Triumph of Chaos
The Russian Civil War
1918-1921

СМЕРТЬ

Game Designed by D B Dockter

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Rulebook v 2.3

TRIUMPH OF CHAOS V.2
THE RUSSIAN CIVIL WAR 1918-1921
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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 or www.consimworld.com for additional playaids 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, playaids 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.

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 & www.boardgamegeek.com
Online game play:
www.vassalengine.org/community/index.php

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Boardgamer's association: 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.

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
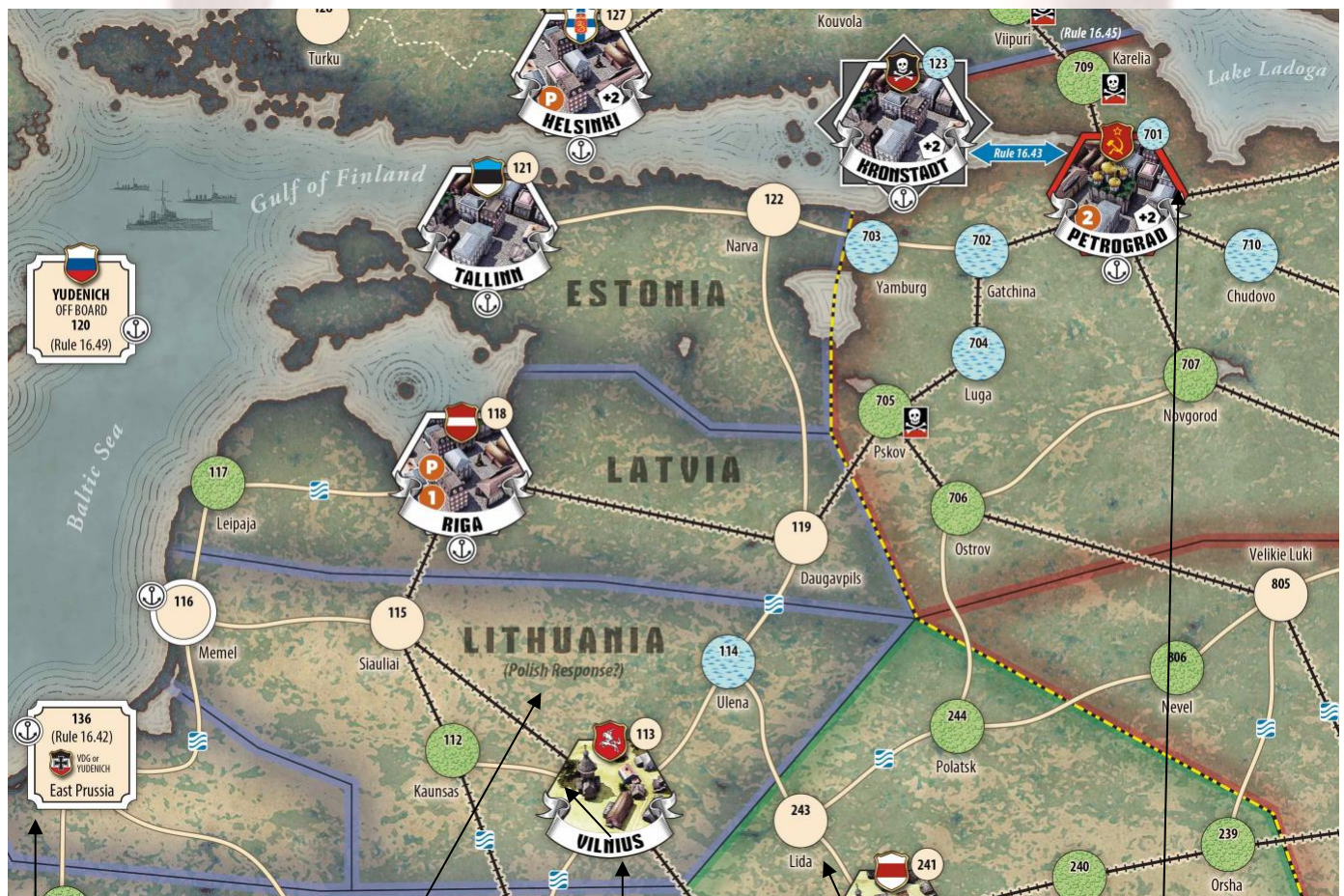
Box   **Region**   **Victory City**   **Space**   **Supply Source**

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.

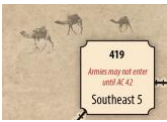Boxes function similar to a normal space, except they may contain more military forces than a circle or a Victory Circle *(see "Stacking" 7.4).*

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 (2), Turkistan (1)	Astrakhan, Belarus, Khiva, Makhno, Transcaucasia, Turkistan, Ukraine, West Ukraine… all have (1) but 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), while the Far East only becomes active one the Central Powers withdraws. 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 Replacement Steps),* a "Sxxx" 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 ½ " 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: 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 one side has SAs in a combat and another side does not, the SA side receives a +1 CM or may attempt 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 Baltic *(or NW or BAF.. 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. Green counters have been provided to indicate units that are enemies of both RED and WHITE.
- *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).*

- *VCs/VPsx1 & 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).*
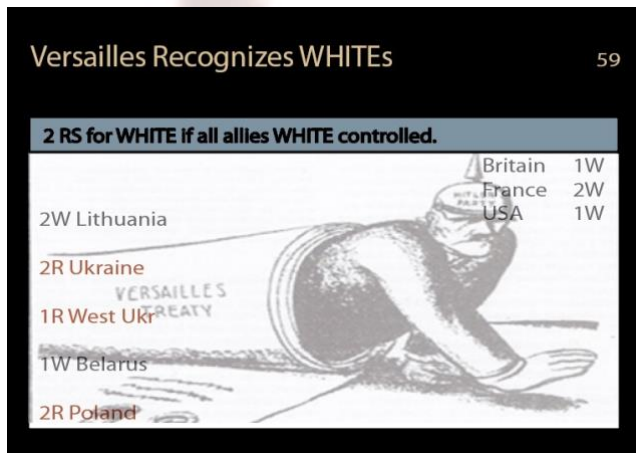
Action Cards drive the game. ACs are the "fuel" to gain and maintain strategic initiative. During a turn, sides alternate playing ACs (representing their "move"). Each card has a variety of uses. Some ACs enable or prevent other ACs. The design consideration is to force and enable strategic tradeoffs. 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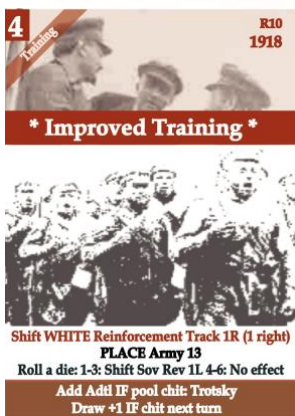, each side adds AC#'s 53 & 54 to their hand for use during the Political Phase (only turns 1-9). During the Action Phase, sides alternate playing ACs. The number in the upper left-hand corner of the AC is the Card Value (CV). Higher CVs provide players with more ability to conduct various game operations.

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).*
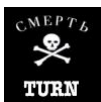
4. Definitions

- *1d6:* 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:** Russian Army, Siberian Army, Don Cossacks, Siberian Cossacks, BAF/NW *{Baltic Front/Northwest}*
- *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 Czech Legion forces *(note: an exception had to made due to their game start on the map).* 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 conquering a Faction 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 *(ex: Social Revolutionaries)* have only opposite sides indicating control by either RED or WHITE *(so, essentially one step units):* they only have ONE step.
- **Units:** Units are corps and armies. Informational markers, leaders and special assets are NOT units.

5.0 Turn Sequence

5.1 Preparation

5.11 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	
2		Sum 2	8	6	
3		Fall	8	6	
4	19	Winter	7	5	
5		Spring 1	8	6	YES
6		Spring 2	8	6	
7		Sum 1	9	7	
8		Sum 2	9	7	
9		Fall	9	7	
10	20	Winter	6	5	
11		Spring 1	7	6	
12		Spring 2	8	7	
13		Sum 1	8	7	NO
14		Sum 2	8	7	
15		Fall	8	7	
16	21	Winter	6	5	
Tot			**124**	**99**	**9**

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#53 & 54 – 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 (AC53 & 54) 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 (AC53 & 54) 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 AC53 & 54.
- **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 condition applies.

5.13 Draw In-Fighting chits (if triggered).
See 13.5. 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*
- **VPs:** Adjust the VP total. *See 14.3* Conduct any required In-Fighting rolls. *See 13.5*
- **AV Check:** Determine whether Automatic Victory has been achieved. *See 14.3*
- **Replacements:** Players spend accumulated Replacement Steps {RSs} *(generated by various PCs, ACs and control of Factions/VCs)*. First, players secretly indicate expenditure purchasing leaders or Influence Points. Second, both players (WHITE first) repair units/rebuild eliminated units subject to Resource Center capacities ("faucets"). *See 11.2>11.5.* Remember to roll for corruption! *(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*

✓ 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#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 Army
Roll a die for each green unit, green leader. If result is 1-2, eliminate. Roll a die for each Insurrection Army: 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: Kaplan; once dead, always dead {with one exception outside the scope of this particular game})*. Otherwise, no effect.

✓ Item 6: Bomb Moskva?
If possible, WHITE may attempt to bomb Moskva (13.74) *(Actually, there is an interesting book that tells the story)*.

✓ 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 leaders or Influence Points (see Political Phase). 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: If an AC is played as an event and an asterisk precedes the event name, remove the AC from the game.

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.

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 or a rail 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** 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.

- **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.

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 > 307)* 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 *(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).

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.*

7.23 Move thru combat: 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 more than one space in more than one region until WHITE Linkup achieved. Linkup occurs when WHITE is able to trace a line of friendly rail spaces from Omsk (528) to Saratov (823) and friendly spaces to Tsaritsyn (601) and then friendly rail spaces to Yekaterinodar (310) during the Logistics Phase. Once achieved this activation restriction is eliminated *(along with the regional divisions in the WHITE Special Assets Box).* WHITE 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. *See 13.33*
- **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 Central Powers withdrawal. Each side may only activate 1 space per action round for COMBAT 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 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*
- **Makhno**: Roll a die when activating spaces
   containing these forces. If a "6" results, oye. *See 15.35.*

- **Western Allies**: Britain, France and the USA may not be activated until play of W#1 (WHITE AC#1) or W#8.
- **Non-cooperation:** Non-cooperation refers to the inability of a side (primarily impacting WHITE) to activate its intrinsic units ("RED" or "WHITE") along with a particular Faction as indicated below:

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

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

WHITE: 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.

RED: 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. This option may not be selected if RED has the Trotsky In-Fighting counter.

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:

Propaganda – Placing NO ACTs	
Roll	*Result*
1-3	Place a NO ACT counter
4-6	No effect

DRMs:
+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

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: NO ACT Removal: Instead of NO ACT counter placement, a side may identify a space and attempt a NO ACT removal:

Propaganda – Removing NO ACTs	
Roll	**Result**
1-2	Remove a NO ACT counter
3-6	No effect
DRMs:	

DRMs:
-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:

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)
DRMs:+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**:**

Partisan/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 and advance. Opponent selects the units 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.

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 in one of the attacking spaces and at least one army from that leader space is participating 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.

2. DEPLOY Special Assets: If a side has a leader 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. Attacking enemy force may then advance into the defender's space (from where they retreated).
- *Pursue:* Forces with a leader 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:** 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.

4. DETERMINE Combat Die Roll Modifiers: Calculate the Combat Modifiers (8.3), which produces the combat DIE ROLL modifiers.

5. CONDUCT Combat Fire: Resolve fire simultaneously, unless surprise was achieved (8.42).

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.

8.311 Combat Modifiers		
Item	**CM**	**Comment**
Superior Leader	+1	Side with the higher leader rating 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 participating in a combat. Switch side units and Socialist Revolutionaries excluded.
Special Assets	+1	Most Special Assets. See 8.8
Terrain: VCs	+2	A defender in a few Victory Cities (noted on map)
Terrain: Forests	+1	A defender in a forest
Kappel's Coffin	+1	See 12.71

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	Consult this table: If the result of Step 2 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, River, Desert	1AL
Attacking while in Limited Supply	1AL
Attacking Fortress	1AL
Defending Fortress	1DR
Defending while Out of Supply (OOS)	1DL
Attacking while Out of Supply (OOS)	2AL

Key: 1AL/1DR (shift attacker/defender one column to the left/right). All column shifts are cumulative. *Exception: only one negative shift may occur from terrain for the attacker.*

Note: Negative column shifts occur if half or more of the involved steps (corps count as a half) share that negative condition.

Max: Attacker are subjected to a maximum shift of 2AL

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 - 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.

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 special assets present and the defender does not, the attacker may attempt to achieve surprise

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 and the attacker is NOT subject to the river crossing penalty
- **Cavalry:** Attacker has more cavalry steps than defender
- **CAV Leader:** Wrangel, Budyenny, Ghai-Khan, Makhno or Krasnov is participating in the attack. A leader may attempt only once a game turn and a side may only attempt Cavalry Combat Surprise once an Action Round.

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
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

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 require 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).*

White Corps Replacing Armies

Army	Corps that may replace
Army belonging to specific camp	Corps from that camp. For elite armies, elite corps or a regular corps if no elite corps is available
Romanov	Any corps

RED Corps Replacing Armies

Army	Corps that may replace
Elite RED Inf Army	RED inf corps: elite or regular corps if no elite corps available
RED Inf Army, Res or IA	RED inf corps
Elite RED Cav Army	RED cav corps: elite or regular
RED Cav Army	RED cav corps
Cheka Res	Cheka or elite infantry

Faction Corps Replacing Armies

Army	Corps that may replace
Elite Army	Elite or regular corps
Regular INF Army	Regular infantry corps
Regular CAV Army	Regular cavalry corps

Other Armies

No replacing corps placed. Exception: VDG.
Switch Side armies: specific corps for each army

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 *(this does not affect In-Fighting).* 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 two 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.

- **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:**
  - **1ST:** a supplied controlled adjacent space.
  - **2nd:** a controlled adjacent space.
  - **3rd:** enemy controlled adjacent space(s) *(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 *(forces always control the space they are in),* but they do not convert space(s) they retreat thru.

- **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 required 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).*

- **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)	

DRMs: (maximum of +2 or -2)
- *-2 if fortresses*
- *-1 if mountain or swamp*
- *-1 if defending Cheka unit present*
- *-1 if attempting stack has a leader with a 4 leader rating*
- *+1 if side is currently subject to In-Fighting*
- *+1 if enemy captured friendly home region VC this turn*
- *+2 if clear space*

8.7 Advance
- **Overview:** Any remaining attacking forces *(full or reduced if a unit)* may advance if the defending units retreat or were completely eliminated in the combat.
- **Length of Advance:** If the defending force was eliminated or retreats one space, any attacking units *(and leaders stacked with these 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. Exploitation may be attempted in either case, and in the case of a one space retreat, may advance up to two spaces *(12.1).* **MUD:** During Mud turns, the length of advance is limited to 1 space in all cases.
- **Exploitation:** Leaders and their exploiting units may utilize exploitation to follow a different path than retreating units. *See 12.1*

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

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 that are usable only if their forces are exclusively involved in a combat.

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). 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 keep 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.

Special Assets may be deployed if:
o 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":
  o Faction: Its home region Victory City
  o RED: Moskva
  o WHITE
    ▪ North: A Baltic Port
    ▪ East: Vladivostok
    ▪ South: A port on the Black Sea
o A friendly leader is present in the space
If conditions are met, a side may commit Special Assets to a combat *(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: See 11.52

8.9 Seasonal & Supply Combat Effects

- **Winter**: All units that would normally be in full supply are in limited supply during the winter turns. Attacking units in limited supply suffer a negative column shift (one 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 is prevented during MUD.
- **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.
- **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. 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:** Prohibited from SRing.

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 thru friendly spaces to a friendly, supplied Moskva.

- **WHITE**: WHITE corps, depending on its Camp affiliation, may SR in the following ways:
  - *ASFR*: Corps may SR onto a controlled and supplied home region VC, or on any space with a supplied WHITE unit, as long as that space is connected via friendly rail spaces to a friendly Yekaterinodar (310) or Sevastopol (301)
  - *Don*: may only SR to a controlled and supplied space in the Don or Kuban Region.
  - *Siberian or Siberian Cossack*: may only SR to a controlled and supplied space in Urals North or Urals Central
  - *Baltics*: may only SR into a controlled and supplied space in the Baltics or Finland
  - *Intrinsic:* may only SR into any supplied and controlled WHITE VC in RED or WHITE home regions

- **Factions**: Faction corps may SR out of the Strategic Reserve onto controlled and supplied home region Victory Cities. Major powers may SR to a force containing supplied unit(s) of their faction.

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 on map Major Power forces; RED may NOT.*

- *Limited Supply (LS):* To be in Limited Supply, forces either occupy a space in the Southeast region, or, during the winter, would otherwise be considered to be in Full Supply.

- *Attrition Supply (AS):* A few forces are always considered supplied *("attrition supply")*:
  o Neutral (uncontrolled) Central Powers and Czech Legion
  o Insurrection Armies (IAs) & Green forces
  o RED & WHITE FE (Far East) Corps
  o Japanese, Chinese and Mongolian Armies
  o Socialist Revolutionaries until committed

- *Out of Supply (OOS):* Any force not in FS, AS or LS.

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.

- *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.

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

OOS *Activation:* Activating an OOS stack costs ONE Activation for each leader or unit.

- *1 Space Movement:* OOS forces move only ONE 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.

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 Dead Box. OOS armies are eliminated and placed on the turn track 3 turns later *(when they may be rebuilt)*. Additionally, take a corps from the reserve for each OOS eliminated army and place in the Dead 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)*.

- **Czech Legion and Central Powers:** Czech Legion and Central 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 (utilized during the Political Phase) and some leaders.*
>
> *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).*
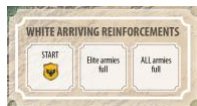
11.0 Reinforcements & Replacements

11.1 Principles Governing Reinforcements

- ***Overview:*** Each side has a number of ACs *(when played as an event)* that generate additional forces. These ACs are removed from play when utilized as events *(if an asterisk precedes the event name)*.
- ***General Placement:*** Unless stated on the Action Card, forces are places as follows:
  - ***Armies/Leaders:*** Home region Victory City (RED=Central, East, North…WHITE=Urals Central, Urals North, Don, Kuban). RED may also use Tula and Smolensk. Both sides may place units in their Causalities Box (and will need to rebuilt, of course).
  - ***Corps:*** Strategic Reserve

  Forces placed in a specific location may <u>NOT</u> be placed if the location is either out of supply (OOS), enemy controlled or would result in over-stacking *(if the reinforcing unit is a corps, it may be placed in the SR - if an army, it may be placed in the Dead Box)*.
- ***Exceptions:*** Switch Sides and Green Uprising ACs generate Insurrection Armies and Greens may be placed on enemy controlled non-Victory City spaces.
- ***WHITE camp restrictions:*** Siberian or Siberian Cossacks in Urals North or Urals Central, Don Cossacks in Don, AFSR in Don or Kuban. If White Linkup (7.25) occurs, these restrictions are ended.
- ***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. Insurrection, Subjugation and Faction Armies ALWAYS arrive FULL.
- ***Sequential Round Restriction:*** Reinforcement cards may not be played in sequential action rounds by a side.

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
- ***Spending RS:*** 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 a unit in a space, trace that space via controlled and supplied rail spaces to the Resource Center.
- ***RS may also be spent to purchase leaders and Influence Points*** *(IPs are utilized to gain control of Factions and influence the Political Involvement Tracks)*.
- ***Faction Replacements:*** Each Faction VC generates 1 or 2 RS for use with their forces. *See 11.2*
- ***Sequential Round Restriction:*** Replacement cards may not be played by one side in sequential action rounds.
- ***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 for the side selecting the card *(indicated on the PC)*. Limit of 2 RS per Political Phase.

FACTIONS *(for use with indicated faction forces):* Controlling side MAY spend Faction RS on their controlled Factions. Cards do NOT generate Faction RS. Rather, Faction RS are generated per the schedule below:
- **Republics & Countries:** ONE RS per friendly controlled VC spent exclusively on the associated faction. Exceptions:

- o **Turkistan & Finland:** TWO RS per friendly controlled VC
- o **Poland:** TWO RS per friendly controlled VC if Poland is enemy occupied. THREE RS if there is enemy unit adjacent to Warsaw
- o **Ukraine:** Since Ukraine has 2 VCs, they also receive TWO RS
- o **ALL:** Units outside of their home region may NOT be repaired.
- **Major Powers:** Central Powers 2 Faction RS *(may be spent repairing, but not rebuilding, any CP unit)*, the Allies 1 Faction RS, Czech Legion 1 RS *(and if control IGSR Train, roll a die: 1-3: +1 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.
- **RED**
  - o **Death of Trotsky or Lenin:** If Trotsky or Lenin has been removed from the game, roll a die:
    1-2: Subtract 2 RS, 3-4: Subtract 1 RS, 5-6: No effect
  - o **VCs:** Reduce RED RS by two for each of Petrograd (701) OR Moskva (801) if they are WHITE controlled.
- **WHITE**
  - o **VCs:** Reduce WHITE RS by two for each of Sevastopol (301) OR Omsk (514) if they are RED controlled.
  - o **In-Fighting:** Corruption In-Fighting chit reduces RS (13.51).
  - o **Central Powers:** If RED controls the CP, WHITE subtracts 2 RS
- **Factions**
  - o **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.
  - o

11.4 Bonus RS
Bonus: 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. (**_David J's clarification_**: *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 a Faction or an Influence Track.

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.

BONUS: RED
Turkistan: 1 RS for RED if RED can trace a friendly rail line from Turkistan to a RED or WHITE HOME Region VC.
RED Polish Levy: RED rolls a die: RED receives that number of RS *(mark on game track - See 15.44 Poland).*

BONUS: 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 RS *(die roll 1-4: 1 RS, 5-6: none)*
Central Powers: WHITE Control of the CP generates 2 RS.

11.5 Spending RS
11.51 General Corruption: Before spending any 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: In contrast to spending RS to repair/rebuild units *(which is conducted sequentially - WHITE first)*, spending on leaders, special assets and influence points (IPs) is conducted secretly and concurrently. *[Optional: WHITE spends first].* Both sides write down the amount they will attempt to spend on other RS purchases. 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)

DRMs: 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)

Spending RS on leaders & IPs:

- **Leaders:** Leaders *(marked with a "P" on their counter)* may be purchased *(limit of 1 per turn)* at a cost of their leadership rating on their counter *(example: leader with a 2 rating costs 2).* Purchased leaders are placed in a controlled VC subject to army Faction or Camp restrictions.
- **Influence Points:** IPs are used to gain control of Factions (15.24) or influence Political Involvement Track resolution (15.27). Simply place the IPs purchased on each Faction and/or Involvement Tracks *(limit of 1 IP per each Faction and/or Involvement Track).*
- **Special Assets:** Special Assets are repaired by spending IPs: 2 for WHITE per Special Asset, 1 for RED, 2 for Factions
- **Optional Vinny Rule**: Ignore the 1 per faction/ Political Involvement Track limit.

11.53 Rebuilding & Repairing Units: After spending RS on leaders and Influence Points, 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 Replacement Step (RS) 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: Turn 9 or before: Ports have an indicated intrinsic capacity and may be used by WHITE if it controls the space and the indicated Britain, France and/or USA faction in the associated Sea Zone. For example, in the case of attempting to use Baku, WHITE must control Britain. **Turn 10 or after:** WHITE leads in Victory Points and WHITE played W1, W8 and W31

- *Resource Centers: "Faucets":* Think of the Resource Centers as faucets that control the flow of RS to locations. When repairing or rebuilding a 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.
- *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 on the Port Corruption table to determine if any RS is lost for that turn:

Port Corruption	
Roll	**Result**
1-5	No Effect
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)	

How does this work? Assume WHITE wants to spend five 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 RC at Taganro (338). Since WHITE controls Britain – which is one of the factions required to use ports in the Black Sea (403) – WHITE then attempts to also use the port at Taganrog. WHITE must roll on the Port Corruption table. Unfortunately WHITE rolls a "6" (no die roll modifiers apply) and loses 1 RS. Snap! WHITE has 1 RS remaining and uses the RC capacity from Novorossiysk (308) – since it can trace a friendly rail line to Novorossiysk - to 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.
  WHITE: Any home WHITE region controlled VC along with these "Camp restrictions":
  - **Baltic:** Rebuilt in East Prussia. The North Army may be rebuilt in any Baltic port, East Prussia, Murmansk or Archangel.
  - **Don Cossacks and ASFR:** Don or Kuban VC
  - **Siberian Army and Siberian Cossacks:** Urals North or Urals Central VC.
  - **Intrinsic** *(army not belonging to any camp):* Any WHITE home region VC

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

  Major Power Factions:
  - **Czech Legion:** any controlled VC in Urals North or Urals Central
  - **Britain:** Slav Britain Legion at Archangel or Murmansk, RBEF 1&2 at the port where they arrived
  - **USA:** Omsk.

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 1 RS to build FE Partisans. *See 13.41*

12.0 Leaders
12.1 Basic Leader Capabilities
All leaders have these basic capabilities:

- **_Withdrawal:_** A stack 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. 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 withdraws, a leader and at least one unit from the attacking stack(s) may enter the vacated space *(not all units in the leader's space are required to pursue).* If the leader successfully pursues, and enters the vacated space, mark the attacker's 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 stack attacks an adjacent space, a stack *(which has not previously withdrawn or failed to withdraw or reinforced or failed to reinforce 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).* In this combat, there is no advance, retreat, terrain combat shifts and/or combat modifiers: just roll dice. Only those units that participated in the attack are subject to counterattack losses.

- **_Exploitation:_** Exploitation occurs if:
    o The attacker "won" the combat
    o cavalry is present
    o it is not a MUD turn
    o a defender retreated
    o a leader is present *(in the case of multi-space attacks the cavalry unit(s) and the leader do not need to be in the same space)*

    If these conditions are present, the first space entered must be the defender's space. After that, the cavalry unit(s) and the leader *(attacker's option)* may advance into an adjacent space (Exploitation) that does not have a Combat marker **regardless of whether the required retreat was one or two spaces, while abiding by the usual advance after combat terrain restrictions.**

- **_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.

- **_Ability to utilize Special Assets:_** A leader present in a combat space may deploy a special asset *(assuming condition met – see 8.8).*

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

Just once: A leader that has participated in a combat may not utilize leadership capabilities to participate in another combat that action round during the current phasing player.

> *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 number of leaders have special capabilities:

- **CAV** *(cavalry combat surprise - 8.42):* Krasnov, Wrangel, Budyenny, Ghai-Khan, Makhno
- **Movement** *(see 12.6):* Trotsky
- **Special Action:** Unit Repair *(see 7.32)* Wrangel, Trotsky
- **Provide DRMs** to various tables: Many!

12.3 Use of Leader Capabilities
- **Multi-space attacks:** 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 same space must participate in the attack.
- **Other Basic Capabilities:** In order to use any of the other capabilities *(Withdrawal, Pursuit, Reinforce, Counterattack and Exploitation),* a side:
    o **Must have an army present in the leader's space** *(Exception: Leader without any units may attempt withdrawal. 2nd Exception: Faction leaders may not use these capabilities with exclusively RED or WHITE armies).*
    o **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.
    o **Death? Alternate State? Inactivity?** If the die roll is a "6", roll again:
        o 1-2: flip leader counter to its backside *(ex: Kolchak – "drug use" – 12.71… essentially the leader loses all leadership capabilities).*
        o 3-5: no effect.

- o 6: Death: remove leader from game.
- **Special Capabilities:** Ability to use the special ability is in the rule related to that capability.

12.4 Leader Purchase & Placement

During the Replacement Phase, a side may spend RSs equal to the leader's rating to bring an "available for purchase" *(counter contains a circled "P").*

12.5 Leader Elimination & Removal

- **Elimination:** Leaders are permanently eliminated from the game in one of these ways:
  - o Play of a specific AC
  - o RED In-Fighting (Accusation)
  - o Major Power Withdrawal
  - o If a leader is eliminated OOS
  - o An enemy unit enters a space containing only a friendly leader(s) that fails to retreat
  - o Voluntary removal
- **Involuntary Removal:** If a RED or WHITE leader *(not Faction)* is eliminated involuntarily due to OOS or failure to retreat (if an enemy unit enters its space), 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 Friendly leaders may be voluntarily removed. Roll a die: Divide by 2: round up. Result is the VP loss.
- **Effect on In-Fighting:** If a leader is eliminated or removed, they do not affect In-Fighting *(example: the loss of Trotsky or Stalin).*
- **Faction Leader removal or elimination:** 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 10.32 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 retreat 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 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 avoid road 2 rolls. 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 *(life! – perhaps in a future ToC expansion a resurrection/reincarnation table can be worked into the game).* Note: if Kappel dies for any reason, utilize the Coffin side of the counter.

Mai-Maevski: Debauchery. Loses all leadership capabilities.

- **Von der Goltz: Goes Green**: Continues all leadership capabilities, just as a Green unit.

- **Gajda: Putsch.** Loses leadership capabilities.

- **Krasnov and Bogayevsky: Non cooperation.** Non cooperation with Don Caucasus forces triggered. *Note: if one leader suffers the alternative state, both do. And, if one recovers, both do.*

- **Lenin: Wounded.** Loses all leadership capabilities. *Note: Lenin starts the game in this state.*
- **Tsar Nicholas: Captured.** If rescued by WHITE, flip the Tsar to his leader side. If killed by RED, remove from game *(no VP cost to WHITE).* Once captured, RED may move the counter 1 space along with any RED unit.
- **Brusilov: Goes WHITE:** Brusilov goes WHITE: place with closest WHITE army. *Note, he may flip back to RED, in which case, eliminate the counter 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 leader 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 frontside

FACTION/Other Leader Roster

Leader	Rating	Faction	Other
Eichorn	2	CP	
Graves	2	USA	
Ironsides	2	Brit	
Mannerheim	3	Finland	
Makhno	4	Makhno	CAV
Petlura	2	Ukraine	
Red Prince	2	Ukraine	(Archduke Wilhelm)
Pilsudski	3	Poland	
Haller	3	Poland	
Pavlenko	2	W Ukr	
D'Anselme	2	France	
Syrovy	3	Czech	
Kappel	3	Social Rev	White / coffin (12.71)

RED Leader Roster

Leader	Rating	Camp	Enter	Other
Lenin	2		S	wounded
Antonov-Ovseenko	3	T	13	
Blyuker	3		I	
Brusilov	3		P	(12.71) Go WHITE?
Budyenny	4	S	16	CAV
Egorov	2	S	P	
Frunze	4	S	P	
GhaiKhan	4	T	18	CAV
Mironov	3		I	CAV
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	*		S	13.1
Belsky	2	none	P	
Bogayevsky	3	DonCos	P	Non co-op (12.71)
Denikin	4	AFSR	S	
Dutov	2	Si Cos	22	
Gajda	3	Sib	4	
Ivano-Rinvo	2	Si Cos	2	
Khanzhin	3	Sib	16	
Kolchak	2	None	1	Drug use (12.71)
Koshelev	2	Si	P	
Kraznov	3	DonCos	S	Non co-op (12.71)CAV
Mai-Maevski	3	ASFR	19	Debauchery (12.71)
Tokmokav	3		I	
von der Goltz	3	NW/Baltic	29	May go Green
Wrangel	4	ASFR	11	Repair (7.32) CAV,
Yudenich	3	NW/Baltic	27	

Enter: S=Starts game on board, P= Able for IP purchase, X = RED 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. The leader portrait contains both the Camp *(if applicable)* and a Code. The code indicates how the leader enters *ToC*: P=purchase, C=when controlled, receive that leader, V=variable, XX=year via AC, nc=no counter in *ToC*/informational card only. 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!*

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

IF TSAR is rescued *(WHITE gains control of the space with the captured Tsar and immediately flips the Tsar to its rescued side):*
- Roll a die. 1-3: RED Places ONE IP RED on ALL Republics …4-6: Place TWO on each
- 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
- Flip Tsar to leader side
- WHITE AC#1 may not be played as an event

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:** VDG begins the game WHITE (part of NW camp), but may go green thru play of R#25. If VDG goes green as a result of a die roll on W29 or R25, flip VDG leader to green side, replace VDG armies with green armies and eliminate VDG corps from the game. If green armies already in play, eliminate all VDG forces from the game.

- **Bermondt Army:** Place Bermondt Army in first WHITE controlled Baltic VC (RED determines which VC if more than one). RED may play an AC to cause Bermondt to "go green" through play of one of their "GREEN" ACs (R#6, R#41): see AC for instructions.

- **Chinese Army:** Triggered by play of R#48. Roll a die: *1-4: Place army in Manchurian space 5-6: No placement DRMs: +1 if Japanese army in play*

13.2 Special RED Forces

- **Insurrection Armies:** Upon play of R#7, R#23 or R#46, RED may roll a die to determine if they immediately receive a RED Insurrection Leader, Blyukher or Mironov, to be placed with the Insurrection Army.

- **Peoples' Armies:** Prior to the instant of a combat involving any space containing Peoples' Armies, roll a die:

Peoples Armies	
Roll	Result
1-3	Eliminate the army (and replacing corps)
4-6	No effect
Note: If RED is attacking, RED 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 triggered by:
- ACs: R#6, R#35, R#41 and W#13
- Ukraine: Green Armies possibly generated during initial deployment
- Green Peasant Army revolt

Green units have these characteristics:
- Are considered enemy units to both sides
- Have attrition supply

- May be activated only by a Special Action (Greens!) OR an AC allowing their activation OR if a side exclusively activates spaces containing friendly Insurrection Armies *(then, at a cost of 1 activation per green space)*
- Do not place control markers
- May not stack with any non Green forces
- Are eliminated each Logistics Phase on a die roll of a 1 or 2

13.32 Green Peasant Army Revolt
When a Green Peasant Army Revolt is indicated by an Action Card and the Green Peasant Army is not on the game map or in casualty box, 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 the Green Peasant Army in any non-VC space in that region. If the Green Peasant Army is eliminated, no replacing corps is placed.

13.33 Insurrection Armies (IAs)
Unless indicated otherwise on the Action Card that generates a particular Insurrection Army (IA), these rules apply:
- Placement: Indicated on the card. May not be placed on Victory Cities (ex: Kronstadt – W#48).
- Placement: 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, it may only activate other spaces containing IAs and/or Green forces
- IAs are placed per their generating ACs
- IAs are eliminated during the Wrap Up segment of the Logistic Phase end of turn segment on a die roll of a "1" if they do NOT occupy a VC.

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)
Izhevesk	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	Mongolia (E or W)	13.41 Far East
Far East	RED	R46	RED VC: East, Urals, Far East	Any controlled RED VC
Treat like				
Insurrection Army	**Side**	**Enters**	**Where placed**	**Special rules?**
Chinese	WHITE	R48	Manchuria (E or W)	13.1 (variable enty) 13.41 Far East
Ungern	WHITE	W51	912	May go green via R35
German Mutiny	RED	15.53 WHITE control ... maybe	RED controlled space in North or Central	15.53: If WHITE gains CP, RED places.
Ukraine Peasant Armies	Varies	15.38 Ukrainian Entry	210 or 211 if green, otherwise 206, 207, 214, 220, 223, 225, 226, 231	15.38: If become enemy armies (peasant revolt), treat as I.A.s

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: meaning no activation or SRs. WHITE does receive VC credit. A side may activate a maximum of ONE SPACE per Action Round on the Far East map. Exceptions: a few Action Cards and spaces that contain FE capable armies.

- **Combat Restrictions:** Retreats are only 1 space and there are no multi-space attacks
- **Movement Costs;** Each space entered costs units their ENTIRE movement allowance unless using strategic redeployment.
- **Recruitments**: During the Logistics Phase, each side may spend 1RS and roll a die:
  1-3 place a friendly FE partisan unit (in a FE friendly restricted space)
  4-6 no effect
- **Repair:** Far Eastern units may not be repaired
- **Restricted Forces:** Only Far East *(counters marked with a "FE"),* Major Power forces, the Socialist Revolutionaries (that begin in the FE) ,

Japanese, USA, WHITE Siberian corps and the RED FE Irregular Army, Mongolian, RED 15, Chinese and Ungren may operate in the Far East.
- **Restricted Spaces:** Entry to various FE spaces is restricted to the forces indicated:
  o **Manchuria & East Mongolia:** WHITE
  o **Far East 1,2,3:** RED
  o **Sea of Japan:** Japanese
- **Supply**
  o FE (Far East) forces: RED and WHITE FE corps have attrition supply.
  o Japanese, Chinese and Mongolian armies have attrition supply.
  o 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.

 (NOTE: This does not mean that Japan begins singing "The Internationale", but, rather that they are pursuing their own interests at the expense of a WHITE victory).

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: Die roll (if result is a "1"), beginning 1920, remove all Japanese forces from game.

13.42 Other

East Prussia (space 136) This box may only be entered by VDG or Yudenich forces. It is a source of supply for these forces. It may not be attacked.

East Romania Box (246) **East Hungary Box** (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 or WHITE AC#34 is played. Once the restriction is lifted for either side, both sides may move freely (across the border) for the remainder of the game.

Kerch-Taman Crossing (306 to 307)

This marks the road connection between Kerch (306) and Taman (307). When RED attempts to cross, it must roll a die and consult this table for each force *(each unit and leader)*

Kerch-Taman Crossing – Effect on RED	
Roll	**Result**
1-2	Eliminate unit or leader and end movement without crossing
3-6	Spend entire movement crossing
DRMs: (Die Roll Modifiers – 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

General: 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. Additionally, the arrow between the SZ and the space permits movement or combat.

Baltic Sea (space 120): Upon play of W#27, WHITE may elect to place the Yudenich forces (with the exception of one 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 *(or Finland if WHITE has played AC#43),* 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 the SZ box upon play of W#38. They may subsequently move to or combat the space(s) linked with the SZ arrow.

Japan Sea (902): Japanese forces may enter and move to Vladivostok. Note: if Japan is unfriendly, WHITE may NOT use the Vladivostok port.

Smolensk (807) **and Tula** (817)**:** Replacements and Reinforcements may be placed on these spaces as if they were a VC in the Central Region. WHITE capture of Tula also results in a replacement penalty for RED

Southeast Region: In order for a side to move armies in the Southeast Region, they must first play AC#42.

Taganrog (338): The port at Taganrog may not be used if RED controls either space 306 or 307.

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 armies and leaders are impacted by the Camp affiliation. 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*.

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: After triggered, 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. During the turn, the counter(s) impacts a side's play by generally placing certain restrictions or requirements on that side. At the end of the Action Phase, the side reveals the counter 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.
Modifiers: -1 if 1920, -1 for WHITE if either Denikin or Kolchak has been permanently 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 *(ex: Camp Restriction chits).*
- **Corps:** In contrast to RED, WHITE corps are also impacted by In-Fighting (in addition to armies and leaders).
- **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-Ovs, Budyenny	7	no
Stalin	Stalin, Zhukov, Voroshilov, Egorov, Frunze	8	no
Intrinsic	Lenin, Brusilov, Blyuker, Mironov	31	51
TOTAL	A=# of armies, C=# of corps	46	45

WHITE Camps

CAMP	Leaders	A	C	Other info
ASFR	Denikin Wrangel Mai-Maevski	7	12	Primarily operates in the South
Siberian Army	Gajda, Koshelev	5	8	Primarily operates in the Urals
	Kolchak Tokmakov	3	*	IA Izhevsk, Ant 1 &2
Don Cossacks	Krasnov, Bogayevsky	4	7	Primarily operates in the South.
Siberian Cossacks	Dutov Ivan-Rinvo Khanzhin	4	6	Primarily operates in the Urals and Southeast
Baltic or NW	Yudenich, Van der Goltz	4	4	Primarily operates in the Baltics, North and Finland
	Belsky	3	*	IAs: Kronstadt, (Kron 1 &2) , Karelia
Intrinsic	Ungern, Gajda	8		Romanov 1,2,3, Bermondt, Ungern Serb 1, Greek 1 and possible Soc Revs, Chinese 1
TOTAL		38	37	
Note: A=Armies, C=Corps				

WHITE In-Fighting Counters

Counter	Effect
Siberian (2) W#1	These units may not attack this turn. Additionally, these leaders may not use their capabilities.
Don Cossacks (2) W#5	These units may not attack this turn. Additionally, these leaders may not use their capabilities.
Siberian Cossacks (2) W#2	These units may not attack this turn. Additionally, these leaders may not use their capabilities.
Baltic (1)	These units may not attack this turn. Additionally, these leaders may not use their capabilities.
Corruption (1)	During the Logistics Phase. 1d6: result (divided by 2 rounded down) is number of RSs reduced
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)	Surprisingly, no In-Fighting this turn.
Desertion (1)	During the Logistics 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).
No VC (1)	Capture an enemy VC this turn, during the Action Phase, or lose 4 VPs
-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 of the indicated leader may be activated during any Action Round. No reinforcement card with armies from that Camp may be played as an event (e.g. in the case of Trotsky, the RED AC#1 is prevented). RED may not take the special 1 OP Trotsky option (if Trotsky In-Fighting counter selected)
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. *(RED may only be subjected to three such rolls during the game - becomes a No Effect counter if drawn after that).*
Bureaucracy (2)	Roll a die. Result (divided by 2, round up) is subtracted from RED RS total.
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).
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
(x) # counters Rx= Play of RED ACx generates adtl counters	

13.6 Socialist Revolutionaries

Overview: 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. SRs units may not be rebuilt.

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. The marker on the Soc Rev PIT moves as a result of AC play and during the Logistics Phase as modified by NET Influence Points (IPs) *(placed on the SR PIT by players purchasing IPs)*. See 15.27.

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. The controlling side may NOT activate the Soc Rev's immediately: there is a one Action Round delay.

13.7 Miscellaneous Game Mechanics

13.71 Gajda Putsch: When a Gajda Putsch is indicated on an Action Card and Gajda is in play, flip Gajda to backside (putsch) and roll a die for each of the Siberian 2, 3 and 4 armies in play. 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 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 Dead 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 *(IGSR)*

Train: 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 (along with tossing in Kolchak).

The Imperial Gold and Silver Reserve Train (IGSR Train) begins the game at Kazan, under control of the Socialist Revolutionaries. The side controlling the IGSR Train may move it up to TWO spaces per turn via friendly connected rail space *(move during Logistics Phase when it would take replacements).* 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 VPs a side immediately receives. Eliminate the counter when either condition occurs OR the CL withdraws.

13.74 Bombing Moskva

If a AFSR, NW, Siberian or Siberian Cossack is within 3 spaces of Moskva and WHITE has an available air asset, 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.

Semyon Budyonny: founder of RED cavalry.

13.8 CARD CLARIFICATIONS

Political Cards (PC)

PC1...Kill the Whole Lot Playing this card does NOT kill the Tsar. See 13.1 regarding the Tsar's execution...or rescue.

PC47 "Fear of German Expansion" has no effects of the card listed. Why? Well the "official reason" is that sometimes politics is all show and bluster ..."noise". As we know, PCs can be generated randomly; in this case, the event did not impact the political situation.

Action Cards (AC)

Last two Action Rounds restricted: Any ACs involving greens, insurrection armies, Faction Inaction, Treachery and Makhno or W41 may NOT be played during the last two Action Rounds of a turn.

Offensive ACs: A side may only repair units that participated in an attack that Action Round.

Rule citation error (R22, R39, W23, W39) **:** These cards refer to a rule section 16. An error. Late change in structure of rules (renumbered Political Rules that had placed them into section 8 with ToCv1...was an inside). Consequently, R22 and W23 refers to 13.3, while W39 and R39 refer to 13.5.

Switch Side ACs (R4,R29,W15,W40) may be played on any adjacent enemy army EXCEPT Major Powers, Poland, Finland, Makhno, Green and RED's CHEKA.

R30, W25 may NOT be used to force enemy to attacked an uncontrolled Czech Legion or Socialist Revolutionaries.

R1,R2,R3 If any of these cards are played for the Peoples Armies, RED is NOT able to play the next action card in the sequence. For example, RED plays R1 for Peoples Armies, RED may NOT play R24 as an event.

R2: CHANGE: Die Roll on table indicated:
1: POL FCM 1L, 2-4: No Effect, 5-6: UKR FCM 1R

R10,R11 "Improved Training" Cards should be "Shift RED Reinforcement Track 1R (1 right)

R34, R38, R40 CHANGE: WHITE may attempt to activate a space containing a faction subject to "no activation" indicated on the cards. Roll a die...1-2: WHITE may activate the desired space (and spends an activation) 3-6: may not active the space...and the activation is lost. Additionally, if RED attacks a faction (or enters its home region), the faction is released from the restrictions of the card.

W1 Delete:"Remove Shift 1L Soc Rev's and RED Far East Recruitment Table. Add: Enables 1 RS each per turn per WHITE controlled Britain, France and USA.

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W4 Once the Czech Legion FCM locks, it locks (nothing will move it; including W1)
W6 Remove the "drm+1 of W2 played".
W7 CHANGE: VDG WHITE does not need to only have the CP controlled; it meets the VDG prerequisite if the CP FCM is also in WHITE Influence or Neutral

W24 CHANGE: PREREQ section: R34 NOT played and Kolchak eliminated or not in play *(NOTE: I've removed W4 as one of the perquisites).* Additionally, the card will allow WHITE to gain control of Finland during the Political Phase.

W29 Should be VDG armies 1, 2 plus VDG leader plus VDG c1 & c2 (no elite in counter mix)
W38 Prerequisites to play are W28, Control of Britain and control of either Astrakhan or Transcaucasia, WHITE ahead in VCs and R38 NOT played.
W45: Remove roll for Polish Levy from the card.

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.

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) 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 the game) when WHITE has less VCs than RED or Wrangel is eliminated.