

Russian Civil War Summary

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* = important section for players wishing to get the basics and start playing quickly.

Theme: It's the revolution! You control leaders of both Red and White forces, along with national (Green) forces and foreign interventionists (Blue) that come into play as the war progresses. Your goal is to win the war for one side or the other, while also outdoing your comrades in winning battles, controlling and maintaining forces, and gathering political influence. Assassinations, purges, epidemics, and subversion, what more could you want?

***Overview:** The game typically runs 7 turns or less. Who goes first is chosen randomly every turn, and play proceeds clockwise. In your turn first a random event happens, then you move, fight, and finally get a random draw from the cup. Armies reappear at the end of each of the first 5 turns, if the province they start in is not occupied by enemies; the Reds have other conditions that stop their reinforcements. Your leaders move, picking up and dropping off armies. Red and White armies themselves do not move alone, Blue and Green do if their control token is picked from the cup. Fighting is done by computing odds, then rolling a single die: results are attacker eliminated, defender eliminated, or exchange. Your assassins, if any, can also attempt to kill leaders. You can even attack your own forces or assassinate your own leaders! Finally, the Central Committee, a group of players with enough political influence, can attempt to actually take control of Red leaders from another player by purges.

***Winning:** The Whites win at the end of a full turn where there are no Red leaders on the map, other than in Siberia. The Reds win at the end of a full turn where (a) there are no White leaders on the map, other than Siberia, and players controlling 10+ politburo markers decide the game is over, OR (b) there are no White armies on the map, other than Siberia.

White Victory Points (VPs): White leaders and armies controlled; eliminated Red leaders & armies and Green armies; CZ blue armies moved off Vladivostok; 5 VP for White-owned or removed from board Czar & Gold.

Red VPs: Red leaders and armies controlled, 2 VPs per politburo marker; eliminated White leaders & armies and Green & Blue armies; 5 VPs for Red-owned Gold or executed Czar.

Setup: Put all the armies on the board, at the starting location shown on the back of each. Same nationalities stack. In Siberia put the Gold under the White unit in Omsk; the Czar goes with the Red unit in Ekaterinburg. Place all combat units on the board as noted on the back of each counter. Put one token from each player marker set in a cup to draw turn order. Use this to see who draws first for setup. Draw among the "2" and "3" rated leaders the white "1" leader Krasnov. Whoever gets Lenin & Trotsky also gets a Politburo marker. Continue with the draw with all remaining leaders and two assassin markers. Place all assassins and the blue and green army control markers in this cup. All leaders are placed on the board, with control markers. Leaders with stars on their backs must be stacked with the army in that province. Players may now freely trade their tokens as they wish. Leaders owned by the same player can be stacked (up to five leaders & armies total), different players can never stack together. Now put the politburo and assassin markers on the board in the player area.

***General rules:** After the start, players may trade politburo and assassin tokens as they wish, but not leaders or control markers. All information is open, i.e., all stacks can be examined.

Start of Turn: Pick a random player out of the cup to go first, then clockwise around. Replace marker to cup. Or for less predictable turn order, draw one chit and that player moves, then another until all have gone, ending the turn.

***Phase 1: Random event.** Roll two dice, one after the other. Epidemics kill the strongest (on tie, topmost) army in each stack in the provinces affected; leaders and Blue armies are not affected.

***Phase 2: Movement.** Leaders and controlled national armies (Blue and Green) move. Red & White: move each unit up to 5 provinces, or unlimited by train, but not both. Blue & Green: no trains, move up to 3 provinces. Leadership value determines how many armies are stackable by the leader; leaders may attach & detach as desired. Each army can be moved by only one player in a Turn. You must stop when moving into a province with different-colored forces (you can always move one province); exceptions for Czar and Gold, see below. White units (only) can move between Taurida and Kuban, by the Black Sea.

Blue movement restrictions:

- CZ and JA units can never leave Siberia. CZ units can leave from Vladivostok for White VPs; put face-down on VP display.
- HU, RM, GR, GE units are never controlled by anyone and so never move.

Green movement restrictions:

- FI units can be in Finland, Archangel, Olonetz, Petrograd (the provinces directly touching Finland).
- PO units can be in Poland, White & Greater Russia, Baltic, Ukraine.
- All other nationals need to stay in their home regions, e.g. Trans Caucasus.

***Czar:** A White leader with the Czar can stack 2 additional White armies (a maximum of 4 armies, due to stacking limit of 5), and can move through provinces with Blue units. The Central Committee can execute the Czar if they have 10+ politburo markers and the player with a Red leader controlling the Czar agrees.

***Gold:** A Red or White leader with the Gold can stack 2 additional combat units, their color or Green (exceptions: not Polish or Finnish, and other Greens can't leave their home regions). Again, stacking limits count. Green units may be temporarily attached and so ignored when moving through their province ("knife through butter").

The Gold and the Czar can be moved off the board into the player's VP area from any port; when moved off, put the counter face-down on the VP display, so that it scores only for the White Victory. It can be handed off between stacks either before each move or after both have moved.

***Phase 3: Combat.** Attacks are voluntary, and battles occur between forces in the same province (exception: Subversion). Sum leader values & armies, and drop the fraction in favor of the defender. Multiple stacks can attack together, and only a single defending stack is attacked.

If Lenin or Trotsky is eliminated, the owning player loses a politburo marker to the forces randomizer cup. This event will also stop Red replacements at the end of this turn.

***Who can attack who:**

- Red attacks non-Red units, i.e., they're enemies with everyone.
- White attacks Red and Green only, not Blue.
- Green attacks Red and White only, not other Green or Blue.
- Blue attacks and is attacked by only Red. (Think: foreigners fighting Communism, only.)

***Subversion:** Reds can attack Blues from one province away, and different attacking provinces can combine forces. Only "De" results have any effect, i.e., eliminating all Blue defenders.

***Phase 4: Randomizer.** Pick one chit from the forces randomizer cup and do the action. Note that there are chits that can permanently remove Blue forces from play; there are no such chits for Green forces.

***Assassination:** any time during a player's turn (even after picking one at the end of it) he can attempt one or more leader assassinations. Each attempt takes one assassin, and the player must have a leader in the same province as the intended victim. Colors don't matter. Formula: If $2D6 \geq 8 + \text{LeaderValue} - \# \text{ of Assassins}$, the assassination is successful; assassins then go into forces randomizer cup. Fail and the assassins go to the defender.

***Purges:** The Central Committee is formed by players with 8+ politburo markers. It can form any time during a turn, pausing play, but each player can participate in a purge only once per full turn (though a player could possibly be purged multiple times). Players that are part of the Central Committee may, or may not, join the purge effort. If there are multiple purging players they must decide how leadership points would be divided on a success before the die is rolled. Red leader values & politburo markers are summed up and attack is rolled. The result is how many Leadership points of Red leaders are taken from purged player (the attacker's choice of leader) and distributed to the Central Committee. On a Counterpurge result the defender may attack one player that attacked him; the defender's politburo markers are doubled. Counter-counterpurges are possible, ad infinitum.

You can attack your own forces, and assassinate your own leaders (but must have a different leader in the province to perform the act; no self-assassination). You cannot purge yourself (which sounds nasty).

***Replacements:** This phase occurs at turn's end, after everyone has played. Red, White, and Green armies are replaced at the end of each of the first five turns. An army is not replaced if its province is occupied by an enemy (one it could fight). Be careful, as some provinces have multiple armies that are enemies--all get replaced simultaneously, as possible. Red armies are not replaced if either Tver or Petrograd is occupied by a non-Red unit and there is no Red unit also in the province. At the end of a turn that Lenin or Trotsky is killed there are no Red replacements; if both die the same turn, there are two turns of no red replacements. If all leaders of a color are dead, the armies are not replaced.

Strategy: If you have a mix of Reds and Whites, the hard part is deciding who to back and how. Beware of a White-heavy faction also owning Lenin or Trotsky, as either can then be easily killed and so stop replacements that turn. Take notice of moving into provinces without train lines, as these are difficult to quickly move from, but also can be safe from rapid attack due to a changing board. Blue armies never get replaced, so are easy, permanent points for Reds. Dead green armies score for either a Red or White victory, but you have to keep them dead, which is difficult. Weigh the consequences of a battle; for example, occupying a territory and keeping an enemy army dead and your own armies intact can often provide more victory points than attacking an uncontrolled army. Be aware of who the last player is: they may wish to occupy Tver or Petrograd with a white unit if these are left undefended. Purges can happen at any time, even just before an assassination attempt (purge the leader attempting the assassination and the attempt is off). The Czar and especially the Gold can be assassin magnets.

Optional Forces

Anarchists: Neither the Ukrainian Nestor Makhno nor other Anarchists are represented in the game. The following black counters represent the Anarchist movements which also afflicted Russia during this turbulent period.

Makhno: Strength 6 combat unit. This unit represents the Ukrainian warleader Nestor Makhno and his Revolutionary Insurrectionary Army of Ukraine. It begins the game in Yekaterinoslav, and is initially controlled by no player.

Other Anarchist Units: 2x strength 3 units that begin the game in the Auxiliary Forces Randomizer. If drawn, they may be placed anywhere by the drawing player, and are under his control (at least initially - see below).

Anarchist Control Marker: This is the Anarchist Control Marker to be placed in the Auxiliary Forces Randomizer. The player who draws this immediately assumes control of the "Makhno" unit, as well as any of the two smaller Anarchist units (if present). This chit is immediately returned to the Randomizer, from whence it can be drawn anew with resultant change of Anarchist control. Note, that if the "Makhno" unit has been eliminated, but the current Game Turn is not 6 or later, the Makhno unit is taken from the Victory Points Chart and placed in Yekaterinoslav, from whence it now moves at the behest of the new controlling player.

Moving Anarchist Units: The Movement Allowance of all Anarchist units is 4. Movement of the "Makhno" unit, however, is restricted to Ukrainian provinces, plus the following: Grodno, Minsk, Mohilev, Orel, Kursk, and Don Cossacks. If Poland is both player- controlled, and Polish units have ever entered a Ukrainian province, then Makhno may move, conduct Combat, into Poland as well. The two smaller Anarchist units may move anywhere within Russia. Anarchist units may never use Rail Movement.

1. Any Anarchist unit present in a province through which a Rail line passes disrupts Rail Movement from, to, or through that province.
2. Any Anarchist unit present in a Port province will prevent Emigration of Imperial Units [13.3] and/or exodus of Czech units (possible only from Vladivostock [5.66 and 14.45]).
3. Anarchist units may never be stacked with other units. They are considered to be hostile to all units for Combat purposes [8.11], including other Anarchists.
4. The presence of any units (including Anarchists) in a province never interferes with the placement (or replacement) of Anarchist units.

Roving Attack: At the end of any Game Turn, following the Replacement Segment, the Makhno unit, if not currently controlled by a player, must, if possible, move and attack the closest player-controlled enemy force within its operational sphere. The target force must of course be within range (Movement Allowance 4), and afford combat at no less than 1:1 odds. Always consider candidate targets by this order or precedence: closest then weakest. If several forces satisfy these criteria, determine the target at random. Remember that all other forces (including other Anarchist units) are considered enemies for this purpose.

Elimination: Whenever Anarchist units are eliminated, the procedure for handling this is different based on the type of unit, and the current Game Turn:

- a. The RIAU is placed in the Unassigned section of the Victory Point Display, and is placed in Yekaterinoslav during the Replacement Segment, or if a player should draw the "AN" (Anarchist) Control Marker anew (whichever occurs first).
- b. The smaller Anarchists are merely returned to the Auxiliary Forces Randomizer when eliminated, and immediately come back into play if drawn anew.

If, however, the current Game Turn is 6 or later, any eliminated Anarchist unit is instead placed in the Victory Point Display and will count for Victory Points [14.4] regardless of which faction wins the game.

Tenacity: Anarchist units are immune to Epidemics and Subversive attacks.

Anarchy versus Order: No victory is possible while any Anarchist unit is present in any non-Siberian Russian province.

Freikorps: Volunteers from Germany, mainly veterans disenchanted with civilian life, that formed a powerful paramilitary force to fight Bolshevism. They were promised a plot of land in the Baltic when the fight was won.

The *Freikorps Control Marker* and the *Freikorp Out Marker* are both added to the Auxiliary Force Randomizer. The Freikorps 6 strength Interventionist (Blue) combat unit is placed on the map when its Control Marker is drawn. Roll a die for placement; 1 = Finland 2 = Estonia 3 = Livonia 4 = Courland 5 = Kovno 6 = player chooses from 1-5.

All Subversion attacks against the Freikorp are -1 to die due to their targeting of Bolsheviks in the civilian population.

Shock Armies: 2 red and 1 white Shock Army combat units (all 8 strength) are placed into the Auxiliary Force Randomizer. When drawn can be placed with any leader, not in Siberia, within stacking limits. If eliminated before turn 6 the marker is returned to the Auxiliary Force Randomizer.

OPTIONAL RULES

No Leader Suicide: (recommended) In order to prevent players sending Leaders to an easy death (in an attempt to pad their expected Red or White victory points), the following prohibitions with regard to Leader activity must be observed:

1. Leaders without combat units may never initiate regular Combat against combat units and may only initiate combat versus another leader if the odds are 1:1 or greater.
2. A Leader who is not stacked with at least one combat-capable, non-Leader unit may never be moved to a province containing hostile forces (forces of a different color) of any sort, unless;
 - A. A friendly unit with which the Leader may legally stack is present, or;
 - B. All differently colored units present are under that player's control, or;
 - C. All differently colored units present are other Leaders, or;
 - D. Unattached units of the appropriate color are present and the Leader concerned can and will attempt to usurp control of one or more of them.
3. Whenever possible, a Leader *alone* must be moved to and stacked with the nearest available friendly unit(s), even if only other Leaders.

Additional Randomizer Draws: If any Russian province containing a city is occupied solely Red or White forces under the sole control of one player, that player may make up to two Randomizer draws during his turn. If either Moscow or Petrograd are controlled, this option increases to three draws. No player may gain bonus draws from more than one city in this manner.

Reduced Red and White leader movement: Leaders move 2 + Leadership rating hexes per turn rather than 5.