
Mironov, Blyukher leaders	RED	R7, R23, R46		
Bermond	WHITE	13.1	Baltic VC	
Chinese	WHITE	R48	W or E Manchuria	13.1 (variable entry)
Ungern	WHITE	W51	East Mongolia	May go green
German Mutiny	RED	15.53 WHITE control ... maybe	RED controlled space in North or Central	15.53: If WHITE gains CP, RED places.
VDG 1, VDG 2, Von der Goltz leader	WHITE	W29	East Prussia	May go green
Ukraine Peasant Armies 1, 2, 3	Varies	15.38 Ukrainian Entry	IA: 206, 207, 214, 220, 223, 224, 225, 226, 231 Green: 210, 221	15.38: become IA if Ukrainian peasant revolt occur

## 13.4 Special Geography Rules

**13.41 Far East:** I've included an abstracted Far East region with this version of *ToC* to account for that theatre's impact on the conflict: which, was primarily to restrict supplies to the WHITE forces operating in the east. Just to give you an idea of the space/distances involved, if I were to have the Far East map at the same scale as the main map (Warsaw to Omsk), we would need to more than double the size of the game map to reflect Warsaw to Vladivostok. Hence, the Far East inset. There are two VCs in the Far East. Tracing RS from Vladivostok will be difficult: RED or Greens are likely to interrupt the rail line.

- **Activation Restrictions & Cost:** The Far East is not active until Central Powers withdrawal: **no move into**, no activation, no SRs **into or out of FE** (however WHITE does receive **RC** and **VC** credit from FE at start). After CP withdrawal a side may activate a maximum of ONE SPACE per Action Round on the FE map. *Exceptions:* a few Action Cards and spaces that contain FE capable armies. *Example:* a player could do activation of 2 spaces containing such FE armies AND 1 other space.
- **Combat Restrictions:** Retreats are only 1 space and there are no multi-space attacks and **exploitations**.
- **Movement Costs:** Each space entered costs units their *entire* movement allowance unless using strategic redeployment.
- **Repair:** in FE units may not be repaired.
- **FE partisan corps:** Each side during the Logistics Phase, may spend IRS and roll a die:  
1-3: Place a friendly FE partisan unit; 4-6: No effect. During the Action Phase FE partisan unit may be recruiting by playing R#14, R#48, W#2, W#25, W#51.  
When FE partisans arriving they always go on map in FE region in a FE friendly restricted space (NOT into Strategic Reserve): 907, 911, 915 for RED and 904, 906, 909 for WHITE.  
FE partisans may NOT SR into or out of the Strategic Reserve.  
FE partisan corps after elimination return to reserve (if WHITE FE partisan corps was in Green side, it turns to white side).

- **Restricted Forces:** only RED/WHITE FE partisans, WHITE Siberian corps, Chinese IA, Ungren IA, RED 15 Army, RED Far East IA, Mongolian IA, **Czech Legion**, **Britain (excluding Serb & Greek)**, USA, Japanese forces and the Soc Rev c3 & c4 (that begin in the FE) may operate in the Far East. *Note 1: only corps and Czech Armies may SR into or out of the Far East Region (see 9.2). Note 2: If R15 Army or RED Far East Insurrection Army are eliminated in FE, replacing RED regular Inf corps cannot be placed where the army was eliminated because RED regular Inf corps cannot operate in FE (R15 army are permanently eliminated).*
- **Restricted Spaces:** Entry to various FE spaces is restricted to the forces indicated:
  - **East and West Manchuria, East Mongolia:** only WHITE controlled forces.
  - **Far East 1, 2, 3:** only RED controlled forces.
  - **Sea of Japan:** only Japanese units.
- **Supply**
  - RED and WHITE FE **partisans** corps have attrition supply.
  - Japanese, Chinese and Mongolian armies have attrition supply.
  - Other forces permitted in the FE region draw supply as normal from their supply sources.
- **1920 Withdrawal**

Beginning on the first turn of 1920, roll a die during the wrap up segment in the Logistics Phase: on a roll of "1", permanently remove the Japanese, Chinese and RED Mongolian armies.

## Japan

**Japanese Political Involvement Track:** Japan begins GREEN, but may move to RED or WHITE. **The PIT becomes active by play of W#1, W#36 or R#36 (see 15.27).** The Japan immediately moves to the opponent's committed box if attacked.



(Note: This does not mean that Japan begins singing "The Internationale", but, rather that they are pursuing their own interests).

**Entry into conflict:** Upon play of AC#36 by either side, place Japanese forces in space 902 (a source of Japanese supply). Japanese forces may then enter or attack enemy forces in Vladivostok.

**Exit from conflict:** beginning 1920, die roll **during the wrap up segment**, if result is a "1": remove all Japanese forces from game.

**Losses & RS:** Japanese armies then take losses cannot be replaced by any corps. Japan don't receive Replacement Steps.

**Green:** If the PIT is Green, Japanese units are treated as Green units for all purposes.

## 13.42 Other

**East Prussia (136)** This box may ONLY be entered by VDG or Yudenich (NW) WHITE forces. It may not be attacked.

**East Romania (246), East Hungary (245), Sweden (137):** ignore for all game purposes (may be used in a future *ToC* expansion).

**Finnish Border:** At the beginning of the game, neither side may cross the Finnish/North Russia border. WHITE AC#34 lifts this restriction on the WHITE, while the restriction is lifted on RED if RED gains control of the Finland Faction. Once the restriction is lifted for either side, both sides may move freely (across the border) for the remainder of the game.

**Murmansk (717) & Archangel (732):** RED controlled forces may not enter or attack these boxes.

## Kerch-Taman Crossing

This marks the road connection between Kerch (306) and Taman (307). When RED attempts to attack through Kerch-Taman crossing he receive 2 shifts column left. When RED attempts to move/advance/retreats/withdrawal/pursuit/reinforce through crossing, it must roll a die for each force (unit & leader) and consult this table (if army was eliminated during the crossing via die roll 1-2, put it in the casualty box and no corps placed on map or casualty box).

### Kerch-Taman Crossing – Effect on RED

Roll	Result
1-2	Eliminate unit or leader and the rest of stack must stop without crossing
3-6	Unit must stop after crossing
DRMs: subtract or add to the die roll if the condition indicated below is present	
-2 if WHITE controls French or British Faction.	
+1 if Turn 10 or later.	

**Kronstadt (123):** This space does NOT exist until play of W#48. The connection between Petrograd and Kronstadt is a rail line.

**Poland:** WHITE forces (other than WHITE controlled Polish forces) may not enter a WHITE controlled Poland.

## Sea Zones

Sea Zones are controlled by controlling the associated Faction(s) indicated in the particular SZ. This permits WHITE to utilize the associated port's Resource Center capacity. White may NOT trace across friendly faction-controlled Sea Zones for supply, RS or assets.

• **Baltic Sea (120):** Upon play of W#27, WHITE place the Yudenich forces (with the exception of two corps that is placed in the Strategic Reserve) into space 120. In any subsequent phase, these forces may leave the box and are placed directly on a controlled Baltic port, Finland port (if Finnish Border is open) or East Prussia, at the cost of activating the box for movement. The forces end their phase in the port space.

• **Black Sea (403) & Caspian Sea (407):** British forces may be placed in any friendly controlled port in the Black Sea or Caspian Sea upon play of W#38.

• **Japan Sea (902):** Japanese forces may enter and move to Vladivostok. Arrow between the Japan Sea and Vladivostok permits Japanese forces to attack. Note: if Japan is green or RED controlled, WHITE may NOT use the Vladivostok port RC.

**Smolensk (807) & Tula (817):** RED Replacements and RED Reinforcements may be placed on these spaces as if they were a RED VC in the Central Region. WHITE can capture Resource Center in Tula and RED left without this Resource Center (no other benefit for WHITE).

**Southeast Region:** In order for a side to retreat or enter or move by armies into the SE, they must first play AC#42. SE is Green Region. The Roads 2 in the SE region have no effect at all, since forces need to spend their entire movement points to move from space to space due to the black 1 road connection.

**Taganrog (338):** To use port RS in Taganrog WHITE must control Britain or France (for Sea of Azov). The port in Taganrog may not be used if RED controls either space 306 or 307.

**Archangel (732):** To use port RS in Archangel WHITE must control Britain (for White sea).

## 13.5 In-Fighting

### 13.51 General Rules

**Overview:** The In-Fighting rule reflects internal political divisions within the RED and WHITE Camps and internal “friction of war”; the inability of a side to utilize all of their resources to achieve goals. WHITE faced significant political obstacles, while RED also faced some internal turbulence.

**Camps:** Within the Bolsheviks, there were two prime rivals: Trotsky and Stalin. Consequently, RED has been “divided” into two Camps: Trotsky and Stalin. ONLY RED armies and leaders may be impacted by the Camp affiliation. RED Armies and leaders are marked with a CT (Camp Trotsky), CS (Camp Stalin) or no indicator (in which case they are “intrinsic” RED forces and not directly impacted by the camp distinction). WHITE had significantly more internal division and has 5 “camps” in ToC. All WHITE forces (armies, corps and leaders) may be impacted by the Camp affiliation.

**Triggering:** Play of RED AC#12 triggers WHITE In-Fighting the FOLLOWING turn, while play of WHITE AC#14 triggers RED In-Fighting the FOLLOWING turn.

**The In-Fighting Counters:** At the beginning of the game a side places its “initial” In-Fighting counters (those not containing a RED or WHITE AC number) into a cup. These counters are first drawn the turn AFTER In-Fighting is triggered. Play of certain ACs will also add to “the initial IF pool” (these additional counters have a AC number on the back) and occasionally instruct a player to draw an additional IF chit the following turn. AC with "Add +1 chit" put it in the cup regardless of whether or not IF is in effect, however, do not draw an extra chit next turn if In-Fighting wasn't in effect. During the turn, the counter(s) impacts a side's play by generally placing certain restrictions or requirements on that side. In Logistics Phase (see 5.4) the side reveals the IF chits already drawn to the enemy to insure they abided by the chit. Failure to abide inflicts a VP penalty (see below). All IF counters are then returned to the cup for draw next turn. The process is repeated each turn until In-Fighting ends.

**Political Phase Penalty:** While In-Fighting is in effect, any Action Card used during the Political Phase, has one subtracted from its Card Value. Exceptions: Bluff and Influence Card.

**Ending:** Play of WHITE AC#39 triggers the possible cancellation of WHITE In-Fighting, while RED AC#39 triggers the possible cancellation of RED In-Fighting during the turn's Logistics Phase. In both cases, sides roll a die and consult this table:

### The End of In-Fighting?

Die Roll	Result
1-4	In-Fighting ends
5-6	In-Fighting continues; retry next game turn.
<b>Modifiers:</b> -1 if 1920; -1 for WHITE if either Denikin or Kolchak has been eliminated; -1 if all a side's home region VCs are friendly.	



## Other IF Considerations:

- **Cost of violating an In-Fighting chit:**  
2 VPs per chit. OPTIONAL: Do not allow players to violate any chit where they may have a choice - **players MUST honor the terms on the In-Fighting chit, they are bound by its restrictions** (ex: *Camp Restriction chits*).
- **Elimination of Trotsky and/or Stalin**  
Elimination of these leaders does not affect In-Fighting.

## 13.52 IF Camps & Counters

RED Camps				
CAMP	Leaders	A	C	
Trotsky	Trotsky, Tukhachevsky, Ghai-Kahn, Vatzetis, Antonov-Ovseyenko	7	no	
Stalin	Stalin, Zhukov, Voroshilov, Egorov, Frunze, <u>Budyenny</u>	7	no	
Intrinsic	Lenin, Brusilov, Blyukher, Mironov	34	51	
TOTAL	A=# of armies, C=# of corps	48	51	

WHITE Camps				
CAMP	Leaders	A	C	Armies and other info
ASFR	Denikin Wrangel Mai-Maevski	6	12	Vol 1-4, Cav 1-2. Primarily operates in the South
		1	—	IA: Prometheus 1.
Siberian	Kolchak Koshelev Gajda	6	8	Sib 1-4, West, Urals. Operates in the Urals
		3	—	IAs: Izhevsk, Ant 1-2
Don Cossacks	Krasnov Bogayevsky	4	7	Don Cav, So, Cen, No. Operates in the South.
Siberian Cossacks	Dutov Ivano-Reenov Khanzhin	4	6	Oren 1-3, Si Cos Cav. Primarily operates in the Urals and Southeast
Baltic or NW	Yudenich Belsky <u>von der Goltz</u>	2	2	NW 1-2. Primarily operates in the Baltics, North and Finland
		6	2	IAs: VDG 1-2, Kronstadt 1-2, Karelia, <u>Bermond</u>
Intrinsic	Tsar Nicholas II Tokmakov	3	6	Romanov 1-3
		2	—	IAs: Ungern, Chinese 1
TOTAL		37	43	
A=# of armies, C=# of corps				

## WHITE In-Fighting Counters

Counter	Effect
Siberian (2) W#1	These units may not attack this turn. Adtl, these leaders may not use their capabilities <b>except the ability to move</b> .
Don Cossacks (2) W#5	These units may not attack this turn. Adtl, these leaders may not use their capabilities <b>except the ability to move</b> .
Siberian Cossacks (2) W#2	These units may not attack this turn. Adtl, these leaders may not use their capabilities <b>except the ability to move</b> .
NW/Baltic (1)	These units may not attack this turn. Adtl, these leaders may not use their capabilities <b>except the ability to move</b> .
Corruption (1)	During the Logistics Phase, 1d6: result (divided by 2 rounded down) is number of RSs reduced ( <b>if cannot, lose VPs</b> )
One Russia (3) W#8 W#10	During the Logistic Phase, roll a die. Result is the number of IPs RED may place on Republics. Limit of 2 per Republic.
No Effect (1)	No In-Fighting this turn.
Desertion (1)	During the Logistic Phase, if BEHIND in VCs, determine a random region (among Don, Kuban, Urals Central or Urals North) and roll a die: Result divided by two (round up) is the number of non-elite steps eliminated (WHITE selects) ( <b>if cannot, lose VPs</b> ).
No VC (1)	Capture an enemy VC this turn, during the Action Phase, or lose 4 VPs ( <b>instead of standard 2 VPs</b> )
-VC -FCM (1)	If WHITE loses a VC this turn (not during the Political Phase), RED may shift 2 uncontrolled FCMs 1 space towards RED control but not into RED control.

(x) # counters, Wx= Play of WHITE ACx generates adtl counters

## RED In-Fighting Counters

Counter	Effect
Trotsky (2) R#10 or Stalin (2) R#11	Only 1 space with an army <b>or leader</b> of the indicated Camp may be activated during any Action Round. No reinforcement card with armies from that Camp may be played as an event. RED may not take SA "Unit Repair" of Trotsky (if Trotsky In-Fighting counter selected). Note: <b>Strategic Redeployment not affected and Camp armies may be repaired</b> if "Workers Unite!" is played.
Accusation & Show Trial (2) R#22	During the Logistics Phase, roll a die. On 1-2, a trial occurs, the leader is guilty of treason and removed from the game (RED does NOT pay the Leader VP penalty – rule 12.5). Randomly determine a leader. Exclude Trotsky, Lenin and Stalin from the possible roll for elimination. ( <b>RED may only be subjected to three such rolls during the game - becomes a No Effect counter if drawn after that</b> ).
Bureaucracy (2)	Roll a die. Result (divided by 2, round up) is subtracted from RED RS total ( <b>if cannot, lose VPs</b> ).
Defeatism (2) R#9	Roll a die on for each space activated for combat in a round after the first activated space (one space "free" of effects). If 1-3, attack may proceed. Otherwise, it may not.
Desertion (1)	During the Logistics Phase, if BEHIND in VCs, determine a random region (among Central, East or North) and roll a die: Result divided by two (round up) is the number of non-elite steps eliminated (RED selects) ( <b>if cannot, lose VPs</b> ).
NO ACT (1)	During the Logistics Phase, roll a die: 1-3: No effect, 4-6: WHITE may place 1 NO ACT on any space containing a RED unit without a leader if RED behind in VCs
Heavy Hand (1)	During the Logistics Phase, roll a die. Result is the number of IPs WHITE may place on Republics. Limit of 2 per Republic.
No Effect (2) R#13	No In-Fighting effect for RED this turn.
No VC (1)	Capture an enemy VC this turn, during Action Phase, or lose 4 VPs ( <b>instead of standard 2 VPs</b> )

(x) # counters Rx= Play of RED ACx generates adtl counters



## 13.6 Socialist Revolutionaries

The Socialist Revolutionaries (referred to SRs in this section) represented somewhat of a “third way”. Soc Rev’s begin the game as WHITE units, but, that can change. If the SRs go RED, simply flip the counters to their back side.

The Socialist Revolutionary Political Involvement Track (SR PIT) governs whether SRs units are WHITE or RED and whether the controlling side may activate the units (see 15.27 for NO ACT).

**The SR PIT begins the game active.** The marker on the Soc Rev PIT moves as a result of AC play and during the Logistics Phase as modified by NET IPs (placed on the SR PIT by players purchasing IPs). The SR immediately moves to the opponent’s committed box if attacked.

*Example: When SR go from White to Red on PIT, immediately flip SR units to their Red side and control of spaces where they are located shift to Red (but they can still be activated only if they “committed”).*

The final fate of the Soc Rev’s is resolved when the Central Powers withdrawal occurs or the Soc Rev PIT marker enters the “commit” box for either side. See 15.27 for resolving the fate of the Soc Rev forces at that time. **When fate of SR is resolved the controlling side may NOT activate** the Soc Rev’s immediately: there is a one Action Round delay.

SRs units may not be rebuilt and SR armies then take losses cannot be replaced by any corps. SR units have only ONE step, (opposite sides indicating control by either RED or WHITE). SR don’t receive Replacement Steps (RS). SR units are considered as Intrinsic RED/WHITE forces.

## 13.7 Miscellaneous Game Mechanics

**13.71 Gajda Putsch:** When Gajda counter flips to its backside a Putsch occurs (“putsch” is indicated on backside of Gajda counter). Roll a die for each of the Siberian 2, 3 and 4 armies in play (not Si Army 1). On a roll of 1-3, place a NO ACT marker (if available) on spaces containing these units.

### 13.72 Don Cossack Restriction: Area of Operation



Don Cossack forces may only move out of (but *always* may attack out of) the Don and Kuban region if WHITE controls the four VCs in these regions and Tsaritsyn (601). If any Don Cossack

forces happen to be outside of the Don and Kuban regions the instant WHITE no longer meets this condition (*only once per game*), roll a die for each unit outside of these regions and not in the Strategic Reserve.

#### Don Cossack Table

Roll	Result
1-2	Place unit in the Casualty Box
3-4	Place unit in or next to any controlled VC within Don or Kuban region
5-6	No effect on unit.
DRMs: +1 if WHITE leads in VPs, -1 if RED leads in VPs, +1 if WHITE controls Tsaritsyn	

## 13.73 Imperial Gold & Silver Reserve Train (IGSR)

The Imperial Gold and Silver was captured by WHITE forces



at Kazan. It required 36 freight cars to hold the treasure and its final disposition remains a great mystery today (*an opportunity for treasure hunters and novelists*). The Czech

Legion held onto the IGSR and later traded it for free passage out of Russia via Vladivostok.

**The side gain control of the Imperial Gold and Silver Reserve Train (IGSR Train) if it has controlled units in the same space.**

The IGSR Train begins the game at Kazan, under control of the Socialist Revolutionaries. **Neither side controls the IGSR if a non-controlled Major Powers unit occupies the IGSR space.**

The side controlling the IGSR Train **during Logistics Phase (before replacements are taken)** may move it up to TWO spaces per turn via friendly connected rail space (**unaffected by “NO ACT” and “1” on certain railroads**). Control of the IGSR Train provides a positive modifier on that side’s Influence Card during the Political Phase and possibly generates an additional Czech Legion RS (die roll: 1-3: +1RS for Czech Legion).

Additionally, if WHITE is able to control IGSR and move it to Omsk or if RED is able to move the IGSR to Moskva, conduct a 1d6. Divide by two (round up). Result is the number of **one time bonus** VPs a side immediately receives. **Then it is considered in control for that side for the remainder of the game.** Remove the IGSR counter when this condition occurs OR the CL withdraws OR **if Greens enter a space containing the IGSR (in the last two cases no VP benefit to anyone).**

## 13.74 Bombing Moskva

If a AFSR, NW/Baltic, Siberian or Siberian Cossack unit is within 3 spaces of Moskva and WHITE **meet the conditions to deploy an air asset for that unit (have a leader, army in the space, be on a rail and etc.)**, roll a die during the Wrap Up segment of the Logistics Phase. If a “5” or “6”, award WHITE 2 VPs. This is awarded only ONCE per game.

## 13.75 Close to Home

If a unit from a Republic Faction is outside of its Home Region during Wrap up segment of the Logistics Phase (same time as Greens and Insurrection Army die rolls), roll a die: if a “1”, eliminate the unit. Exceptions: Makhno, Turkistan and Khiva (see 15.31).

Country and Republic forces may NOT leave their home region if it is enemy occupied. However, any forces outside their region when enemy occupied are not affected.



Semyon Budyonny: founder of RED cavalry.



## 13.8 ERRATA

### Counters

- **RED Far East, RED Mongolian and Karelia Insurrection armies must have a dot.**
- Red Pol and Black Guards corps must have a dot on back side.
- 51st corps must have a dot on front side.
- **NW 1 army must have a dot.**
- Wset Ukr 1 corps must have "2-1-3" on back side (not "2-2-3").
- France 1-2 armies must have a dot.
- France 1-2 corps must NOT have a dot on back side.
- Green UKr 1-3 armies must NOT have "reduced" on back side.
- Rc7 setup info on counter incorrect.
- Krasnov leader must have a "CAV" and "Non co-op" (not "Exile") on front side.
- Archduke Wilhelm leader must NOT have a "V" on front side.
- Bogayevsky leader must have a "Non co-op" on front side.
- Wrangel leader must NOT have a "P" & "E" on front side.
- Budyenny leader must have a "CS" camp (not "CT").
- Misprints: Tukhachevsky leader ("TukhachevEsky"), Mannerheim and Petliura leaders have no names on front side, Takmakov leader has the wrong portrait (there is portrait of Antonov), Gregoriev switch side army ("GrOgoriev"), Izhevsk Insurrection army ("IzhevEsk"), FE Japan 3 armies ("EF").
- FCM of CP must NOT have "locked" on back side.

### FCT

- On Faction Control Table W24 must also be indicated as gate breaker for WHITE control of Finland.

### Map

- Space 912 (Far East) must NOT have "Restricted".
- Space 136 (East Prussia) must have "Restricted" (see 13.42).
- Space 218 (Kyiv) must NOT have green triangle.
- The letters "W" (Tsaritsyn, Voronezh etc.) and "R" (Kharkiv, Kyiv, Turkistan, Tula, etc.) do NOT affect anything (can be disregarded).
- Murmansk box must have 1 USA corps (not 3).
- Rostov VC belong to Don Region, Kronstadt VC belong to North Region.
- The Note near Japanese PIT is incomplete (see rules 13.41 and 15.27).
- The Note near Far East about activation restriction is incorrect (see rule 13.41).
- DRMs for MP Withdrawal table is incorrect (there must be W#8 and R#34, but NOT W#12, see rule 15.51).
- In Polish and Ukrainian PIT movement table «1L» must consider as «-» (see «No Backsliding» rule in 15.27).
- Kiyv (218) must NOT have green triangle.
- Legend should note that green triangle is a setup space of green Peasant Armies 1-3 (not RED AC#37).
- Legend should note that Road 2 restricts Armies and Corps.
- Spaces 522 and 524 are Red-controlled at setup.

## 13.9 Optional Rules

### Speeding Play and Help the Learning Curve:

Players may try to play *ToC* by:

- Eliminating the In-Fighting (rule 13.5).
- Eliminating Special Actions (rule 7.21).
- Utilizing the Political Phase optional rule below

**Political Phase:** Modify the Political Phase by:

- Each side receives 1 less AC Turns 1-9.
- Do not play with Initiative or Bluff cards.
- Randomly deal 1, 2 or 3 (determine via a die roll) Political Cards of the appropriate type (ex: RED PCs 1-22 to the RED PB) to each Political Box.
- Reveal all PCs simultaneously, determine net IPs for each faction and adjust FCMs accordingly. **Do not apply "other" effects (the bar below the title on some cards). PC "Russian Roulette" is effectively a No Effect card.**

**White Tide:** WHITE receives a -1 to Cavalry Surprise and a +1 CM for WHITE attacks involving at least 1 cavalry step and a WHITE cavalry leader, drawing supply from 301 (Sevastopol), 310 (Yekaterinodar) or 324 (Rostov) and providing:

- WHITE controls a RED home VC by the end of Turn 2.
- WHITE has more VCs than RED.
- Wrangel has arrived.

Subsequently, WHITE loses "White Tide" immediately (for **rest** of the game) when WHITE has less VCs than RED or Wrangel is eliminated.



## Units Roster

Side	Camp	Type	Army	Corps
RED	Intrinsic	Inf	R14, R15 (FE), Republic 1, Republic 2, Republic 3, Republic 4, CPBu, Ukr 1, Ukr 2, Ukr 3, Turkistan, Belarus, Moskva, Petrograd, Trans Cau 2 (●), Baltic 1 (●), Baltic 2 (●), Western (●), Peoples 1 (●), Peoples 2 (●), Peoples 3 (●), Peoples 4 (●), Peoples 5 (●), Peoples 6 (●), Kubano (IA/●), S Urals (IA/●), Far East (IA/FE/●), GE Mutiny (IA/no repl/●), RED Mongolian (IA/FE/no repl/●)	Red 1, Red 2, Red 3, Red 4, Red 5, Red 6, Red 7, Red 8, Red 9, Red 10, Red 11, Red 12, Red 13, Red 14, Red 15, Red 16, Red 17, Red 18, Red 19, Red 20, Red 21, Red 22, Red 23, Red 24, Red 25, Red 26, Red Pol (not for repl/●), FE Red 1 (not for repl/FE), FE Red 2 (not for repl/FE), FE Red 3 (not for repl/FE), FE Red 4 (not for repl/FE), FE Red 5 (not for repl/FE), FE Red 6 (not for repl/FE)
		Elite Inf	Cheka 1	Cheka 1, Cheka 2, Cheka 3, Elite 1, Elite 2, Steel, Kon Inf, Lat 1 (not for repl/●), Lat 2 (not for repl/●), Lat 3 (not for repl/●), Murv (not for repl/●), 51 <sup>st</sup> (not for repl/●)
		Cav	Cav 3, Cav 4	Cav 1, Cav 2, Cav 3
		Elite Cav	Kon 1, Kon 2	Kon 1, Kon 2, Kon 3
		Stalin camp	Inf	R1, R4, R11, R12 R13
	Trotsky camp	Elite Inf	R5, R10	
		Inf	R2, R3, R6, R7, R8, R16	
		Elite Inf	R9	
WHITE	Intrinsic	Inf	Romanov 1, Romanov 2, Romanov 3, Ungern (IA/FE/no repl/●), Chinese 1 (IA/FE/no repl/●)	FE White 1 (Green/not for repl/FE), FE White 2 (Green/not for repl/FE), FE White 3 (Green/not for repl/FE), FE White 4 (Green/not for repl/FE), FE White 5 (Green/not for repl/FE), FE White 6 (Green/not for repl/FE)
		ASFR	Vol 3, Vol 4, Prometheus 1 (IA/●)	ASFR 1, ASFR 2, ASFR 3, ASFR 4, ASFR 5
	ASFR	Elite Inf	Vol 1, Vol 2	Shock (not for repl/●), AFSR e1, AFSR e1
		Cav	Cav 2	ASFR cav 1, ASFR cav 2
		Elite Cav	Cav 1	Shurko 1 (not for repl/●), Shurko 2 (not for repl/●)
	Don Cossacks	Inf	Don So, Don Cen	Don c1, Don c2, Don c3, Don c4, Don c5
		Elite Inf	Don No	Don Elite 1
		Cav	Don Cav	Don Cav c1
	Sib Cossacks	Inf	Oren 1, Oren 2, Oren 3	Si Cos 1, Si Cos 2, Si Cos 3, Si Cos 4
		Cav	Si Cos Cav	Si Cos Cav 1, Si Cos Cav 2
	Siberian	Inf	Sib 3, Sib 4, Urals, West, Ant 1 (IA/●), Ant 2 (IA/●), Izhevsk (IA/●)	Si 1 (FE), Si 2 (FE), Si 3 (FE), Si 4 (FE), Si 5 (FE), Si 6 (FE)
		Elite Inf	Sib 1, Sib 2	Si Elite 1 (FE), Si Elite 2 (FE)
	NW/Baltic	Inf	NW 2 (●), Karelia (IA/no repl/●), Bermondts (IA/no repl/●), VDG 1 (IA/repl only to VDG c1-2/●), VDG 2 (IA/repl only to VDG c1-2/●)	NW c1 (●), NW c2 (●), VDG c1 (IA/repl only for VDG 1-2/●), VDG c2 (IA/repl only for VDG 1-2/●)
		Elite Inf	NW 1 (●), Kron 1 (IA/ no repl/●), Kron 2 (IA/no repl/●)	
Faction	Britain	Inf	NRRF (FE/●), SBL (FE/●), Serb 1 (no repl/●), Greek 1 (no repl/●)	RBEF Res c1 (FE), Slavo-Brit c (FE), Commonwealth (FE), Arkhangelsk (FE), Murmansk (FE)
		Elite Inf	RBEF 1 (FE), RBEF 2 (FE)	
	France	Inf	France 1 (●), France 2 (●)	France c1, France c2
	USA	Inf	AEF 1 (FE)	USA PB c1 (FE), USA PB c2 (FE), USA PB c3 (FE)



	Czech Legion	Inf	Czech 3 (FE), Czech 4 (FE)	Czech leg 1 (FE), Czech leg 2 (FE), Czech leg 3 (FE), Czech leg 4 (FE), Czech leg 5 (FE)
		Elite Inf	Czech 1 (FE), Czech 2 (FE)	Czech Elite 1, Czech Elite 2
	Central Powers	Inf	Germ 9A (●), Germ 9B (●), Germ 10A (●), Germ 10B (●), Grpe Kyiv (●), Austria 2 (repl only to AH c1-2/●), Turkey 1 (repl only to Tu c1/●)	GE c1, GE c2, GE c3, GE c4, GE c5, AH c1 (repl only for Austria 2), AH c2 (repl only for Austria 2), Tu c1 (repl only for Turkey 1)
		Elite Inf	Germ 8A (●), Germ 8B (●)	Ge Shock
	Poland	Inf	Pol 2, Pol 3, Pol 4, Pol 5, Pol 6, Gar 1, Gar 2, Pol Ukr, Haller 2, Haller 3	Poland c1, Poland c2, Poland c3, Poland c4, Poland c5, Poland c6, Poland c7, Mouttain, Priests
		Elite Inf	Pol 1, Legion, Haller 1	Poland e1, Poland e2, Poland e3
		Cav	Cav 1	Pol cav 1, Pol cav 2
		Elite Cav	Hal cav	
	Estonia	Inf	Estonia 1, Estonia 2 (●)	Estonia c1, Estonia c2
	Latvia	Inf	Latvia 1, Latvia 2 (●)	Latvia c1, Latvia c2
	Lithuania	Inf	Lith 1, Lith 2 (●)	Lith c1, Lith c2
	Finland	Inf	Finland 2, Finland 3, Finland 4	Finland c1, Finland c2, Finland c3, Finland c4
		Elite Inf	Finland 1	
	Astrakhan	Inf	Astrakhan	Astrakhan c1
	Belarus	Inf	Belarus	Belarus c1
	Khiva	Inf	Khiva	Khiva c1
	Transcaucasia	Inf	Trans Cauc	Trans Cauc c1
	Turkistan	Inf	Turkistan 1, Turkistan 2, Turkistan 3, Turkistan 4	Turkistan c1, Turkistan c2
	West Ukraine	Inf	W Ukr 2 (●), W Ukr 3 (●)	W Ukr c1, W Ukr c2
		Elite Inf	W Ukr 1	
	Ukraine	Inf	Sich 1, Republic, Patriot 1, Patriot 2, Intervention, Ukr Peasant 1 (may be IA or Green/●), Ukr Peasant 2 (may be IA or Green/●), Ukr Peasant 3 (may be IA or Green/●)	Ukr 1, Ukr 2, Ukr 3, Ukr 4, Ukr 5, Ukr 6
		Cav	Pavlenko	
	Makhno	Inf		M c1, M c2, Black Guards (Green/not for repl/●)
		Cav	Makhno 2, Makhno 3 (●)	M e1
		Elite Cav	Makhno 1	
Other	Soc Rev	Inf	SR URR (no repl/●), SR KU 1 (no repl/●), SR KU 2 (no repl/●)	Soc Rev c1 (not for repl/●), Soc Rev c2 (not for repl/●), Soc Rev c3 (FE/not for repl/●), Soc Rev c4 (FE/not for repl/●)
		Elite Inf		SR Bakhir 1 (not for repl/●)
		Cav		Soc Cav 1 (not for repl/●)
	Japan	Inf	Japan FE1 (FE/no repl/●), Japan FE2 (FE/no repl/●), Japan FE3 (FE/no repl/●)	
	Green	Inf	Green 1 (no repl), Green 2 (no repl)	Greens c1 (not for repl), Greens c2 (not for repl), Greens c3 (not for repl), Greens c4 (not for repl), Greens c5 (not for repl)
	Switch Side	Inf	WU (repl only to W Galicia c1/●)	W Galicia c1 (repl only for WU/●)
		Cav	Bulak (repl only to Bulak c1/●), Gregoriev (repl only to Gregoriev c1/●)	Bulak c1 (repl only for Bulak/●), Gregoriev c1 (repl only for Gregoriev/●)

«●» – unit have a dot, cannot be rebuild

«FE» – can operate in Far East region

«IA» – Insurrection unit

«no repl» – this army cannot be replaced by corps

«repl only to» – this army can be replaced only by specific corps

«not for repl» – this corps cannot replace army

«repl only for» – this corps can replace only specific army

«Green» – may go green

## TURN SEQUENCE

### Preparation

- Deal ACs (*turn 4/10: shuffle 1919/20 cards + discards into deck*)
- Weather
- Draw In-Fighting Chits

### Political Phase (*turns 1-9 only*)

### Action Phase

### Logistics Phase

- Major Power Withdrawal
- Attrition
- Conquest of Factions
- WHITE Link-Up
- In-Fighting chit Revelation / Resolution
- Adjust VPs
- Check for Automatic Victory
- Move IGSR Train
- Replacements
- Wrap up
  - *End In-Fighting*
  - *Political Involvement Tracks Rolls*
  - *Far East Force Removal* (1920 only)
  - *Republic units outside home region, Green and IA Force Removal Rolls*
  - *Leader Recovery Rolls*
  - *Spaces with “NO ACT” Rolls (opt.)*
  - *Bomb Moscow Roll* (if not yet)
  - *Peace with Poland Roll*

## COMBAT SEQUENCE

- Declare attack
- Roll for Defeatism and People’s Armies
- Check Supply Status
- Attacker may abort attack
- Deploy Special Assets
- Withdraw / Pursue / Reinforce
- Re-Check Supply Status
- Determine CMs / DRMs / Shifts
- Determine Surprise
- Combat Fire
- Determine Winner
- Losses
- Retreat
- Advance / Exploitation
- Counterattack

## POLITICAL SEQUENCE

- Each player takes Bluff (AC#54) & Influence (AC#55) cards.
- Each player places 1 AC in each Political Boxes (RED, WHITE, OTHER).
- The ACs in the RED box are revealed and 1-3 PCs are drawn. Then repeat process for the WHITE and OTHER.
- If a player selects a PC with any other effect on it, he may immediately announce that effect will be used (1 such effect per Political Phase for each player).
- Reveal all PCs.
- Resolve special event in PC#64-66.
- Resolve other effects listed on *selects* PCs.
- Calculate the total net IPs for each faction.
- Shift the FCMs on each FCT.
- Discard any ACs/PCs played, as well as ACs 54/55.
- If this is turn 9, resolve Final Disposition.
- Deploy any newly controlled Factions (as per setup).