RULEBOOK

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REDS!
The Russian Civil War, 1918-1921

Table of Contents

1. Introduction

REDS! is a two-player game covering the Russian Civil War during its crucial period from August 1918 to April 1921, as well as the related war between Russia and Poland.

SCALE: About 65 miles per hex, 1-2 months per Operational Turn.

2. Components

2.1 Inventory

REDS! includes the following:

- One game map
- 1 full and 1 half countersheet
- Two player aid cards
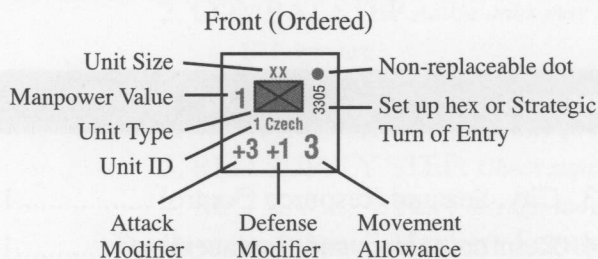- Two 6-sided dice (one red, one white)
- This rulebook.

2.2 The Game Map

The map represents the militarily significant terrain fought over by the various factions during the Russian Civil War and the war with Poland. The game map includes charts and tracks whose use is explained in the appropriate rules sections below.
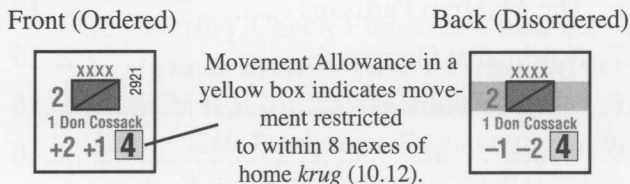
Cities. All cities on coastal hexes are ports. As per the Terrain Key, some cities are "resource cities" (13.5), some are "Red cities" (13.1), and some are both. The "Red Terror" Random Event can convert cities into Red cities for all purposes.
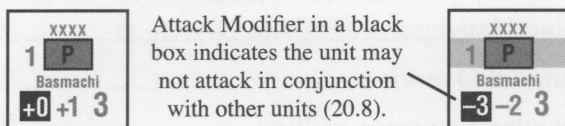
2.3 How to Read the Counters

SAMPLE COMBAT UNIT

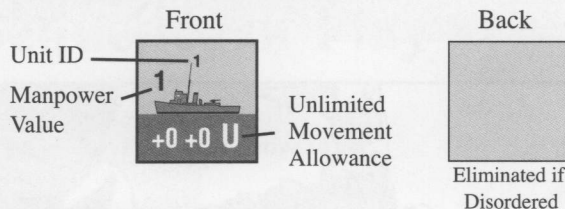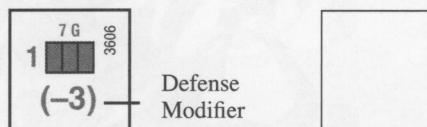Front (Ordered)

Unit Size — Non-replaceable dot
Manpower Value — Set up hex or Strategic Turn of Entry
Unit Type
Unit ID

Attack Modifier   Defense Modifier   Movement Allowance

SAMPLE COSSACK UNIT

Front (Ordered)   Back (Disordered)

Movement Allowance in a yellow box indicates movement restricted to within 8 hexes of home *krug* (10.12).

SAMPLE PARTISAN UNIT

Attack Modifier in a black box indicates the unit may not attack in conjunction with other units (20.8).

SAMPLE RIVER FLOTILLA

Front   Back

Unit ID
Manpower Value
Unlimited Movement Allowance

Eliminated if Disordered

SAMPLE GARRISON

Defense Modifier

SAMPLE LEADER

Name — Tukhachevskii
Hexes with Increased Stacking (9.7)

SAMPLE ALLIED INTERVENTION FORCE (AIF) UNIT

Red box indicates unit may only attack on White event #6
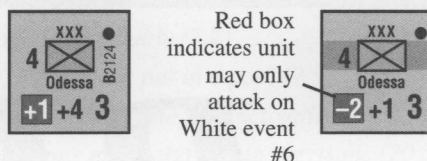
2.4 Unit Types

⊠ Infantry   🚜 Tank
⧄ Cavalry   🚢 River Flotilla
[P] Partisan   ⛴ Naval Flotilla
▥ Garrison   🚂 Armored Train
                        ✈ Aircraft

2.5 Unit Sizes

XXXX	= Army
XXX	= Corps
XX	= Division
X	= Brigade
G	= Garrison

HISTORICAL NOTE: These terms applied only loosely during this war.

2.6 Unit Colors

All Red (Bolshevik) units are white on red. Each neutral Nationalist Garrison has a color scheme unique to it. White (anti-Bolshevik) units include:

- Blue on White: Armed Forces of South Russia (AFSR)
- Green on White: Siberian Whites
- Light Blue on White: Islamic Whites, North White Army
- White on Blue: Poles
- Black on Tan: Allied Intervention Forces (AIF)
- Black on Lt. Gray: Generic White Forces
- Brown on White: Northwest White Army, Estonian Army, and von der Goltz *Freikorps*

2.7 Markers

West	Faction/Front Activation Chit
Logistics	Logistics Chit
Amphib. Inv.	White Amphibious Invasion Event
Cavalry Raid	White Cavalry Raid Event
AFSR Denikin	AFSR Commander (Denikin or Wrangel)
Imperial Gold	Gold (Imperial or People's)
Tukhachevskii 2	Red Leader
Red Train	Red Train
MAJOR Allied Withdrawal	Allied Withdrawal (Minor or Major)
AIF Offensive	AIF Offensive Event
Semenov Cossack Raid	Semenov Raid Event

von der Goltz Freikorps	Freikorps Event
White Corruption	White Corruption Event
Nicholas II	Tsar (Nicholas II or RIP)
Baltic Sea	Sea Control (White or Red)
TURN White Initiative	Turn (Red or White Initiative)
Red Terror	Red Terror
Red Verdun Ignore all Retreats	Red Verdun
Red Resource	Red Resources
White Resource	White Resources
(hammer and sickle)	Control (Red or White)
Done	Done (for Red units that cross a Front border)

IMPORTANT: Except for "Control" and "Done" markers, the number of counters provided is a limit on play.

2.8 Questions or Damaged/Missing Components?

Send a self-addressed, stamped envelope to:

> GMT Games, LLC
> PO Box 1308
> Hanford, CA 93232-1308 USA

Or email the games designer at traicer@gmtgames.com or log onto www.Consimworld.com, and ask the question in either the GMT company support folder or the Reds! folder in the WWI section.

3. Game Set-up

Players choose sides and select which scenario, Reds vs White 1918-19 or The Russian Civil War 1918-21, to play. Both scenarios use the same set-up.

3.1 Unit Set-Up

COMBAT UNITS: Regular combat units are divided into those that start on map, and those that arrive later as reinforcements. At the start of the game place all units with a 4 digit setup code in the appropriate hexes. Units that arrive later as reinforcements have a letter code in place of the 4 digit setup code. Place them on the appropriate strategic turn on the Turn Record Track.
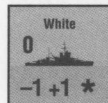
NAVAL FLOTILLAS: Place the Allied White Sea naval flotilla near the White Sea, available for use.

SPECIAL UNITS: Place the Air units, Armored Trains, Garrisons, Partisans, River Flotillas and Tanks in the Special Units Holding Boxes printed on the map. These units enter play through Random Events.

3.2 Marker Set-Up

SPECIAL MARKERS: Place the Red Train (20.10), Red Verdun (20.11), and People's Gold (20.6) markers in the hexes indicated on their counters.

LEADER MARKERS: Place the AFSR Commander, Denikin side up, in the AFSR Command box. Place all Red leaders to the side, they enter play through random events.

TRACK MARKERS: Place the Turn marker in the 1 box of the Game Turn Record Track with the White Initiative side up. Place the Red Resource marker on the Resource Track in the 5 box (for Moscow, Tula, Petrograd, Tsaritsyn, and the People's Gold). Place the White Resource marker on the 2 box (for Izhevsk and Simbirsk).

SEA CONTROL MARKERS: Place the four Sea Control markers, White side up, in each Sea's (Baltic, Black, Caspian and White) Control Box.

CITY CONTROL MARKERS: Place White Control markers on Kandalaksha (1403), Kem (1605), Ekaterinodar (2924), Samara (3212), Ufa (3408), Samarkand (5315), Merv (5320) and 5421. Place Red Control markers on all remaining, unoccupied, non-Red cities in Russia east of the Occupation Line. Place the unused control markers to the side of the map for future use.

PLAY NOTE: The entire map is Russia except for the Baltic Republics and Poland on the western side of the map.

EVENT MARKERS: Place the AIF Offensive, Amphib. Inv, Cavalry Raid, Minor Allied Withdrawal, Semenov Cossack Raid, and White Corruption markers near the Game Turn Record Track for future use.

| AIF Offensive	Amphib. Inv.	Cavalry Raid ❷	MINOR Allied Withdrawal	Semenov Cossack Raid	White Corruption

ACTIVATION CHITS: Both players take their Activation chits and places them near them for use during the game. The White player also takes the Logistics Activation chit which will be put in the chit pool every turn.

PLAY NOTE: We have found it useful to place the Red Front activation markers on the Front boxes of the High Command. Then when a leader is placed, it displaces a Front marker reminding you that it is available at no cost.

OTHER MARKERS: Place the Red Terror and Done markers near the map for future use.

Red Terror	Done
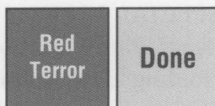
3.3 The Fate of the Tsar
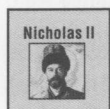
Roll a die to determine the fate of the Tsar: On a 1, White forces have rescued the Tsar. Place the Tsar marker in the Tsar box, Nicholas II side up. He will provide benefits for White rally (12.12). On a 2-6, Red forces have executed the Tsar. Place the marker in the box RIP side up.

3.4 Neutral Territory

Transcaucasus, Poland, Baltic Republics and the area west of the Central Powers' Occupation Line begin the game neutral and "out of bounds" in all respects (movement, tracing supply [12.7] and ZOCs [8.1]). No units may enter these areas until the Great War has ended (Turn B). After turn B these areas may be entered but Poland will remain neutral until it enters the war (15.2).

4. How to Win

4.1 The Victory Check Phase

During the Victory Check Phase of each Strategic Turn, the players check to see if either side has won an automatic victory. If neither side achieves an automatic victory before the end of the final turn of the scenario, the scenario victory conditions are checked.

4.2 Red Automatic Victory

The Red player wins if he has accomplished either of the following during a Victory Check Phase:

• Controls every city on the map outside Poland and the Baltic Republics, *or*

• Controls every *resource* city on the map *and* has conquered Poland (15.4).

PLAY NOTE: The Red player does not need to control the Gold (20.6) to meet either of these conditions.

4.3 White Automatic Victory

The White player wins if the Red player does not control Moscow and at least two other resource cities (the Gold does not count as a resource city for this purpose).

4.4 Red vs. White 1918-19 Scenario Victory Conditions

If neither player wins an automatic victory as described in 4.3, the Red Player wins if he has forced a Major Allied Withdrawal by the end of the scenario. Otherwise the White Player wins.

4.5 The Russian Civil War 1918-21 Scenario Victory Conditions

If neither player has achieved an automatic victory before the end of the 24th Operational game-turn, check for an automatic Red victory. If the Red player has achieved either condition, he wins. Otherwise, the White player wins. The White player does not have to achieve his automatic victory condition after Operation turn 24 to win.

5. Sequence of Play

The game is divided into *numbered* Operational Turns and *lettered* Strategic Turns. Each Turn is divided into phases carried out in the sequence shown below.

PLAY NOTE: As shown on the Game Turn Record Track on the map, there are three Operational Turns between Strategic Turns except at the beginning and end of the game.

5.1 Operational Turn (number)

I.   Initiative Determination Phase (6.1)
II.   Random Events Phase (6.3)
    A. Non-Initiative Player Random Event Step
       (March-April: Redeploy River Flotillas 20.12)
    B. Initiative Player Random Events Step
       (March-April: Redeploy River Flotillas 20.12)
III. Makhno Allegiance Phase (16.1) *(After Turn B)*
IV. Strategic Movement Phase (10.2) *(Skip during Turn 1)*
    A. Non-Initiative Player Step
    B. Initiative Player Step
    C. Red Train Step (20.10)
V.   Action Phase
    A. Command Segment
       1. Command Step (7.4)
       2. Chit Pool Step (7.8)
    B. Initiative Activation Segment
       1. Operational Movement Step (10.6)
          (May place garrisons 20.5)
       2. Combat Step (11.0)
    C. Random Activation Segments
       (Repeat until no chits remain, 7.9)

    — If Front/Faction activation:
       1. Operational Movement Step (10.5)
          (May place garrisons 20.5)
       2. Combat Step (11.0)

— **If Logistics chit:**
1. White Supply Step (12.2)
2. White Rally Step (12.12)
   (May remove garrisons, 20.5)
3. Red Supply Step (12.2)
4. Red Rally Step (12.12)
   (May remove garrisons, 20.5)
D. Remove "Done" Markers Segment

5.2 Strategic Turn (letter)
I. Victory Check Phase
II. Allied Withdrawal Phase *(Starting Turn C)*
III. Reinforcement/Replacement Phase
A. White Reinforcement Step (14.1)
B. Red Reinforcement Step (14.1)
C. White Replacement Step (14.2)
D. Red Replacement Step (14.2)

6. Initiative and Random Events

6.1 Determining Initiative

In the Initiative Determination Phase at the start of each Operational Turn, each player rolls a die. If there is a Red leader in the Field Staff box, the Red player adds one (+1) to his roll. The high roller has the Initiative for that turn. If there is a tie, re-roll the dice.

EXCEPTION: On the first turn (August 1918), the White player automatically has the initiative.

6.2 Benefits of Initiative

The order in which the players conduct the Random Events Phase and Strategic Movement phase depend on who has the initiative. In addition, the player with the initiative will get to select one of his Activation chits to be played as the first Activation during the Action Phase.

6.3 Random Events

During the Random Events Phase, each player rolls two dice and refers to their total on the appropriate Random Events Table. The non-Initiative player will roll his dice and apply his results first. In some cases, the results will be no event based upon the circumstances. For instance, if the result calls for an armored train to enter but there are none available, the event does not occur.

7. Activation and the Action Phase

7.1 Purpose

All operational movement and combat occurs during the Activation Segments of the Action Phase. Units are activate in groups. Thus, not all units move and attack during these segments, rather only those that belong to the activated group. Groups are activated when the group's Activation chit is randomly drawn from the Chit Pool. Groups can also be activated during the Initiative Activation Segment or when the Field Staff Chit is pulled.

West	East	North	South	South west	Central Asia	Field Staff
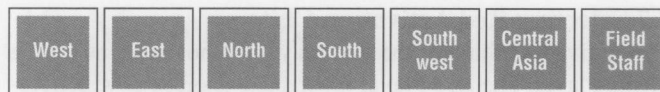
7.2 Red Activation Groups

The Red player's units are grouped into six Front Commands — Central Asia, East, North, South, Southwest and West. These Front Commands are defined by the border hexsides printed on the map (the White player may ignore these borders for all purposes). Each Front has an Activation chit. In addition, the Red player has a seventh Activation chit for his Field Staff (7.11) which represents the Red Army's senior headquarters.
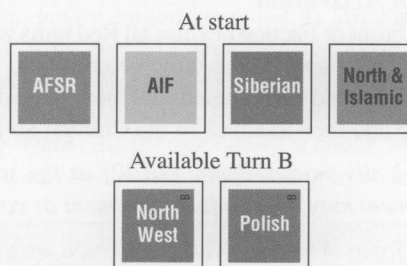
7.3 White Activation Groups

The White player's units are grouped by which Faction the units belonged to. There are six Activation chits for the White player: one each for the Factions of the Armed Forces of South Russia (AFSR), Siberian Whites, Poles, Allied Intervention Forces (AIF), Northwest White Army (with the Estonian army and von der Goltz) and one which activates both the Islamic Whites and the North White Army.

7.4 The Command Step

Each turn during the Command Step, the players determine which of their Activation chits are available to be used. The White player's Activation chits are available according to rule 7.5 while the Red player's activation chits are selected per 7.7.

7.5 Availability of White Activation Chits

At the start of the game, the White player only has four Activation chits available: AFSR, AIF, Siberian and Islamic/North (the North Army is not yet in play, but the Islamic Army is). On Strategic Turn B, the Activation chits for the Northwest Army and the Poles become available.

At start

AFSR	AIF	Siberian	North & Islamic

Available Turn B

North West	Polish

7.6 Removing White Activation Chits from Play

Only the AIF and Poles Activation chits may be removed. Activation chits for the other Factions are never removed once they become available (even if no units of that Faction remain in play).

AIF: When the Major Allied Withdrawal (18.4) occurs, the White player may no longer use the AIF Activation chit. Remove it from play.

POLES: If Poland is conquered or reverts to neutrality after going to war (15.4 and 15.5), the White player may no longer use the Polish Activation chit. Remove it from play.

7.7 Selecting Red Activation Chits

The Activation chits for the Red player are not as set as for the White Player. The Red Player must make choices of which Activation chits are available each turn. The Red player automatically receives the Field Staff Activation chit each turn plus the Activation chit for any Fronts that have a Red leader in their Red Army High Command box. In addition, the Red player gets to select the Activation chit for any two Fronts that do not have a Red leader in the High Command box. The selected chits must be revealed to the White player.

PLAY NOTE: A leader in the Field Staff box has no effect on activation because the Field Staff chit is always used.

7.8 Chit Pool Step

In the Chit Pool Step, the Initiative player picks one of his available Activation chits to be the first activation of the Action Phase. This Activation chit is not placed in the chit pool. The Initiative player places the remaining selected Activation chits into a chit pool along with all the available Activation chits of the non-initiative player. The players also add the Logistics chit to the chit pool.

PLAY NOTE: It rarely makes sense for the Red player with Initiative to select the Field Staff as his first activation.

7.9 Activation Segments

The majority of the Action Phase consists of Activation Segments. The first Activation Segment will use the Activation chit which the Initiative player chose during the Chit Pool Step. The remaining Activations Segments will use a randomly drawn chit from the chit pool. The random draw will either activate a Front/Faction or initiate the Logistics Segment. The Activation Segments will continue until there are no chits left in the chit pool.

7.10 Effects of Activation

Activation of a Front or Faction enables all Red units within that Front area or all available White units belonging to that Faction, respectively, to carry out operational movement during the Movement Step and then to attack in the Combat Step.

EXCEPTION: Units marked Done (10.12) at the start of an Activation Segment may not conduct movement or combat.

PLAY NOTE: Some White special units (such as aircraft or tanks) do not belong to any Faction—see rules section 20 for activation of such units.

7.11 The Field Staff Chit

When the Field Staff chit is drawn, the Red player may activate any Front that has not yet been activated that turn. If the Red player selects a Front whose chit is in the cup, that Front is NOT activated a second time when its chit is drawn; instead, set the Front's chit aside.

7.12 The Logistics Chit

When the Logistics chit is drawn, the White player followed by the Red player will conduct a Supply Step and a Rally Step (See 12.0).

8. Zones of Control
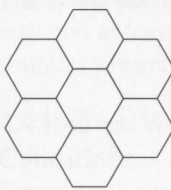
8.1 Zones of Control in General
All infantry and cavalry units have a Zone of Control (ZOC) projecting into the six adjacent hexes. ZOCs do not extend across the following hexsides:

- across unfrozen lake hexsides.
- across all-sea hexsides.
- across the border of neutral Poland (15.1).
- across the Central Powers Occupation Line before Turn B.
- The Estonian Army unit does not project a ZOC outside the Baltic Republics.

8.2 Units Without ZOCs
Garrisons, partisans, raiding White cavalry (20.4), and special units (20.0) do not have ZOC.

8.3 Units That Ignore ZOCs
The following units ignore enemy ZOC for all purposes (and are marked with a "Z" symbol as a reminder):

- The Red *1st* Konarmiia cavalry.
- Any *raiding* White cavalry (20.4).
- The Makhno unit—for ZOC within the Makhno District.
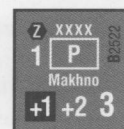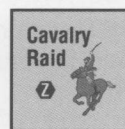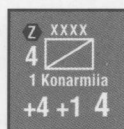
8.4 Negating ZOCs
Friendly units negate enemy ZOCs for strategic movement, retreat and supply, but not for operational movement.

8.5 ZOC Effects on Strategic Movement
- Units may begin and end strategic movement (10.2) in an enemy zone of control.
- Units *may not* pass through an unnegated enemy ZOC during strategic movement.

8.6 ZOC Effects on Operational Movement
- A unit conducting operational movement (10.6) must stop upon entering an enemy ZOC.
- A unit may not move directly from one enemy ZOC to another.

NOTE: friendly units *do not* negate enemy ZOC for operational movement.

8.7 ZOC Effects on Supply
Supply may not be traced through unnegated enemy ZOC (12.7). Friendly units negate enemy ZOC for the purpose of tracing a line of supply.

9. Stacking

9.1 Stacking Limits

The number of units in a hex is limited to six manpower points, with the exception that Red Leaders allowing an increase in stacking to nine manpower points (see 9.7). Stacking limits apply at the end of each strategic movement step, each operational movement step, each combat step, and at the end of the replacement/reinforcement phase.

9.2 Examination of Stacks

Players may freely examine one another's stacks at all times.

HISTORICAL NOTE: There was a great deal of spying, along with soldiers deserting, and a general lack of proper secrecy in the Russian Civil War.

## 9.3 Stacking of Special Units

The special units listed below do not count for stacking. However, only one unit of *each type* is allowed in a hex.

- Aircraft (20.1)
- Armored Train (20.3)
- Garrison (20.5)
- Naval Flotilla (20.7)
- River Flotilla (20.12)
- Tank (20.13)
- People's or Imperial Gold (20.6)*
- The Red Train (20.10)*

There is only one of each of these units.

9.4 Partisans and Stacking

Partisan units (20.8) may never stack.
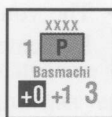
9.5 Stacking Restriction of White Factions

Units belonging to different White Factions may not stack together. *Exception: AIF units may stack with units from any White Faction.*

9.6 Neutral Units and Stacking

Neither side may stack with or enter a hex occupied by *neutral* Polish (15.0) or Nationalist Garrison (17.0) units.

EXCEPTION: White units may stack with or pass through the Ukrainian Garrison (17.2).

9.7 Red Leader Effects on Stacking

Each Red leader in a Red Army High Command box (not the Field Staff box) allows nine manpower points to stack in a hex within the leader's front. The number of hexes with increased stacking is limited to the number on the leader's counter. The increased limit applies at all times while the leader is in command. If the leader is removed by random events, the next time that front is activated, the Red player must bring any over-stacked hexes into the normal stacking limits by the end of the operational movement phase. Failure to do so causes any over stacked units to be eliminated (white players choice).
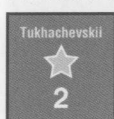
10. Movement

10.1 Movement in General

Movement in *Reds!* is divided into two types, strategic and operational. Each is carried out in its own phase. Strategic movement allows Infantry and Cavalry units to ignore their printed movement allowances and to move potentially long distances. The number of units that can use strategic movement is limited. Most movement will be operational movement. Here, the distance a units may move is limited by their movement allowances. Note: Armored Trains and River Flotilla units may move an unlimited number of hexes in operational movement,
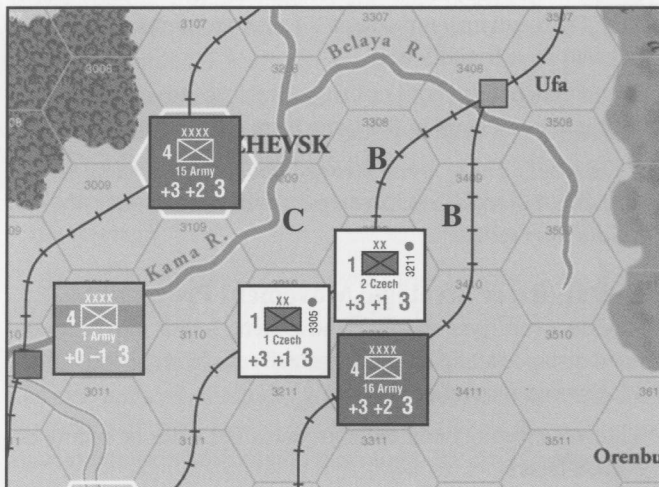
EXAMPLE OF ZOCs ON MOVEMENT: The Czech 1st Division cannot move at all, even back into the 2nd Czech Divisions hex because movement from one enemy ZOC to another is prohibited in operational movement. Remember, friendly units do not negate ZOC for operational movement. The 2nd Czech Division could only move into the two hexes marked B for its first movement point, before continuing to use its last 2 movement points if desired. Note, the 1st Czech Division would still be able to retreat and draw supply through the hex occupied by the 2nd Czech Division. Also note, if the 1st Czech Division was instead a raiding white cavalry unit (20.4), it could freely ignore ZOC and could move where ever the white player desires.

EXAMPLE OF STACKING: The four White units stacked together have a total Manpower value of six. Note that the two Red units each have a Manpower Value of 4 and so cannot stack together unless a Red Leader is used.

but may not use strategic movement. Units may conduct both strategic and operational movement in the same turn.

10.2 Strategic Movement In General

Only infantry and cavalry units and the Imperial/People's Gold (20.6) may use strategic movement. No special units—including tanks, armored trains, river flotillas, partisans—may use strategic movement.

RESTRICTIONS:

- A unit using strategic movement must *begin and end* movement in a friendly-controlled (not neutral) city (13.1).

- A unit may begin and end strategic movement in an enemy ZOC (8.0), but may not otherwise enter an enemy ZOC unless negated by a friendly unit.

- A unit may not use both rail/river strategic movement and sea strategic movement in the same turn.

IMPORTANT: There is no strategic movement (including Red Train, 20.10) on Turn 1. Strategic movement is the only way the Gold may move.

10.3 Rail/River Strategic Movement Procedure

To conduct rail/river strategic movement, a unit moves an unlimited distance along either connected rail or river hexes within the following restrictions:

- The unit may not enter enemy-controlled cities or enemy occupied hexes.

- The unit may not enter a Makhno District city unless it is occupied by a friendly unit (*Exception: the Red player may enter a Makhno District city if is occupied by a Red Terror marker*).

- There is no river movement during Winter (19.0).

- Infantry and cavalry may not combine rail with river movement in one turn. The Gold *may* freely combine rail with river movement.

- The unit may not enter neutral-occupied hexes (*exception: White units may pass through the Ukrainian Garrison*), but *may* pass through un-occupied neutral cities.

10.4 Rail/River Strategic Movement Limits

WHITE PLAYER: may move up to 2 manpower points of AFSR Faction units, 2 manpower points of White Siberian Faction units, and the Imperial Gold by rail/river strategic movement each Strategic Movement Phase.

RED PLAYER: may move up to 9 manpower points of Red units and the People's Gold by rail/river strategic movement each Strategic Movement Phase.

10.5 Sea Strategic Movement

To conduct sea strategic movement, a unit moves from one friendly-controlled port to another friendly-controlled port within one sea. Units may not move from one sea to another. Both sides may move up to 4 manpower points of units in each sea they control (13.3) during each Strategic Movement Phase.

EXCEPTIONS:

- Sea movement is not allowed on the White and Baltic Seas during Winter (19.0).

- The von der Goltz Freikorps may never use Sea Strategic Movement.
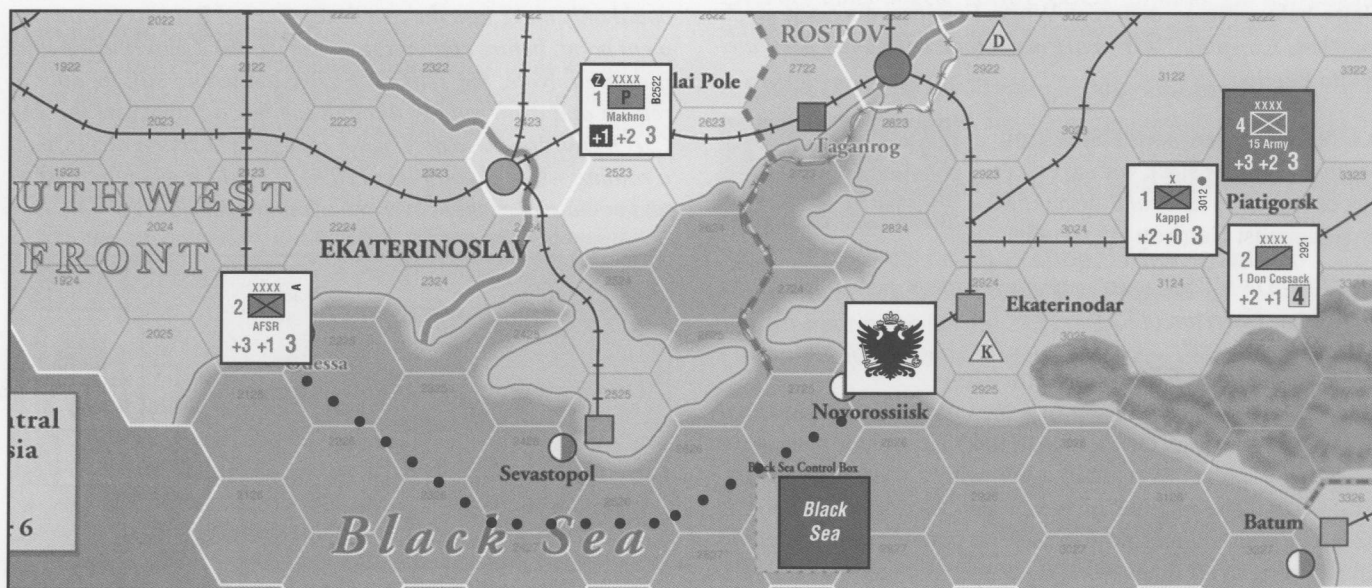
STRATEGIC MOVEMENT EXAMPLE: The AFSR army uses Sea Strategic Movement to move from Odessa to Novorossiisk. This is possible because the Black Sea is under White control. The 1st Don Cossack Army uses Rail Strategic Movement to also move to Novorossiisk. Rail Strategic Movement is not possible through Rostov since that is a Red City not under White control. Notice that the Kappel Brigade is necessary to negate the enemy ZOC on the rail line. Also note that all Strategic Movement started and ended on friendly controlled cities.

10.6 Operational Movement Procedure

All operational movement takes place during the Movement Step of an Activation Segment, and is completed before the Combat Step begins. When activated, units may move from hex to hex, paying terrain costs according to the Terrain Effects Chart, up to their movement allowance. A unit may not enter a hex unless it has sufficient movement points to pay the terrain cost of the hex; if it doesn't, it may not enter the hex. Units may not save movement allowances from turn to turn, lend them from one unit to another, or skip over hexes as they move. The movement of each individual unit or stack must be completed before that of another is begun.

10.7 Movement of Special Units

- Armored trains move an unlimited distance along *connected* rail hexes (20.3)
- River flotillas move an unlimited distance along *connected* river hexes (20.12).
- **>** Armored trains and river flotillas may not enter enemy-controlled cities unless moving with infantry or cavalry.
- Naval flotillas (20.7) and aircraft units (20.1) do not move in the conventional sense. Rather they are placed in the same hex with other combat units during the combat phase (11.3).
- Garrison units (20.5) never move.

10.8 Movement and Supply

An in supply unit may not end its movement in a hex which would put it out of supply (12.4).

10.9 Done Markers

If a Red unit operationally moves, advances, or retreats from a currently or previously activated Front into a Front that has yet to be activated, place a "Done" marker on it. It may not move or attack if that new Front is activated in a subsequent Activation Segment later that same Action Phase. Remove all "Done" markers at the end of the Action Phase.

10.10 Movement Restrictions in Poland

- Red units may not enter Poland while it is neutral (15.1).
- Non-Polish White units may never enter Poland.
- Polish units while neutral (15.1) must remain within one hex of Poland (i.e., adjacent to a Polish border hexside).

10.11 Movement Restrictions in the Baltic Republics

- AIF units may not enter the Baltic Republics.
- The von der Goltz *Freikorps* unit may not leave the Baltic Republics until White rolls the *"Freikorps"* Random Event.
- The Estonian Army unit may not move or attack outside the Baltic Republics, nor does its ZOC project across a Baltic Republics border hexside.
- Northwest Army units that leave the Baltic Republics may not re-enter.

PLAY NOTE: Northwest Army units that remain in the Baltics will be eliminated after Major Allied Withdrawal (18.4).

10.12 Cossack Home Krugs

Cossack units must remain within 8 hexes of their home krug hex (the path may not be traced across all-sea hexsides), and may not attack a hex outside this range. Raiding Cossack units (see 20.4) are affected by this rule. A unit's home krug hex is identified by a yellow triangle containing the first letter of the Cossack unit's name. *Example: Omsk (4301) is the home krug hex for the Siberian Cossacks and Novocherkassk (2921) is the home krug hex for both 1 Don Cossack and 2 Don Cossack.*
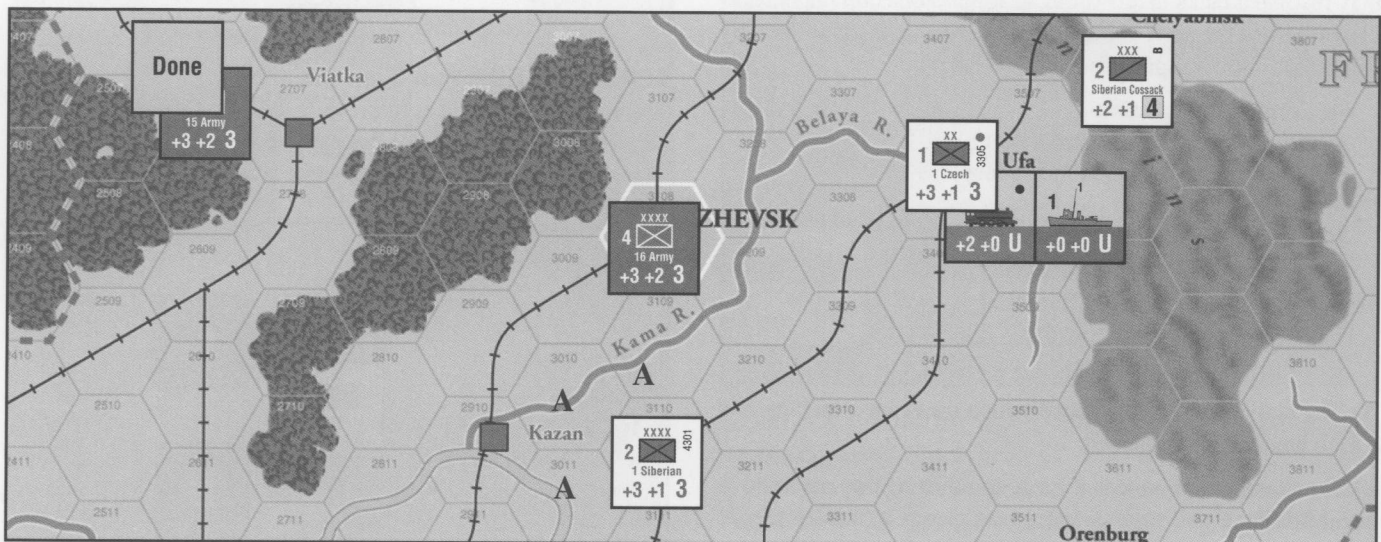
EXAMPLE OF OPERATIONAL MOVEMENT: If the Red East Front is activated only the 16 Army could move. The 15 Army has entered the East Front from a previous activation (hence the Done marker). If the Siberian faction is activated all three Siberian units could move plus the two special units stacked with the 1st Czech Division. Note that the 1st Siberian Division cannot capture Kazan since it can not move out of supply (one hex off a rail or river line). It could move to the hexes marked A. The Cossack unit is currently at the maximum distance from his home krug and so cannot move any further west. If the 1st Czech Division moves out of Ufa, then either another infantry/cavalry unit would have to move into Ufa, or the armored train and river flotilla would have to move to a new hex that contains an infantry/cavalry unit or else they would be eliminated.

10.13 Other Territorial Movement Restrictions

• Units may not enter the Transcaucasus or the area west of the Occupation Line before Turn B.

• The Makhno unit (16.0) must remain within two hexes of the Makhno District. The two hex distance may not trace over all-sea hexsides.

11. Combat

11.1 General Rules

Active units (in or out of supply) may attack adjacent opposing units during the Combat Step of an activation segment. Combat is voluntary. Some units in a hex may attack while others do not. Units in a hex may attack different hexes in separate combats. Each attack is made against only one defending hex. All defending units in the attacked hex must participate.

EXCEPTION: Garrisons (20.5) may not attack and are ignored in defense if stacked with other units.

11.2 Combat Restrictions

• No unit may attack more than once per combat step and no hex may be attacked more than once per combat step.

• Partisan units (20.8) may not attack together with other units, including other partisan units.

• Partisans (except Makhno partisans, 20.8) and Raiding cavalry (20.4) may only attack lone garrisons or partisans.

• AIF units may attack only if White rolls Event #6 that turn. Their attack modifier is enclosed in a red box to remind players of this.

11.3 Combat Procedure

The active player need not declare all attacks beforehand and may resolve attacks in any order, as long as one combat is completed before the next is begun. Each combat is conducted by using the following procedure:

    A. Combat Designation
    B. Attacker Air/Naval commitment
    C. Defender Air/Naval commitment
    D. Determine Combat Odds
    E. Determine Combat Modifiers
    F. Determine Combat Strengths
    G. Determine Combat Differential
    H. Determine Combat Results
    I. Apply Combat Results

A) The active player designates which units are attacking and which hex is being attacked.

B) The attacker announces if he is committing any air units or naval flotillas.

C) The defender announces if he is committing any air units or naval flotillas.

D) Determine the combat odds by dividing the total manpower value of the attacking units by that of defending units. Round off in the defender's favor, and then reduce it to a simple ratio. *For example: 7 attacking 4 would be a 1-1; and 2 attacking 3 would be a 1-2.*

E) Each player totals the modifiers of his participating units. All units have attack and defense modifiers except Garrisons which only have a defense modifier since they may not attack (20.5). The attacking units use their attack modifiers, and the defending units use their defense modifiers.

F) Each player rolls one die, multiplies the die roll by the number of his participating units and adds/subtracts his total modifiers to the product to determine his combat strength. A player's combat strength can never be less than the number of units involved on his side.

EXAMPLE 1: If four units with attack modifiers of +2, –1, +0 and –3 participate in a single combat, then the four attack modifiers totaled together would be –2. The attacker then rolls a die and multiplies it by the number of attacking units (4) and adds the attack modifier (–2). If the die roll was 3, the final attacking strength would be (4x3)–2 = 10.

EXAMPLE 2: If three units with defense modifiers of 0, –1 and –3 were defending (a total modifier of –4) and the die roll was two, the calculation would be (3x2)–4 = 2. However, because the minimum combat strength is always one per unit the final defense strenght is 3.

G) After determining combat strengths, subtract the defender's from the attacker's to find the combat differential. This may be a negative number.

H) Determine the combat result by cross-referencing the combat odds with the combat differential on the Combat Results Table, shifting odds (cumulatively) for any terrain as specified on the Terrain Effects Chart. Treat odds less than 1:3 or greater than 4:1 after column shifts as 1:3 or 4:1, respectively. So units attacked at 6-1 in a city would be shifted to 5-1, and resolved on the 4-1 column of the CRT.

11.4 Rivers Effect on Combat

The attacker suffers a column shift left (1L) if the defender is on a river hex and none of the participating attacking units are attacking from a hex along the same river.
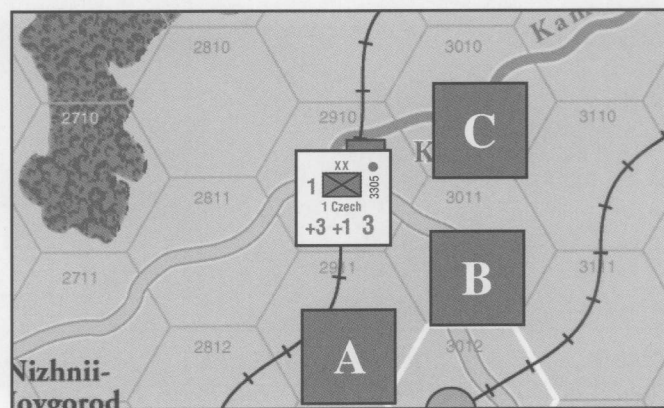
EXAMPLE OF RIVERS AND DEFENSE: To avoid suffering the river combat shift (1L) the Red player would have to attack with Red Unit B and C. Note that Kazan is a "Red City" so Red units do not suffer a shift for the city.

TWO RIVERS IN THE SAME HEX: The defender gets one shift if the attacker is on neither river or attacking along only one of the three river lines meeting in the defending hex.

11.5 Combat Results

Combat can result in either no units, one unit or all units on side being disordered. In addition units may be forced to retreat

Disorder: To disorder a unit, flip a two step unit to its back side (which has lower combat modifiers) or eliminate a previously disordered unit or one-step unit.

HISTORICAL NOTE: When a unit is "eliminated" it doesn't mean every man in the unit has been killed; it means enough casualties and equipment losses have been inflicted to render the unit useless for further combat operations.

a,d: Single Attacker or defender Disorder: the largest non-garrison participating manpower-value unit is disordered. If there are more than one unit with the same largest manpower, the affected player may choose which of these units is disordered.

A,D: All attacking or defending units respectively become disordered.

NOTE: If a disorder result causes all defending unit(s) to be eliminated, eliminate any garrison units in the defender's hex.

R: Retreat. For the side affected by the previous letter, retreat all non-garrison units 2 hexes and eliminate garrisons.

NOTE: Garrison units alone in a hex may only be eliminated by an R result.

11.6 Retreat Procedure and Restrictions

1) Units must end their retreat two hexes from the defending hex and at least two hexes away from all enemy units involved in the combat or be eliminated.

2) Units (except Raiding Cavalry and Partisans) must end their retreat in supply if possible.

3) If two or more units are retreating, they may retreat into different hexes.

4) If units *end* their retreat in violation of stacking limits, the owning player must eliminate excess units.

5) A stack of units may retreat through unnegated enemy ZOC at a cost of one additional disorder result (regardless of the number of retreating units involved) per ZOC hex.

6) A unit that is forced to end its retreat in an unnegated enemy ZOC is eliminated.

7) Units may only retreat into hexes they may normally enter. Units that cannot retreat are eliminated. *To site a few examples: Armored Trains must retreat through connected rail hexes, and*
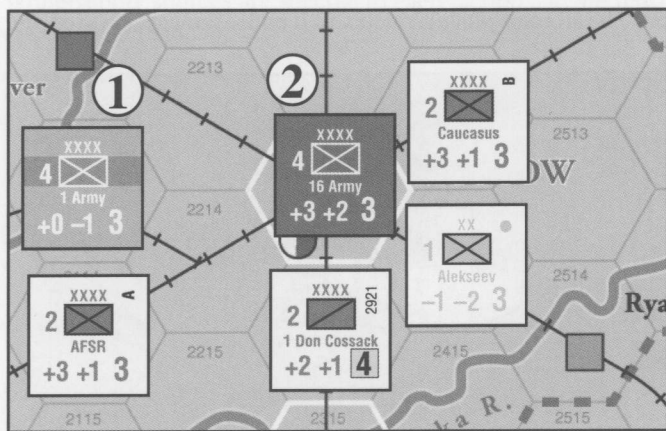
*EXAMPLE 1: The AFSR army attacks the disordered Red 1st Army. Combat odds (manpower comparison) is 2 to 4 or 1-2. Boths players roll a 3. This means the combat strength of the AFSR unit is (3x1)+3=6 and the combat strength of the 1st Army is (3x1)−1=2. Subtracting 2 from 6 results in a differential of +4. On the 1-2 column this is an **ad** result.*

*EXAMPLE 2: The three AFSR units attack the 16th Army in Moscow. Manpower comparison is 5 to 4 which means the odds are 1-1 but the city shift makes it 1-2. Both sides roll a 6. The combat strength of the AFSR units is 6x3=18 and then modified by combat modifiers to 22 (18+2+3−1=22). The combat strength of the Red unit is (6x1)+2=8. The differential is +14 giving an **aDR** result. Note that had the dice rolls both been 1's the AFSR combat strength would have been (1x3)+2+3−1=7) and the Red*

combat strength would have been (1x1)+2=3, giving a differential of only +4. Hint: rolling high numbers is important when your attack or defense consist of two or more units.
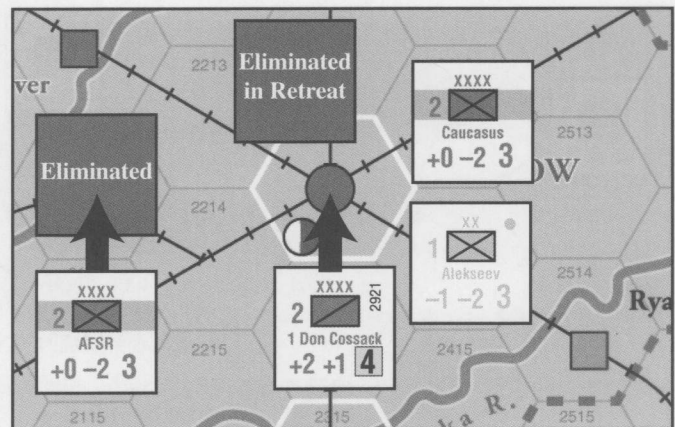
*EXAMPLE 1 CONTINUED: The result was **ad**—both units become disordered. Since the Red 1 Army was already disordered it is eliminated. The AFSR army becomes disordered and if it would remain in supply may advance into the vacated hex.*

*EXAMPLE 2 CONTINUED: The result was an **aDR**. One attacking unit is disordered and all defending units are disordered and must retreat. However, the retreat must enter an enemy ZOC (the advance of the AFSR army on the left flank blocked the last safe passage out of Moscow) and so the Red 16 Army is disordered again which eliminates it. The 1st Don Cossack Cavalry Army enters Moscow.*

River Flotillas must retreat through connected river hexes. The Volga has no special effect on retreats.

8) Units which retreat into a hex which is attacked during the same Combat Step (only) add nothing to the defense, and are eliminated if the defender suffers any combat result.

11.7 Red Verdun and Retreats

Red units stacked with the Red Verdun marker do not retreat unless attacked by tanks (20.13). A lone garrison is eliminated by an R result even if stacked with the Red Verdun marker.

11.8 Advance After Combat

Attacking units may advance into the defending hex if combat eliminates or retreats all defenders. Armored trains may advance only along rail lines. River flotillas may advance only along rivers. An enemy ZOC has no effect on advance after combat. Units that are in supply may not advance after combat into a hex which is out of supply.

12. Supply and Rally

12.1 Purpose

Units require supply to survive, rally, and perform strategic movement. Rally (12.12) allows disordered units a chance to flip back to their front side.

12.2 The Logistics Chit

When the Logistics chit is pulled from the chit pool, the White player checks the supply status of his units and then attempts to rally his supplied disordered units and may remove any of his garrisons he wishes. After the White player has finished his supply check and rally, the Red player conducts a supply check and rally for his units and removes his garrisons.

12.3 Movement and Supply

No unit (including non-raiding cavalry) that is in supply may operationally move or advance after combat so as to end out of supply. A unit's supply state for this rule is determined at the start of the Operational Movement Step. Place an Out of Supply marker on all units that are OOS. Remove all such markers at the end of the Combat Step.
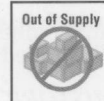
PLAY NOTE: In practice the formality of marking OOS will often not be needed.

12.4 Tracing a Supply Line

To be in supply, a unit must be able to trace a supply line to an appropriate supply source (12.8) or be on the coast of a friendly-controlled sea. A supply line can be a maximum of one hex to supply source or to a rail line or river hex which is connected to a supply source.

12.5 Rail and Rivers as Supply Lines

A rail line or river hex is connected to a supply source if an un-interrupted path of hexes can be traced from it to the supply source. The path can consist of at most two segments. One segment must be all contiguous rail line hexes. The other segment must be all contiguous river hexes. If both segments are used, the
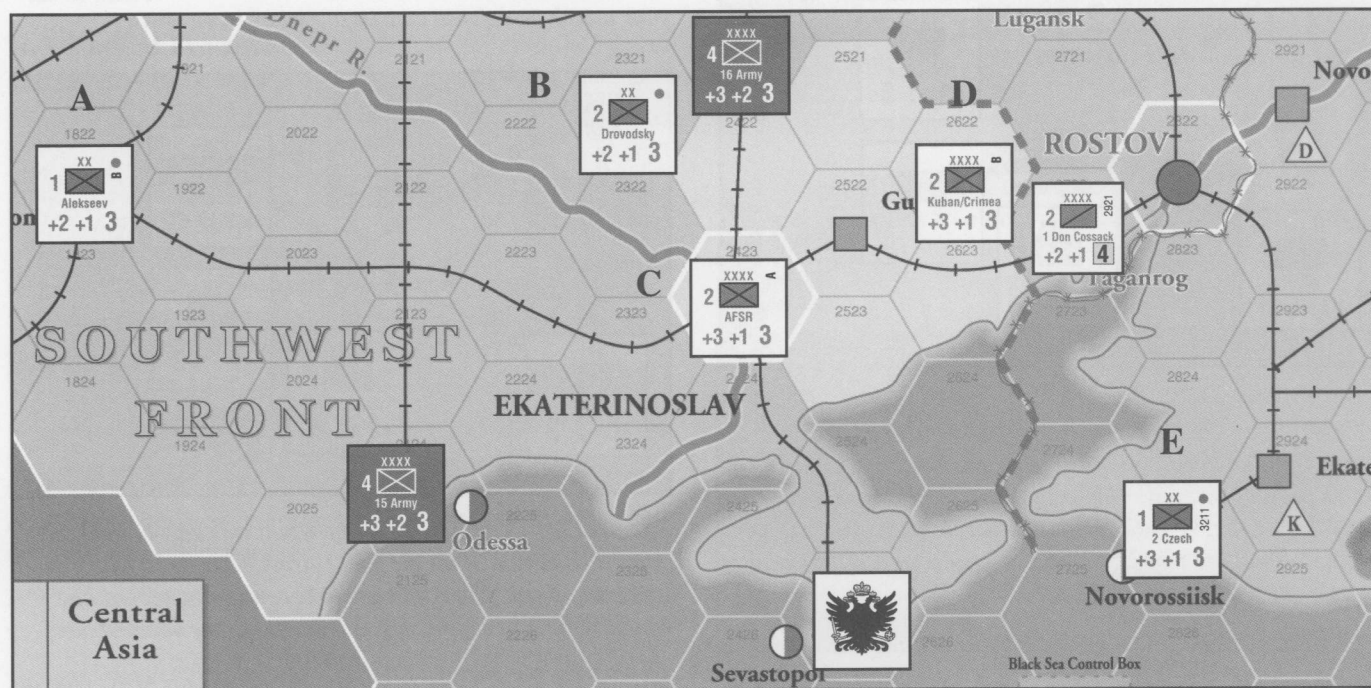
EXAMPLE OF SUPPLY: All the white units are in supply or have a line of supply. Unit A is on a rail line that leads to Sevastopol. Unit B can trace one hex to a river, down the river to Ekaterinoslav and then along the rail line to Sevastopol (note that the ZOC of the Red 16th Army blocks its use of the rail line in hex 2422). Occupation of Ekaterinoslav by unit C is necessary because supply cannot be traced through unoccupied Makhno District cities. Unit D cannot trace through Gulai Pole or Rostov (a Red city) but can trace port to port to Sevastopol via Taganrog. Unit E is a Siberian Faction unit and cannot use any of the supply sources shown. However, it is on a coastal hex on a friendly controlled sea so is automatically in supply.

rail line and the river segments must meet in a common hex.

PLAY NOTE: Rivers MAY be used for supply in winter (17.0).

12.6 Ports and Coastal Hexes as Supply Lines

A supply line may trace from one port to another port on a friendly-controlled sea as part of a river segment. Units on a coastal hex of a friendly controlled sea are considered automatically in supply, even if there is no friendly controlled supply source on that sea.

12.7 Blocking Supply Lines

A supply path is interrupted or blocked by the following:

- Enemy or neutral units.*
- Enemy or neutral ZOC which is not negated by friendly units.
- Enemy-controlled cities.
- Unoccupied Makhno District cities.
- Before Turn B, the Occupation Line.

EXCEPTION: The Ukrainian Garrison does not block White supply when stacked with a White unit.

PLAY NOTE: Lake hexsides and Non-Makhno neutral cities do not block supply. In addition, Makhno cities converted by Red Terror do not block supply for Red units.

12.8 Supply Sources

Red supply sources are Moscow (2313) and Tashkent (5412). White supply sources are specific to each faction and are indicated on the map.

WHITE SUPPLY SOURCES:

AFSR: Odessa (2124), Sevastopol (2525), Novorossiysk (2825) or Batum (3326).

Siberian Whites: Omsk (4301).

North Army: Murmansk (1201) or Archangel (1904).

Northwest Army, the Estonian Army and von der Goltz: Reval (1312).

Polish Army: Warsaw (1221).

Islamic Whites: Ashkabad (4922) and hex 5421.

AIF Units: Any White Supply Source outside Poland or the Baltic republics.

PLAY NOTE: Supply sources that are ports remain supply sources regardless of sea control (13.3).

12.9 Out of Supply (OOS) Effects

- OOS units may not use strategic movement.
- Units out of supply during the Logistics Segment (12.2) suffer a disorder result.
- OOS units may not be rallied (12.12).
- Armored trains and river flotillas may not be initially placed on an OOS unit.
- The White player may not place the Cavalry Raid marker on an OOS unit.

12.10 Units Unaffected by Supply

Partisan, garrison and raiding cavalry units are not affected by lack of supply. Cossacks in their home *krug* hex are always in supply.

12.11 Supply and Major Allied Withdrawal

Major Allied Withdrawal affects supply for White units in the Transcaucasus—see 18.4.

12.12 Rally

During their Rally Step of each Logistics Segment, the players roll a die for each of their *supplied* disordered units on the map and checks the result against the type of unit on the Rally Table to see if it rallies. If a unit rallies, it is flipped back to its front side.
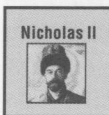
The Tsar. If Nicholas II is alive and Major Allied Withdrawal (18.4) has not occurred, each Logistics Phase, before rolling to rally his units, the White player may choose one supplied AFSR or Siberian *infantry (only)* unit to rally automatically.

Partisans: Partisans do not need supply to attempt rally.

Red Train: The placement of the Red Train (20.10) affects the rally of Red units.

Wrangel and Denikin: Once Wrangel enters play (White Event #12) all AFSR units modify their rally die roll by –1. Note that Denikin has no effect in the game.

13. City, Sea and Resource Control

13.1 Definition of Control

Cities (and the one non-city supply source, hex 5421) are controlled by the last side to have entered them.

EXCEPTIONS:

- "Red Cities" (including cities with Red Terror markers) revert to Red control whenever free of White units.
- Makhno District cities—Ekaterinoslav (2423) and Gulai Pole (2522)—are neutral unless occupied by non-Makhno units or converted by Red Terror.
- Cities controlled by Polish units—even once Poland is at war (15.2)—are neutral.

PLAY NOTE: Use White control markers to mark unoccupied cities controlled by White and either Red control markers or, if a Red city, the absence of a marker to mark control by the Red player.

13.2 City Control and Turn B

At the start of play, cities are controlled per the set-up instructions of 3.2. On Turn B, the Red player gains control of all unoccupied *Red Cities* west of the Occupation Line and the Whites gain control of Reval (1312), Batum (3326) and Sevastopol (2525).

13.3 Sea Control

| Baltic |
| Sea |

At the start of play, the White player controls all four seas: Black, Baltic, Caspian and White. At the instant of, or any time after, a Major Allied Withdrawal (18.4) the Red player takes control of each of the Baltic, Caspian and/or White Seas on which it controls at least one port (flip the markers). Once the Red player gains control of a Sea it never goes back to White control.

PLAY NOTE: The White player always controls the Black Sea.

13.4 Effects of Sea Control

Sea control affects sea movement (10.5) and coastal and port-to-port supply (12.6). It does not affect White supply sources.

EXAMPLE: The White North Army may still draw supply from Murmansk even if the White Sea is Red controlled.

13.5 Resource Cities and the Resource Track

Resource Cities are important for determining Allied Withdrawal (18.0) and Victory (4.0). As resource cities and the Gold marker (20.6) change hands, adjust markers on the Resource Track accordingly.

13.6 Neutrals and Resources

Resources controlled by neutral units (Polish [15.0], Makhno [16.0], Nationalist Garrison [17.0], and the von der Goltz *Freikorps* before the *"Freikorps"* Random Event has occurred) count toward neither side's total.

14. Reinforcements and Replacements

14.1 Reinforcements

During the Reinforcement Steps, the players place new units scheduled to arrive during that Strategic Turn. Units may be placed in an enemy ZOC but not in an enemy-controlled city or an enemy occupied hex. Stacking restrictions apply (9.0). If no appropriate hex is available, move the new units to the next Strategic Turn on the Turn Record Track for entry then.

Place units as follows:

- Units with a hex listed on them in that hex.
- Red units in a Red-controlled city that can trace supply (12.4) to Moscow.
- AFSR units in any White-controlled, non-Red, non-Red-Terror city that can trace supply to a Black Sea supply source (or in such a source itself). Sevastopol may be chosen only if no other city is available without violating stacking.
- North Army units in any White-controlled, non-Red, non-Red-Terror city that can trace supply to Murmansk (1201) or Archangel (1904) (or in one of those cities).
- Siberian Faction units in any White-controlled, non-Red, non-Red-Terror city that can trace supply to Omsk (or in Omsk, 4301).
- Cossacks only in their home *krug* hex.

- Polish units at Warsaw (1221) or any city in Poland in supply to Warsaw.
- Naval flotillas off map near the listed Sea.

PLAY NOTE: Odessa (2124) is a Red City and therefore ineligible for AFSR placement even though an AFSR supply source.

14.2 Replacements in General

During the Replacement Steps, players may return previously eliminated infantry or cavalry units to play on their DISORDERED side. Place units as if they were Reinforcements, but ignoring any hex number. Replacement allowances (14.3 and 14.4) do not accumulate from turn to turn, any replacements that cannot be used immediately are forfeited.

NOTE: Units with a non-replaceable dot are ineligible to be replaced. Once eliminated they may never return to play.

14.3 White Player Replacement Allowance

Each Strategic Turn, the White player may replace:

- One AFSR Faction unit until Major Allied Withdrawal (none thereafter).
- One Siberian Faction unit until Major Allied Withdrawal (none thereafter).
- One Polish unit.
- If the Ukrainian Nationalist Garrison has been eliminated and Kiev is not Red-controlled, place the Ukrainian garrison in Kiev (hex 1920).

14.4 Red Player Replacement Allowance

Each Strategic Turn, the Red player may replace:

- One unit for control of Moscow (2313)
- One unit for control of Petrograd (1611) if in supply to Moscow.
- One unit for control of Tula (2315), if in supply to Moscow.
- One unit for every THREE *additional* resources (including the People's Gold) controlled and in supply to Moscow. There is no effect for having one or two additional resources; it must be an even multiple of three.

14.5 Replacement of the Makhno Partisans

Once per game, the Red Player may replace the Makhno Partisan unit, placing it (on its reduced side) into any unoccupied space in or adjacent to the Makhno District.

PLAY NOTE: Per 16.1, the replaced Makhno unit in some cases immediately would revert to White control.

15. Poland

15.1 Neutral Poland

Poland begins neutral. Neutral Polish units may only attack hexes adjacent to Poland. Red units may not enter neutral Poland or attack neutral Polish units. Non-Polish White units may never enter Poland (neutral, at-war, or conquered). The White player may move Polish units and attack with them, within one hex of Poland. Neither side may stack with or enter a hex occupied by Polish units (neutral, friendly or hostile). Polish units may

receive and use special units (air, armored trains, river flotillas, and tank units).

15.2 Polish Entry

Poland enters the war any time after Turn B when the Polish Activation Chit is pulled and any of the following apply:

- At least 2 non-Partisan Red units are in the Baltic Republics.
- Red controls any city in the Baltic Republics.
- Fewer than four manpower points of supplied Red units are within five hexes of Poland.
- Major Allied Withdrawal has occurred (18.4) and White has Initiative (6.0).

PLAY NOTE: Even though the Poles are a White Faction, Polish cities remain neutral when Poland enters the war and resources controlled by Polish units do not count towards White's total (13.1).

15.3 The Russo-Polish War

Once at war Polish units may operate freely outside Poland. Polish units at war rally on a die roll of 1 or 2. Exception: If there are any Red units of any type inside Poland, Polish units in or adjacent to Warsaw rally on a roll of 1, 2, or 3.

MIRACLE OF THE VISTULA: Once per game when Poland is at war, and there are supplied Red units within 3 hexes (two intervening hexes) of Warsaw, the White Player may declare the Miracle of the Vistula during any Logistics Segment. ALL Polish units in or adjacent to a Polish controlled Warsaw may automatically rally. In addition, the White Player may immediately replace one eliminated Polish army (if available) in Warsaw (within the stacking limit) at full strength (this is in addition to the normal Polish replacement). Finally he may add one White tank and armored train unit each (total, and if available) to any normally eligible hex(es) in Poland.

15.4 Conquering Poland

If the Red player controls Warsaw (1221) at the end of any Polish activation phase, Poland is conquered. Permanently remove all Polish units and the Polish activation chit from play. For the rest of the game, the Red player must maintain at least 4 manpower points of Red units in Poland or he automatically loses the game (determined in the Victory Check Phase).

15.5 Peace with Poland

If, during any logistics segment following the turn Poland entered the war, there are no Red units in the Baltic Republics and no supplied Polish units outside Poland or the Baltic Republics, the Red player *may* attempt to conclude peace with Poland. Peace with Poland may be attempted once per turn.

PROCEDURE: If the Red player wants to conclude peace with Poland, he rolls one die. On a roll of 1-3, Poland becomes permanently neutral and the following happens:

- Permanently remove all Polish units and the Polish activation chit from play.

- Red units may leave Poland but may not enter Poland or attack within Poland.
- The Red player permanently removes from play one Red infantry or cavalry army from the West or Southwest Fronts, if available, or otherwise one such army from anywhere.
- Riga no longer counts as a Resource hex for any pupose.

HISTORICAL NOTE: The removed army is guarding the border with Poland.

16. The Makhno Partisans

16.1 The Makhno Allegiance Phase

During each Makhno Allegiance Phase after Turn B, determine which side will control the Makhno (anarchist) partisan unit that Operational Turn. The Makhno partisan unit joins the side opposing the unit which is closest (i.e., if the Red player has the closest unit, the Makhno partisan unit will become White). If Makhno switches sides, replace the counter with the one from the opposing side. The combat modifiers remain the same so be careful which side is placed face-up.

16.2 Definition of Closest

Determine which player's units are closest to the Makhno partisan unit in number of hexes, ignore ZOCs but do not count across all-sea hexsides. If both player's units are equal distance, assume the White player is closer.

16.3 Activation of Makhno Partisans

When the Red player controls the Makhno unit, it activates with the Front it is located in (South or Southwest). When the White player controls the Makhno unit, it activates with the AFSR Faction.

See 8.3, 10.3, 10.13, 12.7, 13.1 and 14.5 for other rules concerning the Makhno Partisans and the Makhno District.

17. Nationalist Garrisons

17.1 Nationalist Garrisons.

Azerbaijan (hex 4124), Georgian (3625), Lithuanian (1218), Latvian (1315), and the Ukrainian (1920) garrisons are non-Russian and neutral. Neither side may stack with or enter a hex with a Nationalist Garrison (exception, 17.2). Only the Red player may attack Nationalist Garrisons.

EXCEPTION: The von der Goltz unit may attack Nationalist Garrisons in the Baltic Republics after the "Freikorps" event occurs.

17.2 The Ukrainian Garrison

This is the only Nationalist garrison that may stack with White units. White units may pass through the Ukrainian garrison during strategic movement. If White units are stacked with the Ukrainian garrison, the non-Ukrainian units determine control of the hex per 13.1.

17.3 The Latvian Garrison and the Baltic Flotilla

If the Latvian garrison is attacked by the von der Goltz unit, the Latvian garrison automatically gets support from the Baltic Flotilla if available.

18. Allied Withdrawal

18.1 Determining Withdrawal

During each Allied Withdrawal Phase of a Strategic Turn, the White player suffers an Allied Withdrawal if it controls fewer resources than the Withdrawal Number for the current turn. The first withdrawal is the "Minor Allied Withdrawal" and the second is the "Major Allied Withdrawal," after which no further withdrawals occur.

18.2 Withdrawal Numbers

- Turn A: 0 (Withdrawal not possible)
- Turn B: 0 (Withdrawal not possible)
- Turn C: 3
- Turn D: 4   • Turn F: 6
- Turn E: 5   • Turn G: 7

HISTORICAL NOTE: Historically, Minor Withdrawal occurred Turn C, Major Withdrawal Turn E.

18.3 Effects of Minor Withdrawal

Upon the Minor Withdrawal, permanently remove the AIF Odessa unit and both Siberian Czech divisions.

18.4 Effects of Major Withdrawal

Upon the Major Withdrawal:

AIF FORCES: Permanently remove all AIF units and naval flotillas and the AIF activation chit from play.

SPECIAL UNITS: Permanently remove all White aircraft and tank units from play.

SEA CONTROL: Switch control of Baltic, White and/or Caspian Seas to Red for each sea on which Red controls at least one port (13.1).

NORTHWEST ARMY: During the first logistics segment after Major Withdrawal, permanently remove all Northwest Army (not Estonian or von der Goltz) units within the Baltic Republics.

TRANSCAUCASUS: Batum is no longer a White supply source. White units that must trace supply (12.4) are automatically out of supply while in the Transcaucasus (even on coasts or in Batum)

THE TSAR: Nicholas II no longer aids White rally (12.12).

REDUCED MORALE: White units now rally on a roll of 1 rather than 1-2.

REPLACEMENTS: AFSR and Siberian Factions no longer receive replacements (14.3).

PLAY NOTE: In addition, Poland becomes more likely to enter the war (15.2).

18.5 Major Withdrawal in the Red vs. White 1918-19 Scenario

If the Red vs. White 1918-19 Scenario is being played, the Red player wins when the Allied Major Withdrawal occurs unless it does not control Moscow and at least two other resource cities.

19.0 Winter

19.1 Winter Turns

As marked on the Turn Record Track, November-December and January-February are Winter turns.

19.2 Effects of Winter

SEA MOVEMENT: No sea movement, naval flotilla use, or amphibious invasions allowed on the White or Baltic Seas.

LAKES: Lakes are frozen and have no effect. Treat as clear terrain during Winter turns. Units on all-lake hexes are immediately eliminated when those hexes thaw (in March-April turns).

RIVERS: Rivers are frozen and may not be used for strategic movement. They may still be used for supply.

RIVER FLOTILLAS: River Flotillas on the map are placed in the next March-April box on the Turn Record Track and the River Flotilla random event is treated as no effect.

20. Special Units and Markers

20.1 Aircraft

AVAILABILITY: Aircraft become available (i.e. enter the game) for both sides via Random Events. Once available, the aircraft units are held off map and are only placed on the map during Combat Steps.
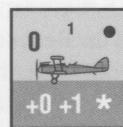
EFFECTS: An aircraft unit may be placed on any attacking or defending, supplied, non-partisan, non-raiding Red, AFSR, Northwest, Polish or AIF unit when a combat involving that unit is declared. One aircraft unit may participate per side per battle.

REMOVAL: An aircraft unit can only participate in one combat per turn. Following combat, surviving aircraft are placed on the Turn Record Track for the following turn, when they become available again.

ELIMINATION: Aircraft units are eliminated by a disorder result but ignore retreat results. White aircraft counters are removed

from the game (may not be placed via random event) when eliminated and bear a "no replace" dot as a reminder. Eliminated Red aircraft counters may re-enter via random event.

ALLIED WITHDRAWAL: All White aircraft are eliminated upon the Major Allied Withdrawal (18.4).

20.2 Amphibious Marker

AVAILABILITY: The White player may obtain the Amphibious Invasion marker via a Random Event.
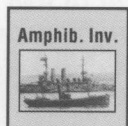
EFFECTS: During any Activation Segment, the White player may place the Amphib marker to enable an activated force of up to three manpower points of infantry or two of cavalry (no mixed forces) to move from a port to any vacant coastal hex on a friendly-controlled sea except the Baltic or White Seas during Winter. These units may not move after landing but may attack.

REMOVAL: Once used, the marker is removed until obtained again by subsequent random event.

20.3 Armored Trains

ARRIVAL: Armored Trains become available (i.e. enter the game) for both sides via Random Events.
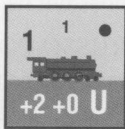
PLACEMENT: White armored trains are initially placed in any rail hex containing a supplied, non-raiding AFSR, Siberian, Polish, or AIF infantry or cavalry unit. Red armored trains are initially placed in any rail hex containing a supplied Red infantry or cavalry unit.

MOVEMENT: Armored Trains may only move, attack or retreat along contiguous rail hexes and must be placed and end their movement, advance or retreat stacked with a cavalry or infantry unit or be eliminated. Armored Trains may not enter an enemy controlled city unless stacked with an infantry or cavalry unit. Each White armored train activates (once per turn) with the Faction of any one unit it is stacked with. Red armored trains activate according to the Front they occupy like any other Red unit.

ELIMINATION: White armored train counters are removed from the game (may not be placed via random event) once eliminated and bear a "no replace" dot as a reminder. Eliminated Red armored train counters may re-enter via random event.

HISTORICAL NOTE: There were scores of armored trains in the Russian Civil War. The units in the game represent particularly effective uses of this weapon.

20.4 Cavalry Raid Marker

ARRIVAL: The White player may obtain the Cavalry Raid marker via random event.

PLACEMENT: During any Activation Segment, White may place the marker on any one activated, supplied cavalry unit.

EFFECTS: The raiding cavalry unit loses its ZOC, is always in supply, and ignores enemy ZOC. It may not rally and may only attack garrisons or partisans.

REMOVAL: The White player may remove the marker at the start of any logistics segment that the unit is in normal supply. Once removed, the marker is unavailable until obtained again by subsequent random event.

20.5 Garrisons

Garrison units represent small detachments or local militias defending a city.
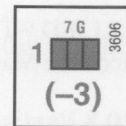
CHARACTERISTICS: Garrisons may not move or attack, they may only defend. Garrisons do not participate in combat if stacked with other units.

CREATING: Any active infantry or cavalry unit (including raiding cavalry [20.4]) during operational movement may create a garrison in each city it begins in or enters. A garrison counter for the creating unit's side and Faction, if White, and without a "no replace" dot must be available. Disordered and/or out of supply units MAY create garrisons. Any Red or White garrison unit without a non-replaceable dot not currently on the map is available for placement under 20.5, regardless of whether it was removed by the owning player, eliminated in combat, or never previously on the map.

REMOVAL: During the Logistic Segment of the Action Phase, players may remove any garrisons for reuse in a subsequent activation segment. Garrisons with "no replace" dots may be removed, but it seldom is advantageous to do so, as they may not be reused.

20.6 Imperial/People's Gold Marker

CONTROL: The Gold marker is controlled by whichever side's units last stacked with the marker. If the Gold is captured, flip it to indicate the new side's control.

MOVEMENT AND RETREAT: The Gold marker may move only by strategic movement. The Gold marker may not retreat; therefore, it must be left behind if units stacked with it retreat.

RESOURCE VALUE: The People's/Imperial Gold marker counts as one resource for the controlling side. Adjust a player's Resource Track total when they gain or lose control of the Gold.

20.7 Naval Flotillas

AVAILABILITY: The White player begins with one naval flotilla available. The other three arrive as reinforcements during Strategic Turn B. The Red player has no naval flotilla.

EFFECTS: Naval flotillas are held off-map and placed when combat is declared involving any White (including AIF) unit defending in or attacking into a coastal hex of that flotilla's sea, indicated on the counter. If defending, the White player may see if the attacker is committing an aircraft unit before he commits a naval flotilla (11.3).

IMMUNITY: Naval flotillas never suffer combat results and may not be selected for disorder under an "**a**" or "**d**" result.

ONE COMBAT PER TURN: Following combat, place them on the Turn Record Track for the following turn, when they become available again. A naval flotilla unit can only participate in one combat per turn.

ALLIED WITHDRAWAL: All naval flotilla units are eliminated upon the Major Allied Withdrawal.

20.8 Partisans

AVAILABILITY: Partisans enter the game for both sides via Random Events. The White player can only select a partisan unit to be placed on the map if an infantry or cavalry unit of the same faction remains on the map. In the case of the Basmachi partisan, this unit needs an Islamic unit on the map.

PLACEMENT OF WHITE PARTISANS: When a White partisans unit enters the game, it is placed in a vacant hex which meets the following:

- At least 4 hexes from any White unit.
- May not be a Red City (including Red Terror), a supply source (friendly or enemy) or in a Red ZOC.
- The Siberian partisans must be placed in the East Front.
- The South Russia partisans must be placed in the South Front.
- The Basmachi partisans must be placed in the Central Asian Front.

PLACEMENT OF RED PARTISANS: When a Red partisan unit enters the game, it is placed in any unoccupied, White-controlled (not neutral) city. The city may not be a *krug*, a supply source (enemy or friendly) or in a White ZOC.

STACKING: Partisan units may never stack with any other unit, including other Partisan units.

COMBAT: Partisan units may attack only other partisans or lone garrisons (exception: the Makhno partisan can attack anyone). Partisan units may never participate in combat with any other unit, including other partisans. The black box around their attack modifier serves to remind players of this rule.
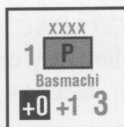
20.9 Red Leaders

AVAILABILITY: Red Leaders enter and exit play via Random Events.

PLACEMENT: Red Leaders are placed in the Field Staff command box printed on the map or randomly assigned a Front command box. They never move (including between command boxes).

REMOVAL: Red Leaders are never eliminated. They are only removed from the map (their command box) when replaced. They are then put back in the leader pool to be selected again by a random event.

EFFECTS: Red Leaders allow the free selection of the Activation chit for their Front during the Command Step (in addition to the two that can be selected without leaders). Red Leaders also allow a higher stacking limit (9 manpower points) in a number of hexes within their front equal to the number printed on their counter. A Red Leader in the Field Staff box provides a +1 drm to the Red player's initiative determination roll.

EXAMPLE: Frunze would allow two hexes in his front to have up to 9 manpower points stacked in a hex.

20.10 Red Train Marker

HISTORICAL NOTE: The counter represents both the presence of Leon Trotsky and the logistical support of his famed "Red Train."

AT START: The Red Train marker starts the game in hex 2813.

RED TRAIN STEP: Each turn during the Red Train Step the Red player may reposition the Red Train marker (Strategic Movement rules are not used) to any rail hex free of enemy units and unnegated enemy ZOCs. The rail hex must be connected to Moscow by a continuous line of rail hexes free of enemy units or their ZOC (unless negated by friendly units).

EFFECTS: The Red Train allows the automatic rally of all Red units in or adjacent to its hex. The Red Train *is* a marker and does not negate EZOCs or supply lines.

RUSSO-POLISH WAR: When Poland is at war, the Red Train may not be used to rally any Red units within 6 hexes (5 intervening hexes) of a Polish controlled Warsaw. *Trotsky did not take part in the Russo-Polish War.*

REMOVAL: If an enemy unit enters the Red Train's hex, place the counter on the Turn Record Track on the following Operational Turn, when it can again be placed on the map.

20.11 Red Verdun Marker

AT START: The Red Verdun marker is placed in Tsaritsyn (3119) at the start of the game and may never move.

EFFECTS: Red units stacked with the Red Verdun marker do not retreat during combat unless attacked by tanks. The Red Verdun marker has no effect on a Red garrison defending the hex alone.

REMOVAL: If White units ever occupy the Red Verdun hex, Tsaritsyn (3119), permanently remove the Red Verdun marker.

20.12 River Flotillas

AVAILABILITY: River Flotillas enter the game for both sides via Random Events. River flotilla Random Events are ignored during Winter Turns.

PLACEMENT: A river flotilla must be placed with a supplied, non-raiding infantry or cavalry unit on a river (including Volga) upon entry. Exception: the Red player may not place river flotillas on the Vistula. If no such hex is available, the flotilla is forfeited.

MOVEMENT: River flotillas may only move, attack or retreat along contiguous river (including Volga) hexes. River flotillas may not enter an enemy controlled city unless stacked with an infantry or cavalry unit. River flotillas must end their move-

ment or retreat stacked with a cavalry or infantry unit or be eliminated.

ACTIVATION: Each White river flotilla activates (once per turn) with the Faction of any one unit it is stacked with. Red river flotillas activate according to Front they occupy like any other Red unit.

WINTER REMOVAL: During Winter (19.0), river flotillas on the map are placed on the Turn Record Track on the next non-Winter Operational Turn, when they are automatically re-deployed during the Random Events Phase.

20.13 Tanks
AVAILABILITY: White tank units become available (i.e. enter the game) via Random Events. There are no Red tank units.

PLACEMENT: See Random Event Table.

MOVEMENT: Tank units may not move or attack into swamp or forest. Tank units must end movement, advance or retreat stacked with an infantry or cavalry unit or be eliminated.

ACTIVATION: Each tank unit activates with the White Faction it is stacked with. It may only activate once a turn.

EFFECTS: Besides their combat modifiers, an attacking tank unit cancels the effects of Red Verdun (20.11).
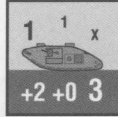
ALLIED WITHDRAWAL: All tanks are permanently eliminated upon Major Allied Withdrawal (18.4).

20.14 Special Units and Done Markers
The White player may find it convenient to use Done Markers for his Tanks, River Flotillas and armored trains that end their move with a different White faction.

21.0 Optional Rules
The following changes are official but optional (though 21.1-21.3 if used, should be used as a set). These are play balance rules (though historically justifiable ones); the first three help the Whites; the last helps the Reds.

21.1 The three AFSR infantry divisions in hex set up Rallied.

21.2 The Whites get the first two action phases on turn 1.

21.3 There are no replacements on Turn A.

21.4 Allow the Red Player to treat any Random Event he could not otherwise implement as a Red Leader event. For example, a Political Intrigue roll on turn 1, a River Flotilla roll during Winter, or a Partisan, Aircraft, Armored Train, or River Flotilla roll when the unit in question is not available, would all be treated as a Red Leader event.

STRATEGY NOTES

Reds! is a game of shifting priorities among many fronts. For the Reds, that means making the maximum use of interior lines; for the Whites, it means holding out against the Reds' main effort while attacking where possible in quiet sectors. Throughout, it means sensing when to push hard and when to drop back and rebuild battered forces—with a sharp eye on resource cities held and Allied withdrawal levels.

There are several phases to the war, from the usually desperate fight for survival of the Siberians in the early months, through the maximum White effort during 1919, to the typical end-phase of Allied withdrawal, mopping up, and Polish campaign. Most importantly, be ready for the end of the Great War on Turn B. During late 1918, fight for position and get set up to rush into the empty Ukraine—it is here that the length of Allied commitment to the Whites will often be determined.

Supply considerations dominate maneuver in *Reds!*. Watch your opponent's supply lines closely and remember that he will not be able to move out of supply when he sets up attacks or attempts to take ground.

Partisans and raiders, when you can get them, can turn a campaign in any given sector around if placed and maneuvered judiciously. Remember though that they are likely to be isolated and easily defeated if caught. The trick is to place them where they can affect the enemy but far enough from idle enemy forces to stay alive.

But the lowly garrisons are among your most important units, critical to slowing an advancing enemy or guarding your supply line. Each Logistics segment, check to see if you can afford to disband any garrisons because you'll be sure to want to place more in coming segments.

High attack modifiers and the absence of a requirement to engage all adjacent units favor the attacker. But large battles are very uncertain, so be careful. Keep in mind that an offensive can go badly wrong and that reversals of fortune will be frequent.

Disordered units are particularly fragile. Look for exposed enemy disordered units: killing them will be easier and have more long-lasting effects that disordering fresh units. And a pile of eliminated units that outstrips replacement rates will lead to collapse. By the same token, don't be afraid to adjust your time table, pull back and regroup if you need to, rather than feeding inadequate forces into the fight to be chewed piecemeal.

White
You have the first move and should use it to grab and hold Kazan, so that you can ship the Imperial Gold to the safety of Omsk. During 1918, either the AFSR or the Siberians probably should be attacking, while the other are on the defensive. Watch where the elite Latvians go for early warning of where the Reds will put their main effort.

The AIF may seem no more than a nuisance to your enemies, but have them in position, ready to make something of their offensives when they come up. In 1919 the AIF become more dangerous coupled with the North Army, which has the potential to defeat a garrison. If you are able to breach a Red defense at Petrozavodsk, it may be time for Northwest Army to move—they will get one shot at Petrograd and then likely be crushed by a major Red reaction. Remember that, in conjunction with such a push on Petrograd, Allied Intervention Forces can help isolate Petrograd even without attacking.

Central Asia is a side show, but will make a difference if the Reds go for victory without conquest of Poland. Depending on how the Siberians are doing, try blocking the line to Tashkent as long as possible with raiders or partisans. Also, it's best to use the Islamic White garrison to ward off Red Partisans in Merv.

Once Major Withdrawal occurs, you'll get Poles, but you'll have to watch your attrition more closely than ever. Play conservatively with the Whites and charge in aggressively with the Poles if Red defenses are thin either north or south of the Pripyet.

In general, don't get discouraged: Red must eventually win everywhere. So play for time, give ground and wait for a big Red attack to fail. Then strike back with concentrated forces—you can stack much more effectively than the Reds—and knock out those vulnerable disordered Red armies.

Red

Your challenge is to concentrate to knock out one White Faction at a time, without being overwhelmed by any of the others. Better to eliminate two Siberians or two South Russians in a turn than one of each. And the Whites' many non-replaceable units mean that a Faction that gets mauled will never recover completely.

Your greatest weapons are your rail lines—and your most critical decisions each turn will be where to move units strategically and where to place the Red Train. You must think a turn ahead: Remember that you will not be able to react to White threats with strategic movement at the beginning of the next turn if you don't have a reserve of available Red armies on city hexes, or if all the cities in the area to be reinforced are already stacked full.

You have tremendous abilities to recover. But if too many armies are dead you will become vulnerable everywhere and may not catch up with your continuing casualties. Pull back if you have to and use the Strategic Turn to build a new group of armies in the rear—such as near Moscow—to be rallied by the Red Train before they are sent into combat.

You can't ignore the AIF completely, but mere garrisons can hold them off until they get an offensive, and even then their advance probably will not be sustained. Don't over commit to defend against them: You have bigger fish to fry.

If Petrograd does become threatened, however—and especially if the Northwest Army crosses into Russia—you must react in force. Plan ahead: it is difficult to reinforce Petrograd by rail because there are no nearby rail centers and it is readily isolated by White thrusts from the west and north.

Your task may seem immense—you must conquer almost the whole map. But you have enough time, as long as you don't lose the battle of attrition. Push back the Siberians and seize the Ukraine and the Allies will withdraw their support. Then, as long as you have enough Red armies in the field to block or even invade Poland, the counter-revolutionaries will wither away in time to enable you to turn Russia Red from corner to corner.

DESIGN NOTES

Reds! The Russian Civil War was designed around my belief that the Whites, due to their inability to provide a progressive political agenda, were virtually doomed to lose the Russian Civil War. Victory would therefore have to be defined in terms of player skill rather than historical outcome. To win, the Bolshevik player has to equal the accomplishments of his historical counterparts. The object of the White player is to delay the inevitable long enough to "win."

That far, there's nothing out of the ordinary. Player victory, as opposed to historical victory, is a standard wargame concept. The problem comes from the fact the Whites historically thought they could win, and therefore launched major (and briefly successful) offensives to achieve such an end. The question thus became how to prevent the White player from simply holing up in defensive positions on the far corners of the map, there to run out the clock?

The answer came in the form of another historical element the game needed to simulate: Allied intervention. Though the actual Allied forces sent to Russia played only a small part in the Civil War, the supplies they also sent were vital to the survival of the White armies. And the Allies were only willing to provide such supplies while it seemed the Whites had a chance of winning, meaning the Whites had to demonstrate offensive success to maintain Allied support. In game terms, that played out in the Allied withdrawal rules, which force the White player to undertake a historical level of offensive action or forfeit the supplies he needs to survive. A White player who adopts a purely defensive strategy will now run out of troops before the Red player runs out of time.

The Russian Civil War was an epic of chaos, and in turning a many-sided struggle into a two-player contest I've had to make a number of simplifications, particularly in the number of White factions. But in effective military terms the many White forces did boil down to the factions presented in the game.

Finally, the game presents the Red player with a choice of victory conditions: clear Russia (outside the far east) of organized White armies by the historic date; or take control of the main cities in Russia while taking Poland and the Baltic. The latter gives the Red player the chance to spread the revolution to Germany that was lost at the gates of Warsaw in 1920. It is harder to achieve, but a Red player who pulls it off has altered rather than merely duplicated history.

REDS!: THE RUSSIAN CIVIL WAR HISTORICAL OVERVIEW

THE RUSSIAN CIVIL WAR

In the spring of 1917 the Tsarist autocracy of Nicholas II collapsed under the strains of World War I. In the fall of that year, Lenin's Bolsheviks toppled the shaky Russian Provisional Government. White (anti-Bolshevik) forces were quickly routed, and Lenin soon declared resistance to the new regime at an end. He was mistaken.

The Whites soon began to gather new armies in the Caucasus, in Siberia, and in the far north to oppose the Reds. The new government also faced opposition from ethnic minorities who wished to break loose from the Russian Empire: Estonia, the Baltic Republics, Ukraine, Armenia, Georgia and Azerbaijan declared their independence. Finland won a brief civil war which ended in victory for the White nationalists under General Mannerheim.

The Reds were also threatened by other left-wing parties, most importantly the Social Revolutionaries (SRs), as well as groups of well-armed Anarchists. By mid-1918, the Reds, controlling the heartland of Russia, were threatened by enemies to the east, north, and south (while the Central Powers, under the terms of the imposed Treaty of Brest-Litovsk, occupied the west).

Peace with Germany also led to intervention by the Western Allies (principally Britain, France, the United States, and Japan). They viewed Brest-Litovsk as a betrayal of their wartime alliance with Russia. In March 1918 Allied troops landed at Murmansk. Later Allied troops would land at Archangel, Vladivostok, Odessa, and in the Caucasus, though political constraints kept them from playing a major role in the fighting.

WAR IN THE EAST

In the spring of 1918, Bolshevik control over the vast region of Siberia was everywhere under threat. At Vladivostok the local Soviet operated uneasily under the guns of a mixed British, Japanese, and American naval force. In the Trans-Baikal region the Cossack bandit Gregori Semenov was carving out a private empire. Along the Middle Volga Tartar nationalists and Social Revolutionaries opposed the Bolsheviks. And spread out across nearly 6000 miles of Siberia were the 35,000 soldiers of the Czech Legion.

The Legion was originally recruited from Austrian POWs for use against the Central Powers. By the spring of 1918, the Czechs were stranded inside a nation now at peace with the hated Austrians. The Bolsheviks, anxious to be rid of the Czechs, agreed to move them by rail to Vladivostok to be evacuated from Russia. Transported piecemeal, in May 1918 the Legion was stretched across the length of the Trans-Siberian railway.

Mutual suspicion between the Reds and the Czechs soon erupted into full-scale warfare. In early June the Czechs were approached by the SR underground from the ancient city of Samara. Calling themselves the "Committee Of Members of the Constituent Assembly" or Komuch, the SR leaders wanted the Legion's help in establishing a new Russian government. They convinced the Czechs to intervene.

On 8 June the Czechs took Samara. By 6 July the Czech/Komuch forces, aided by the Ural Cossacks, had taken Ufa. While the 8200 Legion troops at Chelyabinsk attacked the Reds at Ekaterinburg (where the Reds murdered the Tsar and his family before retreating), the People's Army turned west towards the Volga. Simbirsk fell on 22 July to a mixed Czech/Komuch brigade commanded by the daring Russian Colonel V.O. Kappel. On 5 August, Kappel captured Kazan, along with the Tsarist gold reserves.

Outside Russia, political pressure to "save the Czechs" had been building. By late August, American, British and Japanese troops had landed at Vladivostok, the Japanese, (motivated by territorial ambitions in Eastern Siberia) advancing as far as Irkutsk, opening up the Trans-Siberian to the Czech forces farther west.

In another blow to the Reds, within days of their defeat at Kazan, an anti-Bolshevik revolt occurred 150 miles to the northeast in the industrial town of Izhevsk. Izhevsk held out against the Reds until 7 November.

The capture of Kazan marked the high tide of the Komuch government. After the loss of Simbirsk, Lenin sent Leon Trotsky to restore order to the crumbling Red Eastern Army Group. Trotsky arrived at the front on 7 August (on his soon to be famous Red Train, a fully equipped armored train, complete with a printing press to spread Red propaganda). With ruthless determination he soon restored discipline and morale.

In the summer of 1918, Trotsky established the basic structure of the Red Army. 16 armies were formed, which could be shifted as needed between the various geographic army groups. (Initially there were four such army groups-or Fronts- Eastern, Western, Northern, and Southern.) A general headquarters (the Field Staff) was created, with the Latvian General Vatsetis as the Red Army's first commander-in-chief.

At the start of September the Eastern Army Group began a general offensive. Badly outnumbered, the People's Army and the Czech Legion were driven back on all fronts. In September the Komuch government merged with the right-wing Provisional All-Russian Government of Siberia at Omsk. On 17 November, Admiral Alexander Kolchak took control of the Omsk government in a coup.

The Czech Legion, already demoralized by their recent defeats and the political intrigues preceding Kolchak's coup, renewed their demands that the Allies evacuate them from Russia. Though

much of the Legion would remain stranded in Russia until 1920, after 1918 they adopted a position of armed neutrality.

The Red victories in the east in late 1918 created an atmosphere of overconfidence in Moscow. Even as the Eastern Army Group was being stripped of men and supplies for Red armies on other fronts, it was ordered to advance across the Urals. At the same time two of its armies were to attack southeast into Turkestan, where the Reds at Tashkent had been holding out against Islamic nationalist forces.

The Eastern Army Group, its forces both weakened and scattered, was thus ill-prepared to meet Kolchak's spring offensive. In March 1919 the Supreme Ruler ordered his armies into battle. Perhaps to everyone's surprise, the White attack was immediately successful. Ufa was retaken on 13 March. Kolchak's Western Armies continued to advance until mid-April, marching to within 75 miles of the Volga. Farther north, Kolchak's Siberian Armies advanced midway between Perm and Viatka.

In response the Reds moved in reinforcements. On 28 April the Reds struck back, and by the end of May the Western Armies had been forced back 200 miles. With the Western Armies in retreat, the Siberian Armies were forced to withdraw as well.

At the end of June, General Tukhachevsky, commanding the Red 5th Army, broke through to the eastern side of the Urals. Harried everywhere by Red partisan uprisings, Kolchak's armies began to disintegrate. In October the front collapsed. On 12 November Kolchak left Omsk on a train carrying the Imperial gold. In early 1920 he was betrayed into the hands of the Reds, who executed him on 7 February.

Remnants of the White forces would remain huddled at Vladivostok for two more years under the protection of the Japanese Army. In the end American pressure forced the Japanese to leave Russia. The Reds would spend years putting down partisans, but the death of Siberia's Supreme Ruler marked the end of White opposition in the east.

THE ARMED FORCES OF SOUTH RUSSIA

In the summer of 1918, with Moscow's attention focused on the eastern front, the White and Cossack forces in the Kuban region, under the overall command of General Denikin, succeeded in establishing a secure White base for future offensive action. Denikin was heavily outnumbered, but the Red forces in the northern Caucasus were poorly trained and demoralized. In a campaign lasting into early 1919, the Reds suffered the annihilation of an entire army group, while the White Volunteer Army grew to a strength of 40,000 men.

While Denikin cleared the north Caucasus, between June 1918 and February 1919 the Don Cossacks launched three failed offensives against the city of Tsaritsyn (later Stalingrad), which occupied a key strategic position on the Volga. The failure of their attacks on the "Red Verdun," brought the Cossack armies to the brink of ruin. The end of the world war and the withdrawal of the Germans from the Ukraine now exposed them to attack from the northwest. The Reds brushed aside the Cossack units

screening the Ukraine and in two months advanced 250 miles into the northern Don Region.

Defeat forced the Cossacks to turn to Denikin's Whites for help. On 8 January the Don Army joined with Denikin's Volunteer Army to form the Armed Forces of South Russia (AFSR). Officially, though often not in practice, the Don Cossacks were now subordinate to Denikin's orders.

Denikin recognized the collapse of the Don Army endangered his own base in the Kuban, above all the Black Sea port of Novorossiisk, through which the British had agreed to supply his troops. In February, Denikin reluctantly halted his offensive along the Caspian and turned his forces to the northwest.

The Reds in the Don outnumbered the AFSR 80,000 to 50,000 but they proved no match for Denikin's more experienced troops. Now organized into the Volunteer Army under General Mai-Maevsky, the Caucasus Army under Baron Wrangel, and the Cossack Don Army, the AFSR soon went over to the offensive.

While the Volunteer Army defended Rostov, the Don Army, its morale revived, pushed northward into the Don Bend. In late May, Wrangel's army sent the Red 10th Army reeling back towards Tsaritsyn. On June 30, supported by British tanks, the Whites finally took the city.

Mai-Maevsky meanwhile drove a wedge between the Red Southern and Ukrainian Army Groups. Pushing aside the Anarchist Army of Nestor Makhno, the Volunteer Army drove northwest along the Donetz River, capturing Kharkov on 25 June.

The White armies had grown as they advanced, and Denikin's effective strength was now over 100,000. But with his frontline now reaching from Tsaritsyn to Ekaterinoslav - where the Volunteer Army had gained a bridgehead over the Dnepr River- even these numbers were stretched very thin.

On 3 July 1919 Denikin directed the Volunteer, Don, and Caucasus Armies to launch converging thrusts aimed at Moscow. (In the event 15,000 White troops would be diverted into overrunning the Ukraine.)

On 10 August the Don Cossack General Mamontov led his 9000 man cavalry corps on a raid behind the Red armies in Tambov Province before rejoining the Don Army in mid-September. Ultimately the raid proved counterproductive: a month of looting, rape, and plunder destroyed the White cavalry's discipline, just as the Reds finally began to form an effective mounted arm of their own.

Shattering an attempted Red counteroffensive, the Volunteer Army captured Kursk on 20 September. On the right flank of the Volunteer Army, the Don Army captured Voronezh. On 14 October the Whites took Orel. Moscow was little more than 200 miles away.

The collapse of Denikin's Moscow offensive was as sudden and decisive as the end of Kolchack's earlier drive in the east. On 14 October the AFSR front line ran from northwest of Kiev

to Tsaritsyn on the Volga. But with less than 100,000 men facing six Red armies with a total strength of over 200,000 the Whites were now hopelessly overextended. On 20 October the Reds retook Orel. Four days later the 1st Red Cavalry Army recaptured Voronezh, splitting the AFSR front between the Don and Volunteer Armies. With another Red attack driving on Kursk from the northwest, Denikin had no choice but to order a general retreat. The White reserves that might have halted the Red attack were hundreds of miles to the rear fighting Makhno's anarchist partisans.

In January 1920 the Red cavalry entered Rostov. What was left of the AFSR was soon defending a shrinking perimeter around the port of Novorossiisk. The British helped to evacuate 50,000 Whites to the Crimea on 27 March. On 3 April, Denikin's remaining generals forced him to resign and appointed Wrangel in his place.

Wrangel had few illusions. "The situation really was hopeless," he said later. A last White offensive was made possible by the outbreak of the Russo-Polish War in late April, but the end of the war with Poland was the death warrant for the Whites in the Crimea. Between 14 and 16 November, Wrangel's army evacuated the Crimea, escaping to Turkey.

OTHER FRONTS

For most of 1918-19, the Red Army, fighting the Whites in the east and southeast, had only limited forces available for use in the west and north. Red attempts to retake the Baltic states were foiled by local nationalist armies, German "free corps," Polish intervention, and British naval support. And inside Estonia, Tsarist General Yudenich labored to build a small White Northwestern Army.

In May 1919, Yudenich, advanced from Estonia and captured Pskov. The Allied forces at Murmansk, which had remained on the defensive for months, went over to the attack, capturing the northern end of Lake Onega.

To the Bolsheviks this appeared to be a joint White/Allied offensive to take Petrograd. In fact the Allied advance was intended only to mask preparations for a total Allied withdrawal from North Russia. By 12 October the Allied forces had been evacuated, leaving behind a White Northern Army that was quickly dispatched by the Reds in early 1920.

In early October, Yudenich decided to gamble on a quick strike towards Petrograd. The Northwestern Army had only 18,000 men. Nevertheless he broke through the Red front line and in ten days advanced to the outskirts of the city. But the Whites had neglected to cut the rail line to Moscow. Heavily reinforced, and under Trotsky's personal direction, the 7th Red Army counterattacked. After three days of fighting the Whites collapsed. In mid-November the remains of Yudenich's command were interned by the Estonians.

In the fall of 1919, Poland's Marshal Pilsudski had declined to go the aid of the Whites. But he was soon having second thoughts. Even a Red Russia was bound to be "terribly imperialistic." On 25 April 1920 the Poles attacked. Twelve days later they took Kiev.

Leaving minimal forces to guard Wrangel's Crimean fortress, the Reds concentrated two army groups, separated by the vast Pripet Marshes, against the Poles. The Red 1st Cavalry Army quickly forced the Poles to abandon the Ukraine. In July, the northern Red front, under, Tukhachevsky took Minsk and Vilna. By August his armies were threatening Warsaw. But there was no coordination between two Red army groups, and the Poles routed the Reds in the Battle of Warsaw. On 12 October, 1920, Poland signed an armistice with Soviet Russia.

In the summer of 1920 the Reds defeated the Islamic nationalist forces in Tashkent. In a winter campaign from December 1920 to April 1921 the Reds overran the TransCaucasus, putting an end to the independence of Armenia, Georgia and Azerbaijan. Though they would face years of partisan warfare and local peasant uprisings, by 1921 the Russian Civil War was at an end. The new Soviet Union would survive another seven, often bloody, decades.

—Ted Raicer

Expanded Sequence of Play

Operational Turn (number)

I. Initiative Determination Phase: *Roll to determine who has the Initiative (6.1)*

II. Random Events Phase (6.3)

   A. NON-INITIATIVE PLAYER RANDOM EVENT STEP: *Roll on Random Events Table*

   During March-April redeploy River Flotillas (20.12)

   B. INITIATIVE PLAYER RANDOM EVENT STEP: *Roll on Random Events Table*

   During March-April redeploy River Flotillas (20.12)

III. Makhno Allegiance Phase: *Determine who controls the Makhno Partisans (16.1). This phase is skipped until Turn B.*

IV. Strategic Movement Phase *(Skip during Turn 1)*

   A. NON-INITIATIVE PLAYER STEP: *Conduct Strategic Movement (10.2)*

   B. INITIATIVE PLAYER STEP: *Conduct Strategic Movement (10.2)*

   C. RED TRAIN STEP: *Reposition the Red Train (20.10)*

V. Action Phase

   A. Command Segment

   1. COMMAND STEP: *Determine which Activation Chits are available (7.2)*

   2. CHIT POOL STEP: *Inititiative Player picks one chit, the rest are put in a pool (7.3)*

   B. Initiative Activation Segment: *The chit picked above is used for the first Activation*

   1. OPERATIONAL MOVEMENT STEP: *Active units may move and create garrisons (20.5)*

   2. COMBAT STEP: *Active units may attack (11.0)*

   C. Random Activation Segments: *One chit from the Chit Pool is drawn.*

   This segment is repeated until no chits remain (7.4)

   — IF Front/Faction:

   1. OPERATIONAL MOVEMENT STEP: *Active units may move and create garrisons (20.5)*

   2. COMBAT STEP *Active units may attack (11.0)*

   — IF Logistics:

   1. WHITE SUPPLY STEP: *Check supply for all friendly units (12.2)*

   2. WHITE RALLY STEP: *Attempt to rally disordered units (12.12), may remove garrisons (20.5)*

   3. RED SUPPLY STEP: *Check supply for all friendly units (12.2)*

   4. RED RALLY STEP: *Attempt to rally disordered units (12.12), may remove garrisons (20.5)*

   D. Remove "Done" Markers Segment

Strategic Turn (letter)

I. Victory Check Phase: *Determine if an Automatic Victory has occured or (if its the end of the game) who has won (4.0)*

II. Allied Withdrawal Phase: *Starting Turn C determine if an Allied Withdrawal occurs (18.0)*

III. Reinforcement/Replacement Phase

   A. White Reinforcement Step (14.1)

   B. Red Reinforcement Step (14.1)

   C. White Replacement Step (14.2)

   D. Red Replacement Step (14.2)