Combat Mechanics

Combat Sequence

1. Declaration
(one space at a time)
2. Deploy Special Assets
3. Consult Leadership
Withdrawal
Pursuit
Reinforce
- a leader may only be use leadership capabilities once in a side's Action Round
4. Determine Combat DRMs
(Die Roll Modifiers) by consulting Combat Modifiers Table below
5. Conduct Combat Fire
(simultaneously, unless suprised achieved)
6. Resolution
Winner?
Losses (defender first)
Leader counter attack?
Retreat?
Advance?
Counterattack?

Combat Modifiers

+1: E: Superior Leadership
+1: E: Most elite step
+1: E: Most special assets
 -1: E: If a side has more than one camp or faction participating
+1: W: Kappel's Coffin
+1: A: if defender fails withdrawal
+1: D: successful reinforcement
+1: D: Defender in forest
+2: D: Defender in some Victory Cities
A=attacker, D=defender, E=either, W=White

Add all CMs for each side
Subtract lower from higher

If result is 0, no combat die roll modifier
If result is 1, Higher side receives a +1
If result is 2, Higher side may take a +1 or assign a -1 to lower side
If result is 3, higher side receives a +1, while lower side receives a -1

Army Combat Table
Friendly firing combat strength & resulting enemy loss factors

DIE	0	1	2	3	4	5	6	9	12	15	17+
1	-	-	1	1	2	2	3	3	4	4	4
2	-	1	1	2	2	3	3	4	4	5	5
3	1	1	2	2	3	3	4	4	5	5	6
4	1	1	2	3	3	4	4	5	5	6	7
5	1	2	3	3	4	4	5	5	6	7	8
6	1	2	3	4	4	5	5	6	6	7	9

Corps Combat Table
Friendly firing combat strength & resulting enemy loss factors

DIE	0	1	2	3	4	5	6	7+
1	-	-	-	1	1	1	1	1
2	-	-	1	1	1	1	2	2
3	-	-	1	1	1	2	2	3
4	-	1	1	1	2	2	2	3
5	1	1	1	2	2	2	3	3
6	1	1	2	2	2	3	3	4

Cancel Retreat? ———>
Must have elite unit and at least two friendly steps.
Roll a die and consult table.

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)
- -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

Column Shifts
1AL: Defender in Marsh, River, Mountain, Desert or Fortress
1AL: Attacker Limited Supply
(note: Limited Supply occurs in winter)
2AL: Attacker Out of Supply
1DL: Defender Out of Supply
1DR: Defender in a Fortress

All shifts cumulative, except only one negarive shift from terrain
Negative shifts occur if half or more of steps subject to that condition
Attacker subject to maximum of 2AL shift

Triggered Combat
If enemy forces find themselves in the same space, the side that triggered the combat (ex: a unit switched sides), must win the combat or it retreats one space. NO CMs or Column Shifts.

Combat Surprise
Utlize one of two methods:

Special Assets
If attacker has more SAs, then:
1-4: Suprise achieved: fire first!
5: No surprise & eliminate attacker SA
6: Debacle! : Defender fires first

Cavalry
If no mud, defender in clear and attacker NOT subject to river crossing penalty...and attacker has more cavalry steps and a cavarly leader, then:
1-4: Suprise achieved: fire first!
5: No surprise and attacker loses cav step
6: Debale!: Defender fires first
DRMs: -1 if Wrangel or Budyenny attempts
-1 if attacker has a special asset deployed

INSIGNIA OF THE SIBERIAN A. E. F.

Various Game Mechanics

TRIUMPH of CHAOS V.2
THE RUSSIAN CIVIL WAR 1918-1921

ToCv2.3 May 20, 2020b

Turn Sequence

Political Phase (turns 1 > 9)
AC Placement
 (one Political Card {PC} to each
 Political Box {PC})
PC/PB Resolution
IP/FCM Adjustment
 (Influence Points/Faction
 Control Marker)
Setup (setup Factions)

Action Phase
WHITE first...alternate playing
 AC {Action Cards} or taking
 Special Actions per number of
 APs indicated on turn chart

Logistics Phase
Major Power Withdrawal
Attrition
Factions Conquered
WHITE Link-up?
VPs
Auto Victory? 5 Home Vcs-35 VPs
Replacements
Wrap UP
 End In-Fighting?
 Resolve Political Involvement
  Tracks (PITs)
 Resolve Far East
 Resolve Greens/IAs
 Check leaders
 Bomb Moskva?
 Peace with Poland?

15.53 CP WITHDRAWAL: Herr Heinzmann Effect

The moment CP withdraws, consult this table:

Die Roll	# of Britain, France & USA Factions WHITE Controlled		
	1	2	3
1	NYET	1B	2B
2	1B	1B 1R	2B 1R
3	1B	2B	3B 1R
4	1B 1R	2B 1R	3B 2R
5	1B 1R	2B 2R	3B 3R
6	1B 2R	2B 3R	3B 4R

Key

Kolchak

1B = WHITE may push 1 FCM on FCT 1 box: BUT...
not into or out of control. A FCM may be pushed more
than one box.
1R = WHITE immediately gains 1 RS If Kolchak on map
(and in supply) OR Tsar rescued (and in supply).
FCM = Faction Control Marker
FCT = Faction Control Table
RS = Replacement Step

Die Modifiers

Central Powers

TSAR alive +1
AC R9 "Deal with the Devil" played as event +1
If WHITE controls 3 or more RED home VCs +1

If RED controls ANY Western Ally -1
If WHITE controlled CP when withdrew -1
If WHITE controls 2 or less RED home VCs -1

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

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)

Replacements
Proceedures
Card Value = Replacement Steps (RS). Some Political
Cards generate RS. Corps steps cost 1/2, army steps cost 1
Reps run thru Resource Centers, which act like facuets, to
particular spaces on rail lines or a home region VC.

Constraints
BOTH: *OPTIONAL: -1* If enemy controls
all VCs in friendly home region
RED: *If Trotsky or Lenin eliminated*, DR:
1-2: -2 RS, 3-4: -1 RS, 5-6: No Effect
-2 RS for each of *Petrograd or Moskva*
enemy controlled
WHITE: -2 RS for each of *Sevastopol or Omsk*
enemy controlled...some In-Fighting chits...
RED controlled Central Powers: -2 RS...
Port Corruption - if WHITE using a particular
port as a Resource Center, DR to determine
if RS lost

Bonus
BOTH: *Capture enemy Home Region VC*, 1 RS
plus 1 IP placed on a Faction or a Political
Influence Track...*Control of Ukraine VC*, 1 RS
OPTIONAL: 1 RS if control all VCs in an
enemy home region.
RED: *Controlled Turkistan*, 1 RS if RED can
trace trainline to home region VC. . *Levy..*1st turn
RED at war with Poland, DR = # of RS
WHITE: *Controlled Western Allies...*1 RS per
each controlled Britain, France, USA. Increases
to 2 RS for USA & Britain if W#31 AC played.
Tsar rescued: DR: 1-4: 1 RS, 5-6: No Effect
...*Controlled Central Powers*: 2 RS ...
Rescued Tsar...DR 1-4: 1RS, 5-6: no effect

Factions
If Faction's **home region VC friendly controlled**,
All Factions 1 RS, except Finland, Turkistan &
Central Powers (2 RS)...*Czech Legion* (if control
IGSR Train...DR: 1-3 adtl RS)...*Ukraine* (1 RS per
each VC)...*Poland* 2 per VC, unless enemy
adjacent to Warsaw (then 3 per VC)

Leaders
Multi-space attacks: No DR
Capabilities below require
a DR equal or less to leader
rating.

Stacking Limits
Spaces: 3 units, no more than 2 armies
Boxes: 5 units, no more than 3 armies
No cost: Leaders, IGSR Train & info counters
When: Post move, combat retreat & advance

If a "6" is rolled, then:
1-2: flip leader to backside
 3-5: no effect
6: Death: remove from game
...and requires stacked with a
 friendly leader

Withdrawal: retreat space(s)
Pursuit: if a withdrawal, attacker
 may enter vacated space & gain
 a combat marker
Reinforce: defender reinforces
 attacked space
Counterattack: if defender
inflicts more losses, may attack
Exploitation: may advance a
 second space

WHITE In-Fighting
Siberian (2), Don Cossacks (2)
Siberian Cossacks (2), Baltic (1)
Units may not attack. Leaders no capabilities
(note: may still move)
Corruption (1)
DR divided by 2, round down = lost RS
One Russia (3)
DR equals # of RED IPs placed on Republics.
Limit of 2 per Republic
Desertion (1)
If behind in VCs, determine random region
(Don, Kuban, Urals Central & North). DR.
divide by 2 round down. Eliminate that
number of non elite steps.
No VC (1)
Capture an enemy VC or lose 4 VPs
-VC, -FCM (1)
Lose a VC and RED may shift 2 FCMs 1 space
towards RED control (but not into control)
No Effect (1)
Chaos gods relent: no effect

RED In-Fighting
Trotsky (2), Stalin (2)
Only 1 space of that camp may be activated
per Action Round. No reinforcements for that
camp. If Trotsky In-Fighting, that Special Action
may not be selected.
Accusation & Show Trial? (2)
DR. 1-2 a trial (3-6 No Effect). Random leader
removed (Not Trotsky, Stalin or Lenin). No VP
penalty. RED only subject to 3 rolls a game.
Bureaucracy (2)
DR. Divide by 2, round down = lost RS.
Defeatism (2)
DR for each space after the first activated for
combat in Action Round. 1-3: attack proceeds.
4-6: it does not
Desertion (1)
If behind in VCs, determine random region
(Don, Kuban, Urals Central & North). DR.
divide by 2 round down. Eliminate that
number of non elite steps.
No VC (1)
Capture an enemy VC or lose 2 VPs
Heavy Hand (1)
During Logistics, roll a die. WHITE places that
number of IPs on Republics (limit of 2 per)
NO ACT (1)
During Logistics, roll a die if RED behind in VCs
1-3 NE, 4-6: WHITE place 1 NO ACT on RED w/o ldr
No Effect (1)
Chaos gods relent: no effect