

Russian Civil War 1918-1922



The Army Name

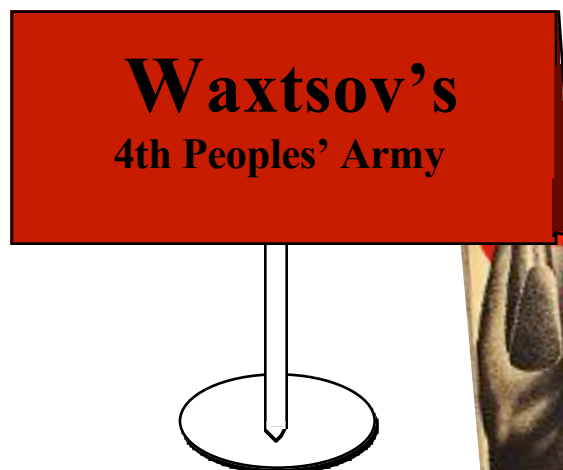
Russian Civil War forces tended to be named after their commanders. In order to name your force, there are three columns, use the first three letters in your last name for first column. Then roll a die for the second and third column.

<u>Die roll</u>	<u>1st 3 letters of your last name</u>	<u>2nd Part of Name</u>	<u>3rd Part of name</u>	<u>3rd Part Polish</u>
1	XXX	ril	ov	ski
2	XXX	pan	ov	ski
3	XXX	ts	ich	ski
4	XXX	van	skv	cki
5	XXX	zat	ikh	sky
6	XXX	kh	in	icz

Determine unit number: Now roll a D6 to indicate the number of the Army (i.e. 1st, 2nd, 3rd etc.), and a further D6 to indicate its 'type'. *Example; 6th Red Guards Army*

<u>Die roll</u>	<u>Red Army Name</u>	<u>White Army Names</u>	<u>Western Allies</u>	<u>Polish</u>
1	# Shock Army	The # Volunteer Army	Use your full name	# Polish Army
2	# Red Army of Liberation	# White Army of the North	"Buller Expeditionary Force"	# Polish Army
3	# Red Guards Army	# Russian Army		# Auxiliary Army
4	# Red Army of Intervention	# White Army of the Don		# Warsaw Volunteer
5	# Red Army of Independence	# Russian Army of Serbia		# Polish Army
6	# Peoples' Army	# Russian Army of the Ukraine		# Krakow Volunteer

Example: My last name being Waxtel (Wax) then a die roll of 3, and 1 for my name (Wax-ts-ov's). Determine unit number: rolled a 4 (Fourth), and the final roll is a 6 (Peoples Army), the army's title would be:



Make a sign for each player, list force composition on the back of the army name sign(above), mark losses for each Regiments Morale.

Force Compositions

Armies comprise five Regiments made up of a number of stands (Max 30 per regiment). The whole army is worth 600 points initially. From these points the player must 'build' 5 Regiments. No Regiment may be worth less than 60 points, and **25 to 90 points must be allotted to Political Maneuvering**.

Back of the Army Sigh

Limitations of Composition

More than 60pts for each Regiment
 All combat units have the same Morale
 3 Regiments must have 8 Infantry figures
 1 Regiment must have 8 Cavalry (**Reds & Whites**)

Maximum 2 Machine Guns per Regiment
 Maximum 1 Mortar per Regiment
see chart on page 4

33%/50%/66% Regimental Morale Check
see chart on page 4

Second Regiment			Regiment Morale	
1st	2nd	3rd	4th	5th
Conscript	Conscript	Regular	Regular	Veteran
1 Reg officer	1 Reg officer	1 Reg officer	2 CC&Reg officer	1 Reg officer
12 Infantry	11 Infantry	12 Infantry	10 Infantry	8 Infantry
8 Cavalry	1 Cheka	1 Tank	1 ArmCar	1 ArmCar
1 Machine Gun	1 Machine Gun	1 Fld. Artillery	1 Machine Gun	4 Cavalry
96pts	61pts	150pts	115pts	128pts
15/11/8	10/8/5	10/7/5	10/8/5	10/7/5

Total Points: 550

Political Maneuvering: 50 = 600 pts

All units are represented by a single figures, single gun w/crew or single vehicle

Unit types

Conscript Regular Veteran Defense Fire Melee Range Move
Point Cost Point Cost Point Cost



Army Commander (+1 *Regiment Morale Check*)- 2 2 3 8 8/12
 This figure moves with one of his Regiments, and gives the Regiment a +1 on the Regiment Morale die roll. Also gives a +1 to the Unit Rally (*remove a suppression*) roll to all units within 4".



Regiment Officer - - - 2 2 3 8 8/12
 This figure moves with his Regiments, and gives a +1 to the Unit Rally roll (*remove a suppression*) to all units within 4".




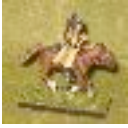






REDS Cheka - - 8 2 2 3 8 8/12
 Given the poor quality of most of their troops, the Red Army bolster there Regiments by using detachments of highly motivated men. This **Cheka** detachment were dedicated **Bolsheviks** with wide security powers (being the forerunner of the KGB). Each Conscript Regiment may add 1 Veteran **Cheka** officer figure (8pts), this gives the Regiment a **Bonus Save**.

If the **Cheka** figure is killed, then the Regiment loses there **Bonus Save**. If a Regiment Morale roll, and the result is a Destroyed (**Routs**). A die roll is made first to kill the **Cheka** officer 6=Killed and the **Cheka** figure is removed from the battle. A Die Roll 1-5, the **REDS** player may chose to ignore the Morale Destroyed (**Routs**), but must remove one figure nearest to the **Cheka** figure, *pour encourager les autres*, he just his own men to keep them fighting.



White Officer Battalion - - 8 2 2 3 8 8/12
 These were professional and dedicated officers who had served in the Great War. These men were used to improve the Conscript troops by being divided into penny packets. For each Conscript Regiment may purchase one Veteran Officer Battalion figure (8pts), this gives the Regiment a **Bonus**.

So long as the Officer Battalion figure in the regiment is alive, the unit is regarded as being of Regular class. If the Officer Battalion figure is killed, the Regiment reverts back to being Conscript and suffers an additional -1 modifier to its Regiment Morale die roll.

<u>Unit types</u>	<u>Conscript</u>	<u>Regular</u>	<u>Veteran</u>	<u>Defense</u>	<u>Fire</u>	<u>Melee</u>	<u>Range</u>	<u>Move</u>
	<u>Point Cost</u>	<u>Point Cost</u>	<u>Point Cost</u>					
 Infantry with rifles	3	5	7	2	2	2	8	8
 Cavalry with rifles	5	6	8	1	2	3	8	12
 Machine Gun or Mortar	20	25	30	2	3	1	12	8
 Mounted MG (Txhabka)	25	30	35	2	3	1	12	12
 Field Artillery ^o	25	30	35	2	<u>Direct/Indirect</u> 3/2	1	<u>Dir/Indirect</u> 12/24	12
Heavy Artillery ^o	35	40	45	2	4/3	-3	12/36	8
Siege Artillery (420mm) ^o	60	65	70	2	5/4	1	36	6
^o Cannot fire a turn must set up 1 turn (can only fire 6 times a game)								
 Armored Car (MG)*	40	40	40	3	3	3	12	12
 Tank*	60	60	60	5	3	4	12	6
* Assumes the Morale of the unit								
								
Armored Train	-	150	-	5	<u>Direct/Indirect</u> 3/2	+1	<u>Dir/Indr</u> 12/24	Track

Armored train count as a single Regiment, other units can be attached to it but cannot be carried my the train unless it takes casualties. An Armored train consists of 1 Mounted Artillery, 1 Mounted Machine Gun, and 3 **Regular** infantry stands. +1 Melee.

Other Bonuses: Veterans +1 Melee, Shooting 180° degrees

Limitations on Composition

- You receive one Army Commander.
- You must have 5 Regiments at the start of the game. Each Regiment has a Regiment Officer.
- No Regiment may be worth less than 60 points.
- Troops within a Regiment must all be of the same quality (i.e. **Conscript, Regular, Veteran**) except for Cheka (**Reds**) and Officer Battalions (**Whites**) figures.
- There may be no more than two Machine Gun w/crew per Regiment.
- There may be no more than 30 figures in a Regiment.
- The first Three Regiments must have 8 Figures of infantry rifled armed, goes for all Armies.
- The One Regiments must 8 Figures of Cavalry rifled armed (only **Bolshevik/Reds** & **White Russians**)

In addition to the above restrictions, different army types have further limitations to reflect their historic composition. These are applied during the initial composition of the force, but may change as a result of political maneuvering.

1st	2nd	3rd	4th	5th
Conscript	Conscript	Regular	Regular	Veteran
1 Reg officer	1 Reg officer	1 Reg officer	2 CC&Reg officer	1 Reg officer
12 Infantry	11 Infantry	12 Infantry	10 Infantry	8 Infantry
8 Cavalry	1 Cheka	1 Tank	1 ArmCar	1 ArmCar
1 Machine Gun	1 Machine Gun	1 Fld. Artillery	1 Machine Gun	4 Cavalry
96pts	61pts	150pts	115pts	128pts
15/11/8	10/8/5	10/7/5	10/8/5	10/7/5

Regiment Morale Checks

Units	33%	50%	66%
30	10	15	20
29	10	14	19
28	10	14	18
27	9	13	18
26	9	13	17
25	9	12	16
24	8	12	16
23	8	12	15
22	8	11	15
21	7	11	14
20	7	10	14
19	7	10	13
18	6	9	12
17	6	9	12
16	6	8	11
15	5	8	10
14	5	7	10
13	5	7	9
12	4	6	8
11	4	6	8
10	4	5	7
9	3	5	6
8	3	4	6
7	3	4	5
6	2	3	4
5	2	3	4
4	-	2	3

Total Points: 550

Political Maneuvering: 50 = 600 pts

If you have 15 units
after 5 casualties you
will have 10 units left
this causes a Regiment
Morale test at 33%.

2nd Regiment



THE ARMIES

Bolshevik/Reds - The Bolsheviks, founded by Vladimir Lenin, were an organization of professional revolutionaries under a democratic internal hierarchy governed by the principle of democratic centralism, who considered themselves as the vanguard of the revolutionary working class of Russia. Their beliefs and practices were often referred to as Bolshevism. Bolshevik revolutionary leader Leon Trotsky frequently used the terms "Bolshevism" and "Bolshevist".

- 1 Commander of the Army and 1 Regiment Officer for each Regiment.
- 1-4 Regiments must be Conscript.
- 1-4 Regiments may be Regular.
- 1 Regiment may be Veteran.
- No more than 2 Regiments may have tanks or armored cars.
- For every Conscript Regiment you may add one **Cheka** figure.



Czarists/White Russian - The White movement whose military arm was called the White Army or White Guard opposed the **Bolsheviks** after the October Revolution they fought the Red Army from 1918 to 1923.

- 1 Commander of the Army and 1 Regiment Officer for each Regiment.
- 1-2 Regiments must be Conscript.
- 1-4 Regiments must be Regular.
- 1 Regiment may be Veteran.
- No more than 2 Regiments may have tanks or armored cars.
- For every Conscript Regiment you may add one Officer Battalion figure.



Entente Interventionist British, American, French, German - The multinational military expedition launched in 1918 during the Russian Civil War and World War I. The intervention involved fourteen nations and was conducted over a vast expanse of territory. The initially stated goals were to rescue the Czechoslovak Legion, to secure supplies of munitions and armaments in Russian ports, and possibly re-establish the Eastern front. With the end of the war in Europe the Allies, fearful of Bolshevism, openly intervened in the Russian Civil War giving support to the pro-Tsarist, anti-Bolshevik White forces.

- 1 Commander of the Army and 1 Regiment Officer for each Regiment (attached to a stand), Free.
- 1-2 Regiments must be Veteran.
- Up to 3 Regiments may be Regular.
- Up to 3 Regiments may be Conscript.
- At least 1 Regiment must have tanks or armored cars.
- May not have armored trains.



Polish Soviet war 1919 - An armed conflict with **Reds** pitted against the Second Polish Republic in post-World War I Europe. The war was the result of the **Reds** desire to expand their territories and their influence over them. Poland had just been re-established by the Treaty of Versailles following the Partitions of Poland in the late 18th century. The **Reds** to secure territories it had lost at the time of partitions; the aim was to control those same territories, which had been part of the Russian Empire until the events of World War I. The Poles claimed a successful defense of their state, while the Soviets claimed a repulse of the Polish eastward invasion of Ukraine and Belarus, which they viewed as a foreign intervention in the Russian Civil War.

- 1 Commander of the Army and 1 Regiment Officer for each Regiment (attached to a stand), Free.
- 1-2 Regiments must be Veteran.
- Up to 3 Regiments may be Regular.
- Up to 3 Regiments may be Conscript.
- At least 1 Regiment must have tanks or armored cars.
- May not have armored trains.



• **Nationalist “Greens”, Tambov Rebellion “Blue Army”, Black Guards “Anarchists”**. - They were armed peasant groups which fought against both the Red Army and the White Army in the Russian Civil War. They fought to protect the communities in which they lived from requisitions or reprisals by either side.

- 1 Commander of the Army and 1 Regiment Officer for each Regiment (attached to a stand), Free.
- 1 Regiment may be Veteran.
- 1-2 Regiments may be Regular.
- 1-4 Regiments must be Conscript.
- No Regiments may have tanks.
- No more than 2 Regiments may have armored cars.



Political Maneuvering Flow Charts

The leaders of your armies are doing deals and making decisions that affect your situation in the field. These charts give the player the chance to enhance his forces.

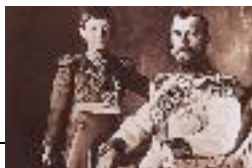
Players must a lot 25 to 90 points from their total of 600 to be spent on political maneuver. The armies are laid out for both players to see and the charts are then followed. Each effect is carried out before advancing to the next part of the chart. Each section will cost the player some points from his reserve. The amount is rolled for before the player considers the result. If the player runs out of points before the result is considered the points are lost without any benefit. Spare points are lost.

Bolshevik Red Army

Peace, Bread and Land speech published. Cost 6xD6

1,2,3: We'll take peace, **Bolshevik** withdraw from the Great War.
4,5,6: 50 points of troops added to a Conscript Regiment.

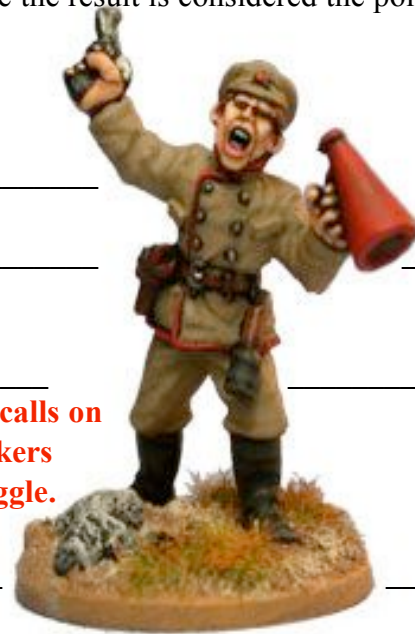
Execute Tsar and his family. Cost 6xD6



1,2: Enemy morale hardens. One Regular Regiment upgraded to Veteran.
3,4,5,6: Enemy troops tied down in escorting fleeing nobility. Enemy Regiment with most Conscript units rolls D6 for each unit, needing 3,4,5,6 to remove for security operations.

or

Newspaper calls on factory workers to join struggle. Cost 4xD6



1,2,3: Add 20 points troops to one Regiment of **Bolshevik** choice
4,5,6: Owner adds 40 points of troops to a one Regiment.

Trotsky's armored train in your area. Cost 6xD6

1,2,3,4: 40 points of Heavy Weapons added to a Regiment of owners choice.
5,6: Trotsky's train fights with you for this battle. (Armored train, counts as Veteran).

Institute War Communism. Cost 4xD6

1,2: Production geared to saucepans. Not much use in a war.
3,4: Production geared to wheels. One Regiment gains wagon transport.
5,6: Production geared to armaments. Receive 2 Machine Guns to a Regiment.

Re-establish ranks & regular army discipline. Cost 3xD6

1,2: Upgrade 1 Regiment to Regular.
3,4,5,6: Upgrade 1 Regiment from Regular to Veteran.



ComIntern active in damaging enemies foreign relations. Cost 10xD6

1,2,3: Enemy supplies are cut back. Remove two enemy Heavy Weapons.
4,5,6: International blockade bites deep. All enemy Machine Guns, Artillery, and Mortars roll 5,6 for removal.

Czarist White Russian



Initiate White Terror. Cost 4xD6

- 1: Wrong people arrested. Any Regiment may arrive at a point of enemy's choice when they make a successful roll.
- 2,3: Unpopular regional Commissar assassinated. No effect.
- 4,5,6: Huge numbers of Bolsheviks and Revolutionaries are arrested. Subversion falls away to negligible levels. Upgrade one Regiments Morale level.

or

Make entreaties to Western Powers for support Cost 5xD6.

Use collection of Faberge eggs to buy weapons abroad. Cost 4xD6

- 1,2,3,4: Any 8 Infantry upgraded to 4 Machine Gun.
- 5,6: Influx of modern equipment and experienced "advisers". One Regular Regiment upgraded to Veteran. White's choice + 1 battalion officer.

- 1,2,3: White's may nominate one Reg to have +1 firing for 1 turn of the game. White's choice as to when.
- 4,5,6: Opponent nominates 1 Regiment to have +1 firing for whole game.

Transfer of Royal Treasury to Switzerland and France. Cost 8xD6

Invest in Okhrana Secret Police. Cost 8xD6

- 1,2: Troops motivated. +3" on one Regiments movement for whole game. White's choice.
- 3,4: Troops very motivated. +2" on two Regiments movement whole game. White's choice.
- 5,6: Troops exceptional, upgrade all units 1 Morale Level

- 1,2,3,4: Intelligence coup, double movement of all Regiments, including late arrivals on there first move.
- 5,6: **Reds** thrown into confusion by sabotage operations. **Reds** later turn arrivals must rolls a die of 1-3 before rolling to roll to enter that turn.



Interventionist - British, American, French, German

Government sends troops to Russia to help anti-Bolshevik forces and to stabilize region. Cost 4xD6

1,2: Home! Long-serving conscripts tired of fighting. Downgrade 1 Interventionist Regiment of opponents choice by 1 Morale grade.

3,4: One Addition Machine Gun, Mortar, or Artillery unit.

5,6: Every Regiment may upgrade two infantry to a Machine Gun (Max 2 MG per Regiment).

New Government elected at home. Cost 8xD6

1: Government increases presence. 1 armored cars to a Regiment.

2: Government increases presence. 1 tank added to a Regiment.

3,4: Government maintains existing force levels. No additional troops.

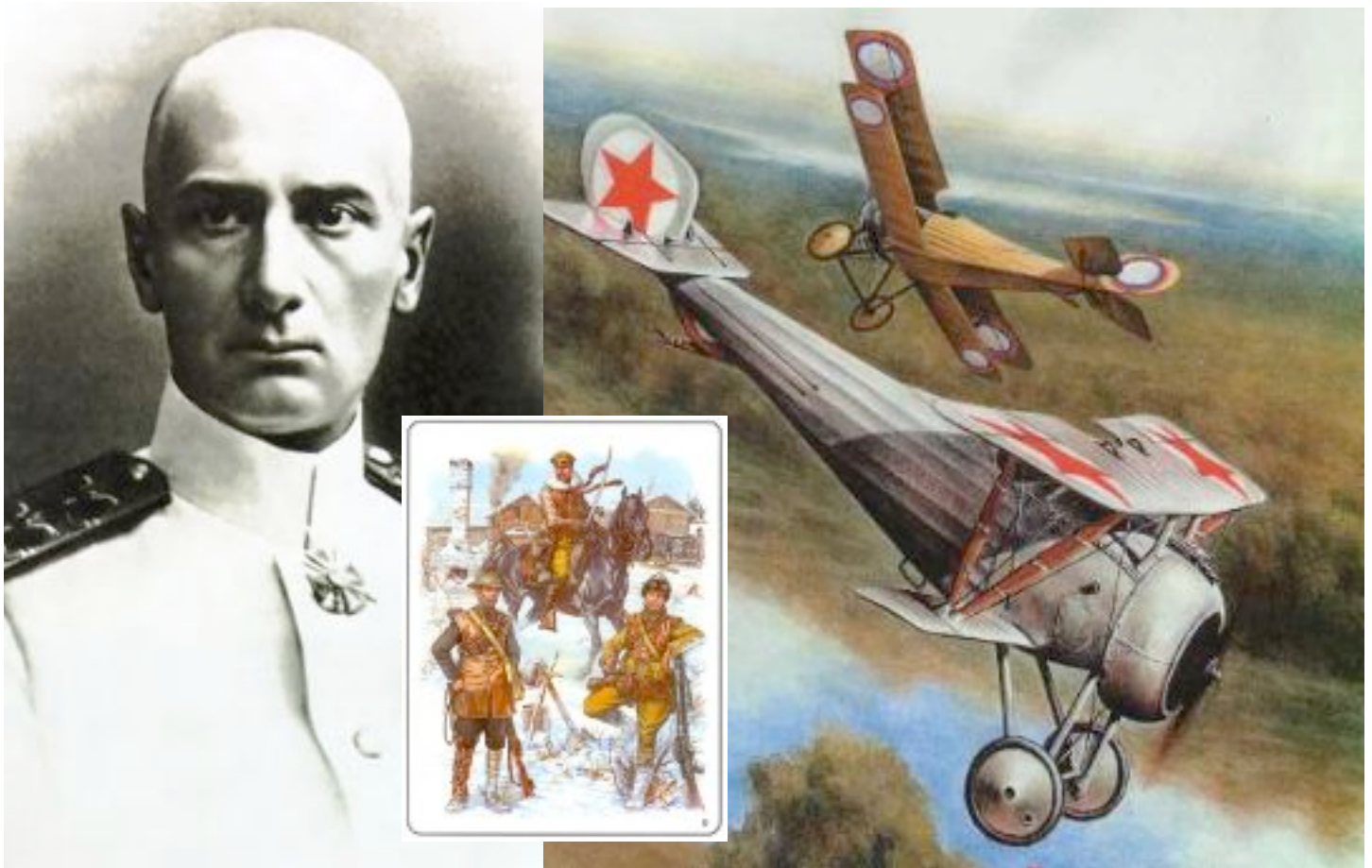
5,6: Government reduces involvement, leading to replacement of crews with local troops. One Reg with at least one vehicle is reduced by one Morale quality.

Take control of local port, thus denying Bolsheviks important supplies. Cost 6xD6

1,2: Oil cut off. Bolsheviks loses mobility. Removed 1 vehicle from each Regiment of Bolsheviks chose.

3,4: A consignment of vehicle spares and wagons captured. One of Interventionist Regiment to receive +4 movement for intire game.

5,6: Success leads to increased presence in region. One tanks and armored cars given to a Conscript or Regular Regiment of the Interventionist choice.





Polish Army

Poland reclaimed independence after 123 years of partitions. Bolshevik cross border into Poland, The Polish-Soviet war erupted in 1920 in the aftermath of WWI. Polish Army builds up. Cost 6xD6

- 1,2: Different weapons and ammo! One Regiment shoot -1 for first 4 game turns.
- 3,4: One Addition Machine Gun, Mortar, or Artillery unit.
- 5,6: Every Regiment may upgrade 2 infantry to a Machine Gun (Max 2 MG per Regiment).

Poland began its main offensive, Operation Kiev, aimed at creating an independent Ukraine. Cost 8xD6

- 1: Allies supply Poland. 1 armored cars to a Regiment.
- 2: French supply Poland. 1 tank added to a Regiment.
- 3,4: Government maintains existing force levels. No additional troops.
- 5,6: Government reduces involvement, leading to replacement of crews with local troops. One Regiment with at least one vehicle is reduced by one Morale class.

Polish troops take control of Kiev & Minsk, Bolsheviks counter attack. Cost 6xD6

- 1: **Bolsheviks** launch counter attack offensive, receive 100 pts of troops.
- 2: Food supplies cut off. **Bolsheviks** loses troops. Removed 2 Infantry from each **Bolsheviks** Regiment.
- 3,4: One of **Polish** Regiment to receive +4 movement for intire game/ trucks from the Allies.
- 5,6: Success leads to increased presence in region. One tanks and armored cars given to a Conscript or Regular Regiment of the **Interventionist** choice.



Nationalist “Greens”, Blue Army, Black Guards “Anarchists”

Declare Independence. Cost 4xD6

1,2: Population cross border to join ethnic groups in neighboring countries. One Regiment reduced one Morale quality.
3,4,5,6 Population committed to struggle. Upgrade one Regiment by one Morale level.

Western Powers impose sanctions to try and prevent fragmentation of Russia. Cost 4xD6

1,2: Oil deliveries dry up. Roll D6 for all vehicles, lost on a 5 or 6.
3,4: Some material gets through. Upgrade four figures to two Machine Guns.
5,6: Artillery obtained. One Artillery added to Regiment of owners choice.

Training of Elite shock Regiment. Cost 8xD6

1,2: Upgrade one Regiment by one Morale quality.
3,4: Two Regiments supplied with trucks +4” movement.
5,6: Establish mercenary Freikorps.
Add 8 infantry, 1 Machine gun, 1 Artillery.
To any Regiment, this also makes that Regiment a Veteran Morale.

Reject League of Nations call for referendum. Cost 4xD6

1,2,3: Troops dejected by lack of choice. two Regiments -4” movement for entire game.
4,5,6: Increase number of elite troops, to quell possible discontent. Raise one Regiment one Morale level.

Persuade Turks your enemies are pro British, or British your enemies are pro-Turk. Cost 8xD6

1,2: Receive 2 trucks.
3,4: Receive two armored cars.
5,6: receive two tanks.

These are added to any Regiments.

Do deal with British whilst doing deal with Turks. Cost 6xD6

1,2,3: Both sides learn of double cross and withdraw support. Enemy rolls D6 for all vehicles, lost on 6.
4,5,6: Such widespread support for your cause detracts from enemy support. Roll D6 for each enemy Regiment. On a roll of “6” remove 6 Infantry.

Forces on the Game Table

Before game starts opposing armies pick who is Defending and who is Attacking.
Each army then roll one die for per Regiment to see which units start on the table for turn 1.

Attacker

2-6 = 1st Regiment
3-6 = 2nd Regiment
4-6 = 3rd Regiment
5-6 = 4th & 5th Regiment

Defender-

3-6 = 1st Regiment
4-6 = 2nd Regiment
5-6 = 3rd Regiment
6 = 4 & 5th Regiment

The Attacker places three Victory point chips 10/20/30vp. on the table.

The Victory point chips can be placed on a piece of terrain or a road.

The Defender places starting Regiments placed on the table.

Defender picks what side (not corners) of table Attacker enters turn one.

Reinforcements Table

Regiments that fail the die roll, become Reinforcements starting on turn 4.

Regiments must roll a D6 to attempt to enter the battle.

Attacker

5-6 to arrive

Attackers come in on the corners table

Defender

6 to arrive

Defenders come in the middles of the table

SEQUENCE OF PLAY

Initiative die roll, check for Event Cards

Roll for forces arriving starting turn 4

Move Option A or B

Artillery Fire

Stationary Infantry Fire

Stationary Vehicles Fire

Moving Infantry Fire

Moving Vehicles Fire

Melee

Rally Units (Remove Suppressions) & Check Regiment Morale

Initiative Die Roll

Each player rolls D6, high die roll wins move determination. If a 5 or 6 is rolled players take an event card, if a tie re roll, if tie is 5 or 6 take an event card.

if Die Roll : 5 = Event Card

6 = Event Card + Add a **Cheka** or **Officer Battalion** figure, or Remove Suppression

Regiment Morale Checks

Determining Regiment

% of casualties

<u>Regiment Morale</u>	<u>Morale Checks at</u>			<u>Units</u>	<u>33%</u>	<u>50%</u>	<u>66%</u>
Conscript	33%	50%	66%	30	10	15	20
Regular	50%	66%		29	10	14	19
Veteran	66%			28	10	14	18
				27	9	13	18
Result die roll =	Unit Destroyed (Routed)	Unit Continues to fight		26	9	13	17
	1-4 die roll	5-6 die roll		25	9	12	16
				24	8	12	16
				23	8	12	15
				22	8	11	15
				21	7	11	14
				20	7	10	14
				19	7	10	13
				18	6	9	12
				17	6	9	12
				16	6	8	11
				15	5	8	10
				14	5	7	10
				13	5	7	9
				12	4	6	8
				11	4	6	8
				10	4	5	7
				9	3	5	6
				8	3	4	6
				7	3	4	5
				6	2	3	4
				5	2	3	4
				4	-	2	3

Unit Rally

<u>Rally Suppression</u>	<u>Remains</u>	<u>Rally</u>
	1-3 die roll	4-6 die roll

Modifiers: +1 Veteran
+1 Commander within 4" / Regiment Officer 4"

Fire Combat

Make sure your shooter is with the range of the target and roll one D6.

<u>Die Roll</u>	<u>Result</u>			
3 or less	No effect			
4-5	Target Suppressed	<i>(Cannot move or shoot)</i>		
6	Target Destroyed	<i>(Routed)</i>		

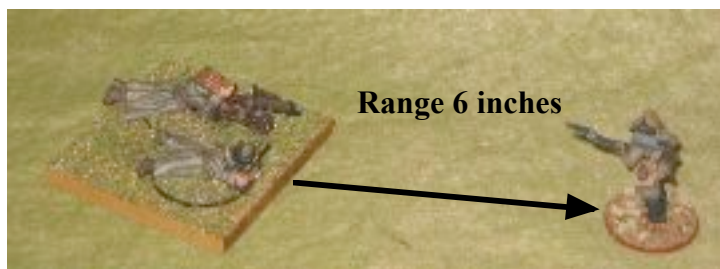
Difference between ATTACK vs DEFENSE die roll is added or subtracted to get result.

2 suppressions = Destroyed

Modifiers: +1 for Defense in terrain *(Woods, Towns, Intrenched)*

Example of Fire Combat

Machine Gun shooting at Infantry Fire = 3



Infantry Defense = 2

Machine Gun get 3 vs Infantry 2 = +1 on Fire Combat die roll: rolls a 5 + 1 = 6 Target Destroyed!

Special Rules Fire Combat

Shooting: 180° degrees to the front, Defenders charged can shoot, other units **Can** shoot into a Melee

Command Range: Regiment Officers must have all his units with 18, otherwise cant move.

antitank: Infantry or Cavalry must be 4” from a tank/Armored Car to attack it Roll of 6=Destroyed.

Machine Guns: Shoot once per figure. No Effect on tanks, and can only suppress a armored car

Machine Guns on Armored Cars: Count as one figure firing

Machine Guns & Cannon Tanks: Count as one figure firing

Artillery: Counts as 4 figures, Shoot once per figure on gun. *(Limited 6 Ammo)*

Machine Guns and Artillery: May shoot through Infantry and Cavalry units.

Units charging into Melee: Cannot shoot



Melee

Compare Melee + Modifiers, one die per unit type/figure in Melee, tie's reroll

High Die roll wins: Loser takes 1 casualty, extra units retreats 8”

Modifiers: +1 For Defense in terrain (Woods, Town, Intrenched, Armored Trains).

+1 Veterans

Melee Example

Attacker: Cavalry Melee = 3 (Cav in Melee) +1 Veterans

Defender: Infantry Melee=2



Melee Results: Infantry 2pts + vs Cavalry 4pts= +2 for Cavalry to Melee die. High die roll destroyed opponent.

Terrain

<u>Terrain</u>	<u>Foot&Horse</u>	<u>Track/Wheeled</u>
Woods	1/2	Not Allowed
Barbed wire	1/2	No Effect
Intrenched (+1 Melee)	-	-
Train Track	Trains can move any where on the table on tracks, but cannot come within 8” of an enemy unit , it can drop off troops.	



4 turns, no movement for infantry/Machine Guns

Units Chart

<u>Unit types</u>	<u>Conscript</u>	<u>Regular</u>	<u>Veteran</u>	<u>Defense</u>	<u>Fire</u>	<u>Melee</u>	<u>Range</u>	<u>Move</u>
	<u>Point Cost</u>	<u>Point Cost</u>	<u>Point Cost</u>					<u>inf/cav</u>
Army Commander	<i>(+1 Regiment Morale Check)</i>			2	2	3	-	8/12
Regiment Officer	-	-	-	2	2	3	-	8/12
REDS Cheka	-	-	8	2	2	3	-	8/12
White Officer Battalion	-	-	8	2	2	3	-	8/12
Infantry with rifles	3	5	7	2	2	2	8	8
Cavalry with rifles	5	6	8	1	2	3	8	12
Machine Gun or Mortar	20	25	30	2	3	1	12	8
Mounted MG (Txhabka)	25	30	35	2	3	1	12	12
					<u>Direct/Indirect</u>		<u>Dir/Indirect</u>	
Field Artillery ^o	25	30	35	2	3/2	1	12/24	12
Heavy Artillery ^o	35	40	45	2	4/3	1	12/36	8
Siege Artillery (420mm) ^o	60	65	70	2	5/4	1	36	6
^o Cannot fire a turn must set up 1 turn <i>(can only fire 6 times a game)</i>								
Armored Car (MG)*	40	40	40	3	3	3	12	12
Tank*	60	60	60	5	3	4	12	6
* Assumes the Morale of the unit								
					<u>Direct/Indirect</u>		<u>Dir/Indr</u>	
Armored Train	-	150	-	5	3/2	+1	12/24	Track

Armored train count as a single Regiment, other units can be attached to it but cannot be carried by the train unless it takes casualties. An Armored train consists of 1 Mounted Artillery, 1 Mounted Machine Gun, and 3 **Regular** infantry stands. +1 Melee

Other Bonuses: Veterans +1 melee, Shooting 180° degrees

End of Game

Roll a D6 each turn, total pips = 40 pips to end game

Objectives

10pts/20pts/30pts



Winners and Losers (ending the Game)

Attacker

- attacker rolls 3 x D6 to the score
- +10 or 20 or 30 for objectives held in games end
- +15 Attacking Commander killed
- +5 Regiment Officer killer
- +5 each enemy Regiment destroyed
- +5 the attacker was fair and honest throughout the game
- +5 the attacker was very lucky several times in the game
- +5 if you understand what the Russian word "Blat" means
- 5 each unit unpainted
- 5 player was slow to carry out movement
- 10 player moved other players units
- 10 if players name is _____ or _____

Defender

- attacker rolls 5 x D6 to the score
- +5 points for each objective held at end of game
- +15 enemy Commander Killed
- +5 Officer killer
- +5 each enemy Regiment destroyed
- +5 the defender was fair and honest throughout the game
- +5 the defender was very lucky several times in the game
- +5 if you understand what the Russian word "Blat" means
- 5 each unit unpainted
- 5 player was slow to carry out movement
- 10 player moved other players units
- 10 if players name is _____ or _____