RUSSIAN CIVIL WAR
1918-1922

[1.0] INTRODUCTION

Russian Civil War is an historical simulation of the military and political conflict of 1918-1921 which abolished the Czarist regime and created the foundation of the modern Soviet Union. The basic game is designed for 3-6 Players, each of whom controls one or more factions among the revolutionary, counter-revolutionary, nationalist and interventionist forces which participated in the bloody chaotic struggle to determine Russia's future.

[2.0] GENERAL COURSE OF PLAY

Russian Civil War is designed for three to six Players, although the optional rules included allow the game to be played by any number of Players, as well as solitaire. In the basic, multi-Player game, each Player controls a number of forces, some of which may be unfriendly to each other. In general, each Player is competing against all of the other Players throughout the game by maneuvering his forces and engaging in combat in order to enhance his ability to gain Victory Points. When the game ends, each Player's performance is evaluated by comparing the Players' Victory Points. The Player with the largest number of Victory Points is judged the winner, while the remaining Players are ranked as "runners-up."

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22"x34" two section mapboard depicting Russia and several neighboring states is the playing area on which the unit counters are deployed and maneuvered. The land area is divided into provinces to regularize the movement and positioning of the playing pieces and to delineate various political boundaries and terrain features as required by the game rules. To facilitate locating a given province, the provinces are grouped into Regions and each Region is distinctively coded. Other map features are explained in the appropriate rules sections.

[3.2] THE PLAYING PIECES

Differently colored sets of playing pieces (henceforth known as "units") are supplied. These units represent the military leaders and combat forces which participated in the conflict. The units are distinguished by their color, and by the numbers and symbols printed on them. Most of the units are printed on both sides. In general, the strength and type of a given unit is indicated on the front of the unit, while geographical information is indicated on the reverse side of the unit. It is strongly recommended that the Players sort the units by type and color as this greatly facilitates setting up the game.

[3.21] Sample Units

Leader Unit

Leadership Value — Lenin 3 151 — Name / Identity Nr.

Combat Unit

Nationality / Combat Strength — BR 415 2 — Identity Nr.

[3.22] Summary of Unit Types

LEADER UNITS (Red and White only)

Front	Back
Trotsky 3 152	G Tver*
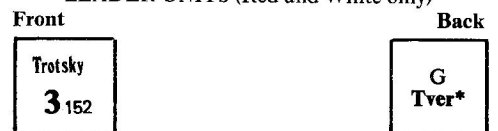
COMBAT UNITS (Red, White, Blue and Green)

Front	Back
US 417 2	S Vlad

IMPERIAL UNITS

Front	Back
Czar	Czar
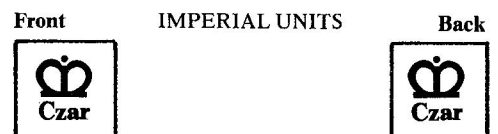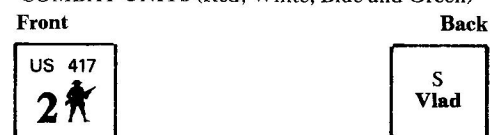
GAME MARKERS

PLAYER CONTROL MARKERS
(Red/White or Blue/Green)

Front   **Back**

★B   ☭B

NATIONALIST CONTROL MARKER
(Green only)

BA

INTERVENTIONIST CONTROL MARKER
(Blue only)

JA

POLITBURO MARKER

☭

ASSASSIN MARKER

WITHDRAWAL MARKER

BR Out
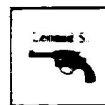
[3.23] Definition of Basic Terms

Combat Strength is the basic offensive and defensive power of a unit quanitified in Combat Strength Points.

Leadership Value represents a given Leader's command ability in comparison with other Leaders in the game. The Combat Strength of a given Leader is equivalent to the Leadership Value of that Leader.

Purge is a game mechanic which allows a Player or a group of Players to redistribute control of the Red military and political leadership depicted in the game.

Randomizer is any wide-mouthed, opaque container in which are placed various units which must be distributed in random fashion at some time during the game. Players must supply this item themselves. A coffee cup makes a good Randomizer.

Random Events occur during the Random Events Phase and attempt to simulate the unpredictable chain of events which exerted a strong influence on the course and outcome of the Russian Civil War.

[3.3] GAME CHARTS AND TABLES

The game makes use of several tables to organize data into an easily retrievable form. These are the Combat Results Table, the Purge Results Table, the Random Events Table and the Victory Point Chart, all of which are printed on the map. The use

of these graphic aids is explained in the appropriate rules sections.

[3.4] GAME PARTS INVENTORY

A complete game should include the following parts:

One Game Map (consisting of two 22x17 sections)
One Set Die-Cut Counters (400 pieces)
One Rules Folder
Two Dice
One Game Box with plastic tray

If any of these parts are damaged or missing, please write:

SPI Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules (not the design) of the game will be answered if accompanied by a stamped, self-addressed envelope. Send rules questions to the above address and mark the envelope "Rules Questions: **Russian Civil War.**" Phrase your questions so that they can be answered by a simple yes-no or one word.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Russian Civil War is played in successive turns called **Game-Turns**. Each Game-Turn consists of a series of **Player-Turns**, which is followed by a **Game-Turn Interphase** of several segments. The number of Player-Turns in a single Game-Turn is equal to the number of participating Players. Certain standardized functions are performed by one or more Players during the Interphase of each Game-Turn. During the Player-Turn series, the Player whose Player-Turn is in progress is called the **Phasing Player**. During his Player-Turn, the Phasing Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. Play continues in successive Game-Turns until the Victory Conditions for ending the game are satisfied, at which time the Victory Points Schedule is consulted and a winner is determined.

[4.2] GAME-TURN SEQUENCE OUTLINE

A. PLAYER-TURN SERIES

NOTE: Each Player-Turn consists of four Phases. The actions outlined for the First Player below are repeated by each Player in the sequence determined during the Player-Turn Sequencing Segment of the preceding Interphase. Each Player is considered to be the "Phasing Player" during the four Phases which compose his Player-Turn.

FIRST PLAYER-TURN

1. **Random Events Phase.** The Phasing Player rolls one die twice in succession and consults the Random Events Table. Subsequent action is governed by the Random Events Rules (see Section 12.0).

2. **Movement Phase.** The Phasing Player may move all, some or none of the units he controls within the limits provided by the Movement Rules (Section 5.0).

3. **Combat Phase.** The Phasing Player may use any of the units he controls to attack Enemy units. Combat is resolved in accordance with the Combat Rules (see Section 8.0).

4. **Randomizer Phase.** The Phasing Player picks one chit from the Auxiliary Forces Randomizer. If necessary, he should immediately deploy additional Player Control Markers to distinguish new units placed under his control (see Case 12.13).

Note: After **all** of the participating Players have completed a Player-Turn identical to that just described, play proceeds through a Game-Turn Interphase as outlined below.

B. GAME-TURN INTERPHASE

1. **Game-Turn Indication Segment.** The First Player advances the Game-Turn Marker one space on the Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

2. **Replacement Segment.** The First Player (aided by the other Players) redeploys previously eliminated combat units in accordance with the Replacement Rules (see Section 9.0).

3. **Player-Turn Sequencing Segment.** The First Player draws one marker from the Player-Turn Randomizer. The Player whose Control Marker is selected is designated the new First Player for the remainder of the current Game-Turn. The Player to the left of the new First Player becomes the Second Player and the remaining Players are assigned a new position in the Sequence of Play by proceeding around the table in clockwise fashion.

[5.0] MOVEMENT

GENERAL RULE:

There are three basic types of movable units in the game: combat units, Imperial units and Leader units (henceforth referred to as "leaders"). There are no Movement Allowances printed on the unit counters. Combat units can only be moved by an accompanying Leader unit of the same color (exception: see Cases 5.6, 5.7 and 13.25). In effect, a Leader may attach and transport the otherwise immobile combat units. While Leaders have the ability to move independently, combat and Imperial units cannot. All Leaders have a Movement Allowance of **five** Movement Points.

PROCEDURE:

During the Movement Phase of his Player-Turn, the Phasing Player may move as many or as few of his Leaders (and any combat units they attach and transport) as he desires. Each Leader may be moved as many or as few provinces as the Player desires so long as an individual Leader's Movement Allowance is not exceeded in a single Movement Phase.

Leaders may be moved individually (in any order the Player desires), or in company with other Leaders, combat units or Imperial units. Any aggregation of units which is moved together as one stack is considered a "force." Forces must be moved one at a time. Once a force has been moved and the Player's hand withdrawn, no portion of that force may be moved again during the same Movement Phase. Unused Movement Points may neither be accumulated from Phase to Phase, nor transferred from unit to unit.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units may be moved; he may choose to move all, some or none of his units. No combat is permitted during the Movement Phase.

[5.12] Movement is calculated in terms of **Movement Points.** A Leader expends Movement Points from its total Movement Allowance when moving across the map, at the rate of **one** Movement Point for each **province** it enters (exception: see Case 5.5).

[5.13] A Leader may attach and/or detach any eligible combat units of the Leader's color in any province during his movement (including the province the Leader occupies at the start of his

movement). Combat units moved by a Leader are considered "under the command" of that Leader; a Leader and his attached combat units are referred to as a "force." There is no additional Movement Point cost for a Leader to attach, transport or detach combat units.

[5.14] The maximum number of combat units which a Leader may attach is equal to the Leadership Value of that Leader. For example, a White Leader with a Leadership Value of "3" could attach (and transport) a maximum of three (White) combat units (exception: see Cases 13.22 and 13.25).

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] Movement may never take place out of sequence. A Player's units may only be moved during his own Movement Phase. During all other Phases, that Player's units may **not** be moved.

[5.22] Red and White combat units may only be moved by a Leader of the appropriate color (Red combat units are moved by Red Leaders; White combat units are moved by White Leaders). There are no Blue or Green Leaders. There are special rules which govern the movement of Blue and Green units (see Cases 5.6 and 5.7). There are also special rules which govern the movement of Imperial units (see Section 13.0).

[5.23] One Movement Point must be expended from the Movement Allowance of a unit for each **province** the unit enters during a Movement Phase (exception: see Case 5.5). Note: Only Red and White **Leaders** and Blue and Green **combat** units possess a Movement Allowance.

[5.24] All movement must be executed from one province to another **contiguous** province. Units may **not** skip or jump from one province to any nonadjacent province.

[5.25] Any unit which moved as part of a stack (or force) under the command of a given Leader may neither move alone nor move again under the command of a different Leader during the same Player-Turn.

[5.26] A combat unit attached to (stacked under) a given Leader may not be attached or transported by any other Leader. A Leader and its attached combat units may, however, be moved together, accompanied by other Leaders, as part of a larger force.

[5.27] A unit (or force) may freely enter **or** exit a province regardless of the presence of other units in the province being entered or exited. A unit (or force) may **not**, however, both enter **and** leave a province during the same Movement Phase if the province entered is occupied by a unit of a **different** color than the color of the moving unit(s). A unit (or force) must immediately stop upon entering a province occupied by a different colored unit and may move no farther during that Movement Phase (exception: see Case 13.23). There is no additional Movement Point cost to enter or leave a province occupied by other units, regardless of the color or orientation (Friendly or Enemy) of the units involved.

[5.28] A unit may never expend more Movement Points than its total Movement Allowance in a single Movement Phase. A unit may expend all, some or none of its Movement Points in any one Game-Turn, but unused Movement Points may not be accumulated from one Game-Turn to another or transferred to another unit.

[5.3] TERRAIN EFFECTS ON MOVEMENT

[5.31] Units are prohibited from entering Sea or Lake areas (see the Terrain Key on the map).

[5.32] White units (only) **are** permitted to move directly from Taurida to Kuban via the Kerch Straits.

[5.33] Units are prohibited from moving directly from Petrograd to Livonia due to the presence of Lake Pskov.

[5.34] Combat and Leader units may never be voluntarily moved off the map (exception: see Case 5.66). There are special rules governing the removal of Imperial units from the map (see Case 13.3).

[5.35] The movement of certain Blue and Green units is geographically restricted (see Cases 5.6 and 5.7).

[5.36] There are special rules governing the movement of units by Rail (see Case 5.5).

[5.37] The Cities printed on the map have **no effect** on game play. They are included simply as historical reference points.

[5.4] STACKING EFFECTS ON MOVEMENT

[5.41] Stacking or unstacking units in the same province is considered a type of movement. There is no additional Movement Point cost involved in stacking or unstacking units; however, a Player's units may only be stacked or unstacked during his **own** Movement Phase. During all other Phases, that Player's units may not be voluntarily rearranged (exception: see Purge, Case 11.21).

[5.42] A force may not end a Movement Phase in violation of the Stacking Limits (see Stacking, Section 7.0).

[5.5] RAIL MOVEMENT

[5.51] Only Red and White units may use Rail Movement.

[5.52] A Red or White force (or Leader) which begins its Movement Phase in a province traversed by a Railline may move into or through an unlimited number of contiguous Rail-connected provinces. Rail Movement, however, is **not** exempt from the restrictions of Case 5.27. Units moving by Rail must stop upon entering a province occupied by a unit of a different color.

[5.53] Rail Movement is executed during the regular Movement Phase. Rail Movement expends no Movement Points, regardless of the distance it permits a force to move. Rail Movement may **not**, however, be combined with normal overland movement during the same Movement Phase. Thus, a Red or White force may either use Rail Movement or normal overland movement, **but not both** during a single Movement Phase.

[5.54] The ability of a Leader to attach, transport and/or detach units is not impaired when the Leader is using Rail Movement.

[5.55] Although Rail Movement does not require the expenditure of Movement Points, combat units may only be moved by Rail by a Leader of the appropriate color.

[5.6] HOW TO MOVE BLUE [INTERVENTIONIST] UNITS

The Blue units represent the foreign intervention forces which participated in the Russian Civil War. A total of nine different nationalities are represented, including Germany (GE), Czechoslovakia (CZ), France (FR), Hungary (HU), Rumania (RU), Greece (GR), Japan (JA), the United States (US), and Great Britain (BR). The last seven of these nationalities are collectively referred to as "the Allies."

All Blue units are combat units; there are no Blue Leaders. Blue units are moved in accordance with the general Movement Rules as modified by the following special rules.

[5.61] There are five Blue Control Markers in the Auxiliary Forces Randomizer. One of these Markers controls each of the following nationalities: FR (France), BR (Great Britain), US (United States), JA (Japan) and CZ (Czechoslovakia). These Markers are gradually distributed among the Players during the Randomizer or Random Events Phase of each Player-Turn. Possession of a Blue Control Marker permits a Player to move all, some or none of the corresponding Blue combat units during the Movement Phase of his Player-Turn.

[5.62] The Blue units that lack a corresponding Control Marker, including the Hungarian (HU), Rumanian (RM), Greek (GR) and German (GE) units, may never be moved or controlled by any Player, and, thus, may never attack, although they must defend when attacked.

[5.63] Any Blue unit which may be moved possesses a Movement Allowance of **three** Movement Points.

[5.64] Blue units may not use Rail Movement.

[5.65] Czechoslovakian and Japanese units may never enter a province outside of the **Siberian Region.** Other movable Blue units may enter any province on the map.

[5.66] Czechoslovakian units may exit the map for Victory Point purposes only from the Vladivostok province in Siberia (see Case 14.45). There is no Movement Point cost to a unit which is removed from the map for Victory Point purposes.

[5.67] There are five Blue Withdrawal Markers in the Auxiliary Forces Randomizer. At the instant a Blue Withdrawal Marker is selected from the Randomizer, all Blue units of the corresponding nationality are permanently removed from the map. Note: Blue units which were previously eliminated in combat are never withdrawn—only units in provinces on the map are withdrawn.

[5.7] HOW TO MOVE GREEN [NATIONALIST] UNITS

The Green units represent regional nationalist forces which sought independence during the Civil War. A total of seven different nationalist areas are represented, including the Baltic Provinces (BA); Byelorussia (BY); the Ukraine (UK); the Trans-Caucasus Region (TC); Siberia (SB); Finland (FN); and Poland (PO). **NOTE:** Byelorussia is designated "White Russia" on the mapboard. All Green units are combat units; there are no Green Leaders. Green units are moved in accordance with the general Movement Rules as modified by the following special rules.

[5.71] Each distinct nationalist force is represented by a Green Control Marker. Possession of a Green Control Marker permits a Player to move all, some or none of the corresponding Green combat units during the Movement Phase of his Player-Turn.

[5.72] All Green combat units have a Movement Allowance of **three** Movement Points.

[5.73] Green units may not use Rail Movement.

[5.74] Green units may never enter a province outside of their "home" region (exception: see Cases 5.75 and 5.76). Ukrainian units, for example, may only move within the Ukraine region.

[5.75] Finnish units may only enter the following provinces: Archangel, Olonetz, Petrograd, and Finland.

[5.76] Polish units may enter any province in any of the following regions: Greater Russia, White Russia, the Baltic region, or the Ukraine region. Polish units may, of course, enter Poland also. Polish units may never enter any of the following regions: the Cossack region, the Trans-Caucasus region, or the Siberia region.

[6.0] ZONES OF CONTROL

GENERAL RULE:

Unlike many other SPI games, the units in this game do **not** possess any type of "Zone of Control." A unit only influences the province it physically occupies, and only to the extent of prohibiting the movement of different colored units **through** that province during a single Movement Phase.

[7.0] STACKING
[Vertical Arrangement of Units]

DEFINITION:

Generally, the act of combining units within the same province into a single force by placing one unit on top of another is called "Stacking." Conversely, dividing a stacked force into its component units is accomplished by "unstacking" .that force. A **force** composed of two or more stacked units is also referred to as a "stack."

GENERAL RULE:

During his own Movement Phase (only), the Phasing Player may reorganize his forces by stacking or unstacking any of the units he controls. Stacking or unstacking operations never expend Movement Points.

CASES:

[7.1] STACKING LIMITATIONS AND PROHIBITIONS

[7.11] A single stack may contain a maximum of **five** combat and/or Leader units in any practicable combination. In addition, a single stack may contain **one** Player Control Marker and **either** or **both** Imperial units.

[7.12] Units controlled by different Players may never be stacked together.

[7.13] Different colored units may never be stacked together (exception: see Cases 7.11 and 13.25).

[7.14] Blue (or Green) units of different nationalities may never be stacked together, even if such units are controlled by a single Player.

[7.15] There is no limit to the number of stacks which may simultaneously occupy a given province.

[7.16] Units which are not controlled by any Player remain stacked as in the original deployment at the beginning of the game. Of course, such stacks may be disturbed to extract combat and/or epidemic losses.

[7.2] STACKING POSITION AND UNIT TYPES

[7.21] When a combat (or Imperial) unit is attached to a Leader, it is stacked directly under that Leader. Combat units stacked directly under a given Leader are considered attached to that Leader for Movement and Combat purposes.

[7.22] The Leadership Value of a given Leader indicates the maximum number of **combat** units which may be attached (stacked under) that Leader (exception: see Cases 13.22 and 13.25).

[7.23] The counter mix provides six distinct sets of Player Control Markers. At the beginning of the game, one set of these Control Markers is assigned to each Player. At all times during the game, each Player uses one of his Control Markers to distinguish each and every force (or stack) of units which he controls. This is indicated by placing a Control Marker on the top of each stack. Each Control Marker possess either a Red/White or a Blue/Green color scheme. When Placed on top of a force on the map, the face-up color of the Control Marker should indicate the color of the units beneath it.

[7.3] EFFECT ON COMBAT

[7.31] The attacker must attack all of the units in a single stack together; the Combat Strengths of all the units in a single stack are totalled, and this total Strength is attacked. Units in a single stack may not be attacked individually.

[7.32] The units in an attacking stack must participate in a single combined attack; the Combat Strengths of all of the units in an attacking stack are combined into a total Attack Strength. Units in a single stack may not attack individually nor may any unit in an attacking stack be withheld from the attack or its results.

[7.33] The units in two or more stacks may combine their Combat Strengths to attack a single defending stack as long as the restrictions of Section 8.0 are not violated.

[7.34] Separate stacks may **not** be combined in defense. Each stack in a given province must be attacked separately.

[8.0] COMBAT

COMMENTARY:

The following Combat Rules introduce what is probably the most unusual aspect of **Russian Civil War**; the concept of a single Player controlling two or more mutually hostile forces. A given Player, for example, will probably control both Red and White units capable of attacking one another at the Owning Player's option. This seemingly paradoxical combat becomes logical after a careful study of the Victory Conditions in Section 14.0. Basically, a Player gains Victory Points for each unit he eliminates in combat during the game. However, a given Player's Victory Point total is modified by the overall outcome of the game. Thus, a Player may ultimately benefit by **selectively** attacking his own units with other units he controls. In order to avoid initial confusion, we emphasize that the tactic of attacking one's own units is entirely permissable. Of course, attacking opposing units controlled by other Players is also allowed.

GENERAL RULE:

During the Combat Phase, combat may occur between any units controlled by the Phasing Player and any **opposing** units which occupy the same province, at the option of, and in any sequence selected by, the Phasing Player. When resolving any combat which the Phasing Player elects to execute, the units of the Phasing Player are used to attack and the Phasing Player is considered the attacker. Units which are attacked by the Phasing Player must defend. These units may be controlled by any Player (including the Phasing Player himself). The Player who controls the defending units is considered the defender. Note that when the Phasing Player attacks his own units, he is both the attacker and the defender.

PROCEDURE:

Total the Combat Strength Points of all attacking units involved in a specific attack (against the same defending unit or stack of defending units). Compare this total to the total Combat Strength of all the defending units which are the object of that specific attack. State the comparison as a ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one. The attacker then rolls the die. The result indicates a line on the Combat Results Table (8.5), which is

cross-indexed with the column representing the combat ratio (or odds). The intersection of line and column yields a combat result. This should immediately be applied to the involved units, before going on to resolve any other combat. Units which are eliminated in combat are immediately removed from the map by the **Owning** Player and placed in the appropriate box on the Victory Point Chart (14.5).

CASES:

[8.1] DEFINITION OF OPPOSING FORCES [Friendly and Enemy Units]

[8.11] Units are opposed to one another strictly on a **color** basis. Units which are opposed to each other are mutual enemies, even if controlled by a single Player. Units which are not opposed are considered Friendly to each other, even if controlled by different Players.

[8.12] Red units oppose all non-Red units.

[8.13] White units oppose Red and Green units (only).

[8.14] Green units oppose Red and White units (only).

[8.15] Blue units oppose **only** Red units.

[8.2] WHICH UNITS MAY ATTACK

[8.21] During a Combat Phase, only units which are controlled by the Phasing Player may participate in attacks. The non-Phasing Players' units may never participate in an **attack** during a Combat Phase.

[8.22] Units may only attack opposing (Enemy) units. Friendly units of different colors **may** combine their Combat Strengths to attack a unit which is their **common** Enemy. For example, White and Green units may combine to attack a Red unit. No unit, however, may participate in an attack against a Friendly unit.

[8.23] Only units which occupy the same province as an opposing Enemy unit (or stack) may participate in an attack against that Enemy unit. No combat is permitted except between opposing units which occupy the same province during a Combat Phase (exception: see Case 8.3).

[8.24] Attacking is completely voluntary; the Phasing Player's units are never compelled to attack opposing units which occupy the same province.

[8.25] No unit may attack or be attacked more than once during a single Combat Phase.

[8.26] For Combat purposes, a Leader has a Combat Strength equal to its Leadership Value. A Leader with a Leadership Value of "3" possesses **three** Combat Strength Points for either attack or defense. Leaders may be eliminated exactly like combat units.

[8.27] A unit's Combat Strength is indivisible; it may **not** be apportioned to more than one attack.

[8.28] Red and White combat units may only participate in attacks when attached to a Leader. Red and White combat units defend normally when not attached to a Leader.

[8.29] The Phasing Player may freely examine the counters of any force or stack on the map any time during his Player-Turn. Examination of a given force does **not** obligate the Phasing Player to attack that force.

[8.3] SUBVERSIVE ATTACK

Subversive Attack is a special type of combat which represents the demoralizing effect of revolutionary propaganda which the Reds employed against various Interventionist forces. The use of Subversive Attacks is governed by the general combat rules as modified by the following Cases:

[8.31] A Subversive Attack may only be made by Red units which are in one or more provinces **adjacent** to a province occupied by a Blue unit. For Subversive Attack purposes, any two provinces are considered adjacent if they share a common border, which is passable by units during a Movement Phase. Red units may **not** employ a Subversive Attack against Blue units which occupy the same province as the attacking Red units.

[8.32] Red units in different provinces may combine their Combat Strengths for subversive attacks. Note, however, that all Red units which participate in a Subversive Attack must occupy a province which is adjacent to the province occupied by the attacked Blue unit(s).

[8.33] Subversive Attacks are resolved according to the normal Combat procedure (see 8.0). Combat rules, however, are interpreted differently when resolving a Subversive Attack (see below):

1) "Ae" and "Ex" results have no effect on either the Red or Blue units involved.

2) A "De" result eliminates all Blue defending units exactly as in normal combat.

[8.4] EXPLANATION OF COMBAT RESULTS

[8.41] "Ae" = Attacker Eliminated: All attacking units which participated in the combat are eliminated.

[8.42] "De" = Defender Eliminated: All defending units involved in the combat are eliminated.

[8.43] "Ex" = Exchange of Losses: The total Attack Strength involved in the combat is compared to the total Defense Strength. The units which comprise the **smaller** total (either all the attacking units or all the defending units) are totally eliminated. Then, at least an equal number of Combat Strength Points are eliminated from the opposing force.

[8.44] Units eliminated in combat are removed from the map by the Owning Player. When part of a force is eliminated due to an "Ex" combat result, the Owning Player may select which units to lose, but he may **not** rearrange or alter the composition of stacked forces after deducting the proper number of eliminated Strength Points.

[8.45] Defending units eliminated in combat are removed from the map and immediately placed on the Victory Point Chart (14.5) in the section corresponding to the attacking Player. Attacking units eliminated in combat are removed from the map and immediately placed on the Victory Point Chart in the section corresponding to the defending Player. Note that when a Player attacks his own units with opposing units which he also controls, the eliminated units are placed in his own section of the Victory Point Chart.

EXAMPLE: Player A (the Phasing Player) resolves an attack in which ten Strength Points which he controls attack five Strength Points controlled by Player B. An "Ex" combat result occurs. All five Strength Points controlled by Player B are removed from the map and immediately placed on the Victory Point Chart in the section designated "A" (the section which corresponds to Player A). Player A then eliminates five Strength Points from his force of ten Strength Points and places the eliminated units on the Victory Point Chart in section designated "B."

[8.46] Attacking units eliminated in combat against a unit (or stack) which is not controlled by any Player are removed from the map and placed in the "unassigned" section of the Victory Point Chart. If an uncontrolled force is partially eliminated due to an "Ex" combat result, the attacking Player chooses which of the opposing units are eliminated.

[8.47] No attack may be made at less than 1:2 odds.

[8.48] An attack made at greater than 6:1 odds is resolved as though the odds were actually 6:1. In all other instances, a Player must resolve his attacks at the actual computed odds.

[8.5] COMBAT RESULTS TABLE
[See the map.]

[9.0] REPLACEMENT OF COMBAT UNITS

GENERAL RULE:
During the Replacement Phase of each Game-Turn, all eligible combat units which were previously eliminated by either combat or epidemics are removed from the Victory Point Chart and replaced on the map in the appropriate province (indicated by the province and region code printed on the unit). Replaced combat units may not be stacked with any other unit when first returned to the map. In all other respects, replaced units are treated like any other combat unit. Previously eliminated combat units which may not be replaced due to the restrictions of the following Cases remain stationed on the Victory Point Chart.
CASES:

[9.1] WHICH UNITS MAY BE REPLACED

[9.11] Only Red, White and Green combat units may be replaced. Leaders, Imperial units and Blue units may **never** be replaced.

[9.12] During the Replacement Phase of each Game-Turn, Players should examine each combat unit on the Victory Point Chart and its corresponding province. A unit may not be replaced during the Replacement Phase if its corresponding province is occupied by an opposing unit (see Case 8.1), unless the province is also occupied by at least one combat or Leader unit of the same color as the replacing unit. For example, if the Don Cossack province in the Cossack region on the map was occupied by a Red unit, the Don Cossack combat unit (identity #212) could only be replaced if: A) it was on the Victory Point Chart; and B) the Don Cossack province was occupied by at least one **White** Leader or combat unit.

[9.13] Red combat units may never be replaced during a Replacement Phase if either Tver or Petrograd (both provinces in Greater Russia) is occupied by a non-Red unit, unless the Enemy-occupied province(s) is also occupied by at least one Red unit. EXAMPLE: **No** Red combat units could be replaced if during the Replacement Phase a Green, White or Blue unit occupied Petrograd and there were no Red units in Petrograd.

[9.14] No Red combat units may be replaced during the first Replacement Phase which occurs after either Lenin (identity #151) or Trotsky (identity #152) is eliminated either by combat or Assassination. Note: If Lenin and Trotsky are both eliminated during the same Game-Turn, Red replacements are suspended for **two** full Game-Turns (i.e., no Red combat units could be replaced for two consecutive Replacement Phases).

[9.15] Combat units of a given color (either Red or White) may never be replaced after all of the Leaders of that color have been eliminated.

[9.16] No units may be replaced after the Fifth Game-Turn.

[9.17] During the Replacement Phase, all replacements are assumed to occur simultaneously. Thus, for example, a White unit being replaced in Kharkov does not prohibit a Green unit from being replaced in Kharkov during the same Replacement Phase.

[9.18] A given combat unit may be replaced each and every Game-Turn as long as its replacement does not violate any of the restrictions of Case 9.1.

[10.0] ASSASSINATION

COMMENTARY:
Assassin Markers, representing individual assassins or terrorist conspiracies, are used in the following Assassination Rules. During the game, Assassin Markers are distributed among the Players either on the First Game-Turn or during the Randomizer or Random Events Phase of any Player-Turn. Assassin Markers are never placed on the map. A Player indicates that he controls an Assassin Marker by placing it in his section of the Victory Point Chart. Assassin Markers may be freely traded among Players at any time during the game by simply repositioning the Marker on the Victory Point Chart. Such a trade must be the result of a mutual agreement by the Players involved.

GENERAL RULE:
At any time during his Player-Turn, the Phasing Player may attempt to assassinate any Leader which occupies the same province as a Leader controlled by the Phasing Player. The Phasing Player must expend **at least one** Assassin Marker for each assassination attempt he makes.

PROCEDURE:
If the Phasing Player controls at least one Assassin Marker, he may attempt an assassination any time during his Player-Turn by simply declaring which Leader he is attempting to assassinate and the number of Assassin Markers he will employ in the assassination attempt. When such a declaration is made, all other game functions are suspended until the assassination attempt is resolved. In order to resolve an assassination attempt, the Phasing Player rolls two dice. If only one Assassin Marker is being employed in the attempt, the dice total obtained is immediately compared to the Leadership Value of the Leader whose assassination is being attempted. If **two** or more Assassin Markers are utilized in the attempt, the total obtained by rolling two dice is raised by one integer for each additional Marker employed in the attempt. In either case, the Leadership Value of the "victim" Leader is then subtracted from the modified total of the dice throw. If the final result is "7" or greater, the assassination attempt is successful. If the result is less than "7," the assassination attempt fails.

EXAMPLE: The Phasing Player attempts to assassinate a Leader with a Leadership Value of "3" and he employs **three** Assassin Markers in the attempt. The total he obtains by rolling two dice is "7." This total is raised by two (2) because two **additional** Assassin Markers are being employed. Thus, the modified dice total is "9." When the Leadership Value of the intended "victim" is subtracted from the modified dice total, the result is "6." The assassination attempt is unsuccessful.

CASES:

[10.1] ASSASSINATION LIMITATIONS AND PROHIBITIONS

[10.11] A Player may only attempt an assassination during his **own** Player-Turn.

[10.12] A Player must control at least one Assassin Marker to attempt an assassination. At least one Assassin Marker must be expended for each assassination attempt made (see Cases 10.22 and 10.23).

[10.13] The Leader whose assassination is attempted, must occupy a province which is also coccupied by a Leader controlled by the Phasing Player. Only Leaders on the map may be assassinated. The Czar may **not** be assassinated (see Case 13.5).

[10.14] The color of Leader units involved in an assassination attempt has no effect. For example, the Phasing Player may attempt to assassinate a Red Leader in a province occupied by either a Red or a White Leader which he controls.

[10.15] A Player may attempt to assassinate a Leader which he himself controls (in which case he must have **another** Leader present in that same province).

[10.16] An unlimited number of Assassin Markers may be employed in any single assassination attempt.

[10.17] An unlimited number of assassination attempts may be made against a given Leader during a single Player-Turn. Each attempt, however, must be resolved separately according to all the restrictions of Case 10.1.

[10.2] EFFECT OF ASSASSINATION

[10.21] A Leader who is the victim of a successful assassination attempt is permanently eliminated. The Phasing Player should immediately remove the Leader from the map and place it in his section of the Victory Point Chart. A Leader who survives an unsuccessful assassination attempt remains in play on the map.

[10.22] All Assassin Markers employed in a **successful** assassination are immediately removed from the Victory Point Chart and transferred to the Auxiliary Forces Randomizer by the Phasing Player.

[10.23] All Assassin Markers employed in an **unsuccessful** assassination attempt are repositioned on the Victory Point Chart in the section belonging to the Player who controls the Leader whose assassination was attempted. These Markers are now considered under **his** control and he may trade them or use them in any fashion he chooses.

[11.0] PURGE

COMMENTARY:

In **Russian Civil War**, the Purge Rules permit the Players to decisively influence the outcome of the game through **diplomatic** interaction. Basically, any Player, or group, which controls the majority of **Red** political power may use the Purge mechanic to threaten other Players to do their bidding and punish a disobedient Player by "purging" his Red Leaders, thus removing them from his control. Purge may also be used to "purify" the Red cause by depriving a "pro-White" Player of his Red Leaders.

Politburo Markers, representing the major political figures who directed the Red war effort, are used in the following Purge Rules (also see Case 13.5). Politburo Markers are distributed among the Players on the First Game-Turn. Politburo Markers are never placed on the map. A Player indicates he controls a Politburo Marker by placing it in his section of the Victory Point Chart. Politburo Markers may be freely traded among Players at any time during the game by simply repositioning the Marker on the Victory Point Chart. Such a trade must be the result of a mutual agreement by the Players involved.

GENERAL RULE:

At any time during the Player-Turn series of a Game-Turn, a Purge may be conducted by the members of the Central Committee of the Politburo against any Player who is **not** a member of the Central Committee (see Case 11.1). The Committee members may combine their strengths and use this combined strength to Purge a single Player who is not a member of the Central Committee. Alternatively, each Committee member may use his own strength to resolve a separate Purge against any Player who is not a member. A given Player may be Purged more than once in a Game-Turn, however, no Player may **participate** in more than **one** Purge per Game-Turn. A Player who is a member of the Central Committee and participates in a Purge is called a "Purging" Player. A Player who is subject to a Purge is a "Purged" Player.

PROCEDURE:

All other game functions are temporarily suspended when the Central Committee members declare a Purge. If the Central Committee wishes to Purge as a group, it must **first** collectively agree on which non-Committee Player will be Purged and how the results of the Purge will be distributed among the Committee members. If the Committee members cannot unanimously agree on how to resolve these matters, each Committee member must Purge individually. If the Committee members Purge individually, their Purges are resolved in the same order in which their Player-Turns occur during the current Game-Turn.

Once the Committee as a whole, or the individual Purging Player, declares which Player is being Purged, the Leadership Values of all **Red** Leaders that are controlled by the Purging Player(s) are totalled. Next, the total number of Politburo Markers controlled by the Purging Player(s) is added to the Red Leadership total. The result, known as the Purge Strength, corresponds to a vertical column on the Purge Table (Case 11.4).

The Purging Player (or a member chosen by the Committee) rolls two dice and totals their face values. The result determines a horizontal line on the Purge Table. The Purge is resolved by immediately applying the result indicated where line and column intersect on the Purge Table according to the Explanation of Purge Results detailed in Case 11.2. After the Committee's Purge(s) and any resulting Counterpurge(s) are completely resolved, the normal play routine is resumed immediately.

CASES:

[11.1] CONSTITUTION OF THE CENTRAL COMMITTEE

[11.1] Any individual, or group of Players, who collectively control at least eight (8) Politburo Markers and who **unanimously** consent to each other's membership on the Committee, constitutes the Central Committee of the Politburo for Purge purposes.

[11.12] The only effective course of action by which an individual member may object to any policy adopted by the other members of the Central Committee is to withdraw his own membership. After such a withdrawal, if the remaining Committee members cannot fully satisfy the requirements of Case 11.11, the Central Committee is considered **dissolved** and may not function for Purge purposes.

[11.13] The Central Committee may be reformed according to the requirements of Case 11.11 any number of times in a single Game-Turn. No Player, however, may participate in more than one Purge in a single Game-Turn. A Player **may** participate in more than one **Counterpurge** in a single Game-Turn (see Case 11.24).

[11.14] A Player may never be Purged while he is a member of the Central Committee. A Committee member, however, may be Counterpurged.

[11.2] EXPLANATION OF PURGE RESULTS

[11.21] **Number result:** The Purging Player(s) may immediately take control of the indicated number of **Red Leadership Value Points** that are presently controlled by the Player who was Purged. The Purging Player(s) chooses which **Red** Leaders he wants as long as the total Leadership Value of the chosen Leaders does not exceed the number result on the Purge Table. The Purging Player simply removes the Purged Player's Control Marker from the chosen Leader(s) and replaces it with one of his own Player Control Markers (see Case 7.23). Combat and/or Imperial units attached to a "Purged" Leader remain attached to that Leader (i.e., the Purging Player. gains control of such units). If a portion of a stack is Purged so that part of the stack is controlled by one Player and part by another, the stack is immediately divided into two forces and each Player places his Player Control Marker on top of the force he controls. Note: White Leaders and Red Leaders on the Victory Point Chart may never be Purged (see also Cases 11.22 and 11.23).

EXAMPLE: Player A Purges Player B and obtains a Purge result of two (2). Player A may immediately take control of either one Red Leader which possesses a Leadership Value of "2," or two Red Leaders, each of which has a Leadership Value of "1." Of course, the chosen Leader(s) must have been controlled by Player B prior to the Purge.

[11.22] Instead of taking control of a Red Leader, a Purging Player may take a Politburo Marker from a Purged Player. However, each Politburo Marker "costs" the equivalent of two (2) Red Leadership Value Points. Thus, in the example given in Case 11.21, Player A could have taken one Politburo Marker from Player B (assuming Player B possessed it) instead of taking **any** Red Leadership Value Points. When a Politburo Marker is "Purged" it is simply repositioned on the Victory Point Chart.

[11.23] When the Central Committee Purges as a group, it must unanimously agree beforehand how any successful "Purged" Points will be divided. Once the dice are rolled to resolve the Purge, this agreement is considered binding upon all of the members of the Committee. The members may not alter this agreement in any manner once the Purge resolution die roll is executed. Successfully "Purged" Points must then be distributed according to the original agreement to the greatest possible extent.

EXAMPLE: Players A, B and C unanimously agree to Purge Player D and divide any successfully Purged Points as equally as possible, in alphabetical order. The Purge result indicates the number "2." This result is effected as follows: Players A and B each take control of one of Player D's Red Leaders (each of which possesses a Leadership Value of "1"). Player C gains nothing. Note: Due to their original agreement, neither Player A or B could take control of one of Player D's Politburo Markers because a more equitable distribution was possible.

[11.24] **"C" result (Counterpurge):** The Player being Purged (or Counterpurged) **may** immediately Counterpurge the Purging Player (or any member of the Central Committee if it is conducting a joint group Purge). The Counterpurging Player follows the regular Purge procedure, except in determining his Purge Strength he **doubles** the number of Politburo Markers he controls (also see Cases 11.25 and 11.26).

[11.25] Once a Counterpurge begins, a maximum of two Players may be involved; the Counterpurging Player and only **one** of the original Purging Players.

[11.26] A Purge may result in any number of Counterpurges, which **may** continue until a number result is obtained by one of the involved

parties. When this occurs, the original Purge is considered resolved. Note: A Player is never forced to Counterpurge. If a Player declines an opportunity to Counterpurge, the original Purge which initiated the Counterpurge is considered resolved.

EXAMPLE: A Counterpurge result is obtained when the Central Committee (composed of Players A, B and C) Purges Player D in a joint group Purge. Player D elects to Counterpurge Player A (only). Henceforth, no Player other than Player A or Player D may be involved.

[11.27] Any result gained in a Counterpurge is exempt from the intent of Case 11.23. If a Central Committee member conducts a successful Counterpurge, he is **not** obligated to divide the result according to the original agreement.

[11.3] SPECIAL POLITBURO AND PURGE RESTRICTIONS

[11.31] Only Red Leaders on the map and Politburo Markers may be "Purged." White Leaders and Red Leaders on the Victory Point Chart may never be Purged.

[11.32] If either Lenin (I.D.#151) or Trotsky (I.D.#152) is eliminated, the Player who controlled that Leader must immediately sacrifice one Politburo Marker which is immediately placed in the Auxiliary Forces Randomizer. If the concerned Player has no Politburo Markers at the time, this rule should be ignored.

[11.4] PURGE TABLE
(See the map.)

[12.0] RANDOM EVENTS

COMMENTARY:
The Russian Civil War was a chaotic struggle distinguished by (usually) brief foreign interventions, the wavering loyalties of various involved forces, and a casualty toll of more than 25 million, mostly attributable to disease, starvation and other non-battle causes. The Random Events Rules attempt to simulate the unpredictable chain of events which exerted an exceptionally strong influence on the course of the war.

GENERAL RULE:
During the Random Events Phase of his Player-Turn, the Phasing Player rolls one die twice in succession; the first die roll determines which **horizontal line** to read on the Random Events Table (12.2), while the second die roll corresponds to a **vertical column** on the same Table. The result indicated where line and column intersect is read aloud by the Phasing Player and then immediately effected according to the Explanation of Random Events (Case 12.1).

CASES:

[12.1] EXPLANATION OF RANDOM EVENTS TABLE RESULTS

[12.11] **Epidemic:** An Epidemic result indicates one or more provinces as being currently disease-ridden. The Phasing Player must immediately remove the strongest combat unit in each Red, Green and White stack in each of the indicated provinces. The removed units should be placed in the "Unassigned" section of the Victory Point Chart. The combat unit removed from each stack in a diseased province should be the unit with the largest Combat Strength. If two or more units have equal Strengths (and there is no weaker combat unit in the stack), the topmost combat unit is removed. Blue combat units, Imperial units and Leaders are **never** affected by an Epidemic. The Epidemic cannot affect units which enter a diseased province **after** the Random Events Phase. Only units in a province during a Random Events

Phase are affected by an Epidemic which occurs during that Phase. Note: As an aid for locating an Epidemic province, each province name is shaded the same color as the region in which it is located.

[12.12] **Subversive Attacks Doubled.** During the Combat Phase of the **current** Player-Turn (only), the combat Strengths of all Red units participating in Subversive Attacks are doubled (see Case 8.3).

[12.13] **Draw from the Randomizer.** The Phasing Player must immediately pick one chit from the Auxiliary Forces Randomizer. He then takes the action explained below, according to the type of chit which was drawn.

1) Assassin Marker: The Player simply places the Marker in his section of the Victory Point Chart. This Marker may be used as explained in Section 10.0.

2) Blue (Interventionist) or Green (Nationalist) Control Marker: The Player places the Marker in his section of the Victory Point Chart. Next, he places an appropriate colored Player Control Marker on each unit or force corresponding to the drawn Marker (see Cases 5.61, 5.71 and 7.23). Note: If a Player draws a **Blue** Control Marker corresponding to a force which was previously withdrawn, or **totally** eliminated earlier in the game, the Player may immediately draw again. Conversely, if a Player draws a **Green** Control Marker corresponding to a force which was previously totally eliminated, he is **not** entitled to a substitute draw.

3) Blue (Interventionist) Withdrawal Marker: The Player immediately removes all of the corresponding Blue combat units from the map (excluding units on the Victory Point Chart). These units, along with the corresponding Withdrawal Marker should be permanently removed from play (they are **not** placed on the Victory Point Chart). Note: If a Player draws a Withdrawal Marker and the corresponding force was **totally** eliminated earlier in the game, the Player may immediately draw a different chit from the Randomizer.

[12.2] RANDOM EVENTS TABLE
(See the map.)

[13.0] IMPERIAL UNITS

GENERAL RULE:
There are two Imperial units: the Czar and the Imperial Gold Reserve (hereafter called "the Gold"). The Czar is initially deployed under the Red combat unit in Ekaterinburg (in western Siberia). The Gold is initially deployed under the White combat unit in Omsk (directly east of Ekaterinburg). Special rules governing the movement, capture and elimination of the Imperial units are contained in the following Cases.

CASES:

[13.1] HOW TO MOVE THE IMPERIAL UNITS

[13.11] Neither the Czar nor the Gold has any intrinsic Movement Allowance. These units may only be moved by being attached to and transported by a force which possesses a Movement Allowance (i.e., a Red or White force containing a Leader, or any Blue or Green units).

[13.12] Regardless of color, any force which possesses a Movement Allowance may attach, transport and detach an Imperial unit. Such a force expends no additional Movement Points to attach, transport or detach an Imperial unit.

[13.13] The Player whose Player Control Marker is stacked above a given Imperial unit is considered "in control" of that Imperial unit. If there is no Player Control Marker above an Imperial unit, that Imperial unit is under no Player's control.

[13.14] During his Movement Phase, the Phasing Player may attach an Imperial unit to any eligible unit or force which he controls. A Player may **only** attach or detach an Imperial unit during his own Movement Phase. A Player may **never** detach an Imperial unit from a force which he does not control.

[13.15] If the Phasing Player controls an Imperial unit, he may transfer it between **any** two of his forces which occupy the same region by first detaching it from its original force and then attaching it to a second force. An Imperial unit may not be transferred in this manner if it was previously moved in the Movement Phase.

[13.2] CONTROLLING IMPERIAL UNITS

[13.21] The Leader stacked directly above an Imperial unit is considered "in control" of that Imperial unit. An Imperial unit is considered to be the same color as the unit which controls it; any combat units are stacked beneath the Imperial unit, which itself is stacked directly under the Leader.

[13.22] A White Leader which controls the Czar may attach two (2) additional White combat units for both movement and combat purposes. Thus, a White Leader with a Leadership Value of "2" could attach a total of four White combat units while that Leader controlled the Czar. Note: A Player may not violate Case 7.11 to take advantage of this rule.

[13.23] A White force which controls the Czar may freely move through a province occupied **solely** by Blue units (or solely by Blue and White units) without being required to stop in accordance with Case 5.27.

[13.24] A non-White Leader or force derives no special benefit for controlling the Czar.

[13.25] A Red or White Leader which controls the Gold may attach two additional combat units. These combat units may be either of two colors—the Leader's color or **Green.** If the Leader attaches combat units of its own color, the Owning Player may not violate either Case 5.26 or Case 7.11.

[13.26] If a Leader which controls the Gold attaches any **Green** combat units, the Owning Player is allowed to violate Case 5.26 in the following manner: **Any** Green combat unit, regardless of its control status, may be attached by a Leader which controls the Gold, including Green combat units controlled by any Player (exception: see Case 13.27). Green combat units attached to a Leader which controls the Gold are considered to be the color of that Leader for all purposes except they may not be moved in violation of Case 5.74. Note: Possession of the Gold, in effect, allows a Player to "steal" Green combat units controlled by other Players. Such units may be stolen even if they were moved previously in the same Game-Turn. Note also that when a Player gains a Nationalist Control Marker, he may not assume control of a corresponding Green combat unit if it is controlled by another Player who controls the Gold. Finally, note that Green combat units may not be attached to a Leader in control of the Gold in violation of Case 7.11.

[13.27] A Finnish or Polish unit may **never** be attached by a Red or White Leader.

[13.28] A Blue or Green force derives no special benefit for controlling the Gold.

[13.29] At the instant a Leader loses control of an Imperial unit, it also forfeits any special benefit it derived for controlling that Imperial unit.

[13.3] EMIGRATION OF IMPERIAL UNITS

[13.31] During his Movement Phase, the Player who controls an Imperial unit may remove it from

the map for Victory Point purposes (see Case 14.46). The Player simply removes the Imperial unit from the map and places it in his section of the Victory Point Chart.

[13.32] An Imperial unit may only be removed for Victory Point purposes from a province which possesses a Port (indicated by an anchor symbol printed on the map).

[13.33] There is no Movement Point cost to remove an Imperial unit for Victory Point purposes.

[13.34] Once an Imperial unit is removed from the map, it is permanently out of play for all purposes, except Victory Conditions.

[13.4] HOW IMPERIAL UNITS ARE CAPTURED

[13.41] If all of the combat and/or Leader units stacked with an Imperial unit are eliminated in combat, any eligible unit from the opposing force may immediately attach the Imperial unit. When an Imperial unit is captured in this manner, the new owner should immediately replace the former owner's Player Control Marker with one of his own.

[13.42] An Imperial unit may never be stacked alone with a Player Control Marker. If no combat unit or Leader is stacked with an Imperial unit, it is under no Player's control and the Phasing Player is free to attach it to an eligible unit or force which he controls.

[13.5] EXECUTION OF THE CZAR

[13.51] The Czar may never be eliminated by combat, epidemic or assassination. The Czar may only be eliminated by execution by order of the Central Committee of the Politburo (see Case 11.1).

[13.52] To order the Czar's execution, the Central Committee must have the expressed consent of the Player(s) who collectively control at least **ten** Politburo Markers.

[13.53] The Central Committee may order the Czar's execution at any time the Czar is controlled (attached) by a Red Leader.

[13.54] The Player who controls the Czar at the instant the execution order is given must choose whether or not he will comply. If he wishes to comply, he simply removes the Czar from the map and places it in his section of the Victory Point Chart. If he does not wish to comply, he may simply leave the Czar on the map under his control. (Of course, by not complying he is risking a retributive Purge by the Central Committee.)

[13.55] If the Player who controls the Czar complies with an execution order, he is awarded Victory Points if the game ends in a Red Victory (see Case 14.0).

[13.56] Once "executed," the Czar is permanently out of the game.

[13.57] The Central Committee may issue an execution order whenever the requirements of Cases 13.52 and 13.53 are satisfied. There is no limit to the number of execution orders which the Central Committee may issue.

[14.0] VICTORY CONDITIONS

GENERAL RULE:

A completed game of **Russian Civil War** results in either a Red or a White victory (see Case 14.1). If the game results in a Red victory, each Player totals the number of **Red** Victory Points he received according to the Victory Point Schedule (Case 14.4). The Player who possesses the greatest number of Red Victory Points is considered the winning Player and the remaining Players are ranked as "runners up" according to their

respective Red Victory Point totals. If the game results in a White victory, the same procedure is followed, however, the Players are ranked according to their respective **White** Victory Point totals. Note that **only** Red Victory Points are awarded when the game ends in a Red Victory and **only** White Victory Points are awarded when the game ends in a White Victory. The Victory Points pertaining to the defeated color are simply ignored.

CASES:

[14.1] HOW THE GAME IS ENDED

There is no limit to the number of Game-Turns which may be played in a game of **Russian Civil War**. However, the game **must** be immediately ended when any of the following conditions are met at the end of a Game-Turn.

1) The game results in a White Victory at the end of any Game-Turn when there are no Red **Leaders** remaining on the map, other than those in Siberian provinces or on the Victory Point Chart.

2) The game results in a Red Victory at the end of any Game-Turn when there are no White **combat** units remaining on the map, other than those in Siberian provinces or on the Victory Point Chart.

3) The game results in a Red Victory at the end of any Game-Turn if there are no White **Leaders** remaining on the map (excluding Leaders in Siberia or on the Victory Point Chart), **and** an agreement to end the game at this point is expressed by Players who collectively control ten (10) or more Politburo Markers. Note: If the required quorum to end the game cannot be found, the game is continued until ended by Condition #1 or #2 (above).

[14.2] PLAYER PARTICIPATION

[14.21] A Player who wishes to leave the game may do so at any time. Obviously, a Player who quits the game is no longer eligible for Victory Points. At the end of the game, his Victory Points are simply ignored.

[14.22] When a Player quits before the completion of the game, all Red and White Leader and combat units controlled by that Player become incapable of movement or attack for the remainder of the game. In all other respects, these units are governed by the standard game rules.

[14.23] When a Player quits the game, all Politburo, Assassin and Blue or Green Control Markers belonging to that Player are immediately placed in the Auxiliary Forces Randomizer.

[14.24] When a Player leaves the game before its completion, his Player-Turn is **entirely** deleted from the Sequence of Player for the remainder of the game.

[14.3] TURN RECORD TRACK

Only the first five Game-Turns are recorded on the Turn Record Track printed on the map. If the game continues beyond the Fifth Game-Turn, the Game-Turn Marker is simply returned to the beginning of the Turn Record Track. Note that no combat units may ever be replaced after the Replacement Segment of the Fifth Game-Turn.

[14.4] VICTORY POINTS SCHEDULE

At the end of the game, Victory Points are awarded to **each** Player for the units he controls either on the map or on his section of the Victory Point Chart (as restricted by Cases 14.41 through 14.47). The Victory Point value of any **eligible** combat unit is equal to the unit's Combat Strength. The Victory Point value of an **eligible** Leader unit is equal to the Leadership Value of that Leader unit. A Player receives five (5) Victory Points for each **eligible** Imperial unit he controls at the end of the

game. A Player receives two (2) Victory Points for each **eligible** Politburo Marker he controls at the end of the game. NOTE: In the event of a Red Victory, only Red Victory Points are awarded. In a White Victory, only White Victory Points are awarded.

[14.41] **Red Victory Points** are awarded to each Player for each of the following units he controls **on his section of the Victory Point Chart** at the end of the game: White Leaders; White combat units; Blue combat units; Green combat units; Politburo Markers; or the Czar (see Case 14.46).

[14.42] **Red Victory Points** are awarded to each Player for each of the following units he controls **on the map** at the end of the game: Red Leaders; Red combat units; or the Imperial Gold.

[14.43] **White Victory Points** are awarded to each Player for each of the following units he controls **on his section of the Victory Point Chart** at the end of the game: Red Leaders; Red combat units; Green combat units; Czechoslovakian (Blue) combat units or Imperial units (see Cases 14.45 and 14.46).

[14.44] **White Victory Points** are awarded to each Player for each of the following units he controls **on the playing area of the game map** at the end of the game: White Leaders; White combat units or Imperial units.

[14.45] When a Czechoslovakian (Blue) combat unit is voluntarily removed from the map in accordance with Case 5.66, it is placed **face-down** on the Victory Point Chart. Conversely, when a Czechoslovakian combat unit is eliminated, it is placed **face-up** on the Victory Point Chart. White Victory Points are awarded only for face-down Czech units. Red Victory Points are awarded only for face-up Czech units.

[14.46] When an Imperial unit is voluntarily removed from the map in accordance with Case 13.3, it is placed **face-down** on the Victory Point Chart. Conversely, if the Czar is executed in accordance with Case 13.5, it is placed **face-up** on the Victory Point Chart. White Victory Points are awarded only for face-down Imperial units. Red Victory Points are awarded for the Czar only if it is face-up on the Victory Point Chart.

[14.47] No Victory Points are awarded for any unit except as specifically described in Cases 14.41 through 14.46.

[14.5] VICTORY POINTS CHART

(See the map.)

[15.0] HOW TO SET UP AND PLAY THE GAME

GENERAL RULE:

Russian Civil War is designed for three to six Players, although the included optional rules allow the game to played by any number of Players either "in person" or via postal play. As there is only one basic Scenario, the following Initial Set-Up and Preparation for Play Rules are always used to start the game, regardless of the number of participating Players.

CASES:

[15.1] SETTING UP THE GAME EQUIPMENT

[15.11] Place the map on a large, smooth table and arrange seating in any manner that will comfortably accomodate all of the participating Players.

[15.12] Place the game box, with the counters sorted by color and type in the compartmented tray, near one end of the map and the rules booklet at the other end.

[15.13] Provide two wide-mouthed, opaque containers (such as coffee cans). One of these will serve as the Player-Turn Randomizer throughout the game. The second container will initially serve as the Initial Forces Randomizer. After the Initial Forces are distributed among the Players, this same container will be used as the **Auxiliary** Forces Randomizer for the remainder of the game. All units placed in the Randomizers should be thoroughly mixed before any unit is withdrawn from the container. Players should divert their eyes when drawing from a Randomizer.

[15.2] PREPARATION OF THE RANDOMIZERS

[15.21] One Player Control Marker bearing a unique alphabetical code is selected from the game box to represent each of the participating Players. These Markers are then placed in the Player-Turn Randomizer. Each Player should then take one full set of Player Control Markers (35 counters) and place them in a convenient location off the map. Each participating Player should now have a set of Player Control Markers bearing a unique alphabetical code. One Marker from each Player's set has been placed in the Player-Turn Randomizer. Henceforth, for the purpose of rules clarity, a given Player will be referred to according to the alphabetical code of his Player Control Markers. NOTE: No changes are required in the game rules if there are more than six participating Players, however, each additional Player will require a "homemade" set of Player Control Markers.

[15.22] The Initial Forces Randomizer is prepared for play by Player A who places a total of 65 counters in the Randomizer as follows: 30 Red Leaders, 20 White Leaders, 13 Politburo Markers and two Assassin Markers. (Note: All of the Red and White Leaders should be placed in the Initial Forces Randomizer.)

[15.23] After all of the units in the Initial Forces Randomizer have been distributed among the Players (see Case 15.3), Player A places the following units in the same container, hereafter called the Auxiliary Forces Randomizer: 5 Blue (Interventionist) Control Markers, 5 Blue (Interventionist) Withdrawal Markers, 7 Green (Nationalist) Control Markers, and 13 Assassin Markers. The total number of units in the Auxiliary Forces Randomizer at the start of the game should be thirty (30). Note: The units in this Randomizer are **not** distributed at the start of the game. These units are distributed during the Randomizer Phase of each Player-Turn and possibly during the Random Events Phase (when a "Draw from the Randomizer" result occurs).

[15.3] DISTRIBUTION OF INITIAL FORCES

[15.31] After the Initial Forces Randomizer is prepared, Player A proceeds to distribute the units in the Randomizer as equally as possible by dealing units to each participating Player in clockwise fashion. All of the units in the Randomizer are dealt out, even if this results in an unequal numerical distribution. NOTE: Units are dealt face-up—there is no secrecy attached to the distribution of Initial Forces.

[15.32] Thirteen of the fifteen available Politburo Markers are distributed from the Initial Forces Randomizer. After all of the units in the Initial Forces Randomizer have been distributed, one additional Politburo Marker is given to the Player who receives the Red Leader Lenin (I.D.#151), and one additional Politburo Marker is given to the Player who received the Red Leader Trotsky (I.D.#152). Of course, if the same Player received both Lenin and Trotsky, he is entitled to both of

the Politburo Markers which were not placed in the Initial Forces Randomizer.

[15.33] Players are now permitted to trade **any** of the units they received in the Initial Forces Distribution. Any trade with the mutual agreement of both of the involved Players is allowed. Once this trading session is ended by the agreement of all of the Players, no units other than Politburo or Assassin Markers may be traded for the remainder of the game. NOTE: Generally this trading session is used to consolidate either Red or White Strength; however, the opposite strategy of attempting to gain a "balanced hand" can be equally successful.

[15.34] At the conclusion of the trading session, each Player places all of his Politburo and Assassin Markers on his own section of the Victory Point Chart (14.5).

[15.4] INITIAL DEPLOYMENT OF COMBAT UNITS

[15.41] Immediately after the trading session, all of the Red, White, Blue and Green combat units are deployed on the map. Each combat unit is coded (on its backside) to indicate the province in which the unit is initially deployed and the region in which that province is located. The province code is usually abbreviated with the first four letters contained in the name of the actual province. A few are abbreviated differently to distinguish them from other similarly spelled provinces (e.g., VLAD=Vladivostok; VLDM=Vladimir). When in doubt concerning which province to deploy a given unit in, check the unit's region code. The codes describe the following regions: G=Greater Russia, W=White Russia, U=Ukraine, T=Trans Caucasus, S=Siberia, and C=Cossack Territories. Each of these regions is distinctly colored on the map to facilitate locating a given province at any time during the game.

[15.42] Blue (or Green) combat units of the **same nationality**, which are deployed in the same province, must be stacked in the Initial Deployment. For example, the three Green Polish units are deployed in a single stack in Poland at the start of the game.

[15.43] The Stacking Rules (Section 7.0) must be observed in the pre-game Initial Deployment.

[15.5] INITIAL DEPLOYMENT OF LEADER UNITS

[15.51] After all of the combat units are deployed, the two Imperial units are deployed as explained in Section 13.0. Then each Player must deploy all of his Red and White Leader units in their assigned provinces.

[15.52] Like combat units, Leader units are coded to indicate the province and region in which the Leader is initially deployed. In addition, certain Leader units bear an asterisk next to their province code. During the Initial Deployment, each Leader marked with an asterisk **must** be stacked with the combat unit of the Leader's color in the Leader's assigned province. For example, Trotsky (I.D.#152) must be stacked with the Red **TVER** combat unit (I.D.#111) during the Initial Deployment.

[15.53] Leaders controlled by **different** Players may never be stacked during the Initial Deployment.

[15.54] Leaders controlled by a **single** Player may be stacked during the Initial Deployment as long as Case 7.11 is not violated.

[15.55] The Stacking Rules (Section 7.0) are in full effect during the Initial Deployment.

[15.56] In order to avoid confusion it is suggested that each Player use an appropriately colored

Player Control Marker to distinguish his Leader units **as he deploys his Leaders on the map.** When several Leaders are stacked, the controlling Player should place one of his Control Markers on top of the stack (see Case 7.23).

[15.6] SPECIAL FIRST GAME-TURN MECHANICS

[15.61] After the Initial Forces distribution and deployment, the game is ready to begin. Player A should place the Game-Turn Marker in the first box on the Turn Record Track.

[15.62] The game begins with an initial Player-Turn Sequencing Segment (see Case 4.2) to determine the sequence of Player-Turns during the First Game-Turn. Player A draws one Player Control Marker from the Player-Turn Randomizer. The Player-Turn Series begins with the First Player's Random Events Phase.

[16.0] SUMMARY OF RULES
(See page 18.)

[17.0] POSTAL RUSSIAN CIVIL WAR

COMMENTARY:

An interesting alternative to an "in-person" session of **Russian Civil War** is playing the game by mail. Instead of playing face-to-face around one board, the Players communicate with each other and conduct their movement and combat by mail. It is not precisely the same game—on the one hand, the dictates of a manageable format for postal play somewhat constricts the normally free-wheeling sequence of play; on the other hand, the increased time and privacy increases the opportunity and potential effectiveness of negotiations.

GENERAL RULE:

Except where specifically noted, all the standard rules of **Russian Civil War** apply to the postal version. Basically, each of the Players will write down all movement and combat and send it to one person—the "Gamesmaster," or "GM"—who will act as an adjucator and coordinator of the game. The Gamesmaster will determine the effects of movement and combat orders as submitted and report the results and current positions to all Players. In order to minimize the volume of back-and-forth communication required, the Sequence of Play is altered such that all movement (of all Players) occurs in one Phase and all combat in one other Phase. The precise procedure is outlined below; this is followed by a description of such changes in specific rules as are necessary for postal play.

PROCEDURE:

Each Player plots the movement of his units, utilizing the initial set-up at the start of the Game-Turn as reported by the GM to make his moves. Players should specify the sequence of movement and the path of each stack, indicate where applicable such actions as picking up or dropping units along the movement route. Players should also take care to list the Leaders and units in each stack in order from top to bottom (see Case 7.21). In this First Phase, Players may also submit orders for exchanges of Politburo and Assassin Markers, for Purges and for assassinations. On or before a pre-arranged date, all orders for the First Phase must have been received by the Gamesmaster. The GM will then carry out all legal, written orders, moving each Player's stacks in the sequence listed. Any Random Events results will be effected. The Gamesmaster will then report all results, including the final dispositions of all units to each of the Players.

Each Player will then determine what, if any, attacks his units will participate in and record these. Players may also order exchanges of Politburo and Assassin Markers and Purges during the Second Phase. By a pre-arranged date, all orders for the Second Phase must have been received by the GM, who will then proceed to adjudicate all orders, as well as calculate the results of any Random Events, Randomizer and Replacement resolutions that may be called for.

RULES CHANGES BY SECTION
[Numbering corresponds to standard rules.]

[4.2] SEQUENCE OF PLAY

The following sequence of play applies to postal games:

First Negotiation Period: Based on a report from the GM of the initial positions of the units and the preceding Game-Turn, if applicable, the Players confer and plan their movement and other First Phase activity. This Period ends at a prearranged date, by which time all orders must have been submitted to the Gamesmaster.

First Phase:

1. **Trades:** The Gamesmaster adjudicates all orders pertaining to the exchange of Politburo Markers and Assassin Markers.

2. **Movement:** In accordance with the orders submitted by the Players, the GM adjudicates all movement and any assassinations, which are considered a part of movement.

3. **Purge:** The GM calculates the results of any Purge that may have been called for by one or more Players.

4. **Random Events:** The GM rolls on the Random Events Table once for every two Players in the game, rounding the number of rolls **down** in the event of an uneven number of Players.

Second Negotiation Period: Based on a report of the First Phase from the Gamesmaster, the Players confer on and plan combat and other Second Phase activity. As with the First Negotiation Period, this one ends at a prearranged date when all orders are due to the GM.

Second Phase:

1. **Trades:** The Gamesmaster adjuducates all orders pertaining to the exchange of Politburo Markers and Assassin Markers.

2. **Combat:** The GM adjuducates all combat orders submitted by the Players.

3. **Purge:** Assuming no Purge was conducted during the First Phase of the Game-Turn, the GM resolves any Purge that may have been called for by one or more Players.

4. **Randomizer Phase:** The GM picks a chit and determines the results for each Player.

5. **Replacements:** The GM calculates and deploys any replacements.

6. **Random Events:** The GM rolls once for every two Players, rounding **up**.

[5.0] MOVEMENT

The GM moves each Player's stacks in the sequence listed by each Owning Player on the basis of the **initial positions** at the start of the Game-Turn; i.e., **each** Player's orders will be adjudicated as if that Player were the first to move. It is suggested that the GM begin adjudications by noting which colors of units begin the Game-Turn in each province.

Example: At the beginning of a Game-Turn, Player A has a Red stack in PETR and Player B has two White stacks, one in TVER and one in RYAZ. Player A orders his Red force to move along the route PETR-NOVG-TVER-RYAZ. Player B orders his stack in RYAZ to move TVER-NOVG-PETR, and his stack in TVER to move to RYAZ. The Gamesmaster chooses as a matter of convenience to adjudicate Player A's movement first. The Red stack is moved from PETR through NOVG to TVER, where it must stop because in the initial positions (before any movement), Player B had a White stack in TVER. Therefore, the order to move through TVER to RYAZ is not legal. The Gamesmaster next adjudicates Player B's movement orders. The White stack in TVER is moved to RYAZ as ordered. The stack in RYAZ is also moved in accordance with its orders, from RYAZ through TVER-NOVG to PETR. It does not have to stop in TVER, since at the beginning of the Turn (before any movement), only a White stack occupied that province. By the same token, it could not have moved out of PETR if so ordered, since Player A's Red stack started the Game-Turn in that province.

In the event two or more different Leaders are ordered to pick up the same uncontrolled combat or Imperial unit, the Leader with the lower identity code is successful, unless different colors of Leaders are involved in the conflict (in the case of an Imperial unit). In that case, the Leader with the highest Leadership Value is successful. In the case of a tie, the Gamesmaster determines in a random fashion which is successful.

[8.0] COMBAT

The GM adjudicates all combat, first resolving all Subversive Attacks and then determining the results of normal combat. If more than one Subversive Attack is ordered against the same Blue unit(s), the attack employing the most Strength Points is resolved first, with any losses effective immediately. Normal attacks are adjudicated province by province. In each province, the attacks ordered by each Player with the higher number of total Strength Points (of all colors) are resolved first. Any losses are subtracted immediately. If other Players' units remain in that province, the orders of the Player with the next highest total of Strength Points are resolved second, and so on. Any attacks, Subversive or normal, ordered against units eliminated by attacks with greater precedence have no effect.

[10.0] ASSASSINATION

Players may attempt assassinations during the First Phase by targeting one or more Assassin Markers against each Leader they wish to exterminate. If the movement route of any targeted Leader includes a province which is the final disposition for any Leader controlled by a Player who is attempting to assassinate the targeted Leader, the assassination attempt is resolved by the GM. If not, then no attempt takes place, and no Assassin Markers are expended or change hands.

Example: Player A wishes to use his three Assassin Markers against Player B. He decides to only go after B's stronger Leaders, and thus specifies in his orders, "use all AM's to assassinate Trotsky and/or Tukachevsky." Player A has two Leaders, one in PETR and one in TVER. He orders the former to move PETR-PSKO-SMOL-OREL-KURS and the latter to remain in TVER. Trotsky, in RYAZ, is ordered by Player B to move RYAZ-TULA-KALU-SMOL-PSKO-PETR. Since none of these is "the final disposition for any Leader controlled" by Player A, no assassination is attempted. Tukachevsky, in PETR, is ordered by

Player B to move PETR-NOVG-TVER-RYAZ. Since one of Player B's Leaders ended its movement in TVER, the GM will adjudicate an assassination attempt against Tukachevsky.

[11.0] PURGE

For a multi-Player Purge to occur, each participant must submit to the GM with the rest of that Phase's orders compatible orders detailing a) the number of Politburo Markers assigned by that Player to the Purge; b) the participants in the Purge; c) the object of the Purge; d) the method of dividing the spoils. Any Politburo Marker assigned by its owner to more than one prospective Purge may be used for no Purge that Phase.

A Player may submit hypothetical or conditional orders covering Counterpurge activities to be used in the event of an unsuccessful Purge directed against him. If no such orders are submitted, no Counterpurge is conducted.

The judgment of the Gamesmaster in all cases concerning interpretation of Purge orders is final.

[12.0] RANDOM EVENTS TABLE

"Subversive Attacks Doubled" always refers to the subsequent Second Phase, which may not necessarily be the same Game-Turn.

"Draw from the Randomizer" indicates that the GM determines in a random fashion the recipient of the draw.

[13.26] Attaching Green Units with Gold

This can be ordered by the Player in control of the Gold at three points during the Game-Turn. Uncontrolled ("neutral") Green combat units can be picked up as part of the movement portion of the First Phase; a Leader in control of the Gold always has precedence over any other Leader detailed to pick up the same uncontrolled Green unit. Green units controlled by other Players may be "stolen" during either trade portion of the Game-Turn, so long as they are in the same province as the Leader controlling the Gold.

[13.5] EXECUTION OF THE CZAR

This is handled in the same manner as Purges, except that the execution may be ordered during both the First and Second Phases of the Game-Turn (i.e., up to twice per Game-Turn). The Player with the Czar may submit hypothetical or conditional orders concerning his response to any Politburo action in this regard; if such an order is on file, the GM can adjudicate the Politburo's execution order immediately. If not, the order is reported along with the rest of the Phase's results and it is incumbant upon the Player controlling the Czar to submit an order to comply with the execution order, if it is his intention to accede to the will of the Politburo.

[15.0] INITIAL SET-UP

Two special "pre-game" Reports are necessary as organizational prerequisites to the play of **Russian Civil War** by mail. After determining the actual identity of the Players in the game, the Gamesmaster will distribute the counters in the Initial Forces Randomizer (as outlined in Case 15.31). The results of this distribution will provide the material for the first Report. A period of time for bartering and initial negotiations will follow, at the end of which the Players will be required to submit orders for any "pre-season" trades they have arranged (see Case 15.33); the results of these will be the substance of the second special Report. The sequence outline under the modified Sequence of Play above will then be followed until the game ends.

PLAYERS' NOTES, POSTAL GAME:

The most important factor for the Player to keep in mind is the difference in the game that the simplified simultaneous movement will cause, It is much more important in the postal version than in the over-the-board game for the Red-oriented Player to attempt to limit the ability of any White Player to accrue under his control a substantial number of the White forces. If that occurs, even full cooperation by the Reds—something hard to count on, to say the least—will just barely suffice to beat off the challenge of a united and powerful White Army which can operate with some degree of impunity, since it is difficult for the Reds to know where it will be moving. A combination of Fabian tactics and a steady attempt to defeat the Reds in detail can win the game for a Player controlling the majority of the Whites, given less than perfect cooperation by the Reds. Of course, the Reds will tend to combine their Assassin Markers when faced with such a situation, so the road is far from easy for the strongest White.

Agreements negotiated in postal games tend to be more formal than those in over-the-board games, perhaps as a result of the mechanical necessity that they be in some fashion or other committed to paper. Players are urged not to fall into the the psychological trap of taking the abrogation of such agreements any more "seriously," simply because they seem more concrete. **RCW** remains, even as a postal game, a game demanding an extraordinarily high degree of flexibility and cooperation among its Players, in order for any of them to accomplish much. Players who hesitate to cooperate with others who have opposed them earlier in the game, or even "stabbed" them, when the situation calls for such cooperation will pay a stiff penalty.

SAMPLE POSTAL GAME:

The postal rules to **Russian Civil War** were tested at SPI in a game involving members of the R&D staff and playtesters. In order to demonstrate how such a postal game may be run, the first month of play from that game is reprinted below. The game originally appeared in a xeroxed mini-journal, **The Bell**, which was published by the staff member acting as Gamesmaster for the purpose of disseminating the moves and results.

THE BELL, Issue #1
Initial Set-Up
26 February

CIVIL WAR LOOMS!

The situation in the Motherland, though ever-more murky, appears ever nearer to out-and-out armed conflict. With the Bolsheviks and their junior partners the Socialist Revolutionaries firmly in control of Petrograd and Moscow, and with Messrs. Deniken, Wrangel, Kolchak, et al seemingly ever more intransigent and unwilling to accept the Red government's legitimacy, fighting now seems inevitable.

To the best of our present information, here is a rundown on the current situation. Due to the confusion and poor communications that reign, the best information is approximate, and thus it is possible to be no more specific than Provinces in reporting the locations of individuals and military forces.

Ben Grossman—Player A
ESTO: WL1 Rodzyanko, WU2 ESTO
PSKO: RL1 Sablin
KALU: RL1 Kalinin, RU3 KALU
PETR: RL3 Lenin, RU8 PETR
TULA: RL1 Kamenev, RL1 Sorokin, RU4 TULA
KAZA: RL1 Markin, RU2 KAZA
SMOL: RL2 Zinoviev, RU6 SMOL

TVER: RU1 Sytin
KULA: WL1 Lukomsky
OREL: RL1 Smirnov
IN VICTORY BOX: 3 Politburo Markers (PM)

Greg Costikyan—Player B
OLON: RL1 Bonch-B., RU3 OLON
NOVG: RL2 Tukachevsky, RU8 NOVG
PETR: RL1 Peterson
SMOL: RL1 Slavin
PSKO: RL1 Muriviev, RU4 PSKO
TAUR: WL1 Kutepov, WU4 TAUR
VLDV: RL1 Kikvidze, RU2 VLDV
VLDV: WL1 Dietericks, WU2 VLDV
KURS: RL2 Voroshilov, RU6 KURS
CHEL: WL1 Khanzin, WU3 CHEL
IN VICTORY BOX: 3 PM.

Kip Allen—Player C
YELI: RL1 Sivers, RU2 YELI
ASTR: WL1 Chatilov
KUBA: WL3 Deniken, WU4 KUBA
TVER: RL1 Berzin
OMSK: WL2 Kolchak, WL1 Kappel, WU3 OMSK, GOLD
DCOS: WL1 Krasnov, WU8 DON
KALU: RL1 Yeserov
BAKU: RL1 Rykov, RU3 BAKU
TERE: WL1 Markov, WU2 TERE
GROD: RL1 Bela Kun, RU3 GROD
IN VICTORY BOX: 2 PM.

Frank Davis—Player D
STAV: WL1 Sidorin, WU3 STAV
TVER: RL3 Trotsky, RU8 TVER
OREN: WL1 Dutov, WU2 OREN
KURS: RL1 Stalin
KRAS: RL1 Bogomoletz, RU2 KRAS
ARCH: WL1 Miller, WU2 ARCH
ASTR: WL1 Ulagi
LIVO: WL1 Yudenich, WU2 LIVO
KHAR: WL1 May-M., WU6 KHAR
IN VICTORY BOX: 4 PM, 1 Assassin Marker (AM).

Eric Goldberg—Player E
OREL: RL2 Budeney, RU3 OREL
YARO: RL2 Vatzetiz, RU3 YARO
EKAT: RL1 Blucher, RU2 EKAT, CZAR
KUBA: WL1 Romanovsky
YEKA: WL1 Abramov, WU3 YEKA
NOVG: RL1 Gali
ASTR: WL3 Wrangel, WU4 ASTR
VLDM: RL2 Frunze, RU4 VLDM
VITE: RL1 Antonov, RU4 VITE
IN VICTORY BOX: 3 PM, 1 AM.

Each line lists the composition of one stack, from top to bottom. "R"=Red, "W"=White; "L"=Leader; "U"=Unit; and the number is the strength of the unit or Leader. The location of each stack is the Province abbreviated on the left. All unaligned Nationalists and Interventionists are also present on the board in the standard initial positions.

THE BELL, Issue #2
Pre-Game Trades
27 February

ANTI-BOLSHEVIK FORCES
CONSOLIDATE STRENGTH

Province of the Don Cossacks—2 June 1918, AP—It was reported today that the so-called "White" forces are more confident than ever of regaining control of the present situation in Russia. Spokesmen at the Headquarters of both General A. I. Deniken and Admiral A.V. Kolchak have confirmed the rumor that Baron Wrangel has

acceded to various unspecified inducements and has joined common cause with both other prominent anti-Bolshevik leaders. It has also been reliably reported that at least four other White Leaders of considerable influence who had previously indicated little interest in cooperation have now agreed to unified action with the coalition. A source close to Wrangel quotes the Baron as maintaining that "the sources of the legitimate government are united as never before. While the Red forces are bound to fall to squabbling among themselves, we have single purpose and command. This revolutionary trash will soon be swept away with the help of all Right-thinking Russians. God save the Czar!!"

The initial June 1918 positions as reported last issue are altered as follows:

Grossman ("A"): No change.

Costikyan ("B"):
Delete RL1 Slavin
Add RL1 Stalin.

Allen ("C"):
Delete: RL1 Berzin, RL1 Yeserov, RL1 Rykov, RL1 Bela Kun, RU3 BAKU, RU3 GROD, 2 PM.
Add: WL3 Wrangel, WL1 Sidorin, WL1 Miller, WL1 Ulagi, WL1 May-M., WU4 ASTR, WU3 STAV, WU2 ARCH and WU6 KHAR.

Davis ("D"):
Delete: WL1 Sidorin, WL1 Miller, WL1 Ulagi, WL1 May-M., RL1 Stalin, WU3 STAV, WU2 ARCH, WU6 KHAR.
Add: RL1 Berzin, RL1 Slavin, RL1 Yeserov, RL1 Rykov, RL1 Bela Kun, RU3 BAKU, and RU3 GROD.

Goldberg ("E"):
Delete: WL3 Wrangel, WU4 ASTR.
Add: 2 PM.

THE BELL, Issue #3
June 1918 Movement
3 March

WRANGEL RUNS AUDIT
IN EKATERINBURG;
WHITES IN BLACK!

Positions going into the Second Negotiation Phase are as follows:

Grossman ("A"):
LIVO: WL1 Rodzyanko, WU2 ESTO; RL3 Lenin, RU8 PETR
TIFL: WL1 Lukomsky, WU2 TIFL
PETR: RL1 Sablin
KURS: RL1 Kalnin, RU3 KALU
SARA: RL1 Sorokin, RL1 Kamenev, RU4 TULA, RL1 Markin, RU2 KAZA
MOHI: RL2 Zinoviev, RU6 SMOL
TVER: RL1 Sytin
NOVG: RL1 Smirnov
IN VICTORY BOX: 3 PM.

Costikyan ("B"):
EKAT: WL1 Khanzin, WU3 CHEL
TAUR: WL1 Kutepov, WU4 TAUR
VLDV: WL1 Dieterichs, WU2 VLDV; RL1 Kikvidze, RU2 VLDV
ARCH: RL1 Bonch-B., RU3 OLON, RL1 Peterson, RL1 Stalin
RYAZ: RL2 Tukachevsky, RU8 NOVG, RL2 Voroshilov, RU6 KIEV
PSKO: RL1 Muraviev, RU4 PSKO
IN VICTORY BOX: 3 PM, 1 AM.

Allen ("C"):
EKAT: WL2 Kolchak, WL1 Kappel, WU3

OMSK, GOLD; WL1 Miller, WU2 ARCH;
WL3 Wrangel, WU2 KIRG; WU2 SAMA,
WU4 ASTR
SAMA: WL3 Deniken, WU4 KUBA, WU2 URAL
KHAR: WL1 May-M., WU6 KHAR, WL1 Sidorin,
WU3 STAV
DCOS: WL1 Krasnov, WU8 DON
ASTR: WL1 Ulagi, WL1 Chatilov
TERE: WL1 Martov, WU2 TERE
YELI: RL1 Sivers, RU2 YELI
IN VICTORY BOX: Nothing

Davis ("D"):
COUR: WL1 Yudenich, WU2 LIVO
URAL: WL1 Dutov, WU2 OREN
BAKU: RL1 Rykov, RU3 Baku
BARN: RL1 Bogomoletz, RU2 KRAS
VOLO: RL3 Trotsky, RL1 Slavin, RL1 Yeserov,
RL1 Berzin, RU8 TVER
GROD: RL1 Bela Kun, RU3 GROD
IN VICTORY BOX: 4 PM, 1 AM.

Goldberg ("E") ;
DAGH: WL1 Abromov, WU3 YEKA
TERE: WL1 Romanovsky
VOLO: RL1 Blucher, RU2 EKAT, CZAR
OREL: RL2 Budyenny, RL1 Antonov, RU4 VITE,
RU3 OREL
PSKO: RL2 Frunze, RU4 VLDM, RL2 Vatzetis,
RU3 YARO, RL1 Gaii
IN VICTORY BOX: 5 PM, 1 AM.

Purges: There were several Purge Orders, but no Purges this Turn. Player "B" ordered a Purge of Player "E" with Players "D" and "A" (all three Markers). Player "D" will take the first Leadership Point from the Purge (if any), Player "A," the second (if any), and "B" the third (if any). This is a legal Purge Order, and would have been valid if compatible with the orders of Players "A" and "D." Player "D" authorized "full support for a Purge against Dept. A if the following conditions are obtained: Purge Strength of 25 or greater,... Dept. D is guaranteed of first or second priority in the reassignment of Purged officers,... If [these conditions] are not obtained, Dept. D will support a Purge against Dept. A, but will not participate in same, either jointly or independently." This order was disallowed because firstly it did not specify which Players would be involved in the Purge and secondly because "conditional" orders for Purging are not allowed; all particulars must be agreed to and specified in advance. Player "E" ordered, "Join with F. Davis (D) for Purge on B. Grossman (A); Counterpurge strongest [participant in any Purge against me]." The first half of this order failed to specify any means of dividing the spoils and was hence disallowed; the second half was valid, though in the event not applicable. Players "A" and "C" ordered no Purges.

Random Events:
Roll 1: Epidemic in Vyatka (NE), Kaluga (NE), and Kiev (GU4 KIEV elim).
Roll 2: Assassin Marker to Player "B" (added in above).

The positions of all unaligned units with the exception of the GU4 Kiev are the same as listed in **The Bell, #1.**

Press: PETROGRAD (Proletariat Information Service): In the newly re-opened Red Square today, Comrade Lenin informed the Proletariat that by unanimous consent of the Central Committee, the People had been enrolled in a body as a single, collective card-carrying member of the Russian Social Democratic Workers Party (b). The move, which came as a surprise, is contrary to past policies of the Leninist faction, which had sought to maintain itself as an elite guiding force, with membership restricted to a narrow cadre of trusted disciples. But in his speech today, Comrade Lenin explained that now that the Communists are in control, it will be necessary to broaden the base of the Party decision-making apparatus in accordance with Social Democratic principles. He hastened to add that the danger from elements within the People tending, due to a low level of consciousness, towards counter-Revolutionary thoughts and activities will remain minimal, "since the People of the Soviet Union, as **a member** of the Party in good standing, will, in conformity with the democratic principles which govern our actions, be entitled to one vote."

There are over 50,000 other Party members in good standing, all of them dedicated Bolsheviks.

THE BELL, Issue #4
June 1918 Combat
9 March 1976
LENNINIST FACTION STEALS INTO LEAD.
BRITISH RATTLE SABER—IT BREAKS.

Trades: There were no trades consummated this Turn.

Attacks: All attack orders are listed on the chart below. In parentheses after each unit eliminated is the designation of the Player whose Victory Box it goes into ("N"=Neutral).

Purges: The following summarizes the Purge orders that were submitted this Turn.
A: Purge "B" with "E."
B: Purge "E."
D: Purge "A" with "E."
E: Purge "B" with "A."

The orders of Players "A" and "E" are compatible, and as a result, a Purge of Player "B" was conducted. Twelve Leadership Value Points, plus three Politburo Markers from Player "A" combined with Nine Leadership Value Points and five Politburo Markers from Player "E," equaled a total of twenty-nine Purge Points. A roll of "two" was obtained with the two dice; three Leadership Value Points consequently changed hands. Player "A" got RL2 Tukachevsky and RU8 NOVG in RYAZ. Player "E" got RL1 Muraviev, RU4 PSKO in PSKO.

Randomizer Phase: The following summarizes the results of the distribution of counters from the Randomizer:
A: Received Assassin Marker.
B: Received Assassin Marker.
C: Received UK Control Marker.
D: Received Assassin Marker.
E: Received UK Withdrawal Marker.

Replacements: See current listing of positions below, which includes all replacements.

Random Events:
1st Roll: "Subversive Attacks Doubled."
Second Roll: "Subversive Attacks Doubled."
3rd Roll: Epidemic in Tsitsikar (NE), Kostrana (NE), Ryazan (RU8 NOVG), Tiflis (WU2 TIFL).

Current Positions: As of the beginning of the July 1918 movement turn, the positions of all units are as follows:

Grossman ("A"):
LIVO: WL1 Rodzyanko; RL3 Lenin, RU8 PETR
PETR: RL1 Sablin
TIFL: WL1 Ludomsky
NOVG: RL1 Smirnov
MOHI: RL2 Zinoviev, RU6 SMOL
KURS: RL1 Kalinin, RU3 KALU
SARA: RL1 Sorokin, RL1 Kamenev, RU4 TULA
RL1 Markin

Province	Attackers	Defenders	Odds	Units Eliminated
CHER	Red "A" Stk in KURS	BU2 CHER/GE	2-1/s	BU2 CHER/GE ("A")
ARCH	Red "D" Stk in VOLO	BU2 ARCH/US	7-1/s	BU2 ARCH/US ("D")
POLT	Red "E" Stk in OREL	BU2 POLT/GE	6-1/s	None-illegal order
ARCH	Red "E" Stk in VOLO	BU2 ARCH/US	1-1/s	None - unit elim by "D"
VITE	Red "E" Stk in PSKO	BU2 VITE/GE	6-1/s	BU2 VITE/GE ("E")
SARA	Both "A" Red Stks	WU2 SARA	4-1	WU2 SARA ("A")
MOHI	Red "A" Stk	BU2 MOHI/GE	4-1	BU2 MOHI/GE ("A")
LIVO	Red "A" Stk	BU2 LIVO/GE	5-1	BU2 LIVO/GE ("A")
LIVO	White "A" Stk	GU2 LIVO	1-1	GU2 LIVO ("A") WU2 ESTO ("N")
ARCH	Red "B" Stk	BU2 ARCH/UK	3-1	BU2 ARCH/UK ("B")
KHAR	Both "C" White Stks	GU2 KHAR	5-1	GU2 KHAR ("C")
COUR	White "D" Stk	GU2 COUR	1-1	WL1 Yudenich & WU2 LIVO ("N")

RYAZ: RL2 Tukachevsky

IN VICTORY BOX: 3 PM, 1 AM, GU2 LIVO, WU2 SARA, 6 Pts. worth of Blue units.

Costikyan ("B"):

VLDV: WL1 Dieterichs, WU2 VLDV; RL1 Kikvidze, RU2 VLDV

EKAT: WL1 Khanzin, WU3 CHEL

TAUR: WL1 Kutepov, WU4 TAUR

ARCH: RL1 Stalin, RL1 Peterson, RL1 Bonch-B., RU3 OLON

RYAZ: RL2 Voroshilov, RU6 KURS

IN VICTORY BOX: 3 PM, 2 AM, 2 Pts. worth of Blue units.

Allen ("C"):

SAMA: WL3 Deniken, WU4 KUBA, WU2 URAL

DCOS: WL1 Krasnov, WU8 DON

ASTR: WL1 Ulagi, WL1 Chatilov

TERE: WL1 Martov, WU2 TERE

KHAR: WL1 Sidorin, WU3 STAV, WL1 Mar-M., WU6 KHAR

YELI: RL1 Sivers, RU2 YELI

EKAT: WL2 Kolchak, WL1 Kappel, WU3 OMSK, GOLD; WL3 Wrangel, WU2 KIRG, WU2 SAMA, WU4 ASTR; WL1 Miller, WU2 ARCH

IN VICTORY BOX: UK Control, GU2 KHAR.

Davis ("D"):

URAL: WL1 Dutov, WU2 OREN

BARN: RL1 Bogomoletz, RU2 KRAS

BAKU: RL1 Rykov, RU3 BAKU

GROD: RL1 Bela Kun, RU3 GROD

VOLO: RL3 Trotsky, RL1 Berzin, RL1 Slavin, RL1 Yesorin, RU8 TVER

IN VICTORY BOX: 4 PM, 2 AM, 2 Pts. Blues.

Goldberg ("E"):

TERE: WL1 Romanovsky

DAGH: WL1 Abramov, WU3 YEKA

OREL: RL2 Budyenny, RL1 Antonov, RU4 VITE, RU3 OREL

PSKO: RL2 Frunze, RL2 Vatzetis, RL1 Gaii, RU3 YARO, RU4 OREL; RL1 Moraviev, RU4 PSKO

VOLO: RL1 Blucher, RU2 EKAT, CZAR

IN VICTORY BOX: 5 PM, 1 AM, UK Withdraw, 2 Pts. Blues.

Unaligned Units:

VLDV: BU2 VLDV/US, BU2 VLDV/US; BU6 VLDV/JA, BU6 VLDV/JA, BU6 VLDV/JA; GU2 VLDV

CHIT: GU2 CHIT

IRKU: GU2 IRKU

OMSK: BU3 OMSK/CZ

CHEL: BU3 CHEL/CZ

EKAT: BU3 EKAT/CZ

KAZA: RU2 KAZA

BAKU: GU2 BAKU

DAGH: GU2 DAGH

POLT: BU2 POLT/GE

MINS: GU2 MINS

KIEV: GU4 KIEV

POLA: GU8 POLA, GU8 POLA, GU8 POLA

KOVN: GU2 KOVN

VITE: GU2 VITE

COUR: GU2 COUR

LIVO: WU2 LIVO

ESTO: GU2 ESTO

FINL: GU6 FINL, GU6 FINL, GU6 FINL

KHER: BU2 KHER/FR, BU2 KHER/FR, BU2 KHER/FR; BU2 KHER/GR; BU2 KHER/RU; BU2 KHER/GE; BU2 KHER/HU; GU2 KHER.

IN NEUTRAL BOX: RU8 NOVG, WL1 Yudenich, WU2 TIFL, WU2 ESTO.

RUSSIAN CIVIL WAR SOLITAIRE RULES
[Sections 18.0 through 28.0]

These rules are designed to enable a **single** Player to engage in a game of **Russian Civil War**. Some of the rules in the solitaire system heavily modify those of the standard multi-Player game.

[18.0] TERMS AND DEFINITIONS

Red Units refer to Red Leaders and Red combat units.

Non-Red Units refer to White Leaders, Green (Nationalist) combat units (including Polish and Finnish combat units), White and Blue combat units.

Red Player refers to the fact that though there is only one Player, he is referred to in the rules as the Red Player whenever he carries out any operation with the Red units.

Non-Red Player refers to the fact that though there is only one Player, he is referred to in the rules as the non-Red Player whenever he carries out any operation with the non-Red units.

Controllable Units are those units which may or must be moved and which may or must take part in combat. For the Red Player, controllable units refer to Red Leaders and any Red combat units which are attached to those Red Leaders. For the non-Red Player, controllable units refer to White Leaders and any White combat units which are attached to those White Leaders, as well as Blue and/or Green combat units, whose Control Marker has been drawn from the Auxiliary Forces Randomizer and is possessed by the non-Red Player.

[19.0] SEQUENCE OF PLAY

CASES:

[19.1] THE GAME-TURN

Russian Civil War Solitaire is played in sequenced Turns called Game-Turns. Each Game-Turn is composed of twelve Phases, which occur in a rigid sequence. All game operations must be undertaken in a proper sequence. Any game operation performed out of sequence is a violation of the rules and invalidates the game. All Game-Turns are identical and follow one another until the game is ended.

[19.2] SEQUENCE OF PLAY

The following Sequence of Play is substituted for Case 4.2.

A. NON-RED PLAYER-TURN

1. **Random Events Phase:** The Player rolls one die twice in succession and consults the Random Events Table. Subsequent action is governed by the Random Events Rules, see Section 20.0.

2. **Movement Phase:** The Player must move non-Red units within the limits of the Movement Rules, see Section 21.0.

3. **Stacking Phase:** The Player must stack or restack all non-Red units according to the Stacking Rules, see Section 22.0.

4. **Combat Phase:** The Player must use non-Red units to attack Red or Green units. Combat is resolved in accordance with the Combat Rules, see Section 23.0.

5. **Randomizer Phase:** The Player picks one chit from the Auxiliary Forces Randomizer. If necessary, he should immediately deploy Player Control Markers to distinguish new non-Red units which are controllable from those non-Red units which are not controllable. It is immaterial to the play of the game which Player Control Markers are used to make this distinction, see Case 20.12.

B. RED PLAYER-TURN

6. **Random Events Phase:** The Player rolls one die twice in succession and consults the Random Events Table. Subsequent action is governed by the Random Events Rules, see Section 20.0.

7. **Red Leader Determination Phase:** The Player removes all Red Leaders, except for Lenin (I.D.#151) and Trotsky (I.D.#152). He rolls the die once to determine how many Red Leaders in addition to Lenin and Trotsky may be used during the Red Player-Turn, see Section 24.0.

8. **Movement Phase:** The Player may move all, some or none of the Red units within the limits of the Movement Rules, see Section 21.0.

9. **Combat Phase:** The Player may use Red units to attack non-Red units in accordance with the Combat Rules, see Section 23.0.

10. **Randomizer Phase:** The Player picks one chit from the Auxiliary Forces Randomizer, see Case 20.12.

C. REPLACEMENT PHASE

The Player redeploys previously eliminated Red, Polish and/or Finnish combat units, according to the Replacement Rules, see Section 25.0.

D. GAME-TURN INDICATION PHASE

The Player advances the Game-Turn Marker one space on the Turn Record Track to mark the passage of one Game-Turn and the start of another Game-Turn.

[20.0] RANDOM EVENTS ALTERATIONS

The rules governing the Random Events, under the heading of Section 12.0, are used in the solitaire version. The two modifications for solitaire play are explained below.

CASES:

[20.1] ALTERATIONS

[20.11] Remove all Assassin Markers from the Auxiliary Forces Randomizer and place them in the game box. The rules governing Assassination, Section 10.0, and the Assassin Markers are not used in the **Russian Civil War Solitaire** system.

[20.12] Whenever a Blue or Green Marker is drawn from the Auxiliary Forces Randomizer (either as the outcome of a die result on the Random Events Table or due to the Sequence of Play), the possession of that Marker and the units represented by that Marker always goes to the non-Red Player.

[21.0] MOVEMENT MODIFICATIONS

GENERAL RULE:

The rules governing the movement of Red combat and Red Leader units are not modified in any way from the rules in Section 5.0; however, there are additional rules governing the movement of non-Red combat units and non-Red Leader units.

CASES:

[21.1] BASIC PROCEDURE

During the non-Red Movement Phase, the non-Red Player must move all non-Red units that he controls (exception: see Case 21.25). In moving his units, the non-Red Player is governed by three constraints—a priority sequence, a die roll, and a path of the fewest number of Railline-connected provinces between a force and Tver or Petrograd. These three constraints are explained below.

[21.11] The non-Red Player must move his units in a strict priority sequence: First, all White units are moved, then all Green units are moved, and, lastly, all Blue units are moved. There is no priority sequence for the movement of units within a color.

[21.12] Any aggregation of units, which are in one stack, is considered a "force." Forces must be moved one at a time. To move a force, the Player must first specify which force that he intends to move; second, roll the die; and third, move that force the indicated number result of the die roll.

[21.13] At the beginning of the game, the non-Red Player must determine for each non-Red force its target province. To determine its target province, count the fewest number of provinces, which are connected and traversed by a Railline, from the non-Red force to either Petrograd or Tver; that province, Tver or Petrograd, which has the fewest number of intervening Railline provinces, becomes the target province of that force. Once the target province for a force has been chosen, that force must move along the very same path of provinces (connected and traversed by Raillines) which determined that force's target province.

[21.2] NON-RED MOVEMENT RESTRICTIONS

[21.21] To determine the target province for a non-Red force, which does not start on a province traversed by a Railline, count the fewest number of provinces to a province which has a Railline, that then leads to either Tver or Petrograd, and then obey the Basic Procedure.

[21.22] In the event that two or more paths have the fewest number of provinces (connected and traversed by Raillines), determine at random by the roll of a die along which path that force must move to get to its target province.

[21.23] Once a non-Red force moves into either Tver or Petrograd, it immediately stops moving, regardless of whether or not it has consumed its Movement Allowance (as determined by the die roll).

[21.24] A target province must be chosen for all non-Red forces at the beginning of the game. Once the target province has been chosen, it may not be changed. The non-Red force must move to its target province.

[21.25] Even though some Green and Blue forces may not move out of their region, they must be assigned their target province. Though they may not move out of their region, they must move to the furthest extent possible within their region so that they are as close as possible to their target province. At this point, the non-Red Player need not bother moving Green and Blue units any further, because they may not move any longer.

[21.26] The concept of a specific Movement Allowance, see Section 5.0, General Rule, is not used in the solitaire system. Instead, as explained in the Procedure, a die roll determines the Movement Allowance for each non-Red force.

[22.0] NON-RED STACKING MODIFICATIONS

GENERAL RULE:
The rules governing Stacking, Section 7.0, are in effect in **Russian Civil War Solitaire**. There are additional rules which control the stacking of non-Red units. These additional rules do **not** apply to Red units.

PROCEDURE:
The basic idea of the Stacking Phase is to rearrange the non-Red units so as to create the fewest, but strongest possible stacks of each color within the limits of the Stacking Rules given in Section 7.0, in each province.

CASES:

[22.1] WHITE STACKING PROCEDURE

Specifically for White units, the Stacking procedure is as follows: In a province in which

there are White Leaders and combat units, place as many White combat units with the greatest Combat Strength as possible under the White Leader with the lowest Identity Code. On this stack, place on top another White Leader (if any remain) with the lowest Identity Code, and place as many White combat units with the greatest Combat Strength as possible under this White Leader. Repeat this procedure until a stack of White units obeys Case 7.11 and contains the greatest possible Combat Strength for that particular province. This procedure should now be repeated with any remaining White units to create another stack with the second greatest Combat Strength, and so forth, until all of the White units in that province are properly stacked. Of course, if there are only White Leaders and no White combat units in a particular province, then the White Leaders must stack to the greatest and strongest possible extent, while obeying Case 7.11.

[22.2] BLUE AND GREEN STACKING

The above procedure also applies for Green and Blue combat units, obey Case 7.14.

[22.3] RESTACKING PROHIBITION

Once non-Red units are arranged in a stack, the units in that stack may not be rearranged or restacked until the Stacking Phase of the next Game-Turn (exception: see Cases 8.44, 8.29 and 12.11).

[23.0] COMBAT MODIFICATIONS

GENERAL RULE:
The rules governing the combat of **Red** Leader and combat units are not modified in any way from the rules given in Section 8.0; however, there are additional rules limiting the combat of **non-**Red Leader and combat units. In general, whenever possible and within the following limitations, the non-Red forces **must** attack during the non-Red Combat Phase (exception: see Case 23.15).

CASES:

[23.1] NON-RED COMBAT

[23.11] If there are any Red forces within the same province as any **controllable** non-Red forces, then all White, Green and Blue **controllable** forces must attack a Red force. In this case, all controllable non-Red forces must attack the Red force which has the smallest total number of Combat Strength Points. In the event that two or more Red forces have both equal and the smallest total amount of Combat Strength Points, randomly determine by a die roll which Red force is to be attacked (exception: see Case 23.14).

[23.12] If there are no Red units, but there are Green forces within the same province as any **controllable** non-Red forces, then all controllable White forces (**never** Blue or Green units, see Case 8.1) must attack a Green force. In this case, all controllable White forces must attack the Green force which has the smallest total amount of Combat Strength Points. In the event that two or more Green forces have both equal and the smallest total amount of Combat Strength Points, randomly determine by a die roll which Green force is to be attacked (exception: see Case 23.14).

[23.13] Green units may not be attacked by White forces if there are any Red units in the same provinces as those Green units.

[23.14] Controllable non-Red forces may not attack a force if the odds for that attack are less than 1:1. The lowest odds at which a non-Red force may attack is 1:1.

[23.15] If condition 23.11 or 23.12 does not occur, or if condition 23.14 does occur, then there is no combat for the non-Red forces in that province.

[23.16] Whenever non-Red units must be eliminated due to an Exchange result, then the priority in which non-Red units are to be eliminated to fulfill that Exchange result (see Case 8.43) is as follows: any and all Blue combat units are eliminated first; followed by any and all Green combat units second; followed by any and all White combat units third; and then any or all White Leaders last.

[23.17] Non-Red forces, which are not controllable, must not attack. Only controllable non-Red forces must attack.

[23.18] **Any** non-Red force may be attacked by any controllable Red force.

[24.0] LEADERS

GENERAL RULE:
In general, the use and function of Red Leaders in the solitaire game has not changed from the multi-Player scenario; however, the use and function of non-Red Leaders in the solitaire game has been modified from the historical scenario. Refer to the appropriate section on Movement (21.0), Stacking (22.0), or Combat (23.0) to note the changes. There is one addition for the solitaire game which governs the number of Red Leaders that the Red Player may use during a Game-Turn. This addition is the Red Leader Determination Phase.

PROCEDURE:
At the start of **every** Red Leader Determination Phase in every Game-Turn, the Red Player must remove all Red Leaders other than Lenin (I.D.#151) and Trotsky (I.D.#152). Don't remove or move at all Trotsky and Lenin during this Phase. The Red Player rolls the die once. The die roll is the number of Leaders in addition to Lenin and Trotsky that the Red Leader may use during his Player-Turn (but there may never be more than six, total; see Case 24.12). The Red Player may then pick any selection of Red Leaders and deploy them on the map. Once deployed on the map, Red Leaders function in movement and in combat identically to Lenin or Trotsky.

CASES:

[24.1] RED LEADER DETERMINATION

[24.11] During the Red Leader Determination Phase, the Red Leaders must be deployed (placed on top of) either a Red combat unit, or by themselves in provinces. The Red Leader may not be deployed on a non-Red unit.

[24.12] The **maximum** number of Red Leaders (**including** Lenin and Trotsky) that a Red Player may have during a Game-Turn is six.

Example 1: Lenin is eliminated, but Trotsky is still on the map. During the Red Leader Determination Phase if the Red Player rolls a die and gets a six, he may only choose **five** additional Red Leaders for a total maximum of **six** Red Leaders.

Example 2: Lenin and Trotsky are on the map and the Red Player rolls a die and gets a **one** during the Red Leader Determination Phase. The Red Player may only choose one additional Red Leader; in this example, the Red Player has a total of three Red Leaders.

[24.13] The Red Player may pick any Red Leader during the Red Leader Determination Phase. In effect, a Red Leader may be picked and returned to and from the map continually throughout the game; however, once a Red Leader is eliminated due to combat, that Red Leader is permanently out

of play and may never be picked again for the Red Leader Determination Phase.

[24.14] If Lenin or Trotsky is eliminated in either Combat Phases of a Game-Turn, then there is no Red Replacement for that Game-Turn (only), see Case 9.14, and there is no Red Leader Determination, see Case 24.16.

[24.15] If Lenin **and** Trotsky are eliminated in either or both Combat Phases of the same Game-Turn, then there is no Red Replacement for both that Game-Turn and the next Game-Turn, and there is no Red Determination, see Case 24.17.

[24.16] In the case of 24.14, there is no Red Leader Determination for one Phase.

Example 1: If Lenin or Trotsky is eliminated during a **non-Red Combat Phase,** then there is no Red Leader Determination for **that same** Game-Turn.

Example 2: If Lenin or Trotsky is eliminated during a **Red Combat Phase,** then there is no Red Leader Determination Phase for the **following Game-Turn.**

Player's Note: Even though the Red Player does not have the benefit of a Red Leader Determination Phase because Lenin or Trotsky has been eliminated, it does not at all impair, alter or modify the function and use of the sole surviving Leader (Lenin or Trotsky) during the Red Player-Turn. The Red Player simply does not get any additional Red Leaders.

[24.17] In the case of 24.15, there is no Red Leader Determination for two Phases. Obey Case 24.16 and simply ignore the immediately following Red Leader Determination Phase.

[25.0] REPLACEMENT MODIFICATIONS

GENERAL RULE:
The rules for Replacement of combat units, Section 9.0, are used during the Solitaire Replacement Phase, see Case 19.2. Nevertheless, there are several major modifications for the solitaire version, as explained below.

CASES:

[25.1] COMBAT REPLACEMENT

[25.11] No White, Green or Blue combat units are ever replaced during the solitaire game (exception: see Case 25.12).

[25.12] Only Polish and Finnish combat units are replaced during the game, see Section 9.0 for replacement procedures.

[25.13] Red combat units are replaced during the game, see Section 9.0 for replacement procedures.

[25.14] Though no Leaders are ever replaced during the game, Red Leaders do have a special determination/deployment phase which permits them to reappear on the map during the game, see Section 24.0. The above is not considered as replacement, and hence is not governed by any of the replacement rules.

[26.0] IMPERIAL UNITS: CZAR EXECUTION

GENERAL RULE:
The rules governing the Imperial units, Section 13.0, are used in **Russian Civil War Solitaire;** however, the rule governing the Execution of the Czar, Case 13.5, is deleted. Instead, use the following procedure:

PROCEDURE:
Whenever a Red Leader is stacked with the Czar, the Czar is **automatically** executed. Immediately

remove the Czar from the map and place it in the game box. The Czar does not affect the Victory Conditions for either side, Red or non-Red, for the solitaire game. The Czar does retain its ability to permit a White Leader to attach two extra White or Green combat units, as well as its benefit in moving, see Case 13.2.

[27.0] SOLITAIRE SET-UP AND START

GENERAL RULE:
The Set-Up of Red, White, Green and Blue combat units is identical to the standard set-up. There are two modifications of the Leaders and Auxiliary Forces Randomizer.

CASES:

[27.1] LEADER DEPLOYMENT

[27.11] Deploy all White Leaders in identical fashion to the multi-Player game (exception: see Case 27.12).

[27.12] Deploy the following White Leaders (Identity Code) on top of the combat units in the following province/region.

Chatilov (266)	Saratov/Cossack
Ulagi (267)	Uralsk/Cossack
Romanovsky (268)	Tiflis/Trans Caucasus
Lukomsky (269)	Kirghiz/Cossack
Kappel (270)	Samara/Cossack

[27.13] For the Red Leaders, deploy only Lenin (151) on the Red combat unit in Petrograd/Greater Russia and Trotsky (152) on the Red combat unit in Tver/Greater Russia. No other Red Leader is deployed at the start of the solitaire game, see Section 24.0.

[27.2] AUXILIARY FORCES RANDOMIZER

The same mix of Markers as in the multi-Player game is placed in the Auxiliary Forces Randomizer for **Russian Civil War Solitaire.** The only exception is that the Player should remove all Purge and Assassin Markers from the Auxiliary Forces Randomizer. They are not used in the solitaire game.

[27.3] HOW TO START

[27.31] The non-Red Player is the First Player in the Sequence of Play in every Game-Turn, see Case 19.2.

[27.32] The solitaire game starts with Game-Turn One and finishes at the end of the Seventh Game-Turn.

28.0 SOLITAIRE VICTORY CONDITIONS

In **Russian Civil War Solitaire,** the Player endeavors to win as the Red Player. Though during the course of the game, the Player acts on behalf of the non-Red Player, the non-Red Player represents a system of rules, which restricts the operations of the non-Red forces to defeat the Red Player.

There are three levels of victory for the Red Player. In increasing order of magnitude, they are Marginal, Substantive and Decisive. For the non-Red Player, there is only one level of victory, Decisive. Any other result is considered a Draw. In successive games, the Player should always try to improve on his previous performance.

CASES:

[28.1] HOW TO DETERMINE VICTORY

[28.11] The object of the Red Player is to eliminate all non-Red units from each province within the following regions: Greater Russia, White Russia, Ukraine and Cossack.

[28.12] If the Red Player achieves his objective on:

Game-Turn:	his Victory is:
5	Decisive
6	Substantive
7	Marginal

[28.13] The objective of the non-Red Player is to have a non-Red force move into either Petrograd and/or Tver. If there exists at least **one non-Red unit in either Petrograd and/or Tver** on the **end of a Game-Turn,** then the non-Red Player achieves a **decisive Victory.**

[28.14] Once either Player achieves a victory, the game immediately stops.

[28.15] If either Player has not achieved a Victory by the end of Game-Turn Seven, the game is considered to end in a Draw.

[29.0] PLAYERS' NOTES

There are basically two courses of action that **Russian Civil War** may follow during the course of play. On the one hand, there is the so-called "mixed format" and its counterpart is the "Red/White format." Each has its own style of play.

The "mixed format" refers to the situation in which Players have a heterogeneous "hand" of Red, White, Green and Blue forces. In this situation, a skillful Player can be double-faced. He can dupe the gullible into thinking that he is gaming on behalf of the Red Party, yet in action he eliminates Red Leaders. He may even eliminate his **own** Red Leaders to rack up Victory Points. If successful, the Player may evade being Purged.

In the "mixed format," Purges become common. Even the strongest Player must be wary lest the weaker Players start to pool their Purge Strength. For the weaker Players who do form a Central Committee, one popular idea is to use a Purge as a threat. When the Central Committee is formed, they should order the strong Player to assassinate his own Leaders! If the Player doesn't have an Assassin Marker, the Central Committee should provide him with one; remember that Assassin Markers may be traded at any time. If the Player refuses to comply, then the Central Committee should Purge him.

The "Red/White format" refers to the condition in which a Player commits himself to one color. In this situation, one or two Players have all the White forces and everyone else has Red forces. Cooperation of the highest order is necessary for survival. The side that consolidates its strength with a sound plan of action will win. The White Players should try to provoke Purges and dissension among the ranks of the Red Players. A simple ploy is to point out the fact that invariably one Red Player remains detached from combat while he directs other Red Player comrades to fight the Whites. Should an internal revolt occur in the Red Players' ranks, the White Players will be assured of victory.

For those Players who like to remain noncommittal, their best bet is to eliminate Blue combat units. Blue combat units are not replaced if eliminated and they are worth Victory Points.

Leaders are extremely vulnerable. Like Blue combat units, they are not replaced if eliminated and are worth Victory Points. But the most important point is that once a color, Red or White, loses all their Leaders, that side is impotent. The isolated combat units are easy prey to the vengeful enemy forces.

Despite the bloody combat that may ensue during the course of the game, do not overlook the importance of grabbing the Imperial units. For example, say one of your Red forces controls the Imperial Gold Reserve. If that Red force enters a province which has Green combat units, then that Red force can pick up and transfer (i.e., stack with) those Green combat units to its control. During the Combat Phase, should that Red force attack a White force, but suffer an "Exchange" result, then the Player controlling that Red force, can simply eliminate those Green combat units while preserving the strength of his Red combat units. This tactic is valid, even if those Green combat units were formerly under some other Player's control.

Another useful tactic is to move through provinces (into which normally a force could not move) by means of the Imperial units. For example, say a Red combat force in Omsk (Siberia) wanted to attack a White force in Chita (Siberia), but there existed one Siberian Green combat unit in Krasnoyarsk (Siberia). Normally, the Red force could get as far as Krasnoyarsk (Siberia) and move no further because of the restrictions of Case 5.27. Hence, the White force could not be attacked. Suppose, however, that same Red force had the Imperial Gold, then it could enter Krasnoyarsk (Siberia) declare that the Green combat unit is now under the control of the Red Leader (Case 13.26) and then exit Krasnoyarsk (Siberia), continue moving to Chita (Siberia), while leaving the Siberian Green combat unit in Krasnoyarsk. Now the Red force can attack the White force in Chita. The reason that the Red force does not violate Case 5.27 is because, for a short moment, the Green combat unit was considered "Red," according to Case 13.26, and therefore the Red force could continue its movement; as it exits the province, the Red force merely leaves the Green combat unit behind. During playtesting, the above tactic was euphemistically called the "Hot Knife Through Butter."

[30.0] SIMULATION DESIGN NOTES

The following is an examination of some of the more critical aspects of the design decisions made in the game vis-a-vis their relationship to the simulation of the historical event and their intended consequences in the play of the game. These notes are headed using the decimal numbering system of the rules sections being discussed.

[1.0] INTRODUCTION: The Russian Civil War is the first of our Power Politics Series of games. As such, it was subject to all the experimentation necessary to work out the mechanics of what would, hopefully, be a family of games. **The Russian Civil War** was chosen as a topic because it was in demand and because it possesses many of the historical elements that we felt would work well in a multi-Player simulation.

[2.0] GENERAL COURSE OF PLAY: "Multi-Player" generally means **more** than two Players. An important question that must be answered is **how many** more than two. We initially played around with four-, five- and six-Player games. The five-Player game seemed to work best. One of the frequent problems of multi-Player games is that each Player generally moves in turn, meaning games that are not simultaneous in nature require an extensive amount of time for the individual Player's pieces to be moved. All through the design of **The Russian Civil War**, we have attempted to eliminate, as much as possible, activities which do more to slow the game down than to contribute anything valuable to the simulation or the interest in the game.

[3.0] GAME EQUIPMENT: We decided to use an area movement map primarily because the Game-Turns, which represented five months, encompass so much time that most units could move just about anywhere they wanted. Thus, the true limiting factors to movement were not geographical, but political, or, at least, people-related and not terrain-related. Thus, we simply took a related map of Western Russia and reproduced it with a few embellishments here and there to clear it up for the sake of the game. Siberia, however, posed another problem. The main problem was that most of Russia is Siberia. In Siberia, however, almost all of the activity took place along the Trans-Siberian Railroad, and, indeed, all that need be shown of Siberia was the area immediately adjacent to the railroad. Thus, this is all we did show—in a rather abstract manner. The railroad net on the map has been reproduced from period sources and it should be remembered that the railroads shown are the main lines. There are many other secondary lines which would do little more than clutter up the map. One further element that is implicit in the design of the map is the idea that small provinces are generally the more populous ones. This formula was not strictly adhered to by the Russians, but it was generally true. It is, relatively speaking, easier to transit a large, but thinly populated province than it is to go through a small, heavily populated one.

[4.0] SEQUENCE OF PLAY: There were two interesting design problems in this section. First, there was the problem of who moves first. This can often be a decisive element in a multi-Player game. We solved it by having the "Player-Turn Sequencing Segment," in which the "First" Player changes in an unexpected fashion from Turn to Turn. This, in effect, nullified the first-move advantage to a large extent. The other problem is less obvious. Because we use a group of chits to represent control of various auxiliary forces and because these are drawn by each Player during his Player-Turn, the more Players you have, the more rapidly all of these pieces are going to be put into play. Thus, the number of Players will determine, to a certain extent, the tempo of the game. During playtesting, we experimented with various approaches to the randomizer counter mix and have, one hopes, come up with an optimal solution. There will, however, be differences, sometimes noticeable and sometimes not when the number of Players is varied. One final thing we did in the Sequence of Play was to try to have each Player go through as efficient a sequence as possible, so that the game would not drag.

[5.0] MOVEMENT: One of the key elements in making the game interesting, historical and still playable was the system whereby not all combat units in the game can move by themselves. This had a two-fold effect. First, it reduced the number of units (or stacks) each Player could move (or has to even worry about) each Turn. The fewer units that could or would be moved, then the faster each Player would get through his movement. Secondly, it put historical emphasis on the key leaders of the Russian Civil War. Unlike a more "conventional" war, the Russian Civil War did not have organized civilian infra-structures to keep things going even in the face of an inept military leadership. The military/political leadership was critical and time and again was the decisive factor. The leaders, as given in the game, represent not only single individuals, but also that small collection of cadres and hard-core combat troops that each leader usually collected about himself. The Red leader, Trotsky, was famous for this and his armored train was something of a legend in its own time as it went from area to area, carrying with it a couple of hundred key combat troops and "spare" leaders,

as well as supplies of ammunition and some heavy weapons. More importantly, Trotsky carried along communications equipment and a printing press. Thus, if you can get the right leader in the right place at the right time, you will quite likely carry the day. There are basically two forms of movement: on railroads and not on railroads. The railroads were truly what was holding Russia together, economically and otherwise. For this reason, possession of an open railline permits one to go anywhere along it. Without the railline, you must slog slowly by foot. This, again, enhances realism in the game, as it was the possession of the raillines which gave one side or the other the ability to concentrate at the critical point for decisive results. The interventionist units posed some unique problems. They were there to, among other reasons, "show the flag," and, theoretically, to suppress the growing Red menace by their very presence. It didn't work out that way and the Blue interventionists' lack of mobility proved fatal to the interventionist cause. You can see that when large Blue units do get loose. They can be quite critical in the outcome of the game. Since Blue units were the product of a more conventional military machine, they are not as dependent on leadership as the Reds. White and other participants of the Russian Civil War were. Thus, one merely has control of them. Somewhat the same situation applies to the nationalist (Green) units. These units have fewer problems, since their overriding objective was to free themselves from control of any central Russian government. Two of these "nationalists" movements **did** succeed: those in Poland and Finland. Indeed, these movements had pretty much succeeded by the time the game begins. The various movement rules applying to the nationalist contingents are based upon the local political conditions at the time. The Poles, for example, had few inhibitions against attempting to expand towards the east. The Finns, on the other hand, while they might have left their own borders, had very few reasons for doing so. But the chance of their moving into St. Petersburg was always there.

[7.0] STACKING: The stacking rules were developed with two purposes in mind—playability and realism. The playability aspect was covered by forcing the use of a number of smaller stacks. This rule, at the same time, enhanced realism by not allowing a huge stack, constituting a "super army," from lumbering about the map destroying all in its way. This was impossible from a historical point of view, because supply problems during the Civil War precluded assembly of forces that large in any one place for any considerable length of time. The stacking rules also make it easier to keep track of who is who and what units belong to what Player.

[8.0] COMBAT: It is in the combat rules of **Russian Civil War** that we bring out some of the most realistic and playable aspects of the game. As you can see from a reading of the rules, it is possible for you to attack units under your control. It is true that Red units cannot attack Red units and White units cannot attack White units, but, because of the random initial distribution of forces, a Player may control units that were historically on opposite sides. This recreates the element of treachery and double-dealing that was very much in evidence during the Russian Civil War. There was also the "idiocy factor" which was a major consideration during the conflict. The ability to attack units under your control as long as the attacker and the defender are not the same color worked out very well during playtesting. It was not a constant occurrence, since players would tend to specialize in one "color" or another. Typically, in a five-Player game, four Players

would monopolize the Red units and one Player would parlay a strong White position into a monopoly on nearly all the White units. This one "White" Player could often have a decisive effect on the game, because the Red Leaders usually were spread quite a bit around among the various Players. The Reds strove to get hold of Greens and Blues in order to keep them out of trouble while the Whites wanted to control the Greens and Blues on the off chance that they could use them against the Reds. One reason why the Red did not fear the Blues was because of the Red ability to stage "subversive" attacks on the Blue units and thus help themselves on the way to gathering Victory Points. Subversive Attacks are nothing more than Communist agitation among the war-weary interventionist rank and file. This is one reason why the interventionists got out of Russia so quickly. Their armies in Russia were literally falling apart due to Red subversion. The Combat Results Table actually represents more non-combat than combat losses. Some 80% of the combat troops who died during the Russian Civil War died due to non-combat causes. These were primarily due to disease (typhus was a big one), starvation and exposure (during the severe Russian winters). The reason that so many non-combat casualties are reflected on the CRT is that most of the non-combat casualties would be incurred as a result of the movement and exertions that happened before and after combat. The combats themselves were rather short and sharp, if only because most of the fighting was mobile in nature and the ammunition supplies were always much less abundant than they were during the First World War itself. The remainder of the non-combat losses are reflected directly on the Random Events Table.

[9.0] REPLACEMENT OF COMBAT UNITS: Some units are replaced simply because they are never completely destroyed. These units are, obviously, local in nature and are characteristic of a militia. That is, they are an ongoing levy upon the local manpower. They also represent, to a certain extent, the political infra-structure of that area and whether or not that political infra-structure is pro-Red or pro-White (or pro-Green for that matter). For this reason, Enemy units in a particular province will prevent certain replacements. This is also the reason why the occupation of Moscow or St. Petersburg by White units closes down Red replacements. Likewise, the death of Lenin or Trotsky also have an adverse effect upon Red replacements. These two men were, more than anyone else, responsible for the raising and maintaining of Red armies.

[10.0] ASSASSINATION: Assassination was a fact of life during the Russian Civil War and, as such, had to be represented in the game. The assassins themselves were not under as much control of the individual leaders as the game might imply. However, the method we adopted enabled us to encourage a little more diplomacy and also give the Players some control over the terrorism that was so much a part of the Russian Civil War. The idea behind giving the Assassin Markers to the intended victim of an unsuccessful assassination attempt was done to add a little more danger to any assassination attempt.

[11.0] PURGE: Purges in the **Russian Civil War** game are not the purges that we normally think of in Russia. That is, the purges that took place in the late 1930's and later. The Russian Civil War purges are relatively bloodless purges, whose major objective was to obtain allies in the Communist Party at the expense of some other faction. In addition to its historical purpose, we also used this mechanic in the game to encourage diplomacy

among the Red Players. In doing this, we were also able to add the "Central Committee," which was the highest political/military authority among the Communists.

[12.0] RANDOM EVENTS: Random events are just that. Although they are primarily concerned with the random, but massive occurrence of disease (primarily typhus), starvation was also a great killer during the Russian Civil War, since the large-scale disruption the fighting caused created a breakdown among the food production and distribution systems. The other random events were primarily things that were not expected to occur with great frequency, such as Finland entering the war, or more common occurrences, such as a withdrawal of interventionist contingents. On the Random Events Table, many of these random events speak for themselves.

[13.0] IMPERIAL UNITS: At the time that the game begins, in the middle of 1918, the Imperial Government of Russia was gone, but not completely. The Czar was still alive and the Imperial gold reserve was sent eastward to escape possible confiscation by the Germans (or others) and was sitting, along with the Czar, in Siberia. Both the Royal Family and the gold had considerable political and/or practical significance to whoever held them. While neither the Reds nor the Whites entertained any serious ideas of returning the Czar to power, the Whites, in particular, could make use of the Czar as a symbol. Particularly as a bargaining chip in their dealings with the interventionists (the Czar was, after all, related to the Royal Family in Great Britain).

[14.0] VICTORY CONDITIONS: For a multi-Player game, we came up with some rather innovative Victory Conditions. First of all, the Players naturally sort themselves out into teams—the Reds and the Whites. Before anyone as an individual can win the game, one of these "teams" must win. This is accomplished by the simple expedient of utterly obliterating a team. At that point, it's simply a question of determining who on the winning side contributed the most to that side's victory. This is done by keeping track of who destroys what and, not unnaturally, the Player who makes the largest contribution toward defeating the other "team" is declared the "winner" of the game. The Victory Points are awarded for various units, and objectives pretty much speak for themselves.

[15.0] HOW TO SET-UP AND PLAY THE GAME: The units are initially deployed in the game in a random fashion in order to recreate the chaos and disorganization prevalent during the Civil War. This results in the rather unusual custom of having Players possessing units of two opposing sides. Players generally sort themselves out during trading sessions, but this two-sides-under-one-Player system continues to contribute a lot to the flavor of the game, as well as encouraging diplomacy among the Players.

[31.0] HISTORICAL NOTES

THE GAME AS HISTORY
GAME-TURN 1 (June-October 1918)

There is no precise date that accurately marks the outbreak of the Russian Civil War. By June 1918, however, the conflict could be geographically defined. The Bolsheviks (frequently called the "Reds") controlled the two administrative capitals, Petrograd and Moscow, as well as most of the surrounding industrialized provinces of central Russia. This central position was menaced by a variety of foes, commonly opposed to the

revolutionaries who had overthrown the Provisional Government in November 1917, and who had recently signed an armistice with Germany, thus ending Russia's participation on the Allies' behalf in the First World War. The anti-Bolshevik forces consisted of three distinct groups. The counter-revolutionary "White" movement constituted the chief threat against the Reds. Unlike the Reds, however, the Whites were geographically scattered. The principal White areas included the southern parts of Russia near the Black Sea, the Baltic region and Siberia. Supposedly supporting the Whites, the Allied governments of France, the United States and the United Kingdom had landed forces at Kherson in the Ukraine, Archangel in northern Russia, and Vladivostok in Siberia. The Japanese had also taken advantage of Russia's plight by landing a large army near Vladivostok. Other foreign troops in Russia included the one-million-man German occupation force and the 100,000 troops of the Czech Legion. This Czechoslovakian force had served under Russian control against the Germans between 1916-1918 on the eastern front. Following the Bolshevik Revolution, the Czechs were not permitted to withdraw toward their homeland. Finally, they resolved to fight their way across Siberia to Vladivostok from whence the Allies would guarantee their repatriation.

In addition to the Whites and the foreign intervention forces, the Reds also faced resistance from an assortment of national groups seeking independence from Russia. By June 1918, Poland and Finland had both won independence from Russia. There remained Estonians, Latvians, Lithuanians, Ukrainians, Siberians and other groups who favored neither the Red nor the White cause.

During the first five months simulated in the game, two critical events occurred at opposite ends of the Russian Steppes. In early June, a small White Army commanded by Anton Ivanovich Denikin initiated a campaign against 100,000 Red troops occupying the Kuban province bordering the Black Sea. Although vastly outnumbered at the outset, Denikin gradually gained support from the surrounding Cossack provinces, including General Krasnov's Army of the Don Cossacks. By mid-summer, the Kuban campaign had swung heavily in the Whites' favor. Soon after capturing the provincial capital of Ekaterinodar (16 August) Denikin was joined by General Peter Nikolaevich Wrangel, a former Czarist cavalry commander, who later became the second leading figure in the White movement.

In Siberia, as in the Kuban, the Reds were initially forced onto the defense. Anxious over the general course of events and the imminent approach of Czech troops, in Ekaterinburg, on the night of July 16/17, the Imperial family was executed by Red troops, probably upon orders issued by Lenin in Moscow. A few weeks later, the last vestige of the Russian Empire, the Imperial Gold, was captured by White forces at Kazan. From there it was transported to Omsk. Eventually, it would be used to finance the campaign of the third major White leader, Admiral Alexander Kolchak.

GAME-TURN 2 (November 1918-March 1919)

The key event which occurred during this time period was the general armistice ending World War One. Of course, the principal result was the withdrawal of German forces from Russia. In effect, this left the Whites more vulnerable, as the Germans had formed a major deterrent to the fledgling Red Army. On the other hand, the Allied governments were now able to intervene in Russia on a greater scale. Actually, most of the interven-

tion forces arrived in Russia during this period. By the end of 1918, sixteen foreign armies had arrived on Russian soil. The French were primarily committed in the south in support of Denikin. The British were also aiding Denikin, but other British troops had landed in Murmansk, Vladivostok, and in the Trans-Caucasus region. A small American force was operating alongside the British in the north and a larger U.S. commitment had joined the British and the Japanese on the Pacific coast.

Unfortunately, the Whites gained little material support from the western Allies. In large part, this was due to the fact that there was no unified direction to the White movement and no single spokesman who could authoritatively negotiate on the Whites' behalf.

In strictly military terms, the intervention forces proved totally ineffective. Many units sent to Russia contained low-grade troops unfit for service in an active war theater. The northern intervention forces, based on Murmansk and Archangel, advanced only 200 miles to the south. There they were halted by the infamous Russian winter. The combined effect of Red surprise attacks, Red political propaganda, and frostbite quickly destroyed Allied morale. Overall, the Reds, who represented their struggle as a defense against foreign incursions, benefited from the interventions, which were ostensibly effected to help the Whites.

In the south, the Whites continued their struggle against the Bolsheviks. Although the White movement had never espoused the restoration of the old regime, it did adopt the goal of restoring Russia's pre-1914 boundaries. This policy naturally alienated the regional nationalists and made it impossible to broaden support for the White cause.

Meanwhile, the Red Army was being expanded and improved under the direction of Leon Trotsky, the Bolshevik War Minister. In general, the red war effort was administered by Trotsky, while Vladimir Illyich Lenin administered the political affairs of the Bolshevik state. Trotsky had to fight as many battles within the Communist Party as his troops fought against the Whites. A basic ideological conflict arose concerning the employment of former Czarist officers in the Red Army. Ultimately, the Party faction dominated by Lenin and Trotsky which favored using trained officers (supervised by political commissars) persuaded the opposition. During the course of the war, many controversial issues were resolved via bloodless, ideological "purges." Party members who could not be persuaded along certain lines were passed over when promotions were made.

GAME-TURN 3 (April-August 1919)

The five-month interval simulated during this Game-Turn covered the period of greatest crisis from the Red viewpoint. During the Spring, the Reds faced simultaneous offensives by Denikin in the south and Kolchak, who had 120,000 troops west of the Urals. The Reds responded by vigorously counter-attacking the White forces in the south. In April, the French evacuated Kherson leaving Denikin's left flank hanging in mid-air. With the southern White position rapidly deteriorating, Wrangel (recently recovered from a bout with typhoid) assumed tactical command of Denikin's forces. Almost immediately, White morale began to rise. By early summer, White units led by Wrangel, Kutepov and May-Maevsky had resumed the offensive across a broad front from Kherson to Astrakhan.

Meanwhile, a different type of campaign was occurring on the Siberian front. The White movement in Siberia had focused around an ex-naval officer, Admiral Kolchak (who had optimistically adopted the title, "Supreme Ruler of all the Russias"). During the spring, Trotsky had permitted Kolchak's forces to advance until they were overextended. The Whites, intermittently supported by the Czechs, had pressed west from the Urals, capturing the key raillines running through Ufa and Perm. But suddenly, in May, Trotsky launched a major Red counter-offensive spearheaded by armies under Vatzetis and Tukhachevsky. Hindered by supply problems, the Whites quickly lost all of the territory they had gained earlier in the year. The White salient into European Russia was devoured by the Red assault. By early June, Kolchak's forces were in full retreat. The Whites had lost their last chance for linking their forces. The ensuing Red offensives pursued the strategy of defeating the individual White armies in detail.

GAME-TURN 4 (September 1919 - January 1920)

Although the threat from Siberia receded after Trotsky's victory over Kolchak, during the autumn of 1919, the Reds again faced a two-pronged White assault. The main White thrust was again mounted in southern Russia. While Wrangel continued to drive eastward (toward Kolchak), Denikin advanced due north along the Moscow-Rostov railway.

The second White offensive introduced a new leader, General Nikolai Yudenich, who commanded 20,000 troops organized as the North-Western Army. In October, Yudenich advanced against Petrograd from his base in the Baltic provinces. By mid-October, Yudenich was camped on the outskirts of the Red capital while Denikin was swiftly approaching Moscow from the south. A White victory now appeared inevitable.

Although Lenin was ready to evacuate Petrograd, Trotsky succeeded in mobilizing the civilian population to man the city's defenses. While Yudenich procrastinated, Red reinforcements poured into Petrograd until it became apparent that a White assault was no longer feasible.

In early November, the initial Red counter-attack precipitated Yudenich's retreat. By the end of the month, the North-Western White Army had been driven back into Estonia with heavy losses.

Shortly after Yudenich's defeat, Denikin's Moscow offensive collapsed, apparently as a result of the growing discord between Denikin and Wrangel. Thus, in the south, as well as the north, by November 1919, the initiative had permanently passed over to the Reds. Red attacks by Budenny, Frunze, Voroshilov and Kamenev pressed steadily south as the White military leadership splintered into numerous factions.

By early 1920, the Red-White civil war was virtually over. Kolchak was captured and executed by Red troops at Irkutsk in February 1920. A month later, Denikin's dwindling army was evacuated from Novorossisk by French and British naval forces. The last White leader, Wrangel (who had been exiled to Turkey by Denikin in 1919), returned to wage a hopeless last stand on the Crimean Peninsula during the Russo-Polish War of 1920. This last White bastion also disintegrated in a forced evacuation in November 1920.

[16.0] SUMMARY OF RULES

This section is an assemblage of key rules from the text for quick reference. In the event that there is any discrepancy, the main text is to be considered the final arbiter.

[4.2] GAME-TURN SEQUENCE OUTLINE

FIRST PLAYER-TURN

1. **Random Events Phase.** The Phasing Player rolls one die twice in succession and consults the Random Events Table. Subsequent action is governed by the Random Events Rules (Section 12.0).

2. **Movement Phase.** The Phasing Player may move all, some or none of the units he controls within the limits provided by the Movement Rules (Section 5.0).

3. **Combat Phase.** The Phasing Player may use any of the units he controls to attack Enemy units. Combat is resolved in accordance with the Combat Rules (Section 8.0).

4. **Randomizer Phase.** The Phasing Player picks one chit from the Auxiliary Forces Randomizer. If necessary, he should immediately deploy additional Player Control Markers to distinguish new units placed under his control (see Case 12.13).

Note: After all of the participating Players have completed a Player-Turn identical to that just described, play proceeds through a Game-Turn Interphase, as outlined below.

GAME-TURN INTERPHASE

1. **Game-Turn Indication Segment.** The First Player advances the Game-Turn Marker one space on the Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

2. **Replacement Segment.** The First Player (aided by the other Players) redeploys previously eliminated combat units in accordance with the Replacement Rules (Section 9.0).

3. **Player-Turn Sequencing Segment.** The First Player draws one Marker from the Player-Turn Randomizer. The Player whose Control Marker is selected is designated the new First Player for the remainder of the current Game-Turn. The Player to the left of the new First Player becomes the Second player and the remaining Players are assigned a new position in the Sequence of Play proceeding around the table in a clockwise fashion.

[5.0] MOVEMENT

GENERAL RULE:

There are three basic types of movable units in the game: combat units, Imperial units and Leader units (henceforth referred to as "Leaders"). There are no Movement Allowances printed on the unit counters. Combat units can only be moved by an accompanying Leader of the same color (exception: see Case 13.25). In effect, a Leader may attach and transport the otherwise immobile combat units. While Leaders have the ability to move independently, combat and Imperial units cannot. All Leaders have a Movement Allowance of five Movement Points.

[5.2] MOVEMENT
INHIBITIONS AND PROHIBITIONS

[5.25] Any unit which moved as part of a stack under the command of a given Leader may neither move alone nor move again under the command of a different Leader during the same Player-Turn.

[5.26] A combat unit attached to (stacked under) a given Leader may not be attached or transported by any other Leader. A Leader and its attached combat unit(s) may, however, be moved together, accompanied by other Leaders, as part of a larger force.

[5.27] A unit (or force) may freely enter **or** leave a province, regardless of the presence of other units in the province being entered or departed. A unit (or force) may **not**, however, both enter **and** leave a province during the same Movement Phase if the entered province is occupied by a unit of a different color than the color of the moving unit(s). A unit (or force) must immediately stop upon entering a province occupied by a different colored unit and may move no farther during that Movement Phase (exception: see Case 13.23).

[5.4] STACKING EFFECTS ON MOVEMENT

[5.41] Stacking or unstacking units in the same province is considered a type of movement. There is no additional Movement Point cost involved in stacking or unstacking units; however, a Player's units may only be stacked or unstacked during his own Movement Phase. During all other Phases, that Player's units may not be rearranged (exception: see Purge, Case 11.21).

[5.5] RAIL MOVEMENT

[5.51] Only Red and White units (or forces) may use Rail Movement.

[5.52] A Red or White force (or Leader) which begins its Movement Phase in a province traversed by a Railline may move into or through an unlimited number of contiguous Rail connected provinces. Rail Movement, however, is **not** exempt from the restrictions of Case 5.27.

[5.6] HOW TO MOVE BLUE [INTERVENTIONIST] UNITS

[5.61] There are five Blue Control Markers in the Auxiliary Forces Randomizer. These Markers are gradually distributed among the Players during the Randomizer Phase of each Player-Turn. Possession of a Blue Control Marker permits a Player to move all, some or none of the corresponding Blue Combat units during the Movement Phase of his Player-Turn.

[5.62] The Blue units that lack a correponding Control Marker may never be moved from the province in which they are deployed at the start of the game (exception: see Case 5.67).

[5.63] Any Blue unit which may be moved possesses a Movement Allowance of **three** Movement Points.

[5.64] Blue units may not use Rail Movement.

[5.65] Czechoslovakian and Japanese units may never enter a province outside of the **Siberian** Region. Other moveable Blue units may enter any province on the map.

[5.67] There are five Blue Withdrawal Markers in the Auxiliary Forces Randomizer. At the instant a Blue Withdrawal Marker is selected from the Randomizer, all Blue units of the corresponding nationality are permanently removed from the map.

[5.7] HOW TO MOVE GREEN [NATIONALIST] UNITS

[5.71] Each distinct nationalist force is represented by a Green Control Marker in the Auxiliary Forces Randomizer. Possession of a Green Control Marker permits a Player to move all, some or none of the corresponding Green combat units during the Movement Phase of his Player-Turn.

[5.72] All Green combat units have a Movement Allowance of **three** Movement Points.

[5.73] Green units may not use Rail Movement.

[5.74] Green units may never enter a province outside of their "home" region (exception: see Cases 5.75 and 5.76).

[5.75] Finnish units may only enter the following provinces: Archangel, Olonetz, Petrograd and Finland.

[5.76] Polish units may enter any province in any of the following regions: Greater Russia, White Russia, the Baltic, or the Ukraine region. Polish units may enter Poland also. Polish units may never enter any of the following regions: the Cossacks, the Trans Caucasus, or the Siberia region.

[7.1] STACKING INHIBITIONS AND PROHIBITIONS

[7.11] A single stack may contain a maximum of **five** combat and/or Leader units in any practicable combination. In addition, a single stack may contain **one** Player Control Marker and **either** or **both** Imperial units.

[7.13] Different colored units may never be stacked together (exception: see Case 13.25).

[7.2] STACKING POSITION AND UNIT TYPES

[7.23] The counter mix provides six distinct sets of Player Control Markers. At the beginning of the game, one set of these Control Markers is assigned to each Player. Each Control Marker possesses either a Red/White or a Blue/Green color scheme. When placed on top of a force on the map, the face-up color of the Control Marker should indicate the color of the units beneath it.

[7.3] EFFECT ON COMBAT

[7.31] The attacker must attack all of the units in a single stack together; the Combat Strengths of all of the units in a single stack are totalled, and this total Strength is attacked.

Units in a single stack may not be attacked individually.

[7.32] The units in an attacking stack must participate in a single combined attack; the Combat Strengths of all of the units in an attacking stack are combined into a total Attack Strength. Units in a single stack may not attack individually nor may any unit in an attacking stack be withheld from the attack or its results.

[7.33] The units in two or more stacks may combine their Combat Strengths to attack a single defending stack as long as the restrictions of Section 8.0 are not violated.

[7.34] Separate stacks may **not** be combined in defense. Each stack in a given province must be attacked separately.

[8.0] COMBAT

PROCEDURE:

Total the Combat Strength Points of all attacking units involved in a specific attack (against the same defending unit or stack of defending units). Compare this total to the total Combat Strength of all of the defending units which are the object of that specific attack. State the comparison as a ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one. The attacker then rolls the die. The result indicates a line on the Combat Results Table (8.5), which is cross-indexed with the column representing the combat ratio (or odds). The intersection of the line

and column yields a combat result. This should immediately be applied to the involved units, before going on to resolve any other combat. Units which are eliminated in combat are immediately removed from the map by the **Owning** Player and placed in the appropriate box on the Victory Point Chart.

[8.1] DEFINITION OF OPPOSING FORCES

[8.12] Red units oppose all non-Red units.

[8.13] White units oppose Red and Green units (only).

[8.14] Green units oppose Red and White units (only).

[8.15] Blue units oppose **only** Red units.

[8.2] WHICH UNITS MAY ATTACK

[8.22] Units may only attack opposing (Enemy) units.

[8.23] Only units which occupy the same province as an opposing Enemy unit (or stack) may participate in an attack against that Enemy unit. No combat is permitted except between opposing units which occupy the same province during a Combat Phase (exception: see Case 8.3).

[8.24] Attacking is completely voluntary.

[8.25] No unit may attack or be attacked more than once during a single Combat Phase.

[8.3] SUBVERSIVE ATTACK

[8.31] A Subversive Attack may only occur when Red units are attacking a Blue unit (or stack) from one or more **adjacent** provinces. For Subversive Attack purposes, any two provinces are considered adjacent if they share a common border which is passable by units during a Movement Phase. Red units may **not** employ a Subversive Attack against Blue units which occupy the same province as the attacking Red units.

[8.33] Subversive Attacks are resolved according to the normal Combat procedure (see Section 8.0). Combat results are interpreted differently when resolving a Subversive Attack:

1) "Ae" and "Ex" results have no effect on either the Red or Blue units involved.

2) A "De" result eliminates all Blue defending units exactly as in normal combat.

[8.4] EXPLANATION OF COMBAT RESULTS

[8.44] Units eliminated in combat are removed from the map by the Owning Player. When part of a force is eliminated due to an "Ex" combat result, the Owning Player may select which units lose, but he may **not** rearrange or alter the composition of stacked forces after deducting the proper number of eliminated Strength Points.

[8.45] Defending units eliminated in combat are removed from the map and immediately placed on the Victory Point Chart in the section corresponding to the attacking Player. Attacking units eliminated in combat are removed from the map and immediately placed on the Victory Point Chart in the section corresponding to the defending Player. Note that when a Player attacks his own units with opposing units which he also controls, the eliminated units are placed in his own section of the Victory Point Chart.

[9.1] WHICH UNITS MAY BE REPLACED

[9.11] Only Red, White and Green combat units may be replaced. Leaders, Imperial units and Blue combat units may never be replaced.

[9.12] During the Replacement Phase of each Game-Turn, Players should examine each combat unit on the Victory Point Chart and its corresponding province. A unit may not be replaced during a Replacement Phase if its corresponding

province is occupied by an opposing unit (see Case 8.1), unless the province is occupied by at least one combat or Leader unit of the same color as the replacement unit. For example, if the Don Cossack province in the Cossack region on the map was occupied by either a Red or Green unit, the Don Cossack combat unit (I.D.#212) could only be replaced if: 1) it was on the Victory Point Chart; and 2) the Don Cossack province was occupied by at least one White Leader or combat unit.

[9.13] Red combat units may never be replaced during a Replacement Phase if either Tver or Petrograd (both provinces in Greater Russia) is occupied by a non-Red unit, unless the Enemy-occupied province(s) is also occupied by at least one Red unit. Example: **No** Red combat units could be replaced if during the Replacement Phase, a Green, White or Blue unit occupied Petrograd and there were no Red units in Petrograd.

[9.14] No Red combat units may be replaced during the first Replacement Phase which occurs after either Lenin (I.D.#151) or Trotsky (I.D.#152) is eliminated either by combat or assassination. Note: If Lenin and Trotsky are both eliminated during the same Game-Turn, Red Replacements are suspended for **two** full Game-Turns (i.e., no Red combat units could be replaced for two consecutive Replacement Phases).

[9.15] Combat units of a given color (either Red or White) may never be replaced after all of the Leaders of that color have been eliminated.

[9.16] No units may be replaced after the Fifth Game-Turn.

[10.1] ASSASSINATION INHIBITIONS AND PROHIBITIONS

[10.12] A Player must control at least one Assassin Marker to attempt an assassination. At least one Assassin Marker must be expended for each assassination attempt made (see Cases 10.22 and 10.23).

[10.13] The Leader whose assassination is attempted must occupy a province which is also occupied by a Leader controlled by the Phasing Player. Only Leaders on the map may be assassinated (see Case 13.5).

[10.14] The color of the Leader units involved in an assassination attempt has no effect.

[10.2] EFFECT OF ASSASSINATION

[10.22] All Assassin Markers employed in a **successful** assassination are immediately removed from the Victory Point Chart and transferred to the Auxiliary Randomizer by the Phasing Player.

[10.23] All Assassin Markers employed in an **unsuccessful** assassination attempt are repositioned on the Victory Point Chart in the section belonging to the Player who controls the Leader whose assassination was attempted.

[11.1] CONSTITUTION OF THE CENTRAL COMMITTEE

[11.11] Any individual or group of Players who collectively control at least eight (8) Politburo Markers, and who unanimously consent to each other's membership on the Committee, constitutes the Central Committee of the Politburo for Purges.

[11.14] A Player may never be purged while he is a member of the Central Committee. A Committee member may be Counterpurged.

[11.2] EXPLANATION OF PURGE RESULTS

[11.23] When the Central Committee Purges as a group, it must unanimously agree beforehand how any successfully "Purged" Points will be divided. Once the dice are rolled to resolve the Purge, this

agreement is considered binding upon all of the members of the Committee. The members may not alter this agreement in any manner once the Purge resolution dice roll is executed. Successfully "Purged" Points must then be distributed according to the original agreement to the greatest possible extent.

[12.1] EXPLANATION OF THE RANDOM EVENTS TABLE

[12.11] Epidemic: An Epidemic result indicates one or more provinces which are currently disease-ridden. The Phasing Player must immediately remove the strongest combat unit in each Red, Green and/or White stack in each of the indicated provinces. The removed units should be placed in the "Unassigned" section of the Victory Point Chart. If two or more units have equal Strengths (and there is no weaker combat unit in the stack) the topmost combat unit is removed. Blue combat units, Imperial units and Leaders are **never** affected by an Epidemic. Only units in a province during a Random Events Phase are affected by an Epidemic which occurs during that Phase.

[12.12] Subversive Attacks Doubled: During the Combat Phase of the **current** Player-Turn (only), the Combat Strengths of all Red units participating in Subversive Attacks are doubled (See Case 8.3).

[12.13] Draw from the Randomizer: The Phasing Player must immediately pick one chit from the Auxiliary Forces Randomizer. He then takes the action explained below according to the type of chit which was drawn.

1) Assassin Marker: The Player simply places the Marker in his section of the Victory Point Chart. This Marker may be used as explained in Section 10.0.

2) Blue (Interventionist) or Green (Nationalist) Control Marker: The Player places the Marker in his section of the Victory Point Chart. Next, he places an appropriately colored Player Control Marker on each unit or force corresponding to the drawn Marker (see Cases 5.61, 5.71 and 7.23). Note: If a Player draws a **Blue** Control Marker corresponding to a force which was previously withdrawn or totally eliminated earlier in the game, the Player may immediately draw again. Conversely, if a Player draws a Green Control Marker corresponding to a force which was previously totally eliminated, he is **not** entitled to a substitute draw.

3) Blue (Interventionist) Withdrawal Marker: The Player immediately removes all of the corresponding Blue combat units from the map (excluding units on the Victory Point Chart). These units, along with the corresponding Withdrawal Markers should be permanently removed from play (they are **not** placed on the Victory Point Chart). Note: If the Player draws a Withdrawal Marker and the corresponding force was **totally** eliminated earlier in the game, the Player may immediately draw a different chit from the Randomizer.

[13.2] BENEFITS FOR CONTROLLING THE IMPERIAL UNITS

[13.22] A White Leader which controls the Czar may attach two (2) additional White combat units for both movement and combat purposes. Thus, a White Leader with a Leadership Value of "2" could attach a total of four (4) White combat units while that Leader controlled the Czar. Note: A Player may not violate either Case 5.76 or Case 7.11 to take advantage of this rule.

[13.23] A White force which controls the Czar may freely move through a province occupied **solely** by

Blue units (or solely by Blue and White units) without being required to stop in accordance with Case 5.27.

[13.24] A non-White Leader or force derives no special benefit for controlling the Czar.

[13.25] A Red or White Leader which controls the Gold may attach two (2) additional combat units. These combat units may be either of two colors—the Leader's color or **Green**. If the Leader attaches combat units of its own color, the Owning Player may not violate either Case 5.26 or 7.11.

[13.26] If a Leader which controls the Gold attaches any Green combat units, the Owning Player is allowed to violate Case 5.26.

[13.27] A Finnish or Polish unit may **never** be attached by a Red or White Leader.

[13.28] A Blue or Green force derives no special benefit for controlling the Gold.

[13.4] HOW IMPERIAL UNITS ARE CAPTURED

[13.41] If all of the units stacked with an Imperial unit are eliminated in combat, any eligible unit from the opposing force may immediately attach the Imperial unit. When an Imperial unit is captured in this manner, the new owner should immediately replace the former owner's Player Control Marker with one of his own.

[13.5] EXECUTION OF THE CZAR

[13.52] To order the Czar's execution, the Central Committee must have the expressed consent of Player(s) who collectively control at least **ten** (10) Politburo Markers.

[13.53] The Central Committee may order the Czar's execution at any time the Czar is controlled (attached) by a Red Leader.

[13.54] The Player who controls the Czar at the instant the execution order is given must choose whether or not he will comply. If he wishes to comply, he simply removes the Czar counter from the map and places it face-up in his section of the Victory Point Chart. If he does not wish to comply, he may simply leave the Czar on the map under his control.

RUSSIAN CIVIL WAR
1918-1922

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Map Labels

FINLAND · Gulf of Bothnia · White Sea · Archangel · Olonetz · Vologda · Ekaterinburg · Perm · SIBERIA · Malinovka · Mogocha · Spasskoye

Estonia · Petrograd · Novgorod · GREATER RUSSIA · Urals · Omsk · Novoniko-laevsk · Krasno-yarsk · Irkutsk · Chita · Manchuria · Tsitsikar · Vladivostok

Livonia · Baltic Sea · BALTIC · Courland · Pskov · Tver · Yaroslavl · Kostroma · Vyatka · Chelyabinsk · Harbin

Kovno · Vitebsk · Smolensk · Vladimir · Nizhniy Novgorod · Kazan · Ufa

Vilna · WHITE RUSSIA (BYELORUSSIA) · Kaluga · Simbirsk · Orenburg

POLAND · Grodno · Minsk · Orel · Tula · Ryazan · Penza · Samara · Barnaul

Chernigov · Kursk · Saratov · Uralsk

Volhynia · Kiev · Poltava · Kharkov · Voronezh · Kirghiz

UKRAINE · Podolia · Yekaterinoslav · Don Cossacks · Astrakhan

Bessarabia · Taurida · Sea of Azov · COSSACK

Kuban · Stavropol · Terek District

Black Sea · Kutais · Daghestan · Caspian Sea

Tiflis · TRANS CAUCASUS · Kars Territory · Erivan · Yeliza-vetpol · Baku

[8.5] COMBAT RESULTS TABLE

Combat Ratio (Attacker's Strength:Defender's Strength)

Die Roll	1:2	1:1	2:1	3:1	4:1	5:1	6:1	Die Roll
1	Ex	Ex	De	De	De	De	De	1
2	Ae	Ex	Ex	De	De	De	De	2
3	Ae	Ae	Ex	Ex	De	De	De	3
4	Ae	Ae	Ae	Ex	Ex	De	De	4
5	Ae	Ae	Ae	Ae	Ex	Ex	De	5
6	Ae	Ae	Ae	Ae	Ae	Ex	Ex	6

[11.4] PURGE RESULTS TABLE

Purge Strength (Number of Leadership Value and Politburo Points)

Die Roll	1-10	11-20	21-30	31-40	41-50	51-60	61+	Die Roll
2	1	1	2	2	3	3	3	2
3	1	2	2	2	3	3	3	3
4	1	1	1	2	2	3	3	4
5	1	1	1	1	2	2	3	5
6	1	1	1	1	2	2	2	6
7	C	1	1	1	1	2	2	7
8	C	C	1	1	1	1	2	8
9	C	C	C	1	1	1	1	9
10	C	C	C	C	1	1	1	10
11	C	C	C	C	C	1	1	11
12	C	C	C	C	C	C	1	12

Notes: No Player may conduct a Purge with a Purge Strength of less than one. Accumulated Purge Strength greater than sixty-one Points are resolved on the sixty-one column. Politburo Markers are doubled in value for Counterpurges.

ABBREVIATED SEQUENCE OF PLAY

A. PLAYER-TURN SERIES
FIRST PLAYER-TURN
1. Random Events Phase
2. Movement Phase
3. Combat Phase
4. Randomizer Phase
(Each Player repeats these four Phases in the sequence determined during the preceding Player-Turn Sequencing Segment).

B. GAME-TURN INTERPHASE
1. Game-Turn Indication Segment
2. Replacement Segment
3. Player-Turn Sequencing Segment

TERRAIN KEY

S — Siberia
T — Trans Caucasus
U — Ukraine
B — Baltic
W — White Russia
G — Greater Russia

[12.2] RANDOM EVENTS TABLE

FIRST DIE ROLL

SECOND DIE ROLL

EPIDEMIC / FINLAND / POLAND

—SUBVERSIVE ATTACKS DOUBLED—
—DRAW FROM THE RANDOMIZER—

PLAYER VICTORY POINT DISPLAY

Player A · Player B · Player C · Player D · Player E · Player F

IRREPLACEABLE UNITS: Leaders · Blue Combat Units · Imperial Units · Politburo Markers · Assassin Markers

REPLACEABLE UNITS: Red, White and Green Combat Units

UNASSIGNED UNITS

TURN RECORD TRACK

1 · 2 · 3 · 4 · 5

If game extends to more than five Game-Turns, reset the Marker to Game-Turn One. No units may be replaced beyond Game-Turn Five.

REGION COLOR CODES

Note: No Player may conduct a Purge with a Purge Strength of less than one.

Russian Civil War
1917-1922

- Designer's Edition Game
- Bookcase Box and mounted, three-color 22" x 34" map
- Multi-Player game with solitaire scenario
- Political and military conflict

The third greatest catastrophe this century has witnessed was fought in Russia between the two World Wars. At issue was the destiny of the world's largest nation. Preceded by the revolutions of 1917, which toppled both the Czarist Regime and the Provisional Government which followed, the Russian Civil War of 1917-1922 remains one of the bloodiest, but most significant conflicts in European history.

Russian Civil War is an historical simulation of the military and political conflict which abolished Czarism and created the foundation of the Soviet Union. A totally new design concept, *Russian Civil War* is the first game in SPI's new multi-Player Power Politics Game Series. The focus of the game is political, rather than strictly military. By utilizing new game mechanics designed to simulate inter-Player diplomacy and political strife, conflict simulation assimilates a new dimension incorporating added excitement and realism.

The Russian Civil War was a unique conflict requiring a unique simulation. The basic game is designed for 3-6 Players, each of whom controls one or more factions among the revolutionary, counter-revolutionary, nationalist and interventionist forces which participated in the bloody and chaotic struggle. The color-coded units which represent these forces are differentiated as "Red" (revolutionaries), "White" (counter-revolutionaries), "Green" (nationalists seeking regional independence), and "Blue" (the foreign interventionist forces of Germany, France, Czechoslovakia, Greece, Rumania, Hungary, Japan, the United States and the United Kingdom). The die-cut units (400 in all) are complemented by a *mounted*, three-color map, which folds into a convenient bookcase-sized game box.

The multi-Player game combines the familiar movement-combat mechanics of a wargame with innovative game mechanics designed to stimulate inter-Player political conflict. Each Player is competing against all of the other Players, engaging enemy forces to destroy them in combat. Each Player's forces consist of combat units, which he manipulates via historical Leader units. At the beginning of the game, all of the major military and political leaders (ranging from the top "Red" figures, Lenin and Trotsky, to their "White" military foes, Generals Wrangel and Deniken) are distributed among the Players. These leaders are used to move and control the many Red and White Russian Army units indigenous to the various geographical provinces depicted on the map. Each Player receives Victory Points at the end of the game for enemy leaders and combat units which he eliminated during the course of the game.

To ensure that no Player can get an early "lock" on victory, control of the various nationalist and foreign intervention forces are gradually distributed among the Players during the course of the game. Similarly, interventionist forces can be suddenly withdrawn from the game at the instant a Player is planning to utilize them in a major offensive. In addition, the Random Events Table, consulted each Player-Turn, introduces other unforeseen events, which can dramatically alter the overall situation among the participating Players.

The combat action, which ranges across all of the provinces of the Empire from Warsaw to Vladivostok, is frequently interrupted by disease epidemics, Red purges and political assassinations. Political conflict via purges and assassinations is, in fact, the most exciting and decisive element in *Russian Civil War*. The historical leaders each Player controls are constantly jeopardized by the threat of purge or assassination, as well as by the game's high attrition combat mechanics. In addition to the Leaders they control, Players hold seats on the Central Committee of the Red Politburo, the institution which directs Red purges. By agreement of several Players, a purge may be conducted against another Player to deprive him of the Red Leaders he controls. Thus each Player is held in check by the "balance of terror." Each Game-Turn provides new opportunities for secret agreements as well as the "stab in the back" brand of diplomacy. The Player who pursues a straightforward military victory can and will be thwarted by the political power vested in the Central Committee.

Adrift amidst the military and political turmoil are the ill-fated Czar and the gold reserves of the Russian Empire, jealously guarded and fought over for the Victory Points they are worth at the end of the game. Will the Reds execute the Czar in 1918, as happened historically, or will he be rescued by the Whites and flee from Russia to set up a government in exile? And so the multi-Player game proceeds toward a *seemingly* inevitable Red victory. But which Player will claim that victory as his own?

Between multi-Player games, you can sharpen your strategy playing the intriguing solitaire version of *Russian Civil War*, which we've incorporated in the standard game rules, along with a new quick-reference Rules Summary, which makes the game both easier to learn and faster to play than many other simulation games. Altogether, *Russian Civil War* is far and away the most innovative game design we've published in quite a while.

Russian Civil War will sell for $12. Available 28 May 1976.

RUSSIAN CIVIL WAR
1918-1922

by Richard B. Spence

The Russian Civil war was in every sense a unique struggle. Few wars have had such an important effect on the future of a nation and the world. Fewer still have been so complicated or so little understood. The war was a strange combination of old and new. On the political level it pitted the revolutionary concepts of communism against traditional Czarist autocracy with any number of shades of opinion in-between. Militarily, the war was a throwback to earlier ages. "Modern" weapons, such as tanks and aircraft, were employed, but their numbers and overall effect was inconsequential. The use of armored trains and the importance of railways for supply and as lines of strategic advance harken back to our own civil war. The role of cavalry

as an important and often decisive arm was reminiscent of the Napoleonic period. The fanaticism and brutality prevalent on all sides and the wholesale destruction meted out to the civilian population was on a scale unseen since the Thirty Years War.

The actual fighting in the war was characterized more by local engagements and skirmishes than by large-scale battles. Movement was marked by startling advances and precipitous retreats. Betrayal and defection were commonplace.

Basically, the Russian Civil War can be divided into three major phases. The first phase runs from the Bolshevik seizure of power in November 1917 to the end of 1918. During this

period the Reds sought to consolidate their position and crush the nascent White movements. The Whites organized, built up their forces, and repulsed the Red attacks. The salient feature of this phase was the German occupation, which greatly inhibited the build-up and operations of both sides. The second and most crucial phase was the year 1919. During this year, White forces launched three separate and consecutive attacks against the Reds. All were initially successful, but the Reds were able to concentrate against each one in turn and decisively defeated the White Armies. The last phase, 1920-21, saw the Reds mop up the last pockets of White resistance in the Crimea and Siberia and crush the nationalist separatist movements which had

.... = German Occupation Line, 1918   = Furthest advance of Whites, 1919

— — — — — — — = Furthest advance of Whites, 1918   — — — — — — — = Wrangel's position, 1920

sprung up in various parts of the former Russian Empire. The notable exception to the Bolshevik success was their defeat by the Poles, which ended Red hopes of extending revolution into Germany and Western Europe.

THE BELLIGERENTS

The initial stages of the war were fought with small, largely volunteer formations of varying military efficiency. As the fighting progressed, both sides resorted to conscription to build large and, more or less, regular armies. The mass of the conscripts had little interest or understanding of the causes for which they fought. This gave most units a rather low combat effectiveness and made desertion a serious problem. At the end of 1919, for example, the Red Army had some one million men under arms. During the same year, however, nearly *two* million men deserted from the Soviet ranks. The situation for the Whites was generally no better.

The relatively low morale of most of the troops meant that unusually large numbers of prisoners were taken whenever an army suffered a setback. More often than not, these troops were simply incorporated into the victorious ranks, often as complete units.

The fate of captured officers was another matter, however. Red officers, especially commissars, met distinctly unpleasant ends in the hands of the Whites. Captured White officers fared no better.

Because of the low standards and general unreliability of most troops, all armies formed various elite units for carrying out important tasks. The Reds employed "shock" battalions, often composed of foreign ex-prisoners-of-war. The Whites often formed special units with distinctive names, such as "Death's Head" or "Guards." Even such picked units, however, often left much to be desired in terms of performance. Among the White forces in Siberia was the so-called "Immortal" Regiment. It lived up to its name by fleeing whenever the enemy approached.

THE RED ARMY

The first military units formed by the Bolsheviks were the Red Guards. These were improvised detachments recruited largely in the factories from staunch Bolshevik supporters. They were openly armed and drilled on the eve of the November Revolution [all dates are new style], numbering some twenty thousand. It is indicative of the weakness and incompetence of the existing Provisional Government that it could or would do nothing to prevent the formation and maintenance of this potentially dangerous force in its midst. At any rate, these mostly amateur Red Guards were able to topple the Provisional Government, albeit without any real fighting.

In the ensuing months, the Red Guards were expanded to a force of about three-hundred thousand. Perhaps thirty percent of this force was composed of ex-prisoners-of-war, recruited from the camps in Siberia and Central Asia. It also contained a few surviving elements of the old Imperial Army, most notably a brigade of Lettish Rifles. The latter represented the best elements of the Red Guards. Many detachments, particularly those raised by isolated local Soviets, were little better than brigands.

The German invasion and the growing counter-revolutionary threat forced the Bolshevik leadership to give serious throughts to

forming a regular army in February 1918. Attempts to form a purely volunteer army proved unsuccessful and a decree instituting compulsory recruitment was issued on 22 April 1918.

The task of forming the new army was entrusted to Trotsky, who became the People's Commissar for War. The construction and the ultimate success of the Red Army was due largely to this one man. Even Lenin did not interfere with Trotsky's handling of the situation, except to smooth over the quarrels which developed between Trotsky and opponents of his policies, most notably, Stalin, Voroshilov and Frunze.

Trotsky's most serious problem was finding an adequate number of competent officers to command the forces. Both the quantity and quality of communist officers proved inadequate and he was compelled to call upon the services of former Imperial officers. Initially, some twenty-seven thousand former officers were called to service and thousands more were added in the following years. In 1919, for example, four-fifths of all Red Army officers were formerly Imperial ones. Many of these men served out of patriotic duty, others because there was usually no safe way to refuse.

The fact that Communists made up such a small portion of the officer corps and the rank and file obviously presented a serious problem of loyalty. The problem of the officers was dealt with by the institution of commissars attached to all levels of command with coordinate powers. Their counter signature was required on every military order. A double hold was often placed on especially questionable officers by holding their families in "special custody." In the ranks, Communist Party cells were organized down to the company level. These army Communists were used to stiffen the resolve of doubtful units. They were urged to be examples to the other troops, and, in cases of failure, their punishment was proportionately more severe. It is not surprising, therefore, to find that the combat effectiveness of a Red division was proportionate to the number of Communists in its ranks.

Trotsky himself, however, was often the most effective agent of Red morale. He had outfitted a special train on which he rushed about to threatened fronts. Onboard was a special staff and a hundred or so picked troops. There were also stores of tobacco, new boots and uniforms — not enough for everyone, but enough to make an impression on discouraged and war-weary troops. Thus, despite the lack of any practical training, Trotsky proved himself a competent strategist, an excellent administrator, and something of a showman as well.

In terms of organization, the Red Army was initially planned to consist of forty-seven rifle divisions and four cavalry divisions. By 1920, some fifty-seven rifle and sixteen cavalry divisions had been raised, along with an indeterminate number of independent brigades. These units were organized into sixteen regular armies, numbered 1st to 16th and the 1st and 2nd Cavalry Armies.

The organization of the divisions was basically the same as the old Imperial units. The rifle divisions usually consisted of two brigades, each of two regiments of three battalions. An alternate organization was three brigades,

each two regiments of two battalions. These units were characterized, however, by low effective strengths. Battalions seldom disposed of more than two-hundred-fifty to three-hundred rifles. The "average" effective strength of a division was thus around four thousand. In many cases, this dropped as low as two thousand while in units beefed-up for an attack, effectiveness might total seven or eight thousand. The armament of rifle divisions also varied greatly. The number of machine guns might vary from forty to nearly three hundred, while divisional artillery might have as many as seventy guns, or as few as a dozen or less.

The Cavalry Division consisted of three brigades (of two regiments), each of which was given a battery of four guns. Each regiment had four squadrons and two or three supporting machine guns. Total effective strength was about two to three thousand.

THE WHITE ARMIES

The White forces were raised by various leaders in such differing locales as Siberia and Estonia. Nevertheless, they maintained very similar characters. Initially, most White formations consisted of bands of ex-Imperial officers and a few troops who stuck with them out of personal loyalty. Their main problem, therefore was one of "too many cheifs and not enough indians." To some extent this was advantageous in that it gave the Whites a high degree of competence and morale. As the armies increased in size and the original cadres were killed off, this qualitative edge disappeared.

It is generally assumed that the White leaders were men of upper class origins and monarchist sympathy. In fact, most were from middle class backgrounds and many had worked their way through the ranks. In political views, they presented a broad spectrum, ranging from the staunch monarchism of Kolchak to the democratic leanings of men such as Alexev and Deniken. These political differences were an important factor in creating suspicion and rivalry among the White factions, which inhibited their attempts to form a centralized command and a viable government.

The principal White Armies were Kolchak's in Siberia and the Volunteer or Deniken's Army operating in South Russia. Smaller forces were formed in Estonia under General Judenich and in the Murmansk-Archangel region under Miller. Deniken's Army was the best-led and equipped of the White Armies, and came the closest to success, while Miller's motley collection was the least effective.

In terms of composition, the White Armies differed most notably from the Red Armies in the amount of cavalry they possessed. In 1919, for example, *half* of Deniken's Army was composed of mounted troops. Most of the White cavalry was formed from the Cossacks of the Don, the Kuban, and the Urals. The Cossack communities had enjoyed a variety of special priveleges under the Czarist regime, which made them hostile to the egalitarian programs of the Bolsheviks. On the whole, the Cossacks were formidable if somewhat erratic fighters on their own turf. Their enthusiasm for fighting waned, however, the further they advanced from their homes. Organizationally, the Whites formed divisions on the same pattern as the Reds with similar, if often smaller, effective strengths. They generally

operated their divisions, however, in corps of two or three divisions.

THE INTERVENTIONIST FORCES

The role played by the interventionist forces, while important, was more political than military. This was basically because the various Allied governments were unable to agree upon the nature, the scope or the goal of the intervention. Suspicions as to each others' intents and political unrest at home affected their decision-making and limited their options. In most cases, the troops employed were of low caliber and all were war-weary. This made them susceptible both to Bolshevist propaganda and the debilitating malaise which sets in among sedentary troops.

The most active interventionists were the British. Following the armistice, they established themselves in Transcaucasia, Central Asia and North Russia, and sent military missions and large quantities of supplies to both Deniken and Kolchak. In both North Russia and Siberia, they attempted to form so-called Slavo-British Legions, Russian units commanded by British officers. In neither case was it a success and in North Russia, several British officers were murdered by their Russian troops. British intervention was greatest in North Russia. Of the twenty-one thousand Allied troops there in February 1919, eighteen thousand were British, the remainder being French, American and Serb.

Among the French, the greatest proponents of intervention were the Generals Foch and Berthelot. The latter concocted a grandoise plan for landing some twenty French, Serb, Rumanian and Greek divisions in southern Russia, but the plan fell through because of political disapproval and the lack of troops. French and Greek troops occupied Odessa and Sevastopol from December 1918 to April 1919, but did not give any substantial help to local White contingents.

The Japanese, seeing a chance to extend their influence in Siberia, occupied Vladivostok. Eventually, they advanced as far as Lake Baikal and subsidized a local government under General Semenov. The Japanese remained the longest of any of the interventionists, withdrawing the last of their troops from Russian territory at the close of 1922.

The Japanese venture in Siberia provoked a similar move by the wary Americans, who did not wish to see Japanese influence go unchallenged in Siberia. Small contingents of U.S. troops were also stationed in North Russia and the Black Sea area.

The Germans, who fought in the Baltic in 1919, may also be considered interventionists, as could the Rumanians, who seized Bessarabia, and the Serbs, Chinese, Finns and Poles, who sent detachments to Russian territory. The most important fact about all these troops is that they accomplished absolutely nothing. Rather than help the Whites, the interventionists gave to the Reds the cause of defending the Russian homeland against foreign invasion. It also earned the Bolsheviks considerable sympathy worldwide and tied down a negligible number of Red troops. The intervention must simply be considered one of the most ineffectual and counter-productive fiascos in history.

NATIONALISTS AND OTHERS

With the collapse of the Russian Empire, numerous local governments sprang up. Some such as those in Poland, Finland, the Ukraine, Transcaucasia, and the Baltic States represented the nationalistic desires of subject populations. Others, such as those formed at Vladivostok or Chita, represented the desire of local politicians or strongmen to rule their districts as they saw fit.

The new national states had to form armies to defend their independence from Reds, Whites and sometimes each other. The Finns, Poles and Balts succeeded (with considerable foreign help) while the Caucasian peoples and the Ukrainians were re-absorbed into the new Soviet state.

The local governments in Siberia were neither overthrown nor co-opted by the White movement. The exception was Semenov, who, with his small force of Russians, Mongolians, and Chinese, and the support of the Japanese, was able to go on systematically looting and depopulating the Chita region with relative impunity. There were other "Semenov's" without even the semblance of authority to mask their depredation. These were bands of deserters, freebooters or outright brigands who plundered and murdered at random in the largely lawless countryside.

The most important and interesting member of the "others" category was Nestor Makhno. Makhno was a peasant anarchist leader in the southern Ukraine. He understood the wants and needs of the peasants and they fought for him enthusiastically. He began his operations against the Austrian occupation troops in the spring of 1918. Striking from his base at Gulai Pole, east of Ekaterinoslav (Dnepropetrovsk), he began with a few hundred ill-armed peasants and, by the end of the year, had fifteen thousand men organized into four infantry and one cavalry brigades and a machine gun regiment of five hundred guns. Makhno's special targets were the landlords and his methods were not tempered by mercy or fair play. Following the Austro-German withdrawal, he aligned himself more or less with the Reds, though, in time, he would fight them as well.

STRATEGIES AND TACTICS

The methods of fighting employed by the armies in the Russian Civil War were dictated by the peculiarities of the armies and the vast distances over which they fought. The enormous size of the fronts made defense in depth impossible and encouraged the use of such tactics as frontal attacks and outflanking movements. The latter was especially useful because there really was no such thing as a "front" in the conventional sense. Forces generally advanced along the rail lines and the flank or intervening territory was covered by small detachments or patrols. Artillery, including armored trains and shock units, were generally pushed ahead with troops strung out over a long distance. The shattering or envelopment of enemy forward units was apt to lead to a disorderly retreat, which, if properly exploited by cavalry, could be turned into a rout. The importance of rail lines for movement and supply made the capture of rail centers important strategic objectives. Most major battles were over such features.

The poor quality of most riflemen made this weapon of negligible importance. The machine gun was the decisive weapon in combat. Field artillery was relatively ineffective because most of the attacks were carried out over a broad area.

The Reds possessed an important strategic advantage in being able to operate on interior lines. This advantage was limited, however, by the distances involved, the inadequacy of the rail network, and the effects of bad weather. The Whites, in striking toward Moscow, their primary objective, were always moving away from their base of supply while forcing the Reds back on theirs. Thus, it was easier for the Reds to concentrate against a portion of the extended White front.

THE FIRST PHASE:
NOVEMBER 1917 - DECEMBER 1918

Opening Moves

Following the defeat in November of an ineffectual attempt by forces of the Provisional Government to retain Petrograd, the Reds were to enjoy a generally favorable situation until the Germans renewed their advance in February 1918. As yet no sizeable counter-revolutionary movement had come into being. However, a Ukrainian government had declared its independence and the Don Cossacks were making separatist overtones under their *ataman*, General Kaledin.

In December negotiations were opened with the Germans at Brest-Litovsk. Here a Ukrainian delegation arrived and received recognition of their independence by the Central Powers. The Reds decided it would be best to eliminate this potentially dangerous situation in the south. In January 1918, they concentrated between eighty and one-hundred thousand troops for a double-pronged invasion of the Ukraine and the Don Province. The Ukrainian Government, or *Rada*, had only a few thousand ill-armed troops, while the Don Cossacks had about fifteen thousand, almost all of them mounted.

The Red advance was successful and rapid. Kiev was occupied on February 8th and the Don capital of Novocherkassk on the 26th. *Ataman* Kaledin committed suicide and a Red Don government was proclaimed. The Ukrainians, despite the loss of their capital, signed a peace treaty with the Central Powers which guaranteed the latter much needed grain.

The Germans, frustrated by Bolshevik stalling at Brest-Litovsk and threatened with the loss of their newly-acquired bread-basket, renewed their advance on February 19. The Germans and Austrians swept through the Ukraine with only sporadic Red resistance. Kiev was occupied on March 2 and Rostov on March 8. The Bolsheviks, in the meantime, had signed the Treaty of Brest-Litovsk on March 3, in which they recognized the independence of the Ukraine and ceded territories encompassing nearly one-third of Russia's population.

In the Don Province, the heavy-handed Red rule provoked a revolt, which, with German aid, drove out the Bolsheviks and a new ataman, General Krasnov, was elected in May. Krasnov accepted the patronage of the Germans who supplied him with arms. By this means, the Don Cossack forces were expanded to forty thousand men by the autumn of 1918.

The Volunteer Army

In the shadow of the Don Army, a small force developed which was to become the most powerful and durable of the White forces — the Volunteer Army. The Volunteer Army had its origins in a group of officers imprisoned by the Provisional Government. Among these men

were Generals Kornilov, Alekseev, Deniken, Lukomsky and Romanovsky. The first two were ex-commanders-in-chief, while Deniken was the ex-chief-of-staff. The most notorious of the lot was Kornilov, who had led an unsuccessful *putsch* against the Provisional Government in September 1917. The others were imprisoned for lesser degrees of political dissent. They shared a common goal, however, in their desire to continue the war against the Germans and restore Russia to a "place of dignity among nations."

Following the Bolshevik Revolution, the generals escaped from prison and made their way south to the comparative safety of the Don Cossack territory. They set up head-quarters in December 1917 at Rostov and began to recruit for a new Russian Army. From all over Russia, small groups of ex-officers and other sympathizers made their way to Rostov, arriving at the rate of about eighty per day. This was hardly an overwhelming response, even considering the difficulties in transporta-tion.

In January 1918, the Volunteer Army was able to field a few small fighting units. These consisted of an officers' regiment, the "Kornilov" Regiment, a Don foot regiment, and a cadet battalion. In addition, there was a cavalry force of one regular and two Cossack regiments, a Czech engineer battalion and an artillery group. In all, this modest force boasted about 4,000 effectives. It was soon put to the test with the Red invasion of the Don. The Volunteers fought well, but were soon forced to abandon Rostov and seek refuge in the Kuban region to the south.

The Kuban was seething with political activity. The Kuban Cossacks had erected a govern-ment of sorts at Ekaterinodar (Krasnodar) and were talking about independence. In the areas of Novorossk and Stavropol, local Soviets had come into being. The situation was further complicated by the thousands of troops who had abandoned the Caucasian Front.

In March, the Red forces pushed into the Kuban and ejected the Cossacks from Ekater-inodar. The subsequent German invasion and re-establishment of the Don state largely cut off the Kuban from other Red areas. The Red commander in the region, Sorokin, set about to form a large army from the stranded Caucasian troops. By April the Reds had some eighty thousand men.

The plight of the Volunteer Army was seemingly hopeless. Kornilov, however, decided to take the offensive and recapture Ekaterinodar. He was aided by the fact that the Red troops were poorly led and contented with occupying the large towns. On April 8, the Volunteers arrived before Ekaterinodar, which was held by eighteen to twenty thousand Red troops. For several days, the Whites attacked. Their efforts were unsuccessful because Kuban troops failed to carry out their part. As it was, the Whites lost fifteen hundred men and were forced to withdraw. A greater blow was suffered in the death of General Kornilov, the most popular of the White commanders.

Under the command of Deniken, the Volunteers began a long and difficult journey back to Don territory. On the way, they fought over forty battles with Red troops. In Rostov, they set about rebuilding their forces. Offers of arms from the Germans were refused, but sufficient weapons were obtained second-hand from the Don Cossacks. In July, the army was reorganized into three and one-half infantry and two cavalry divisions, with about fifteen thousand men.

Deniken reinvaded the Kuban in late July. He defeated the Reds at the vital rail junction of Tikhoretskaya and took Ekaterinodar on August 15. A White force under General Wrangel swept south to the Terek and Caucasus where he recruited Moslem troops. The Red Army simply collapsed, with thousands of troops joining the Whites. The remnants retreated towards Tsaritsyn (Stalin-grad) which was soon beseiged by the Don Cossacks.

At the close of 1918, the Volunteer Army held sway over the whole of the northern Caucasus. With the addition of ex-Red troops and the Kuban Cossacks, the army's numerical strength grew to nearly fifty thousand. Operations came to a halt, however, when the German withdrawal cut the flow of ammuni-tion.

Developments in the East and North

Early in 1918, fighting broke out in the area between the Volga and the Urals. A number of anti-Bolshevik factions were active in the area, of which the most important was the "Peoples' Government" at Samara. In June, 1918, this body raised a small army and began to extend its control against weak Red resistance. It was assisted by troops of the Czech Legion.

The Czech Legion consisted of ex-Austro-Hungarian prisoners who had been recruited to fight for the Russians before the outbreak of the Revolution. It consisted of about seventy thousand troops organized into two divisions and supporting units. The Bolsheviks had given the Czechs free passage from Russian

Allied Intervention

The Russian Civil War was a primarily Russian affair, but the foreign forces, while small in number, exerted a considerable influence.

There was never any cohesive interven-tionist policy in the Russian Civil War. The Allied commitment was made piecemeal and gradually, without any definitive end in mind. It resembled the U.S. experience in Vietnam in that the presence of Allied troops gradually "escalated" as some sixteen nations were dragged into inter-vention of some form. There was, in reality, little talk of massive intervention for the express purpose of defeating the Reds, although some highly placed individuals such as Winston Churchill in Britain and General Berthelot in France, occasionally supported such plans. The policies of the nations that intervened were almost totally devoid of long-range goals. Similarly, they were unable to reconcile their support for the disparate groups fighting the Reds (those who fought for a re-united Greater Russia, as opposed to those fighting for regional autonomy). The only basic policy that was evident was the attempt to keep the Eastern Front open during the First World War. This was the reason for the initial commitment of Allied troops to Archangel and Murmansk; to safeguard the Allied lines of communication to North

Russia in the hopes of supporting resistance. As long as the First World War lasted, ideological conflict became secon-dary—thus the Allies supported the Finnish Reds over the pro-German, anti-Communist Whites until 1918. Once the First World War ended, the rationale for intervention began to dry up. The Allies were incredibly war-weary, having exhausted their men and money on four years of total war. The troops wanted to go home, and dissatis-faction over demobilization arrangements occurred even in the British and French forces. As the Russian Civil War progressed, Allied intervention became less popular at home. It was a strain on the war-torn economies of these nations (Britain's aid alone to the Whites cost twenty-four million pounds); and the Whites were soon identified with Czarist autocracy. British dockers refused to load munitions for Poland, and as early as late 1919, the British were beginning to wind up their Russian involvement.

While the Allied forces were never numerically strong, they were of consider-able military importance. The Czech Legion was the most powerful anti-Red force. British supplied (and often manned) tanks, gunboats and aircraft spearheaded the offensives of Deniken, Wrangel and Judenich. The Allied forces at Archangel and Murmansk were the basis for all anti-Red action in that area. In the Baltic, the British crippled the Red fleet, while the Royal and French Navies provided support in the Black Sea, eventually evacuating the last, sad remnants of Wrangel's Army. The Siberian intervention was primarily con-cerned with the Japanese attempt to extend their sway into Siberia and the American attempt to limit them. Here, as elsewhere, the Allies were by no means one with the Whites. There were several clashes between them and Kolchak's and other anti-Red forces. A similar situation was seen in the Baltic in 1919-20, when four different Allied-supported groups (the Whites, the Balts, the German Freikorps, and the Poles) would rather fight each other than the "common enemy." The Allied intervention in Russia was a case of "too little and too late." Intervention lost its rationale after 11 November 1918, unless the Allies were willing to take an active part in defeating the Reds, which they were not prepared to do.

Thus, the inability to formulate a policy or goal to intervention doomed intervention to indecisiveness. While the Communist ideology made friction with the west unavoidable, it remains that Allied inter-vention did greatly increase mistrust and hostility on both sides, a mistrust that was to linger to 1941.

—David C. Isby

territory via Vladivostok. In May, however, the Reds decided to disarm the Legion. Most of the Legion was strung out from the Volga to Lake Baikal. The 1st Division, about twelve thousand men, was at Samara as a rear guard. The Czechs resisted the Red attempts to disarm them and took the offensive, driving the Red Guards from the Trans-Siberian Railway.

The Czech and Samaran troops took Kazan in August. Czech troops marched on Ekaterinburg, where the local Soviet troops held the Imperial Family. The latter were executed by the Soviets on July 16; the Czechs arrived on the 25th.

The Red situation on the Volga had become critical in July. Their commander, Muraviev, was killed defecting to the Whites. Red fortunes were restored by the arrival of Trotsky and reinforcements. Trotsky purged the command and reorganized the forces into the 1st through 5th Armies, with one-hundred thousand men. In September, these forces counter-attacked, and in October took Samara.

The activities of the Czechs caused the Western Allies to abandon their plans of bringing them West. It was decided to use them as a nucleus of the new anti-German Eastern front. The Reds, it was assumed, would prove a minor obstacle. An Allied staff was sent to Siberia under the French General Janin.

What the Allies needed, however, was a Russian leader to unite and lead the Whites in Siberia. They found this main in Admiral Kolchak, an uninspiring ex-Naval officer. In November 1918, Kolchak reached Omsk, where a government of anti-Bolsheviks had been established. With the support of the Allied missions, Kolchak staged a coup and took control, declaring himself the "Supreme Ruler of all the Russias." Kolchak erected an administration and set about raising an army. In this task, he was supported not only by the Allies, but by the Imperial gold reserve (seven train loads!) as well.

His projects placed a severe burden on the Siberians. Conscription, expropriation, and an indiscriminate White Terror drove thousands of peasants into the forest, where they formed partisan bands.

In the far north, small Allied contingents occupied Murmansk in March 1918. In the course of the year, these forces were reinforced to nearly twenty thousand men. The original justification for this move was to protect the northern parts against the Germans. The latter had a few thousand troops in Finland assisting the White Finnish leader, Mannerheim, in his struggle against native and Russian Reds.

The presence of the Allied troops emboldened the Murmansk Soviets to break with Moscow and set up an independent North Russian government. A Russian general with the unlikely name of Miller was eventually found to raise an army. The troops available were mostly ex-Red Guards and other dubious elements, whose behavior was anything but reliable.

In August, the Allied forces occupied Archangel and began to advance south along the Murmansk railway and the Dvina River. They encountered spotty, but often stiff resistance from the 6th Red Army. By the end

of the year, they had advanced as far as Kemm on the railway and Shenkursk on the Dvina.

THE SECOND PHASE: JANUARY - DECEMBER 1919

Plans and Proposals

As the year 1919 opened, the White Armies were planning to make an all-out drive on Moscow and Petrograd, and destroy the Bolshevik Regime. Each leader, however, had his own idea of how this was to be accomplished. Despite a good deal of talking, the Whites could agree on no cohesive plan of action.

The Allies were beginning to wonder what they had gotten themselves into. Unwilling to commit further troops to the intervention, an effort was initiated to bring about a solution to the Russian chaos by negotiation. The so-called Prinkipo Proposal was drawn up by Woodrow Wilson, asking the various Russian factions to meet near Istanbul. The Reds initially showed some interest, but the Whites rejected any compromise with the Reds.

The Red Offensive

The German withdrawal, beginning in December 1918, was followed step-by-step by the Red Army. With the Siberian front temporarily quiet, the Reds initiated a general offensive to overwhelm the various White and Nationalist forces in European Russia.

The Ukraine was invaded by the 12th, 13th and 14th Red Armies, under Gregoriev. They quickly overcame the resistance of the Ukrainian forces under Petliura and captured Kiev on February 6. The Red success in the Ukraine was undercut in May, however, when Gregoriev repudiated the Bolsheviks and proclaimed himself *ataman* in Odessa. The Ukrainian forces were able to recover their balance and regain control over much of the western Ukraine.

The 15th and 16th Red Armies invaded the Baltic Region, whose newly reformed republics of Lithuania, Latvia and Estonia hurriedly formed small armies. Riga and Vilna were taken in January and Red regimes erected. The situation in the Baltic was retrieved by an army of German Volunteers under General von der Goltz. The "Baltic Corps" recaptured Riga at the end of May. Vilna was retaken by German and Lithuanian troops. The political heavy-handedness of the Germans, however, provoked the Latvians and Estonians, whose combined forces defeated the "Baltic Corps" at Cecis in June.

In the southeast, the 8th, 9th, 10th and 11th Red Armies drove against the Don Cossacks and the Volunteer Army. The Don forces were overwhelmed in February. Only some fifteen thousand out of forty-five thousand Don troops managed to join forces with the Volunteers. The Volunteers were able to beat off the Red attacks and launch a counter-offensive of their own, which recaptured Novocherkassk in March.

The White Offensives

The first of the White thrusts was launched in March by Kolchak's Siberian forces. These consisted of the Siberian Army (thirty-two thousand) in the north, the Western Army (fifty-one thousand) in the center, and the Southern Army (thirty thousand). The Whites were initially successful and in early April again threatened Samara and Kazan.

The Reds dispatched two of their best commanders to the front. Frunze and Tucachevsky brought the White advance to a halt. In June, Tuchachevsky broke the Whites' center and, in a daring outflanking move, seized several of the key passes in the Urals. The Whites retired into Siberia in disorder. In July, a crucial battle was fought over Chelyabinsk. The Whites were defeated and driven east toward Omsk.

The White debacle was temporarily halted in August, when the best of the Siberian commanders, Kappel, successfully counter-attacked the extended Reds and stabilized the front along the Tobol River. They pushed again in October and the White Army collapsed. Omsk was taken on November 14. The White remnants retreated towards Irkutsk with the whole of Siberia in revolt around them.

Deniken began his offensive in late May. He had three distinct forces under his command: the Volunteer Army (fifty thousand), the refurbished Don Army (fifty-five thousand) and Wrangel's Caucasian Army (thirty thousand). Wrangel wanted to advance on the Volga and link up with the Siberian forces. Deniken insisted on Moscow as the major goal, but allowed Wrangel to pursue the Volga strategy independently. In late June, the Volunteers broke the main Red front at Kharkov and Wrangel captured Tsaritsyn. In August, Kiev and Odessa were taken. On October 14th, Deniken reached the height of his success by capturing Orel only 250 miles from Moscow. The position of his forces was in fact precarious. His armies were stretched out over a large arc from Odessa to the Volga. His rear area was in complete disarray. In the west, Ukrainian forces pressed on Kiev. In the south, Makhno, with some forty thousand guerrillas, defeated a large White force at Peregonovka and threatened the Volunteers' headquarters at Taganrog. On October 20, the Red 1st Cavalry Army, under Budenny, attacked the White front at Voronezh. The White forces collapsed. By December, they were back in the Kuban, the Reds on their heels.

During 1919, a small White Army had been formed in Estonia by General Judenlch, who had commanded the Caucasian front in World War I. By September, he had about twenty thousand men and decided to make a mad dash to seize Petrograd. He was opposed by the 7th Red Army. His drive reached the outskirts of the city, but Red weight of numbers prevailed and he was forced back into Estonia in November, where his forces were interned.

In the far north, the last of the Allied troops withdrew in September. The local Whites quickly collapsed. Most of the troops went over to the Reds.

THE LAST PHASE: 1920 - 1921

The End in Siberia

In January 1920, Kolchak was imprisoned by some of his ex-supporters in Irkutsk. In February, the Reds arrived and executed him. The remnants of the White forces under Kappel struggled eastward, fighting partisans and avoiding towns. Kappel refused to leave his troops and died of gangrene resulting from frostbite. The few thousand survivors were rounded up by the Japanese and evacuated to Manchuria.

Semenov escaped to Siberia. His successor, Baron Ungern-Sternberg led his rabble into

Mongolia and seized Ulan Baator. In early 1921, Red and Mongolian nationalist forces captured and executed him.

Wrangel's Last Stand

By April 1920, the remnants of the Volunteer forces were holding the Crimea. Deniken had resigned and been replaced by Wrangel. Wrangel was able to scrape together an effective force of about forty thousand. He realized that he could not hope to hold his own against the Reds, but hoped that their ensuing war with the Poles would distract enough Red strength to allow him to hold the Crimea. He even conducted a small offensive and occupied the Taurida.

In August, the Red Armies, under Tuchachevsky, were beaten before Warsaw and, in October, a Russo-Polish peace was concluded. The Reds now concentrated 150,000 men against the Crimea and stormed the Perekop Isthmus on November 11. On the 14th, Wrangel left the Crimea, followed by over 100,000 soldiers and civilians.

The only major force in the field opposing the Reds was Makhno. Throughout the winter of 1920, the Red Armies pursued him westward. In January 1921, Makhno crossed the Rumanian frontier with 250 followers. He later settled in Paris where he lived peacefully for many years.

The Russian Civil War was now technically over. A few bands of Whites roamed about in Siberia and national revolts were still going on in the Caucasus. Everywhere, however, the Reds had been triumphant. To a great extent, their victory was a result of their centralized and determined leadership. Even so, they were helped by the military and political errors of the Whites. Lenin himself later admitted that the Bolshevik victory was due less to Red strength than to the weakness of the Whites.

THE COST

The toll which the Civil War exacted on Russia is almost beyond conprehension. In human terms, it caused the deaths of an estimated twenty-five million persons. This is probably a low figure. The vast majority of the dead were civilians who perished from disease and starvation. Military deaths were comparatively few and some 85% of those were from disease. The economic structure was in ruins, as were thousands of villages and towns. More importantly, the agricultural situation was in complete chaos. In some areas effective crops had not been raised in years. The stores which did exist had been fed to the armies. The result was a massive famine in which further millions died.

Psychologically, the Civil War left deep scars on the Russian people. Old hatreds were to erupt anew during World War II when such groups as the Cossacks flocked to the Nazi banner.

S&T

INVASION: AMERICA

The PAL takes Portland, but the hovercraft are repulsed at Vancouver. The first PAL mechanized units land and prepare to take Seattle.

The Defenders' main reserve strikes the ESC lodgement, retaking South Carolina and Tallahassee. Air attrition is heavy, with the irreplaceable carriers suffering. An attack in Nicaragua fails, but Portland and Cape Flattery are recaptured. The attacks in Oregon are supported by 60% of the Defender air units. The Defenders are holding fairly well, but attrition is causing a greater reliance on militia to guard the beaches, which could be disastrous.

May: The ESC advances steadily, as air support based in the US becomes available. The SAU cracks the line and reaches Yucatan. The PAL retakes Portland, but does not launch a second invasion; the hovercraft re-embark as they will be more useful in a less restricted beachhead. The ESC invasion comes in southern New Jersey and is stopped north of Trenton. The SAU invasion comes at South Texas (1929). American militia crumbles and the SAU armor strikes westward to cut Mexico off from the US. This time aircraft accompany the initial invasion forces.

The Defenders commit the only remaining three armored corps in Mexico, cutting off the westernmost SAU units. Remaining units in Central America pull back to Tehuantepec (0932). In New Jersey, the Defenders do not counter-attack, and attacks against the southern lodgement do little. In Oregon, the massive air support allows the destruction of the PAL beachhead, with heavy losses for both sides. Units entrain for movement to Georgia.

June:

Atlanta falls to the ESC, as the Defenders fall back to the Appalachians. In New Jersey, the front remains stable, neither side being strong enough for a big push. The SAU pulls back in South Texas and advances steadily on Mexico City. The PAL invades at Los Angeles, taking L.A. and threatening Phoenix.

The Defenders send forces from Oregon to Los Angeles, protecting Phoenix, but lacking time to attack. Militia blocks the path to San Francisco. Airstrikes deplete the PAL carrier force. The Defenders reduce the South Texas beachhead and prepare for a withdrawal north of Mexico City. Minor inroads are made against the southern ESC lodgement, now too big to be wiped out.

July:

Birmingham falls, but the ESC makes no headway in attacks against the Appalachians. The Defender line is thinning dangerously. The SAU finally takes Mexico City, while the PAL expands its L.A. beachhead, unsuccessfully attacking Phoenix. Small ESC and SAU forces embark for third invasions.

The Defenders assume a defensive posture in Mexico and unsuccessfully strike at Birmingham. The air battle is favoring the Defenders more and more, but ground support is minimal; there are few troops left to support. For the first time, militia is committed to the line against the ESC. In California, the PAL forces are again wiped out under huge air strikes. The PAL amphibious fleet is destroyed, freeing all West Coast forces. Ten corps of armor and infantry entrain for the Southeast, along with several air fleets.

August:

The ESC lands at Galveston and the SAU at New Orleans; they push in rapidly and link up with the ESC lodgement. The ESC force in New Jersey is wiped out trying to cross the Hudson. The front is stable in Mexico.

The reinforcements arrive from California, and the Galveston and New Orleans beachheads are wiped out in desperate attacks. A strike along the Georgia coast fails. More and more militia is committed, doing more harm than good. Attempts at partisan warfare in the ESC rear are disorganized and harshly dealt with. There are absolutely no Defender reserves left anywhere, and every beach is guarded by militia.

September:

The ESC tries attacking north, but fails to crack the Appalachians. The SAU makes some progress against a thin screen, but is still four-hundred kilometers from Texas. Very little of economic value has fallen to the SAU, and the failure can be traced to the initial invasion. PAL units land behind SAU lines; they will be useful in the upcoming winter battle for the Sierra Madre. The Defenders marshal what strength they have left to repulse the last attacks before winter.

October:

The invasions come in Corpus Christi (SAU) and Galveston (ESC). The areas are barely screened and rapid penetration puts invaders in Dallas, Houston and oil and wheat field areas of great importance. The ESC finally takes Memphis and New Orleans; the lodgement front now exceeds two-thousand kilometers in length. Scattered Defender armor faces the units in Texas, while the main front falls back to a line from the Appalachians through the Ozarks and down the Mississippi. Few aircraft are left. The USA and Canada are weak, but so are the ESC and PAL.

None of the weakened economies can support this bloody, inconclusive war. With winter coming on, the invaders are anxious to negotiate; the Defenders are anxious to salvage what they can from a losing war. As snow begins to fall in Washington and Zurich, the four powers come to an agreement. The United States will share its mineral and agricultural wealth with the world. In return, most foreign forces will be withdrawn and the conquered areas returned to American civilian administration. The world pulls together in its hunger, strangely, closer than ever before. At least, it *might* work out like that.

Admittedly, *Invasion: America* postulates a rather improbable set of developments. A Soviet-Chinese-South American alliance seems most unlikely, but stranger things have happened. If the current trend of diminishing American influence in the Third World continues, it is conceivable that the rest of the world would "gang up" on the USA. As the world grows poorer in fossil fuels, in food, in minerals, while its population increases, the enormous wealth of the United States will seem more attractive. Starvation breeds desperation and desperation breeds action. And if the world's economy doesn't improve, there is some chance of an *Invasion: America*.

S&T

GAME PROFILE:
RUSSIAN CIVIL WAR
by Steve List

The Russian Civil War is the first of SPI's new "Power Politics" games. It is also the first of the bookcase format games, which makes it different from past SPI products in both design and physical appearance. The cardboard game box has a printed cover and bottom, the mapboard is mounted, and a 20-compartmented tray is provided for counter sorting and storage. The board contains a map of the erstwhile Russian Empire and adjacent lands, plus a number of tables and other play aids. The territory is divided into many provinces which are grouped into larger regions (e.g., Greater Russia, Byelorussia, Ukraine). Movement is from province to province or along rail lines.

The counter mix provides four sets of combat units in white, red, green and blue. White and Red units are the contending factions, Greens represent nationalist groups (Ukrainians, Balts, etc.) who want independence, while Blues are the foreign interventionists (France, Germany, US, etc.). There is a heirarchy of hostility. Reds fight everyone; Whites fight Reds and Greens, who fight Reds and Whites; while Blues fight only Reds. In addition to combat units, there are Red and White Leader Counters, Politburo Markers, Assassins, and random events markers. In addition are counters representing the Czar and the imperial horde of gold, plus identification markers for each Player.

There are two kinds of combat. Units in a province with a hostile faction may attack as many stacks of enemy troops in that province as the Player wishes. Odds are based on the ratio of combat factors, and a die is rolled on a fairly conventional CRT. There is also subversion, which can be used only by the Reds against the Blues in an adjacent province. Odds are calculated as before and the same CRT used, but only "Defender Eliminated" results are applied.

There are two other types of conflict, directed at Leader units—Purges and Assassination. Unlike combat, they may be conducted at any point in a Player's move, while Purges can be conducted at any time during the game as well. This allows their use at a crucial moment to supplement an attack or undercut an opponent. Red and White combat units can only move when stacked with a Leader, so an Assassination could leave a large body of troops in limbo. Purges allow a Player to take direct control of another Player's Red Leaders. Thus, judicious use of these weapons is quite powerful. Each Leader unit has a Leadership Value of from one to three, which is also its Combat Strength and the number of combat units it may lead around the board. Assassination is a die rolling procedure depending on the

target's Leadership Value and the number of Assassins employed. Purges are usually a group endeavor; the Central Committee of the Politburo can collectively purge any non-member, and any individual Player can purge another. The more Politburo Markers and aggregate Leadership Value Points the purgers have, the greater the chance of success and the less chance of a counter-purge. Purges are resolved by the roll of two dice on a "Purge Results Table." There are fifteen Politburo Markers in the game, and Players must have at least eight to set themselves up as the Central Committee, so much of the game involves covert and overt jockeying to form such a coalition.

The game can accomodate up to six Players, labeled A-F. At the start, Players are assigned a letter at random, and the first Player to move in a turn is likewise selected at the start of the Turn, allowing a lucky Player to make consecutive moves. After labeling, a cup or similar container is filled with all the Leaders, 13 Politburo Markers and a sprinkling of Assassins. Players each draw one counter in turn until all are selected, with the extra Politburo Markers going to the Players holding Lenin and Trotsky. The Leaders, and all the troop counters, are placed on the board in the provinces assigned them, and play begins.

The first Phase of a Player-Turn is the Random Events Phase. The Player rolls dice, with the result usually being an epidemic in up four provinces. This causes the elimination of the largest unit in each stack in the affected province. Other possible outcomes are the doubling of units launching subversive attacks that Turn, or the Player getting to draw a chit from yet another "Randomizer." After the Movement and Combat Phases, the Player always draws a Randomizer chit. This Randomizer contains the rest of the Assassin Markers, and chits giving the Player control of a portion of the Green or Blue troops. Once he has control of one of these factions, he may move the units without a Leader. There are also chits taking various Blue factions out of play.

After all Players have had a Turn, the Turn Record advances and eliminated non-Blue combat units are replaced on board, subject to certain limits. Leaders, and troops eliminated after Turn Five, are kept by the eliminating Player for Victory Point credit at the end of the game.

The game ends when there are no Red Leaders left on the board outside Siberia, which is a White Victory, or when no White Leaders are left, giving a Red Victory. In the event of a White Victory, Players get Points for White Leaders and troops they control on

board, for Red troops and Leaders they have eliminated, and for possession of the living Czar and his gold, plus a few other things. In a Red Victory, the criteria are reversed, except that the Player gets credit for the Czar dead, and for the gold only if it is still on the board. Since most Players control both Red and White forces through most of the game, there is a certain amount of indecision about what manner of victory to play for. Of course, it is also rare for all Players to decide to go for the same color Victory Conditions in the end, making for a struggle to the end.

My first experience with the game was highly entertaining and probably typical in terms of general outline, if not of fine detail. There were five Players (which seems to be the optimum, though four should be alright, too), and I was last to move in the First Turn. Except for that, I was in good shape; I had Lenin and Trotsky, the strongest Red Leaders (three Leader Points each) who each started stacked with an 8-Point combat unit (the largest size). I had many minor White Leaders as well, one of which controlled the Don Cossacks, the only 8-Point White unit. I had four Politburo Markers and the only two Assassins in the game so far as well. All this strength was tempered by moving last. Most of the unattached combat units were taken by the time my turn came.

After a few Game-Turns, action had reduced the Reds to three Leaders and a single combat unit, which I consolidated into a single stack for protection, and moved to Siberia where the Whites holding the Czar were similarly weakened, allowing me to capture him. I then drew a chit giving me control of the Japanese Blue troops in Vladivostok, to go with my Whites and US forces already there. These could march westward in a bloc, sweeping my Red rivals before them.

Then disaster struck. At the start of my next Turn, my own dice roll caused an epidemic in Siberia which robbed me of my last Red unit. All three Leaders and the Czar would be vulnerable to any roving enemies unless I could pick up some troops, and precious few were to be had. Red Leader Frunze was in Archangel with 12 Combat Strength Points, and was controlled by one of my rivals. He was too strong to Purge, so my only chance was to move to his province and attempt an Assassination. The gunsels failed, leading me to fall back on my alternative. I sent the Czar overseas to safety and moved my Red Leaders down to Cossack country where my own Whites killed Trotsky. Lack of White strength at this point forced me to leave the others for another Player to pick off. I was further frustrated to realize I had neglected to move my powerful Blues out of Vladivostok. This delay was especially galling

because later, just as they were about to get into combat, I drew the randomizer chit taking them out of play.

The liquidation of my own Red forces was paradoxical on the surface, as I was the most powerful member of the Central Committee at the time. But by eliminating Lenin and Trotsky, no Red troop replacements would come on for two consecutive Turns, practically guaranteeing a White Victory. Which is what happened. Unfortunately, I didn't win. Another Player, who always got to move before me was thus able to grab the bulk of the White replacements and roll up Points in the end game. His margin of victory was exactly equal to his superiority over me in White units on board.

The game has much to offer—diplomacy for the honest, skulduggery for the treacherous, and schizophrenia for the undecided. Military strategy must be properly employed to deal effectively with military strength, but political strategy is required as well. Aside from the joys of purging your favorite enemy, the chief attraction of this game is in the problem of defining your enemy and moving against him while getting him to waste his effort on someone else.

SCENARIOS AND VARIANTS:

RUSSIAN CIVIL WAR
Solitaire for Fanatics

by J. Richard Jarvinen

When I playtested RCW (once, then I was cured) I thought: this wouldn't be so bad if I could figure out whose side I was on. Well, if you think I had problems...

The Russian Civil War offers the shrewd and conniving gamer a veritable playground in which to exercise his skills in the arts of diplomacy, doubledealing, backstabbing and other fun social functions. Unfortunately there is one small problem that often arises: You need other players. SPI does have a solitaire scenario but this amounts to nothing more than an exercise in attrition as the Red player tries to pick off the White hordes as they come trickling into the heartland of Mother Russia. I find this a very unsatisfying solution as there can be no meaningful diplomatic relationships when only one other opponent participates. I have attempted to rectify this problem and at the same time add some facets that are missing from SPI's solitaire scenario: Assassinations, purges, and player cooperation. The following rules and guidelines form the basis for a solitaire scenario of RCW with five players (you being the "active" player against four imaginary opponents) whose strategies are controlled by the political situation as defined by the ownership of Red and White leaders.

However, a warning is in order. This is not a scenario for those who do not like bookkeeping. A price must be paid for introducing player elements using artificial methods. You will also need to make a couple of charts. But for those of us out in the boondocks with little or no chance for live confrontations, this solution is well worth the initial effort and the minor hassle of shoving markers around a chart and rolling the die a few more times than seems normal.

The major problem is one of defining strategy policies for the imaginary opponents. The first consideration is whether a player's political goals are Red, White, or somewhere in between. Once determined, a basic policy can be outlined for each group. The interactions in the game then serve to change the relationships (or attitudes) between the players, and thus allow a form of diplomacy to creep into the play. The standard setup procedure is used, as defined in Section 15 of the rules. Assume five players participate: A, B, C, D, and E. For convenience, make yourself A (although you can play this strictly as an observer and have the functions of A determined as are the players). Once the initial

forces are distributed among the five players and the combat forces placed on the map, the Political Indicator Table can be established.

Political Indicator Table

The Political Indicator Table (hereafter known as PIT) is used to record a player's control of Red and White leaders, thus providing an indication of what direction a player's political attitude lies (that is, Red, White or Undecided). From this indication a player's strategy is chosen for a given game turn.

Each player has three markers on his appropriate line of the PIT: A Red marker, placed on the number equaling the total combat strength of his Red leaders; a White marker, placed on the *negative* of the number equaling the total combat strength of his White leaders; and a blue marker (the Political Control Marker, or PCM) which is equal to his Red leader combat strength minus his White leader combat strength. Example: Assume Player D has Red leaders worth seven combat strength points and White leaders worth three combat strength points. A red D marker is placed on column 7 of the D line on the PIT; a white D marker is placed on column 3 of the D line on the PIT, and a blue D marker is placed on column 4 of the D line on the PIT (seven minus three equals four). A player whose PCM is on the six or greater column is considered a Red player, and would use the Red strategy as defined on the Attack Priority Table (APT). A player whose PCM lies between one and five (inclusive) is Undecided, and uses the Undecided strategy. A player whose PCM marker is less than one is White, and would use the White strategy.

One characteristic of the PIT is that the region defined as Undecided grows smaller with every turn. On game turn one the boundaries are one and five. But at the beginning of game turn two, the boundary separating a Red player from an Undecided player is shifted one column to the left. Thus the new Undecided boundary is between one and four. A player whose PCM on turn one lies on column 5 is defined as Undecided. But on game turn two, assuming his PCM did not shift, he would have been "converted" to a Red player, and use the Red strategy. On

game turn three the boundary is one and three; on game turn four the boundary is one and two; on game turn five only those whose PCMs are on column one are considered Undecided. On all remaining game turns there can no longer by any Undecided players, as all players whose PCMs are one or greater are considered Reds, while all players whose PCMs are less than one are considered White. (The justification for the initial determination of the PIT is that there are fifteen more Red combat strength points than White at the beginning of the game. The average total strength (Red minus White) for a player would be three. As the game wears on, leaders are killed, and the average strength is lessened. Also there is more of a tendency for a player to commit himself to one side or the other with the passing of each turn.)

A player's PCM can shift considerably due to the loss of leaders. A player who is decidedly Red on one game turn may find that, due to the loss of several key Red leaders, he is pro-White on the next game turn. Note that the settings on the PIT are changed the moment a leader is lost or gained.

Player Cooperation Table

The PIT is also used to determine the initial setting of the Player Cooperation Table (PCT). This table reflects the willingness of a player to participate in an attack or a purge against another player, and also defines which players are "friendliest" to a given player. For two players with the same political outlook (both Red, both White or both Undecided), a marker is placed on column "2" of the appropriate row of the PCT. For players diametrically opposed to each other (Red versus White), a marker is placed on the "5" column. For all other relationships (Undecided against Red or White), a marker is placed on the "3" column. Example: Assume from the PIT we determine that players A and C are Red; players B and E are Undecided; and player D is White. First we compute the relationships of A with the other players. Since player A is Red and player B is Undecided, a B marker is placed on the "3" column of the A row. Comparing A with C (Red against Red), we place a C marker on the "2" column of the A row. For D we place a D

POLITICAL INDICATOR TABLE
(lines B through E identical)

			WHITE						UNDECIDED									RED					
A	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13

marker on the "5" column of the A row (Red against White), and for E we place an E marker on the "3" column (same as B as both B and E are Undecided). Row A now completely defines player A's "friendliness" with the other players. Player C is the most friendly (low rating on the PCT), players B and E are somewhat friendly, while player D is definitely unfriendly (high rating on the PCT). Now we use the same procedure for player B. (Note that the A/B relationship will be defined again, but this time on the B row. This is redundant, but serves the useful purpose of being able to tell at a glance which players are the friendliest, or unfriendliest, without having to check two or more lines of the PCT.) The B relationships are: B/A - 3 (same as before); B/C - 3; B/D - 3; B/E - 2. For C we have C/A - 2; C/B - 3; C/D - 5; C/E - 3. And so it goes, until all relationships between all the players are established.

PLAYER COOPERATION TABLE

	2	3	4	5	6	7
A						
B						
C						
D						
E						

For each attack, purge attempt, or assassination attempt against, or assassin marker given **to** another player, shift marker 1 column left. For each Politburo marker given to another player, shift marker 2 columns left. **Note:** Markers may never shift further than column 7 to the right nor column 2 to the left.

These relationships are not changed due to changes on the PIT but to actions by one player against another (purges, attacks, assassinations, etc.). For specific events that alter the PCT, consult the notes under the PCT. The further right the marker is placed, the less likely is the chance for cooperation between two players. This can be completely independent of the values shown by the PCM on the PIT. Thus one's worst enemy according to the PCT could be the same color as himself, while one's best friend could be of the opposite color! This is not contradictory. Just reflect on some of your past games of RCW where you, as a Red player, found yourself rooting for a White player who was attacking another Red player!

Attack Consideration

At various times during the game a player will be directed to make one or more attacks against other units. Whenever these units are controlled by other players the attacking player must first roll Attack Consideration. This rule reflects the fact that it is generally harder (ethically speaking) to attack one's friends than one's enemies. After all move-

ment is completed and the required number of attacks is established, the attacking player rolls the die for each attack to see whether or not the attack is actually executed. If the die roll (only one die is used) is greater than the number indicated on the PCT that reflects the relationship between the attacker and defender, the attack is aborted (the attacker has been talked out of it). If the number rolled is equal to or less than the number indicated on the PCT, the attack takes place normally. Note that when an attack does occur, the marker on the PCT is advanced immediately. Thus a player's "friendliness" can deteriorate very rapidly on the same turn due to a series of successful attacks.

Purge Cooperation

Whenever the Strategy Determination Table indicates that a purge is to be attempted by the phasing player, the following procedure is used:

1] A Politburo Marker, if available, is given to that player defined as 2nd friendliest by the PCT. The markers reflecting the two players relationship are immediately moved two columns left. This reflects the phasing player trying to influence other players prior to the purge.

2] A Central Committee is now formed. The phasing player rolls a die for each other player to determine whether or not that player becomes a member of the Central Committee. (The phasing player is automatically a member.) If the die roll is equal to or greater than the number on the PCT reflecting the two players' cooperation, that player joins the Central Committee. After the die has been rolled for each player, the total number of Politburo Markers controlled by the members of the Central Committee is computed. If the total is eight or greater, a purge is attempted against that player not on the Central Committee most unfriendly to the phasing player. If all players succeed in joining the Central Committee (hah!), no purge is attempted. If the total is less than eight, the Central Committee is dissolved and a new Central Committee is formed by those players not on the original Central Committee. The same procedure is used as stated above. If the new committee's Politburo Marker total is eight or greater, that committee attempts to purge the phasing player!

3] If a Central Committee has been successfully formed, a die is now rolled to determine whether or not the purge is to be attempted collectively or individually. A die roll of three or greater implies a collective purge.

4] The purge attempt is now executed according to the rules in Section 11, with exceptions and additions mentioned in the following paragraph.

All counterpurges are mandatory. Counterpurges are always attempted against the phasing player. In the case where the phasing player is attempting a counterpurge against two or more players, a die is rolled to determine against whom the counterpurge takes place. Collective purge spoils are always doled

out one factor at a time, beginning with the phasing player and progressing alphabetically. Purge results should be always carried out against those leaders controlling the greatest combat strength points. If an individual purge result yields a two or more, a die is rolled to determine if a Politburo marker is taken instead of a leader. A die roll of one or two implies that the purging player takes one Politburo Marker if available.

STRATEGY DETERMINATION TABLE

Die Roll	Req Nbr Attacks	Min Odds	Purge Attempt	Assass. Attempt
1	1	1-1	No	No
2	2	2-1	No	No
3	3	1-1	No	Yes
4	4	2-1	Yes	No
5	5	2-1	Yes	Yes
6	Roll die again using VST			

On a die roll of one, the phasing player must immediately give one assassin marker, if available, to the 2nd friendliest player as defined on the PCT.

ATTACK PRIORITY TABLE

Player Color	Units Cntrld	Attack Priority I	II	III
White	Blue	Red		
	Green	Red		White
	White	Red	Green	
	Red	Green	Blue	White
Red	Green	White		Red
	Red	W/B	Green	
	White	Green		Red
	Blue		Red	
Undec.	Red	Blue	Green	White
	White		Green	Red
	Green		R/W	
	Blue	Red		

VINDICTIVE STRATEGY TABLE (VST)

Die	Implication
1	Attack friendliest player
2	Attack 2nd friendliest player
3	Attack player who controls the Czar
4	Attack player who controls the Gold
5	Attack 2nd unfriendliest player
6	Attack unfriendliest player

When using the VST, never roll for Attack Consideration. If the phasing player controls the Gold (or the Czar), or if the Czar has been executed or removed from play, roll the die again until an appropriate result is achieved.

Assassinations

If the phasing player has no assassination markers, ignore this result on the Strategy Determination Table.

An assassination attempt is always against the phasing player's worst enemy, as defined on the PCT.

If the phasing player has only one assassin marker, the assassination is attempted against a level 1 leader. If the target player has

no level 1 leader, the attempt is made against a level 2 leader. If he has no level 2 leader, the attempt is against a level 3 leader. If no target leaders are available, the assassination attempt is aborted. If the phasing player has two assassination markers, the attempt is made against a level 2 leader (using both assassination markers). If no level 2 leader is available, the attempt is against a level 3 leader. If no level 3 leader is available, the attempt is against a level 1 leader. If the phasing player has three or more assassination markers, the assassination attempt is against a level 3 leader (using only three markers). If no level 3 target is available, a level 2 leader is selected. If no level 2 leader is available, a level 1 leader is selected.

A player should always use all the assassination markers available to him, up to a maximum of three, regardless of the level of the target leader. If two or more leaders have the same value, that leader should be selected as target who controls the greatest combat strength. As with purges, adjustments should be made on the PCT regardless of whether or not the attempt was successful.

Strategy Determination Table

The key to the policies of each player, and the mechanism that governs the course of the game, is the Strategy Determination Table (SDT). Based on a player's color as determined on the PIT, one of three basic strategies is chosen that dictates a player's actions for a given game turn. In some cases, judgement must be exercised by the player in making another player's "move." With several alternatives, it is hoped that the solitaire player can be objective enough to make those moves that best benefit the player whose turn it is.

Immediately following the Random Events Phase, a die is rolled to determine the phasing player's strategy using the SDT. If a purge attempt is indicated by the table (die rolls of four and five), the purge attempt procedures are immediately followed. If an assassination attempt is indicated (die rolls of three and five), follow the instructions listed under *Assassinations*. (Purges are attempted before assassinations.) After resolving any purges or assassinations, the phasing player must attempt to make the required number of attacks indicated on the SDT. Except for a die roll of six, the required number of attacks is equal to the die roll itself. The Minimum Odds column lists the smallest odds that a player must accept when attacking. A player is never required to attack at 1-2 odds. A player may not make more than the required number of attacks, but under some circumstances (explained below) may make less.

For die rolls of five or less, the player's PCM is consulted to determine the color of the player (Red, White or Undecided). Then the appropriate strategy is chosen from the Attack Priority Table (APT). Attacks must be attempted in the order listed. Priority I attacks must be attempted before Priority II attacks; Priority II attacks must be attempted before Priority III attacks. Within each Priority, the first listed units must attack

before those listed beneath. Example: Assume a White player rolls a four. After attempting the required purge, the APT is consulted to determine which attacks have the highest priority. The first listed attack under Priority I for a White player is Blue controlled units against Red units. If the White player controls any Blue units and these units can legally attack any Red units at the required minimum odds (2-1 in this case), they must move to the appropriate area and attempt to do so. If the White player controls no Blue units, or if his Blue units cannot make a legal attack, the player consults the APT for the next attack. For White, this would be Green controlled units against Red units. Again the White player determines if any of his Green controlled units can legally attack any Red units at the required odds. The remaining legal attacks, listed in order of their priority, would be: White vs. Red, Red vs. Green, White vs. Green (this is a Priority II attack), Red vs. Blue, Green vs. White (Priority III), and Red vs. White. These priorities are examined in order until the required number of attacks is made (in our example, four) or until all the possibilities have been exhausted. Different stacks of units may be combined in order to satisfy the minimum odds. When possible, the highest odds that can be achieved should be used in order to minimize combat results of AE or EX.

Once all the attacks have been established (but not executed), the remaining units controlled by the phasing player are moved according to the guidelines under *Non-Attack Policies*. Before each attack can be made against units controlled by other players, a die must be rolled for each attack according to the rules under *Attack Consideration*, explained previously. Note that unlike purge or assassination attempts, the markers on the PCT are moved only for attacks that actually take place.

Units that are controlling or escorting the Czar or the Gold are never required to attack at less than 3-1 odds. White players are never required to attack their own White units, nor are Red players ever required to attack their own Red units. These exceptions hold even if the phasing player has not met the required number of attacks.

Note that one entry on the APT, Red units controlled by a Red player under Attack Priority I, lists two colors: White and Blue. In this case, first the Red units must attempt to attack White units before they can attack Blue units. Both attacks are considered Priority I. A similar entry is found under Attack Priority II for Green units controlled by an Undecided player.

Vindictive Strategy Table

If a six is rolled when using the SDT, another die must be rolled and cross-referenced against the Vindictive Strategy Table (VST). In this case the APT is not used, as the phasing player's responses are solely against another player (sort of like a grudge turn—happens all the time in real life). The required number of attacks when using the

VST is always three and the minimum odds are 1-1. When attacking the player who controls the Gold or the Czar, the first attack must be attempted against those units which control the Gold or the Czar, even if this means that the required number of attacks cannot be fulfilled. When using the VST, the die is never rolled for Attack Consideration.

Non-Attack Policies

Often a player's units will not be required to make any attacks. In this case the following guidelines should be used in determining the functions of these units. Hopefully common sense will be the judge for solving problems or situations not covered by these policies.

1] Czechs controlled by a White player should attempt to move off the map. When controlled by a White player the Czar should attempt to move off the map.

2] When controlled by a Red player, the Czar should be executed by trying to form a Central Committee in the same manner as purges. White players may not be on any Committee which attempts to execute the Czar. The Czar may not be executed on the first turn.

3] If unable to exit the map or be executed, units controlling the Czar (and the Gold) should attempt to consolidate with other units for greater protection. They should also try to move to isolated areas.

4] Units controlling the Gold should attempt to "steal" Green units.

5] Units should attempt to consolidate and stack with each other for greater protection. The stacking rules in Section 22 should be used as a guideline.

6] Red players should attempt to garrison Tver, Petrograd and those areas where Red replacements are expected.

7] White units should attempt to garrison those areas where White replacements are expected.

8] Smaller stacks of units should attempt to screen or protect the larger stacks.

9] Whenever exchanges occur, losses should be taken from combat units, not leaders. (Combat units are replaceable, leaders are not.)

10] If a player controls no units of any color, he is automatically out of the game.

Hopefully the above procedures and guidelines will lead to an entertaining game for the solitaire player. While at first glance there seems to be no effective diplomatic techniques available to the player, I'm sure that after several games some of the subtleties of this system will appear. For example, an indiscriminate player who attacks all others without regard to the PCT may find himself more susceptible to purges and attacks than other players, and thus pay the consequences. Also, the solitaire player has certain advantages over those players whose strategies are dictated by tables and die rolls, but with bad play, it is possible to nullify those advantages and find yourself on the losing side.

Footnotes

RUSSIAN CIVIL WAR
FOR THE MASSES

There are about 200 conflict simulations on the market, but only a handful are primarily multi-player games. Games like *Diplomacy, Origins of World War II, Kingmaker, Stock Market, Conquistador!, After the Holocaust* and *Russian Civil War* rely strongly for their appeal on diplomatic interactions between the players; few of these games have feasible two-player scenarios. And the rules in these games are usually correspondingly simple, keeping the stage clear for the unfolding of complex and intertwined events. *Conquistador!, After the Holocaust* and *Russian Civil War* are exceptional, having rules systems of about average or above average complexity in the spectrum of SPI games. I think *Russian Civil War* could gain the most in playability (and, thereby, in mass appeal) from deleting some rules, or relegating them to the "Optional" Section.

[8.3] *SUBVERSIVE ATTACK.* This section can be made optional or deleted.

[12.12] *Subversive Attacks Doubled.* Ignore this result.

[13.0] *IMPERIAL UNITS* This whole section can also be deleted or declared optional.

[11.0] *PURGE* All the Politburo and Purge rules should be deleted. They add a lot of flavor and "noise" to the game and increase the playing time. But in the many games I have played, Purges have rarely had a significant influence on the outcome of the game. Section [13.5] is modified as follows:

[13.5] *EXECUTION OF THE TSAR*

[13.51] The Tsar may never be eliminated by combat, epidemic or assassination.

[13.52] The Tsar may be executed at any time he is controlled by a Red Leader, by the agreement of any coalition of players including the player who controls the Tsar, if the coalition controls together at least two thirds of all the Red leadership points on the board.

[13.53] When the Tsar is executed, the Victory Points (in the event of a Red Victory) are awarded to the executing player.

[13.54] To execute the Tsar, the controlling player simply moves the Tsar marker from the map to his Victory Point Chart. Once executed, the Tsar is permanently out of the game.

Rule [15.22] is changed to read:

[15.22] The Initial Forces Randomizer is prepared for play by Player A who places a total of 52 counters in the Randomizer as follows: 30 Red Leaders, 20 White Leaders and two Assassin Markers. (Note: All of the Red and White Leaders should be placed in the Initial Forces Randomizer.)

Rule [15.32] is deleted.

By deleting the above rules, you can remove a lot of "dirt" from *Russian Civil War* without disturbing the basic character of the game. The game moves faster and is more fun, and you may find that many of your friends will enjoy it, even though (for some inexplicable reason) they always turn down your offers to play *Sniper!, Fast Carriers,* or *War in Europe.*
—*Richard Ware*

*

RUSSIAN CIVIL WAR
1918-1922

by Richard F. DeBaun

with Frank Aker, Martin Campion,
Ray Lowe, Rodger MacGowan,
Mike McGuire, and Mark Saha.

*'SPI exists...to publish games. That is the end to which all
other aspects of SPI are directed.'* — S&T 44

'Our main interest is exploring and discovering.' — S&T 42

Legend has it that when *Australopithecus africanus* first
climbed out of the trees and started to push cardboard counters
around on a grid of hexagons, he was playing a game designed
by James F. Dunnigan. While this may be a slight
exaggeration, Dunnigan has without doubt done more for
historieal simulations and the hobby of wargaming than any
other individual in its history. He, personally, is in large part
responsible for the amazing growth of the hobby during the last
decade. It is primarily through his talent and efforts that such a
wide variety of games is currently on the market, so today even
the most esoteric of gaming tastes may be satisfied.

In 1969, Dunnigan took over *Strategy & Tactics* magazine,
which then had a circulation of approximately 600, and in a
matter of seven short years parlayed SPI into the largest
publisher of historical simulations in the world. It is true he was
helped by a talented and dedicated staff (most notably
Redmond A. Simonson, *S&T*'s art director and the best
graphics man in the business), but Dunnigan himself is
undeniably the prime mover at SPI.

The man is an original. His game designs span the spectrum of
military conflict, from the man-to-man combat of *Sniper!*, in
which players agonize over the casualties of individual squad
members, to the global operations of *World War 3*, where a bad
die roll can eliminate all humankind. The sheer *number* of his
designs is mind-boggling, and has lead to speculation that
Dunnigan is actually a committee of clones rather than just one
man. His credits include: *PanzerBlitz, Sinai, NATO, Fast
Carriers, 1914, Barbarossa, War in the East, Mech War 77,
Flying Circus, Patrol, France '40, USN, Wolfpack, Strategy I,
Jutland, Sixth Fleet, Oil War, Tank, American Civil War*, etc.,
etc., etc...

Not all of what Dunnigan touches turns to gold. After all, life is
a bell-shaped curve, and he has had his share of turkeys
(remember *Lost Battles*? And then there was the lengendary *Up
Against the Wall, Motherfucker...*). Still, his diverse body of
work contains the best of the best. Even his 'failures' are not
without merit for they, too, have explored new design territory
and improved the state of the art. Dunnigan's creative career is
characterized by an openminded willingness to try new ideas
and the brash self-confidence to tackle virtually any subject. A
few of the design features he has originated are: 'second
impulse' movement, fluid ZOC's, command control, simul-
taneous movement, stacking points, and differential CRT's.
'We must grow or die,' he has written, and this belief has given
impetus to a constant, deliberate evolution of simulations
design.

*'...[During the development of Russian Civil War] Dunnigan
proceeded to try out every idea that he ever had concerning
multi-player games...[He left] the playtesters wondering how
many different types of Russian Civil War games were being
designed.'* — S&T 54

*'We don't have more multi-player games because there isn't
that much demand for them. This is not unusual when you
consider that most 'games played' are solitaire.'* — S&T 40

One of Dunnigan's latest designs is *Russian Civil War*,
described as 'an historical simulation of the military and
political conflict of 1918 — 1921 which abolished the Czarist
regime and created the foundation of the modern Soviet Union.'
RCW is the first of SPI's new 'Power Politics' series of games
(named after Rod Walker's late, lamented diplomacy column in

S&T), and is unlike any other game found in the SPI
cornucopia. First, it is a multi-player game, accomodating up to
six players, and incorporates inter-player negotiation as a
significant part of play. In fact, the game is determined more by
personality compatibility among players and player interaction
than the military conflict on the board. Dunnigan relies on the
diplomatic activity and player self-interest to achieve play
balance. Rather than imposing inhibiting, arbitrary rules, he
apparently assumes that if any one player becomes too strong
the weaker players will gang up on him to maintain equality in
a sort of self-correcting, leveling effect. The political flavor of
the game is enhanced by such devices as trading sessions,
pooling Politburo strength to form the Central Committee,
purges, assassins, and Red 'subversive' attacks against
interventionist forces in adjacent provinces.

The major innovation in the game is that a single player may
control mutually hostile forces and hostile *players* may control
mutually friendly forces. This promotes an incredible amount of
anarchy during play, as a player is allowed to attack himself. It
can also cause severe identity problems in a player's first few
games. The usual result is that new players prematurely
commit themselves to one side or the other.

In using *RCW* as the vehicle for selling the Power Politics
concept to consumers, Dunnigan seems to be hedging his bets.
In an effort to attract people who don't usually play
'wargames', *RCW* is promoted as a game of political bargaining
(without any scarey hexagons). At the same time, with
assassins, purges, and outright combat between armies, there
is enough 'bloodshed' to satisfy the most die-hard steelhead.

*'...What we try to do is produce games that will please the most
people while offending the smallest number.'* — S&T 38

*'Everyone...likes playability. NOT everyone likes extremes in
realism...I prefer to produce good, playable BASIC games...'* —
JFD

As a game, *Russian Civil War* is interesting and fun to play. It
does have the same basic problem of all multi-player games —
you've got to scrape up five or six players before you can have a
really good session — but SPI has tried to compensate by
including play-by-mail rules by Brad Hessel and a bonus
solitaire scenario by Fred Georgian (see module by Ray Lowe in
this issue). There is no two-player scenario. One nice feature is
that the game is not infinitely open-ended. Players stop
receiving replacements after Turn 5, and the game generally
grinds to a halt by Turn 6 or 7 due to the lack of units.

The tempo of play is strongly affected by the number of players
in the game. With three or four players there is a good chance
one player may dominate the game; with five or six players the
action is more interesting, but the time between a player's
turns is too long. (Because of the random turn sequencing, it is
possible to have as many as *ten* Player Turns between your own
turns.) Some sort of simultaneous movement system would
have equalized players' chances and picked up the pace of the
game. The more players there are, the more significant
Random Events become. In a six-player game, it is likely that
all randomizers will be drawn by the end of the game. This
means the Finns and Poles will be set loose and an increased
opportunity for epidemic to strike your forces before your turn
comes around again. With six guys playing it can also get a
little crowded around the board. And no matter how many
players there are, it's a good idea to have a room nearby where
those who wish can conduct negotiations in private.

The two-piece, 22" x 34" mounted board is SPI's best effort to
date. It is sturdy, colorful, has a darn good layout, and appears
to be waterproofed with some sort of acrylic spray. The playing
map is a non-hexagon, area-movement type. In addition to
boundry lines, the various regions are defined by different
colors. The map contains no ambiguities as far as movement is
concerned, although some provinces (eg., Kaluga, Tula) tend to
become crowded during play. Terrain, generally, is not a major
consideration. However, possession of certain key provinces can
inhibit enemy movement and prevent the arrival of important
enemy replacements. These key provinces are: Tver, Don

Cossacks, Ryazan, and Samara for regular movement; Tver, Don Cossacks, Kursk, and Chelyabinsk for rail movement; Petrograd, Novgorod, Tver, Smolensk, and Kursk for Red replacements; and Don Cossacks, Kuban, Astrakhan, Omsk, and Kharkov for White replacements. Players should also note that forces which start in Siberia, easily get stuck in Siberia, and those in the Trans-Caucasus are too distant from the main action of the game to affect a decision in the first critical Turns. White forces only are allowed to cross the Kerch Straits (which have not been labeled on the map) and move directly between Taurida and Kuban.

In addition to the map, various charts and tables frequently used in play are conveniently printed on the board. Of particular value are the Abbreviated Sequence of Play charts (quite handy in the thick of a game) and the Player Victory Point Display. The Victory Point Display is a device for keeping a 'running' score that allows for instant visual comparison among players' victory point status. The board's one mechanical problem is that the Victory Point Display boxes are too small, expecially in a six-player game where you're sure to have at least one sloppy player (but then a sloppy player will mess up the board no matter how big the Display is). Adequate space could have been provided for a larger Display by omitting the superfluous Terrain Key.

The Combat Results Table is straightforward, with a guaranteed 'De' at 3-1 odds or better. Most attacks require a die roll only to see whether the attacker suffers attrition (Ex). Low odds desperation attacks are not likely to be used much during the game, except in instances where a player controls both attacking and defending forces and is thus in a 'no lose' situation. For most of the game the CRT is *used* by the players and not particularly 'dicey'. The dice *can* decide a borderline game when a player is in deep trouble and has little to lose by taking risks. And Combat dice can figure prominantly in the final Game Turn or what looks like the final Game Turn as players scramble for victory points in a last-minute Armageddon. Overall, however, combat is not the dominant significant event in the game.

Results on the Random Events Table call for unit attrition by epidemic (a catch-all lable for typhus, starvation, severe winters, the ravages of VD, etc.), increase the effectiveness of 'subversive' attacks, or give players a free draw from the randomizer. The odds of an epidemic striking any one province on a given roll of the dice are 35-1, with no province being listed on the table more than once. An astute player can realize these minimum risk odds by watching that he never has forces in more that one of the epidemic provinces listed in any one outcome box on the table (e.g., if you have forces in Kazan, do not have any in Minsk, Perm, or Penza). Obviously, sometimes it is necessary to abandon this minimum risk for military reasons. In a five-player game, there will be 25 rolls on the Random Events Table in five Turns. This means the odds are over 50% for any *one* province to be hit by epidemic over a period of five full Game Turns or 25 rolls. The odds can be lived with, but a strategy in the game can also be seen: force your opponent(s) to concentrate as much force as possible in limited provinces while you threaten with forces dispersed in several provinces. The odds for epidemic can then work in your favor.

The 20-page, indexed rules booklet is standard SPI: the dry-reading commentary-general rule-cases format garnished with tongue-in-cheek pretentiousness (only SPI would call a coffee cup an 'Auxiliary Forces Randomizer'). There are only eight pages or so of 'standard' game rules. The rest of the booklet consists of Player's Notes, Simulation Design Notes, Historical Notes, the aforementioned postal and solitaire rules, and a Special Summary of Rules. The Summary is very helpful in getting into play.

The rules overall are fairly good, but, as can be expected with any new game system, there are some loopholes and omissions. For example, both assassinations and purges are said to preempt other game functions, but nowhere do the rules say which has precedence over the other. The rules are also very

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weak on what is and isn't allowable in negotiations among players. The possibility of a single unit or leader moving the limit of its movement allowance several times in a single Game Turn as the result of changes in control is implied but not expressly allowed. All this is the sort of stuff that causes fistfights and divorces...

Victory conditions center around the elimination of Red leaders, White leaders, and White combat units. Players will find that warfare becomes much more personal when the objectives are individual leaders rather than territory or enemy armies.

The playing pieces on the board represent Communists (Reds), counterrevolutionaries (Whites), various nationalist groups (Greens), and foreign interventionists (Blues). As mentioned previously, each player may control some units of each group. Player control is indicated by the use of letter-coded Player Control Markers (what else?) of the appropriate color. It is not always clear who has what with this system. The letter-codes don't stand out enough. It would have been easier for the players to keep track of their own forces and check other players' strengths if instead of letters the control markers had a distinctive color for each player. Attrition takes a high toll so there are usually enough markers to go around. (A comment on game packaging: spilled counters can be prevented during storage and transport by sandwiching the counter tray between the boards and securing with rubber bands. — MS)

The Reds have several advantages over the Whites: they have stronger combat units (80 factors/20 units = 4.0 factor average), more and stronger leaders (40 factors/30 units = 1.33 factor average), operate from interior lines, can rack up extra points with no-risk subversive attacks on interventionist units, and should always win with a united effort. The Reds have twice the leadership value necessary to control the entire Red Army. This allows them to trade leader casualties with the Whites and still be able to win. Unfortunately, the Red unit qualitative advantage is only effective when a single player is able to stack the strongest units. This usually won't happen until the end of the game because Red players seldom cooperate.

In fact, the biggest disadvantage a Red player has is the other Red players, and the internecine mauling is the greatest threat to Red victory. I am referring, of course, to the scourge of the purge, It is not wise to be the 'obvious' top Red player. It usually makes the members of the Central Committe nervous for any (other) one Red player to look like he's winning, and they then tend to waste their purge efforts trying to 'equalize' the standings. Purges should be used primarily to take away an obviously pro-White player's Red leaders. Purges against rival Reds are usually fatal to the Red cause, and should be indulged in ONLY if you want White to win or feel you have a good shot at being the top Red winner. Sometimes a purge can be used to force a *weak* Red player into the White camp by taking away all his Red leaders. This benefits the Reds because it splits the Whites into factions while consolidating Red resources. Tactically, the best time to purge a player is immediately after his random events draw. This is the last event which could affect the target leader prior to its being lost in combat. Purges should be conducted at the full strength of the Central Committee until the 'purgee's' counter-purge strength falls into the 1-10 column. Defensively, since individual players may conduct only one purge per Game Turn, you can protect yourself if you can convice the Central Committee to purge prematurely *as a body* against someone else in a given TURN. And *NEVER* let a purge get personal. It should be strictly business...

Another hazard to Red victory is the vulnerability of their replacements. Red replacements do not appear the Turn following the death of Lenin or Trotsky, or as long as either Tver or Petrograd is controlled by hostile forces. The loss of replacements can be devasting. Red strategy in the first few Turns must avoid any adventurism that would jeapardize their arrival.

Above all, the Reds must conduct a united effort against the
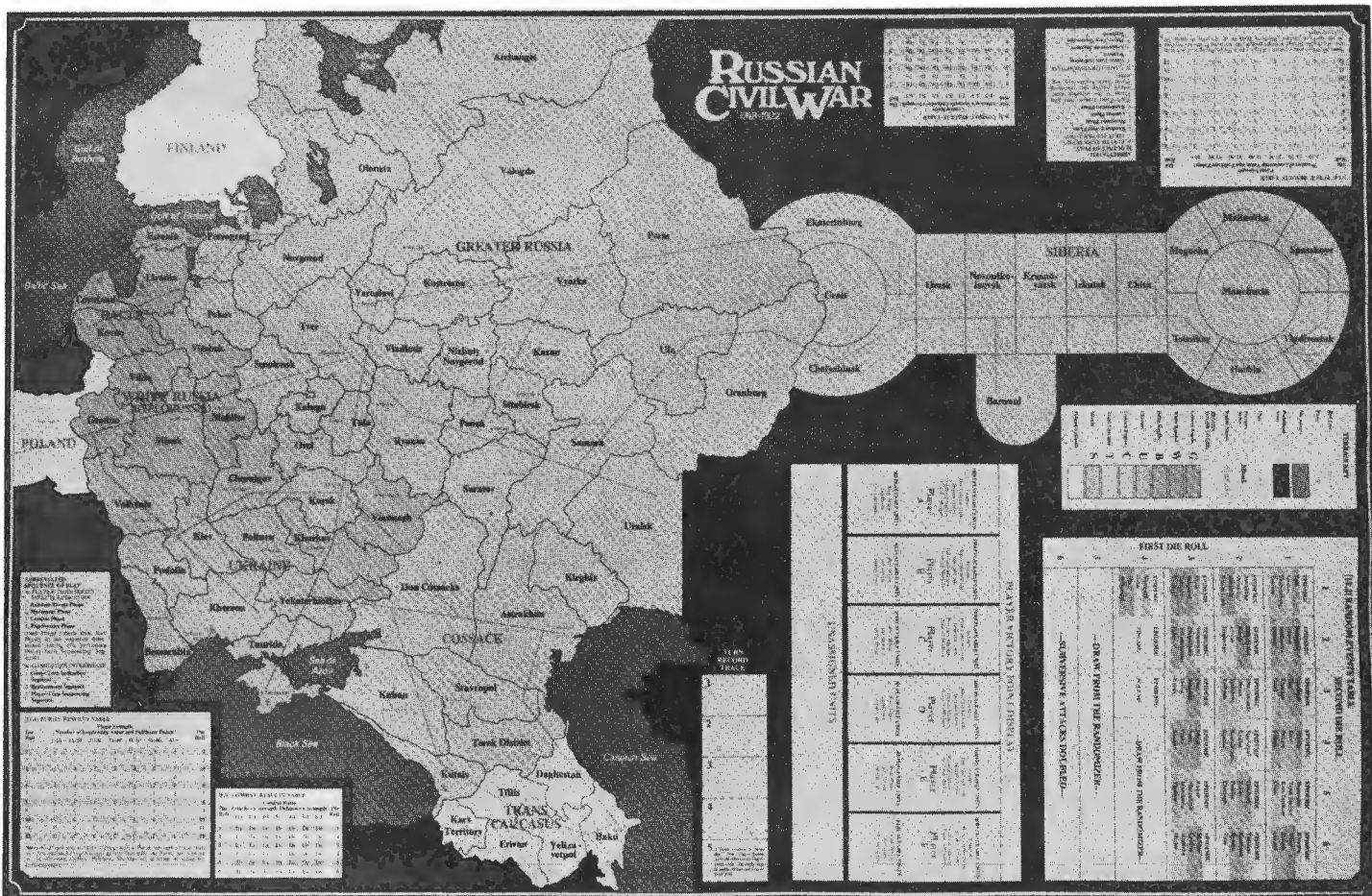
Whites. They should destroy White leaders as soon as possible, before the Whites can consolidate their forces. If you find yourself in league with Reds who won't cooperate with each other, or if you have weak Red leaders, it's not a bad idea to lay low and stay out of the action. Take your units and sit out the first three or four Turns in some quiet corner of the board while the other Reds carve each other up and the Whites attrition themselves down to a manageable size. When the smoke clears, you could very easily be the only player with an effective force left on the board.

The White combat forces are inferior to the Reds (60 factors/20 units = 3.0 factor average) and have fewer and weaker leaders (25 factors/20 units = 1.25 factor average). However, Whites don't usually suffer from the political infighting that hampers the Reds. There are two main reasons for this. First, in games where players suffer from 'identity crises' and commit themselves to one side or the other early in the game, White is often controlled by only one or two players. This allows for greater unity of purpose and coordination of White forces. Second, the Whites don't operate under the threat of purge. Once you control a White leader, he's yours until death do you part. So, except for intramural hassles over replacements and an occasional assassination attempt, a White player will find he has a more purely 'military' game to play. Whites are also aided by easier victory conditions (they don't have to vote to end the game as can happen with the Reds), special movement bonuses, and the ability to receive replacements in provinces occupied solely by Blue units.

The greatest asset to the Whites is Red disunity. A White player should exploit Red disharmony as much as possible. For example, even while working for a White victory, it is a good idea to control some Red leaders. This not only prevents unified Reds from operating at full strength against you, but you might be able — in the guise of a righteous Red player — to instigate purges with the alleged intention of trying to equalize strength among the Reds. By all means make it appear as if you're

playing Red to win. You can sometimes camouflage your pro-White sentiments by using your Red forces to attack Blues face-to-face with low odds instead of with safe subversive attacks. You may thus be able to exchange off your Reds without risking the loss of any White forces. This is a particularly good ploy if you control the target Blue forces, too.

Against disunited Reds, the White strategy should be to consolidate and try to cut-off Red reinforcements by gaining control of Tver or Petrograd. If White faces a united Red effort, White units should be deployed in such a manner that the Reds must fight their way through buffer provinces held by nationalist forces. In either case, the White team should immediately go after Lenin and Trotsky with assassins until the two leaders are eliminated. The resulting lack of leadership and replacements will cripple the Red cause militarily and possibly even psychologically. If, based upon your initial draw, you think you're going to eventually back the Whites, sell your soul in the pre-game trading session to get control of Blucher and, thus, the Czar. A major White force with control of both the Czar and the Imperial gold is extremely dangerous to the Reds and difficult to stop.

There are seven separate groups of Green, nationalist forces, and nine groups of Blue, interventionist forces. Since control of most of these forces is allocated randomly throughout the game, the likelihood of their being used increases with the number of players in the game. The ways which the Poles, Czechs, Finns, etc., can be put to use are obvious, but one note on combat tactics should be made perfectly clear: to attack any of them at odds which have any chance for an 'Exchange' result is extremely poor play. The game is won by eliminating enemy leaders, and exchanges should only be risked when enemy leaders share that risk.

Assassins are crucial to play because they strike at leaders — and killing leaders is what ends the game. Besides the obvious uses, such as eliminating Lenin and Trotsky to stop Red

reinforcements or whitling an enemy stack down to favorable odds, it's also wise to save some assassins until you're sure which side you're on. Horded assassins can be used late in the game to clean up the last surviving leaders of the opposition and end play. During the game, avoid conducting assassinations yourself if at all possible. For some reason, players tend to take assassinations very personally, much more so than casualties inflicted by combat. Let someone else do the shooting — but feel free to give him your assassins to bolster his attempt. Keep a low profile in this type of activity. It's the same approach as should be used in purges. You can bring up the issue, but let other hotheads get the bad publicity.

The best, and most difficult, strategy when playing *Russian Civil War* is one of creative ambiguity tempered by a healthy respect for assassins and purges. Straddle the fence, remain 'neutral' until you see which way the wind blows. At all times, try to keep as many options open as possible. If you openly commit yourself to either Red or White too early, you can only negotiate meaningfully with one or two other players at most for the rest of the game. Straddling the fence allows you to negotiate with every player in the game. The importance of cooperating with as many players as possible cannot be overemphasized. Players who prematurely become entangled in long-term alliances or hold childish grudges will find themselves with limited options and limited winning possibilities. Besides, the game can be dull if many players commit too early (i.e., if too many players have little chance of winning).

Once you have decided to back either Red or White, don't be in too much of a rush to kill off all your forces of the other side. Move them to Siberia instead. These 'enemy' forces under your control won't prevent victory for your chosen side as long as they remain in Siberia, and they are good insurance in case something goes wrong. You can have your cake and eat it, too...

Russian Civil War should be a favorite with people who hate to lose. They can always blame defeat on poor initial draw or unlucky random events. Some people may be silly enough to believe them. In truth, the broad trends of victory and defeat are player-determined, even though chance can produce some pretty dramatic deviations. Chance should play no role at all among skillful players. There's a lot of dice rolling, which means statistically things should average out nicely. Among poor players, however, the dice will probably decide the game since the players cannot. A poor initial draw does *not* confine a player to the role of 'spoiler' in the game. A poor initial draw simply reduces a player's margin for error and latitude for indecision. Overall, to be a successful player you must be opportunistic. Stay on your toes and dare to change strategy radically when you see an opening for a decisive move.

In short, *RCW* doesn't have that may winning tricks in actual game mechanics. Of course, you must understand the game's basic mechanics in order to define your goals and recognize when you should cut loose on your own, but the elements of 'chance' — the dice, initial draw, randomizer, etc. — are all of secondary importance in comparison to the intent and temperament of your adversaries. It is they, the other *players*, whom you must defeat. In fact, at the game's conclusion you will find you have learned more about their personalities and character than about the Russian Civil War.

'The 'realism' of a game is dependent upon fraud. You must convice the player that the game is real. This doesn't mean that the game IS real, merely that you've convinced the players.' — JFD

'A game, after all, is merely a reflection of your own 'opinion' of the event you are making the game about... My rule of thumb is 'you can get away with anything you can get away with'... My saving grace is that I'm a pretty fair historian...' — JFD

A lot of things get lost in the shuffle when a new game system is first developed, especially when the publisher is si-

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multaneously trying to juggle two magazines and a half-dozen other game projects. What got lost in *RCW* is any relationship between the game and the historical events allegedly portrayed.

A big problem in criticising a game's historical 'realism' is that you're dealing with somebody's subjective interpretation of history. No matter how much research goes into it, transforming historical data into a playable game is a highly intuitive process, a matter of personal judgements. I should point out here that Dunnigan and I hold similar views in the 'realism vs. playability' debate. We both agree that a designer's first and foremost obligation is to create a game that can be *played*, and that a reasonable amount of compromise with history for the sake of achieving 'playability' is compatible with Truth, Justice, and The American Way. However, *RCW* omits important historical factors of the type which affected real-life leadership decisions and contains more historical 'errors' than can be justified on the grounds of ease of play/playability. It appears that Dunnigan was so preoccupied with designing a new, *general* game system which could be carried over to other games (e.g., as with the *Napoleon At Waterloo* system), that the historical elements which applied *specifically* to the Russian Civil War were neglected. For example:

— CITIES: Regional capitals were of primary importance in the war, yet with the exceptions of Petrograd and Moscow they are ignored for game purposes. Historically, most military activity focused on taking and retaking regional capitals, since control of *them* usually gave the occupier control of the entire region. The shifting of 'regional' forces to regain their own lost capitals severely limited White operations during the actual campaign. Yet in *RCW* some regional capitals are not even on the map, and the loss of those that are has no effect whatever on the game. At the very least, capital cities should add defensive points to occupying forces to reflect city militias.

— THE MAP: While I recognize that one man's reference sources are another man's fairy tales, I wonder why Simonsen divided the Trans-Caucasus into mythical kingdoms instead of the more accurate provinces of Georgia, Armenia, and Azerbaijan (especially since we are *assured* in the Designer's Notes that the size of a province has nothing to do with movement through it). Similar liberties have been taken with the names of Siberian provinces. It would have been nice if the ports had been labeled, and the choice of other cities on the map seems to have been based on whimsy rather than by reason of their historical significance.

— LEADERS: There are some major omissions from the counter mix (e.g., White generals Alekseev and Kornilov — even Momontov, the exceptional cavalryman who lead the Cossacks on their famous Sherman-to-the-sea style raid), and many leaders who begin the game 'At Start' did not appear historically until later in the campaign (e.g., May-Maevisky; and Kamenev *replaced* Vatzetis). Some were Commanders-In-Chief who never lead armies (e.g., Romanovsky and Vatzetis), and others were purely 'political' leaders (e.g., Zinoviev and Lenin). Important nationalist leaders like Pulsudski and Mannerhiem are completely ignored. Their loss, by assassination or otherwise, would have been devastating to their respective causes.

— ASSASSINS: Failed assassination attempts on Lenin or Trotsky should allow them to conduct a 'free purge' or some such other device to reflect the 'Red Terror' phenomenon.

— EPIDEMICS: Historically, leaders were *not* immune from epidemic. Wrangle suffered his major defeat while he was recovering from typhus.

— EVACUATION: White armies historically evacuated Russia on two occasions. Players should have the option to do the same to prevent their loss to opposing rival Red players or to end the game. Units so evacuated, of course, should not be allowed to return to the game as replacements.

— CZECHS: The initial set-up omits the Czech forces at Penza and Samara. (Czech forces were so strong in Samara, they established a provisional government there.)
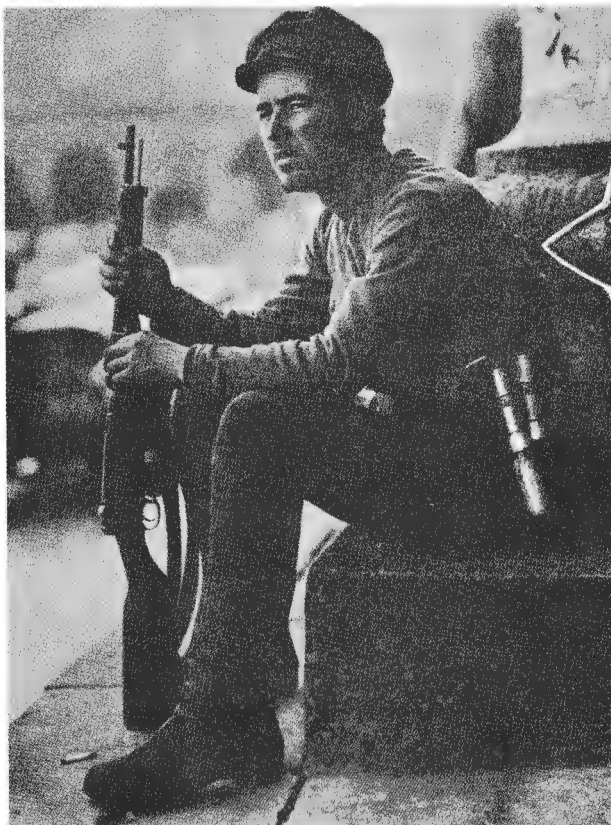
— GERMAN WITHDRAWAL: The end of World War I was not a 'random event.' The Germans should automatically be withdrawn on Turn 2. (Although it could be argued that an historical timetable should be used for the withdrawl of *all* interventionist forces, I'm against it as their withdrawal was more dependent on actions in Russia than was the end of the war. Besides, it would probably make things too predictable.)

— NATIONALISTS: It is unrealistic for different nationalist groups to ignore each other. I would think this especially **true if** the Poles tried to march through the Baltic States.

— OVERALL SIMULATION: In the end, the game breaks down as a simulation of the Russian Civil War because of the very design innovation that makes it so fun to play: the anarchy generated by player control of several different, mutually hostile forces. This device leads to some pretty bizarre, unrealisic end-game maneuvers as the players try to grab last-minute victory points. It *is* interesting, and makes for some peculiar twists in the course of the game, but it utterly destroys the game's validity as an historical parallel.

'Errata sheets have become a rather standard practice here. At first we considered it... 'disgraceful' that there should have to be an errata sheet with games. But when we realized that absolutely perfect games were rather unrealistic. There's always SOMETHING wrong.' — S&T 38

'It is not our intention to rest on past accomplishments. We will make past developments in game design obsolete, including our own.' — S&T 40

The one major shortcoming in Dunnigan's approach to game design is his use of consumers as playtesters. He feels that it is impossible for SPI developers to playtest a design completely before it's marketed, and relies on a consumer feedback system to improve SPI products. The attitude at SPI seems to be give a new game a reasonable shot, wait to refine the game design in the next game, wait for more feedback based on the second game, use that data to design the third generation, ad infinitum. This is clearly illustrated by the development of tactical armor board games, of which Dunnigan was the originator and principal systems developer. Starting with his original *Highway 69*, the game system was developed using player feedback from several games over a period of years — from *Highway 69* to *Tactical Game 3* to *PanzerBlitz* to *Combat Command, Red Star/White Star, Kampfpanzer/Desert War*, and eventually *Panzer 44/Mech War 77* (and I'm sure this is by no means the end of the road).

I realize that Dunnigan and his SPI developers are working under constraints of time and money, and I don't mean to suggest here that they are deliberately perpetrating half-ass projects on the public. I am confident they do the best they can under the circumstances and they certainly do a better job than most other game publishers. And the hard work usually shows. Nevertheless, it is still irritating to invest in the games marketed during the process of a system's evolution and find that a good number are incomplete experiments with bugs still to be debugged, kinks to be ironed out, and rules filled with loopholes. This is why I react to an annoucement of a new design series by SPI with both excitement and apprehension. Excitement as a game junkie because I know that with Dunnigan's genius and SPI's resources behind the project the hobby is in for another Great Leap Forward; apprehension because as a player I dread the frustration over the stumbling that is sure to occur in some of the games I'll buy as the new system matures into something complete and playable. As far as the new Power Politics series goes, I can hardly wait until 1980 when SPI comes out with a revised edition of *Origins of World War 2*. Judged by the promise held forth by *Russian Civil War*, by then SPI should be putting out one helluva political simulation.

'Let he who is without sin, stone the cast first.' — Local Wag.

Dunnigan once complained that players use a double standard when they criticize wargames. He charged that players had one (high) set of standards for SPI and Avalon Hill (the game Establishment), and a lower standard for the 'Third World', cottage industry publishers. The larger manufacturers were not allowed to make as many mistakes, were held more responsible for their errors. This is true. This is also perfectly reasonable. It may have been all right for SPI to have incomplete playtesting when they were putting out $5 games in manila envelopes, but people who shell out $12-$20 for a game have a right to expect a finished product. If you're going to be Number One, Jim, you've got to live up to it...

THE TACTICS OF INFLUENCE

by Richard F. DeBaun

The average wargamer will find SPI's *Russian Civil War* either extremely challenging or extremely frustrating to play. The central focus of *RCW* is on the diplomatic interaction among the various players, and successful diplomacy requires bargaining skills with which most players are unfamiliar. This should not be surprising, since, aside from *ad hoc* rules clarifications, negotiation rarely plays a significant role in wargames. The average player is used to dealing with his adversaries by annihilating them, rather than coming to terms with them.

In *RCW*, however, a strategy which relies solely on force leads to certain disaster. The military and political power in the game is usually so diffused among the players that no single individual can stand alone. the 'lond wolf' player who refuses or does not know how to negotiate, or who believes he can win by bludgeoning his opponents into submission, will find himself overwhelmed by a hostile coalition.

A successful player in *RCW* realizes he needs the cooperation of others in order to win. He judges the effectiveness of his diplomatic activities by how well they influence the other players — his adversaries — to take action (or inaction) as he wishes. The following notes describe some of the techniques which can be used to achieve that goal. They are designed to introduce the novice diplomat to the Tactics of Influence, with hopes they will help him become a more effective negotiator.

THREATS, PAIN, & THE KNEE-JERK NEGOTIATOR

The typical wargamer's approach to diplomacy is characterized by the 'knee-jerk negotiator.' In *RCW* he is the power-mad player who controls the Central Committee or has a fistful of assassins or both Lenin *and* Trotsky. Because he has force — which he mistakenly equates with power — he has quit thinking and tries to bully the other players into doing his bidding. He dictates instead of negotiates. Quite often, he even refuses to share the pretzels.

The hallmark of the knee-jerk negotiator is the threat. He believes the way to get things done is to inflict pain on those who defy his will. But just how effective is pain or the threat of pain as a method of persuasion? On the surface, they appear to be as good as any other tactic (with the extra benefit of satisfying our primal urge to get even with troublemakers), but experience shows they yield little success at the bargaining talbe and actually run a high risk of provoking results *opposite* to those the threatmaker intends.

To illustrate with a rather gross example, consider what might happen if we demand Player 'A' relinquish the Imperial gold and 'back up' our demand with a threat to assassinate his best Red leader (e.g., Voroshilov, leadership value '2'). If Player 'A' refuses to comply, it means the threatened cost is not sufficient to influence him. For us to then carry out the threat would be useless. We would merely confirm his expectations, imposing costs he has already accepted — a course of action hardly likely to cause him to change his mind. Further, carrying out our threat lessens Player 'A''s susceptibility to future threats by reducing his potential losses. If he is willing to sacrifice his best leader rather than bow to our demand, why should he acquiesce later when all we can threaten him with is the loss of some remaining leader of lesser value? And once he has suffered losses rather than given in to our demands, Player 'A' may rationalize that buckling under to subsequent threats would make his original sacrifice count for nothing — a price he may not be willing to pay. Continued defiance would become a matter of principle. Carrying out a threat, then, can have the opposite effect intended, and push an opponent into a posture of unalterable enmity for the rest of the game.

Threats can generate even more serious consequences in terms of personal cost to the threatmaker. Even though, as we have

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seen in the above example, implementing rejected threats is useless as a means of persuasion, the threatmaker is *forced* to follow through, to back his words with action. He must do so in order to maintain credibility. When making threats, therefore, be prepared to carry them out. Carefully calculate the cost to you in game resources. Threats can waste your strength on fruitless punitive actions, seriously weakening your powerstatus in the game. 'Getting even' may make the second-rate Rasputins of Nixonian diplomacy feel better, but it is an expensive luxury in *RCW*.

A more subtle danger to the threatmaker is rediprocity. Threats often return to haunt the threatmaker. No one likes a bully, and his actions set an example for the other players. His policy of coercion and blackmail indicates respect for force and implies vulnerability to a threat of force in return. He may become a diplomatic outcast, perceived as a 'non-negotiator,' and instead of bargaining offers receive only threats in return. One reaps what one sows: he who lives by the purge dies by the purge...

THE MONTY HALL METHOD

There is an effective alternative to the counterproductive sabre-rattling tactics we have just examined. Simply follow the
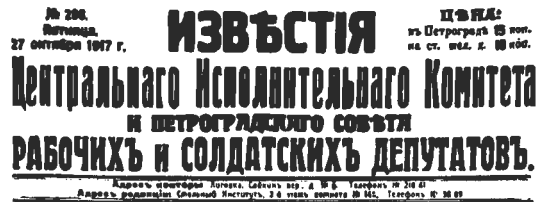
example of the patron saint of bargaining, Monty Hall: make it easy for your adversary to say 'yes'. Present your proposals couched in terms and structured in such a way your opponent will find them easy to accept, easy to agree with. Make him an offer he cannot refuse. This is called making a 'persuasive proposal.' There are six basic guidelines used to formulate a persuasive proposal:

1. *The easiest type of proposal to accept is a request to do nothing.* Because of the basic inertia of human nature, a player is much more likely to agree to a suggestion he continue *not* doing something, than expend the energy and resources required in following a demand for action. If we ask him to attack, purge, or assassinate someone, he runs the risk of taking losses and creating enemies. If we ask him to refrain from an attack, purge, or assassination (which he may not have intended in the first place), he suffers no cost to his power-status and enjoys the image of a reasonable, peaceloving statesman.

2. *A request for action is most persuasive when it offers a variety of specific ways to reach a specific end.* A concrete, well-defined plan is always more likely to be acted upon than a

vague generality. First and foremost, it makes your adversary's task easier. Rather than struggling with original concepts, all he has to do is choose among your alternatives. And although any choice he makes will yield your desired result, by offering a selection of means your proposal avoids sounding like an ultimatum and lets your opponent feel that he is really negotiating. The key here is *specificity*. An ambiguous proposal permits your adversary to fulfill his commitments on his own terms; a specific proposal lays out exactly what is to be done and how. It avoids those unfortunate misunderstandings which can arise from vague agreements. Specificity also allows you to separate issues for which there is no possible agreement between you and your adversary from those issues for which there *can* be agreement. This is known as 'Bologna Tactics.' Tackle the issues a slice at a time instead of trying to force your opponent to swallow the entire sausage at once.

(It is appropriate at this point to caution players against the temptation to 'pad' their proposals with false conditions intended to be used as trade-off items during negotiations. 'Padding' is a dangerous bargaining tactic. Once you start peeling off the padding, your adversary may get the impression you can *always* be negotiated down. He may not recognize

when you have reached the bottom line, and the chance for reaching an agreement will be lost.)

3. *If negotiations break down and you cannot get your opponent to agree to the action you desire, settle for what you can get.* Try to keep the discussion open by suggestin fresh alternative means for reaching your specific goal. If this fails, don't be afraid to lower your sights a little. Remember the parable of how the camel got into the tent. Agreement on some small point at the outset establishes a tone of agreement, a precedent which can lead to larger concession in the future. If there is absolutely *no* concrete point of agreement, settle for a vague promise to resume talks on the issue or to take some general course of action at a later time. In future negotiations you can use these promises as a moral lever by reminding your adversary of his 'obligation' to live up to his word. This approach is surprisingly effective, even on people who should know better.

4. *It is easier to get a proposal accepted if it is cloaked in legitimacy.* A proposal can acquire legitimacy (i.e., the appearance that its implementation is somehow 'right' or

justified) in several ways: if it seems to be aimed at maintaining the *status quo*, at trying to keep the game fair for everybody; if it is based on precedent, something your adversary has done in the past, you may be able to relate the demand to that action on a tit-for-tat basis; if it appears to affect both parties in the same way; or if it is endorsed by a neutral third party. This last method, pressure by a neutral third party, is especially persuasive. If an independent source ventures the opinion that your demand is reasonable, fair, just, to your adversary's best interest, etc., your adversary may begin to doubt his own judgement and go along simply to keep from looking foolish and/or unreasonable, simply to 'save face'.

5. *It is essential to maintain credibility in all negotiations.* A good reputation is the second most persuasive factor in negotiations (the first being your opponent's greed). The other players must believe you keep your promises. If you can't be trusted to live up to your word, you will find you have become a pariah with no one to talk to, and I've already told you what happens to lone wolf players in *RCW*. Good intentions aren't enough, either, so promise only what you can deliver, and deliver all that you promise. (It's good to keep in mind that your reputation transcends any one session of *RCW*; it stays with you as long as you play diplomacy games. Gamers gossip, word gets around...)

Once credibility is lost, it is incredibly difficult to reestablish. In one sense, it is easier to establish credibility if you withdraw a threat than if you fail to live up to an agreement. All you have to do to make your threats credible again is to make another one and carry it out. It is a unilateral action. But reestablishing a positive reputation for living up to agreements requires the cooperation of at least one other player — and having broken your word once, who is going to be stupid enough to take a chance on you again? (After all, would *you* buy a used car from Player 'C'?)

6. *The best proposals are presented as a fading opportunity.* If your opponent has the option to indefinitely postpone a final decision on your proposal, he may chip away at your demand trying to get better terms or merely string you along for his own purposes. Therefore, part of your offer should make it much more attractive to him to decide now rather than to delay. The decision you are asking him to make should be presented as an opportunity which will be lost if he fails to act now. (If it is at all possible, the 'fading' part of the opportunity should appear to be beyond your control or be set by a third party.) Such a move undercuts his ability to keep his options open and keeps you in control of the situation.

INNER DIPLOMACY
The techniques outlined above are valuable not merely because they can be used to influence your opponents in the game, but also because they influence you as you use them. The formulation of specific alternatives when making proposals clarifies what is feasible and what is not. It makes you consider your demands from your adversary's point-of-view, and you are forced to think your actions through rather than shoot from the hip. The entire process helps you define your strategic and tactical goals and focus on what is actually taking place in the game. Your expectations and demands are kept realistic, and are thus more likely to be realized. Verily, I say unto you, the techniques outlined above are valuable not merely because they can be used to influence others...

1917 / 1922

DEVELOPER'S NOTES

by Frank Davis

[In the five years Frank Davis has been a member of SPI's R&D staff, he has developed Operation Olympic, Wolfpack, Sixth Fleet, two Quadrigames, and Russian Civil War, and designed Punic Wars, Frederick the Great, and Wellington's Victory. In the notes below, he kindly gives us an inside look at the creation of RCW.]

The initial feedback for **Russian Civil War** (somewhere above 7.0) is gratifying in a way, there are a lot of good qualities in the game. But I, for one, feel it could have been a much better game, a less expensive game in terms of R&D costs, and a more educational game in terms of an historical tool or model.

The original idea behind the Power Politics Series was, at least at one point, to design a series of **very simple** games which did not rely heavily on either standard wargaming skills or a great knowledge of military history and tactics on the part of the Players. Of course, the reason for this emphasis was to attract a new audience who had some passion for history but were less interested in the narrow field of purely military history. At the time **RCW** was feedbacked in S&T #50, several of us were interested in the idea of broadening the audience by broadening the focus of our games. Thus, the PP series was dutifully feedbacked and lo and behold **RCW** and **After The Holocaust** were selected for God knows what reasons by the fickle subscribers to S&T.

By September of 1975, Dunnigan had begun researching **RCW**, and by the time he turned it over to me, a little before Thanksgiving, he had amassed his usual voluminous although illegible research which he presented along with his ever-present introduction, 'Don't worry, Frank, it's going to be a simple game!' Nine months and $5,000 later, the game hit the streets with all of the impact of the **1914** Revision Kit! Where did we go wrong?

The major problem I had in developing **RCW** stemmed from Jim's decision to emphasize the **chaotic** nature of the conflict. Admittedly, the war was chaotic and the game had to convey this, but Jim's approach neglected a primary game requirement: Players must be motivated by assigning relatively simple objectives and clearly defined victory conditions. Often at SPI, it is the developer who determines the victory conditions, rather than the designer. There is nothing wrong with this, although

the designer should brief the developer concerning how he would determine victory in game terms. Unfortunately, in **RCW** Jim's intentions in this regard were not clearly communicated to myself and several other of the staff members who took an interest in the game. He tended to focus on the problems of producing interesting mechanics for things like Purge and Assassination while the basic problem of Player motivation went unresolved. For a period of roughly six weeks (which consumed about 30% of the game's budget), I remained focused on the problem of what a Player can do in order to win, while Jim seemed more interested in simply keeping the Players busy purging and killing everyone in reach. Jim and I spent a great amount of time arguing about whether or not the game was too chaotic. Meanwhile, the playtesters who I supervised every Friday night became steadily less thrilled with a game which presented endless opportunities for combat and diplomacy but which lacked an overall objective (understand at one point in the game's development, a Player had no way of prohibiting units which he had eliminated from being replaced — thus the Players would simply kill chaotically for five Game-Turns until replacements were arbitrarily curtailed). Keep in mind also that we had yet to develop the concept that the game could only end in a Red or a White victory and that Players would only receive victory points according to their contribution to the overall victory. Instead, the game would simply end after five Turns with the Player who had eliminated the most Strength Points being declared the victor.

The present victory conditions, which are really a compromise between my desire for order and Jim's penchant for chaos, were developed at considerable time and expense. To a large extent, I feel, not only saved the game, but elevated it to the same level as its innovative forerunner, **Kingmaker**. However, I strongly doubt that the game would have any appeal today if I hadn't stuck my neck out in one heated session after another until Jim finally recognized and confronted the game's basic flaw.

Of course, **RCW** has other problems. Historically, it is probably the most inaccurate simulation since **Afrika Korps**. And despite my best efforts, quite a bit of unnecessary 'dirt' remains in the published version. On the other had, I am very proud of the rules which I composed with a lot of help from co-developer Fred Georgian. I think the second strongest point **RCW** has to offer is a set of rules which make play almost effortless. I can't believe this game wasn't greatly helped by the quality of the rules folder (except perhaps the postal and solitaire rules, which I think cost far more than the worth they add to the basic game — everyone I've talked to plays the standard game solitaire, rather than tiring themselves on the imbecilic solitaire game).

Overall, I can't say **RCW** was a pleasant project, although I am rather proud of the finished product. Personally, I feel that all of these 'diplomatic' games are exceedingly juvenile. I just don't have the patience to spend hours 'negotiating' the fate of a few cardboard counters. I think this attitude formed the foundation for my insistence on tangible objectives and game strategies. Jim, who had some previous experience designing 'political' games was more attuned to the gimmicks which the 'dippy' freaks get off on. The important thing is the fact that **both** my input and Dunnigan's were vital to the success of **Russian Civil War**. The unfortunate thing is that Jim found my contribution too costly and personally wearing. Thus, it is likely to be a long time before he and I team up on another game. The most unfortunate thing of all is that the friction which developed between Jim and myself (and the monetary cost that ensued, driving **RCW** far over budget) should have been easily avoided by two professionals like ourselves.

RUSSIAN CIVIL WAR GRAPHICS & PHYSICAL SYSTEMS DESIGN

[or If Redmond Has Four Colors and Needs Twelve, How Many Headaches Will He Actually Have?]

by Redmond A. Simonsen

Russian Civil War presents an unusual mechanics problem in that a given Player can control forces of conflicting nationalities and/or the same nationality as other Players. The Player Control Marker system eventually decided upon came about as a result of the usual push-pull, evolutionary design process between Game Designer and Art Director here at the SPI Game Farm. These markers are 'gray' to signal their marker status, overlaid with color to signal the color of the units under them, and letter-coded to indicate the owning Player. They're printed on both sides in order to remain within the confines of the standard 400-counter mix.

The map is printed in four colors, mechanically mixed to provide a number of additional effects. The most complicated evidence of this is the Random Events Table with its Region-coded bands of color. How helpful this is, is a question only time will answer. Since all multi-player games are by their nature complex, an attempt was made to make the map as clean and straightforward as possible. Actual period boundaries were used for the Provinces, but the raillines were simplified and 'ironed out' to make the connective relationships clear. Due to the size of the landmass, it was decided at the outset to represent Siberia abstractly. All the really necessary charts and tables were built into the map (redundantly) to maximize access and utility.

Although the inks used were very bright hues, they were deliberately applied in a manner to create a pleasant, 'quiet' color scheme (though the map remains extremely colorful). This effect was heightened by printing on a sandstone-colored paper (rather than on pure white). The final result is that the map has the flavor of a Twenties atlas. Because of the complexity of the work, a full trial printing of the map was made at a great cost to check color and image. One serious error was found and corrected (another error was found and ignored — a minor spelling discrepancy in the province name 'Vladimir'/map and 'Vladimir'/chart — I didn't feel like spending over a hundred dollars to add an 'i').

One item I wanted to include on the map was a number-letter coding system for each province for Players who can't hack Russian names and/or want to play by mail. I allowed the developer to talk me out of it, to my regret. Although it might have detracted from the 'feel' of the map, it certainly would have been useful.

The box cover was a true rabbit (the kind that comes out of hats) since my original idea was completely different. As time grew short and the design didn't gel, my subconscious rescued me with the cover design that you now know and (I hope) love. The execution and production on the photo assemblage that is the heart of the design was so complex that it wasn't until it was actually printed that I knew I'd done right. Need I mention that I was keeping my fingers crossed? Design-by-dice-roll wins again.

WHAT I DID WRONG: Although an artist is not the best person to have criticize his own work, I'll give it a whack (you should all know that as a class, we're never really happy with our finished 'masterpieces').

The Counters: I should have made the nationality designations on the green and blue units a little easier to read (i.e., larger). I should have tinted the immovable units a darker or lighter shade of blue. It would have been nice to have little profiles on the leader counters.

The Map: I should have made Poland and Finland gray and left White Russia the color of the paper. The yellow in the Transcaucasus should be screened back to a lighter value. I should not have been swayed by the developer and put in the province codes (see above). I should have put a key to the province abbreviations on the map.

The Box: I like the box and have promised not to criticize its designer.

Those of you who have the game can surely think of other criticisms of its graphics. Send all hate mail to RAS of SPI (ah, you can send **complimentary** remarks, too). I do hope that, in the main, you are pleased with the work we did on **RCW**, and I do mean **work!**

HONORABLE MENTION: These designs don't spring from my forehead and magically turn themselves into camera-ready art. Most of the work in executing my map and counter design was done by Staff Artist Larry Catalano; rules and box cover preparation was performed by Assistant AD, Manfred Milkuhn. Here and there, I threw myself onto the board and did the spot illustrations, some of the paste-up, and a little tap-dancing.

— Redmond

THE FINGER & THE FIRE
Foreign Intervention in Russia, 1918 — 1920

by Mike McGuire

One of the most incredible chapters in the bloody saga of the Russian Civil War was the blundering interventions by the 'Allied' powers. Few other historical displays rival the malfeasance in statecraft committed by the greatest military powers of the era. Mindless, half-hearted efforts masqueraded as diplomacy, and a total denial of reality left foreign policies around the globe in shambles. To this day the interventionist fiasco affects international relations. Much of the Soviet Union's distrust of the West can be traced directly to the antipathy displayed toward the revolutionary republic by the United States, Britain, France, and Japan a half-century ago.

The Allies' rationale for the intervention was muddled, to put it mildly. Without doubt, the genuine desire to continue an Eastern Front against the Germans was uppermost in the minds of Lloyd George, Clemenceau, and Wilson. And, too, they had a morbid fear of the emerging Bolshevik movement. They were intensely suspicious of the radical, new politics, and could not accept the fact that the dawn of the 20th Century was sounding the deathknoll of monarchial regimes as well as the Czar. The Bolshevik bogey-man became a great mental demon which drove the Allies to action.

There were other, less esoteric considerations, also. The fate of the vast amounts of military supplies shipped to Russia during WWI was of great concern to the Allies. At one point Vladivostok alone contained $1 billion worth of equipment not being used against the Germans, and — more importantly for some Allies — for which the Russians had not yet made payment. This line of reasoning led to speculation about other economic advantages which might be gained at the expense of Russia. The world powers gave serious (albeit unofficial) thought to schemes for carving up the lands of the Czar into a new colonial empire, even during the earliest stages of the 1917 Revolution. On December 23, 1917, the British and French established a formal 'understanding' for dividing southern Russia between them. The British were to get the Cossack, Caucasus, and Kurdistan regions, while France was to occupy Bessarabia, the Ukraine, and Crimea. Ultimately, fourteen nations participated in the Russian intervention. The Japanese sent the largest force, expanding their initial 12,500 man detachment to a peak of 72,000. The British contributed 40,000, the French and Greeks sent two divisions each, and the Americans provided 10,000 men.

In all, there were three areas which received Interventionist attention. These included Vladivostok in Siberia, Murmansk and Archangel in the north, and the rich Ukraine in the south. The former two areas were considered essential because of the vast supplies they contained, and all three areas were favorably viewed as potential bases for White Russian, anti-Bolshevik activity.

The North:
In January, 1918, the Intervention inauspiciously began with
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the Rumanian occupation of portions of Bessarabia. But it wasn't until the Russo-German peace accord in March that large-scale operations were undertaken. The month of March saw the landing of the first token contingents of French, British, and American troops at Murmansk to 'guard' the huge supply dumps there. These units advanced south on the main railway as far as Soroka (now Belomorsk) before establishing themselves in semi-permanent defensive perimeters. By August, the Allies had reinforced the north at Archangel. In the winter of 1918 there were 12,000 British and 11,000 other Allied troops in the northern sector, yet the weather was so severe their operations were extremely limited. Within a matter of months the decision was made to withdraw these forces during the summer thaw of 1919.

The East:
The Japanese had been anxious to move into Siberia throughout early 1918, and other European Allies were interested in occupying Vladivostok to secure its vast military stores. But none of these nations was willing to move without the active participation of the Americans. This was not easily forthcoming. President Wilson seriously doubted the noble intentions of the Japanese, and was adament in his desire to place the total Allied military effort on the Western Front in the war against Germany (at last Americans were directly dying in the Great War). His attitude created great friction with the British and French, but by July his advisors had persuaded him to do a complete about-face. Much to the consternation of his bewildered Allies, Wilson now strongly supported a joint Allied expedition to Siberia. As envisioned, the Japanese and Americans were to send 7,000 men each, with the other nations contributing smaller contingents.

Wilson's fears of the Japanese were not unfounded. They immediately exceeded the agreed size of their force, advanced west to Irkutsk, and then contented themselves with garrison duty along the Amur River and Eastern Chinese Railways. The other Allies had less of an impact. A few skirmishes by British sailors on the Kama River was the only notable combat engagement by any of these Allied units in all of Siberia. The bulk of the non-Russian fighting in Siberia fell to the Czech Legion.

Of all foreign armies, the Czechs became involved in the civil war in the most unusual fashion. Following the Treaty of Brest-Litovsk (Russia's separate peace with the Central Powers), Germans began a long treck eastward to Vladivostok, where they were to be shipped to western Europe to rejoin the war. This force, known as the Czech Legion, originally had only 800 men. By the time of the revolution it numbered 30,000, and a year later, as the Allies began landing troops in Russia, 60,000 rallied under Czech banners.

On May 14, 1918, a fight between Czech and Hungarian soldiers at the train station in Chelyabinsk led to a direct confrontation with Bolshevik officials and touched off a crucial chain of events. Within two weeks Trotsky issued the ominous order to disarm all Czechs and drove them into the anti-Bolshevik camp. The outbreak of military conflict was not

long in coming. By the end of June, the Czechs controlled a 3,000-mile stretch of the Trans-Siberian Railway, occupied most of the major communications centers in Siberia, and were reforming into military formations after their long train trip across western Russia. A Czech advance on Ekaterinburg caused the local Reds to panic and assassinate the Czar and his family. Within weeks, the Legion had seized the Imperial gold supply at Kazan. Czech dominance in this region continued until the fall of 1918 when exhaustion and pressure from the rapidly improving Red Army combined to spell defeat.

After the degeneration of the Czechs and their subsequent retreat to Vladivostok, the remaining Allies began a wholesale withdrawal from Siberia. By November, 1919, the British were gone. The last Americans sailed in April, 1920. Only the persevering Japanese lingered until international pressure forced them to terminate their occupation in 1922.

The South:

With the end of WWI in November, 1918, the British and French felt secure enough to turn their attention to the third major theater of Interventionist activity. They rushed to occupy the Ukraine and fill the vacuum created by the rapid departure of German occupation troops. The main show was inaugurated when 1,800 French troops from the Salonika Army landed at Odessa on December 18th. Within weeks, 60-65,000 French, Greek, Rumanian, and German volunteer troops swarmed over the Ukraine from Tiraspol on the Dnestr to the Crimea. To the east, the British were pursuing landings at Batum and Baku. The Turks, also, were active in the Trans-Caucasus and Baku areas. Little did anyone realize that the Ukrainian interventions were destined to be even more short-lived than those in the north and in Siberia.

In March, 1919, the rapidly improving Red Army laid seige to Kherson and Nikolaev, north of Odessa. The French and Greek defenders hastily withdrew. Days later, three battalions of Greeks and a battalion of French Colonials were routed by the Red 15th Regiment at Berezovka, only fifty miles from Odessa. Ochakov and Serbka fell easily to the Bolshevik forces, and the Allied exodus was on. After the terrible sacrifices of WWI, the French simple didn't have the will for another war. Entire units threw down their arms and refused to obey orders. The Black Sea flotilla mutinied. In desperation, the French evacuated Odessa and Sevastopol in early April. In less than four months the French had suffered a humiliating defeat at the hands of the fledgling Red Army. For their part, the British hardly faired better. Their forces in Central Asia and the Trans-Caucasus executed forced departures throughout June, 1919.

Lessons Learned:

The Allied Intervention in Russia was an unmitigated disaster. In no theater of action did it produce a single, tangible benefit. The Intervention did nothing to support the White Russians, and at no time did it serve as a catalyst to crystalize anti-Bolshevik action. Indeed, it had just the opposite effect. The foreigners were despised by the Russian peasants, and this hatred was extended to all those anti-Bolsheviks identified with the Allied cause (this was a weakness carefully exploited by Trotsky and other Red propagandists). The Allied forces which were dispatched to Russia were not sent to conduct combat operations, and those that tried acquitted themselves disgracefully in every encounter.

It is frightening to contemplate that at any time the great Allied leaders actually believed their Russian misadventures made sense. In hindsight, we can properly appreciate the lunacy of the entire affair. It was the same doomed, self-defeating policy we have regrettably seen repeated in Asia, Africa, and the Americas by the same cast of principal characters over the last fifty years. An appropriate verse by Rudyard Kipling is vaguely recalled:

> As the dog returns to his vomit,
> And the beast returns to the Mire,
> So a fool's burned finger returns
> Wiggling back to the fire.

THE RUSSO-POLISH WAR

by Frank Aker

Amidst the chaos and turmoil of the Russian revolution, nationalistic, separatist movements spread among non-Russian peoples throughout the empire. Foremost among these were the Poles. The collapse of the Russian, German, and Austrian empires presented the Polish people with an opportunity for independence which they had awaited for over a century, and the Polish Republic was proclaimed in old Warsaw on November 3, 1918.

The new republic, headed by Marshal Jozef Pilsudski, quickly embarked on a crusade to recover lands taken from Poland in the partitions of the eighteenth century. In the spring of 1919, Pilsudski's army conquered Lithuania, then maneuvered on Galacia and Volhynia Ukraine. Pilsudski's ultimate goal was to unite Lithuania, Byelorussia, and the Ukraine in a federation under Polish leadership. To undermine Bolshevik influence in these regions and thwart a military counterstroke, Pilsudski formed an alliance with the principle faction of Ukranian nationalists, lead by Symon Petlyura. As a result of this alliance the Poles were able to move swiftly into the Ukraine in the spring of 1920. By May, they were in Kiev, but the nationalist uprising expected to support them did not materialize, and the dangerously overextended Polish army was forced to retreat in the face of determined Red Army counteroffensives.

The end of July found Byelorussia reoccupied by the Reds and the Red Army advancing across Poland proper. The Western European powers feared that a Polish debacle would leave Germany open to the Bolsheviks and moved to blunt the Red drive. Lord Curzon, the British Foreign Secretary, was dispatched to stall the Reds with an offer to mediate an armistice. The Poles received more practical help in the form of an Allied military mission, consisting of munitions and the expert advice of French Marshal Maxime Weygand.

In late summer the Reds, under General Tukhachevsky, attempted to cross the Vistula in an effort to outflank Warsaw. Marshal Pilsudski somehow managed to rally his troops and launched an inspired counterattack. While the rest of the army held before the Lvov and Vistula Rivers, Pilsudski concentrated five crack divisions on the Wieprz River and attacked the threatening Red forces in the rear. The results of this action were decisive. By mid-August, Tukhachevsky's army was in retreat. Subsequent Polish victories near the Niemen River turned the retreat into rout. The Poles captured over 66,000 prisoners in the pursuit and by the end of September had captured Vilna and reoccupied all of the territory they had held in the previous January. Both sides then agreed to an armistice, and hostilities came to a close on October 12, 1920.

The final Treaty of Riga, concluded five months later, ceded substantial portions of Byelorussia and parts of the Ukraine to Poland, including the cities of Pinsk, Kovel, and Rovno. The bulk of the Ukraine, however, was allowed to remain a Soviet Republic. The Great Powers, relieved that the Communist threat had been contained in Russia, formally recognized the boundries established in the treaty in 1923.

FROM REVOLUTION TO REPUBLIC

A Chronology of the Russian Civil War

by Frank Aker

1917

March: Following bread riots, strikes, and demonstrations by workers, the Petrograd military garrison mutinies and joins the revolt. A Provisional Government is established, headed by Prince Georgi Y. Lvov. Czar Nicholas II abdicates for himself and his hemophiliac son in favor of his brother, Grand Duke Michael, who in turn abdicates in favor of the Provisional Government.

April: Lenin arrives in Petrograd and delivers his 'April Thesis', calling for a struggle against the Provisional Government and an end to the war.

May: The Provisional Government reorganizes to include Mensheviki and Socialist Revolutionaries, but excludes the Bolsheviks. Trotsky arrives in Petrograd and establishes the radical newspaper **Vperiod.**

July: When the last great Russian Summer Offensive against the Germans collapses within a few days, Prince Lvov resigns and Alexander Kerensky becomes head of the Provisional Government. Kerensky pledges to continue the war. The Bolsheviks (Reds) fail in an attempt to usurp control of the Petrograd government. Lenin, Zinoviev, and other prominent Reds go into hiding in Finland. Trotsky is arrested.

September: In a last effort by the Right Wing to regain control of the Provisional Government, General Lavr Kornilov, Commander-In-Chief of the Russian Army, marches against Petrograd. The move fails when Kornilov's demoralized army refuses to fight.

October: Trotsky is elected President of the Petrograd Soviet (governing council of the city) and plots an armed uprising against the Provisional Government.

November: Lenin secretly returns to Russia and, using Trotsky's masterplan, successfully overthrows the Provisional Government. Kerensky escapes into exile. Shortly after the Bolsheviks seize power, Estonia, Latvia, Ukrania, and Finland declare their independence.

December: The new Red government mistakenly tries to nationalize Don Cossack lands. This action triggers an insurrection which marks the beginning of the great Civil War. A volunteer army of Don Cossacks under the command of counterrevolutionary (White) Generals Alekseev, Kaledin, and Kornilov, advances north through the Ukraine to the Don Basin. There, they fight a series of inconclusive battles against the Reds.

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1918

January: Finn nationalists led by General Mannerheim attack the Reds in Finland with the help of General Golts's German Iron Division. The Finns take Helsinki, Vasa, and Tannerfors and win Finland's independence.

February: Red troops under General Muraviev gain the Ukrainian capital of Kiev, only to be forced out by the Germans. Rostov and Novo-Cherkassk (the Don Cossack capital) also fall to the Reds and White General Aledseev's Volunteer Army retreats south into Kuban. White General Kaledin commits suicide out of disgrace and is replaced by General Krasnov.

March: The Reds sign the Treaty of Brest-Litovsk and WWI ends on the Eastern Front. Although the terms of this separate peace are harsh (Russia is deprived of vast territories, including the Ukraine) the Reds are now free to carry out their subjugation of Russia. When the Reds fail to bow to Allied pressure urging them to resume fighting against the Central Powers, the Allies land troops at Murmansk, Archangel, and Vladivostok to prevent the vast stockpiles of munitions from falling into German hands. The Reds themselves need the supplies and become openly hostile to the Allies. The Allies' land reinforcements, enlarge their perimeters, and give **de facto** support to White leader who promise to re-enter the war. Ekaterinodar, the Kuban capital, falls to the Reds. The Red government moves its capital to Moscow, a location that is more central and more easily defended than Petrograd.

April: The Trans-Caucasia Federation of Georgia, Armenia, and Azerbaijan declare their independence. General Kornilov is killed when the White Volunteer Army attempts to retake Ekaterinodar. General Denikin is chosen to succeed Kornilov as Joint Commander of White forces.

May: Clashes break out between Red troops and the Czecho-Slovak Legion. The Legion was a polyglot force comprised of deserters from the Austro-Hungarian Army and commanded by French officers. They were enroute to the Western Front via Vladivostok when they became embroiled in the Russian Civil War. Trotsky fears the Legion might support the Whites under Admiral Kolchak and orders the Legion be disarmed (and executed). The Czechs respond by occupying the Trans-Siberian Railway east of Lake Baikal. They take the cities of Penza, Samara, Chelyabinsk, Omsk, and Irkutsk, effectively clearing the Reds from Asiatic Russia.

June: The Whites establish an anti-Red government at Omsk, but fail to coordinate its many factions.

July: The Reds murder former Czar Nicholas II and his family to prevent their liberation by the Whites. Boris Savinkov, the White guerrilla leader, captures Yaroslavl and directs an uprising in Moscow. General Muraviev, Red commander of the Volga front, attempts a coup in support of Savinkov, but is shot by his own troops. The Cheka (secret police) 'eliminates' Savinkov and the uprising fails.

August: Trotsky directs a major reorganization of the Red forces into sixteen armies. He maintains overall control by using a special armored command train. Lenin is seriously wounded in an assassination attempt and conducts the 'Red Terror' in reprisal. Over 500 people are executed in Petrograd alone. White forces capture Kazan (the Tartar captial), Ekaterinodar, and the port of Novorossisk.

September: Asiatic White factions declare Siberian independence and for the Ufa Directory with Admiral Aleksandr Kolchak as Minister of War. Kolchak finances his campaign with gold captured from the Imperial bank at Kazan.

October: The Red 5th Army captures Samara and advances across the Volga. General Alekseev dies of ill health, leaving Denikin in full command of the White Volunteer Army.

November: WWI ends, and the Germans withdraw from the Ukraine. Simon Petlyura is left head of the Ukrainian Republic. The Reds declare the Treaty of Brest-Litovsk void and overrun Estonia and Latvia. In Omsk, Admiral Kolchak proclaims himself Supreme Ruler of Russia.

December: Ukrainian nationalists occupy Kiev. The Red 16th Army captures Minsk. France garrisons Odessa and becomes the chief source of supply for White armies in the south.

1919

January: The Red 12th Army invades the Ukraine and captures its largest city, Kharkov.

February: The Red 12th and 14th Armies advance through the Ukraine. Kiev falls quickly, and the Reds continue through the Big Valley until they contact French forces near Odessa. White General Krasnov of the Don Army resigns. He is succeeded by General Bogaevsky, who in turn recognizes Denikin as the Supreme Commander of White forces in the south.

March: Admiral Kolchak marches on the Volga. His army captures Ufa and Perm. Kolchak's concept of land warfare is limited, and he relies greatly on an incompetent staff.

April: The French evacuate Odessa. Crimea is left to the Red Army. General Frunze inflicts major defeats on Kolchak's White Army in Buzuluk and Buguruslam.

May: Denikin takes the offensive, and the Cossack cavalry breaks through the southern front near Yuzovka.

June: Deninkin continues the advance and captures Kharkov, Tsaritsin, and Ekaterinslav. The White Northwestern Army captures Fort Kranaya Gorka in a surprise move to threaten Petrograd, but help promised by the British fleet in the Baltic does not appear and the Whites fall back. Trotsky decides to go on the defensive on both the North and South Fronts, but orders an offensive in the east, in which General Tukhachevski retakes Ufa. Tukhachevski's Reds roll through Perm as Kolchak's armies retreat in disorder.

August: General Mamontov, of the White Don Cossacks Army, begins a wild raid into the Red Army's rear area. His savage horsemen destroy rail lines, cut telegraph communications, burn military stores, and plunder Tombov, Kozlov, Eletz, Ranenbur, and Voronezh. The 500-mile long raid is so successful that Trotsky declares Mamontov and his cavalry 'criminals' to be shot when captured. The Reds are forced to give ground, and withdraw from Kiev, Kursk, and Odessa. Denikin's flank, previously exposed by the French evacuation, is secured.

October: The high-water mark of the White cause. Yudenich's Northwestern White Army marches out of the Baltic Theater to Petrograd; Denikin's Volunteer Army occupies Orel, only 200 miles from Moscow; the Don Army reaches Voronezh and threatens to link with Kolchak's forces. For a moment it appears that both Moscow and Petrograd will fall to the Whites, but the situation changes radically overnight. Wrangel's White Caucasus Army fails to hold against Tukhachevsky's Reds returning form the Urals. Yudenich is driven back from Petrograd into Estonia. The White armies — outnumbered, overextended, exhausted — disintegrate.

November: Omsk, Kolchak's capital, falls. The Red armies encounter little resistance on the Southern Front and enter Kursk.

December: The Reds continue their counteroffensive. They occupy Kharkov, Kiev, and Ekaterinslav, and gain control of the Ukraine. The remnants of Denikin's forces retreat to Rostov.

1920

January: Kolchak abdicates as Supreme Ruler in favor of Denikin, and seeks refuge with the Czech Legion in Irkutsk. French General Janin hands Kolchak over to the Reds.

February: Admiral Kolchak is executed by the Revolutionary Committee of Irkutsk. The Czechs must battle both Reds and Whites as they fight their way eastward along the Trans-Siberian Railway to reach American-held Siberia. The Red 6th Army eliminates Miller's White North Russian Army.

March: The Red Army pursues the southern White armies to the Black Sea. With the help of British and French naval units, Denikin evacuates the remnants of his armies from Novorossisk to Constantinople. Only a small force of Whites, under General Baron Pytor Wrangel, remains in Crimea.

April: Denikin resigns command of the White forces in southern Russia in favor of General Wrangel. Red Armies penetrate the Caucasus and reach Turkish-controlled Baku. Red efforts to gain control of the Caspian Sea are stopped by British warships based in Persian Caspian ports. War breaks out between the Reds and newly independent Poland, led by Marshal Pilsudski. Pulsudski allies with the Ukrainian nationalists of Symon Petlyura. The survivors of the Czech Legion sail from Vladivostok with the Americans.

May: The Polish Army enters Kiev.

June: General Tukhachevsky is given command on the Polish Front. General Budenny's Red Cavalry Army seizes the cities of Berditcev and Zhitomir. This maneuver outflanks the Poles and forces them to withdraw from Kiev. General Wrangel takes advantage of the Red preoccupation with the Russo-Polish War and advances north from the Sea of Azov.

July: The Red Army presses the attack against Poland and captures Minsk and Vilna.

August: Tukhachevsky's Army Group takes Brest-Litovsk and threatens Warsaw. Pilsudski rallies the Polish Army and routes the Reds with a brilliant counterstroke. The Poles recapture Brest-Litovsk and pursue the Reds into Russia.

October: Russia and Poland agree to an armistice. The Reds also settle the Treaty of Dorpat, which recognizes the independence of Finland and the Baltic States. The Red Army concentrates against Wrangel in the south, the last remaining White force of any significance.

November: The Reds push General Wrangel's army back into the Crimea, from where it is evacuated to Constantinople by the British navy. The Civil War is all but over.

1921

February: The Red Army overruns Georgia.

March: The Russian people have had enough fighting. To avoid a people's revolt, Lenin initiates the New Economic Policy (NEP), described as a 'temporary retreat from Communism in the interests of economic rehabilitation.'

1922

April: Stalin becomes General Secretary of the Central Committee of the Communist Party.

December: The USSR is organized, bringing together with Greater Russia the Ukraine, Byelorussia, and Transcaucasia, with political control from Moscow. the other republics are added later.

The Leaders

RED

LENIN, pen name of Vladimir Ilyitch Ulyanov.
[1870 - 1924]
Rose from middle-class background (his father was a school teacher) to become leader of the Bolshevik Revolution in 1917 and founding father of the Soviet Republic. Formulated the official Communist ideology, Marxism-Leninism. Always subordinated his personal life to his political objectives. E.g., Lenin refused to play chess or have sex because they were distracting, and would not listen to music by Beethoven because it made him feel 'weak'. Although a less gifted writer and orator than Trotsky, Lenin's genius lay in his ability to accept temporary setbacks and face unpleasant realities without sacrificing his principles. In August, 1918, Lenin was wounded in an assassination attempt and never fully recovered. His health deteriorated until he suffered paralysis of his right side, speech loss, and eventually death. His embalmed body is on display in a mausoleum at Moscow's Red Square.

TROTSKY, real name Lev Davydovich Bronstein.
[1879 - 1940]
Of the Russian middle class, Trotsky became an active Marxist in his early youth. His revolutionary agitation resulted in expulsion and/or imprisonment in Russia, the United States, and most European countries. To escape from Siberia in 1902 he used a forged passport in the name of one of his jailers, 'Trotsky'. Mastermind of the Bolshevik coup in 1917, he also skillfully negotiated a separate peace with the Central Powers to end Russian participation in WWI. Trotsky incurred the lifetime (and eventually fatal) enmity of Josef Stalin when he replaced Stalin as Commissar of War. In that post, Trotsky strengthened political control over the army by making military commanders subordinate to unit commissars, and coerced the best officers of the former Imperial Army into serving the Reds by holding their families hostage. Trotsky's failure to attend Lenin's funeral paved the way for Stalin to gain control of the Triumverate. Trotsky was removed from his posts and exiled. While living in Mexico, 1940, he was assassinated by a close friend of the family with a pickaxe.

TUKHACHEVSKY, MIKHAIL NIKOLAYEVICH
[1893 - 1937]
Educated in the Corps of Cadets and the Aleksander Military School, he rose rapidly through the ranks in WWI. Tukhachevsky possessed a magnificent brain, vast organizational talent, noble carriage, and great charm. He was a favorite of Lenin, who called him a 'young Napoleon' and gave him an army to command. He became a hero to Russian youth despite a goiter which he cleverly concealed. His initial successes against the Poles were stunning, and Tukhachevsky was defeated only when Budenny and Vegorov, under orders from their political commissar, Josef Stalin, did not concentrate against Warsaw as planned. Tukhachevsky later commanded the Military Academy until appointed Assistant Chief of Staff in 1924. Eventually purged by Stalin and executed, he was posthumously rehabilitated in 1962.

VOROSHILOV, KLEMET YEFREMOVICH
[1881 - 1969]
A laborer from the lower middle class, he became a Bolshevik in 1903 and helped organize the Cheka (Red secret police). He rose through party ranks as an ally of Stalin, and became a

member of the Central Committee in 1921, Commandant of the North Caucasus Military District in 1924, People's Commissar for Military and Naval Affairs in 1925, People's Commissar for Defense in 1934, and held numerous other honorary and collateral posts. Voroshilov held brief command of the Baltic Front in WW2, but was relieved because of military 'reversals' and appointed Vice Premier. On Stalin's death in 1953, Voroshilov was elevated to President of the USSR. He was forced into obscurity in 1960 due to his opposition to Khruschev, and died of natural causes in Moscow, 1969.

FRUNZE, MIKHAIL VASILIEVICH
[1885 - 1925]
A peasant turned Bolshevik, while in prison for political crimes (1907 - 1914) he read extensively books on military science, including the works of Clausewitz, Jomini, Frederick the Great, and Sun Tzu. He was made a general in the Red Army after the 1917 revolution and immediately demonstrated a natural gift for military leadership. As commander of the Red Army Group which eventually defeated Wrangel's forces in the Crimea, he replaced Trotsky as the War and Naval Commissar and formulated the strategy by which the Russians fought and won WW2 (and which still remains part of the Soviet military doctrine). He died from cancer in 1925 and was paid the highest tribute by being buried in Red Square.

BUDENNY, SEMYON MIKHAILOVICH
[1883 -   ]
A peasant who joined the Imperial Russian Cavalry in 1903, Budenny rose to the rank of sergeant-major by 1914. He was a man of big frame, sported an impressive handlebar moustache, and possessed a reputation for personal courage that made him extremely popular with his troops. During the Russian Civil War he commanded the Red Army's cavalry corps and smashed the 'superior' White cavalry. Lenin praised Budenny as 'the most brilliant cavalry leader of the world.' Through Stalin's patronage, he became a marshal in 1936. Unable to adapt to modern mechanized warfare, WW2 came as a shock to Budenny. When the Germans encircled and destroyed most of his forces at Kiev in 1941, he was relieved as commander of the South-western Theater. The latest word is that Budenny is alive and living in Kiev.

ZINOVIEV, pen name of Grigori Yevseyevich Radomysiki.
[1883 - 1936]
A stout, curly-headed, and clear-minded man, he helped organize the Bolsheviks in 1903 and worked closely with Lenin during their years of exile. Zinoviev's contribution to the Civil War was a political one, fulfilling a number of important functions as the local 'Boss' of Petrograd. He became a member of the Triumverate with Kamenev and Stalin following Lenin's death, and sided with Trotsky against Stalin's ambitions For his 'vascillaton' Zinoviev was expelled and stripped of his offices in 1927. He was later readmitted to the Party after recanting his views, but was arrested on Stalin's orders and charged with treason and conspiracy. To the world's astonishment, Zinoviev confessed his guilt and was shot.

TROTSKY

STALIN

DENIKIN

WRANGEL

KOLCHAK

WHITE

WRANGEL, BARON PYOTR NIKOLAYEVICH
[1878 - 1928]

A mining engineer who joined the Imperial Army during the Russo-Japanese War, by the close of WWI Wrangel was commander of a cavalry corps. He was an impressive figure, always wore a Cossack uniform tailored around his six-foot frame, and possessed a resonant, booming voice. Devoutly attached to the Orthodox Church, the 'Black Baron', as he was nicknamed, had priests bless his troops with Holy Water and rewarded his generals with Ikons. His true monarchist position caused considerable friction with Denikin, who took a more liberal stance. Wrangel became supreme commander of the Whites in 1920 when Denikin evacuated to Turkey. After initial successes in Kuban, Wrangel's army — noted as looters and plunderers, rather than soldiers — was soon defeated. After evacuating to Turkey, Wrangel maintained a staff and cadre structure of the Volunteer Army in Yugoslavia until 1925. Later, he went to Belgium and finished life as an engineer.

DENIKIN, ANTON IVANOVICH
[1872 - 1947]

From the Warsaw lower class, he gained promotion in the Russian Imperial Army through merit rather than influence or wealth, finally to succeed Kornilov as commander of the White Army in the Don River region. Denikin possessed phlegmatic self-control and became recognized by all belligerents as a capable, if not great, general. He was above all a soldier, uncomfortable with both politics and economics. His support of the displaced landlords alienated the peasants without whose support his Army could be neither raised nor maintained. Denikin resigned his command in 1920 in favor of Baron Wrangel, emigrated to the United States, and lived in Ann Arbor, Michigan, until his death in 1947.

KOLCHAK, ALEKSANDR VASILYVICH
[1874 - 1920]

An officer in the Imperial Navy, Kolchak distinguished himself as commander of a destroyer during the Russo-Japanese War and as an Arctic explorer. As WWI broke out, he received an unprecedented promotion (in Russia) to the rank of Rear Admiral and eventually commanded the Black Sea Fleet. He resigned from the navy after the 1917 Revolution and, through the machinations of the British Foreign Office, became Minister of War in the Siberian anti-Bolshevik government. After a coup at Omsk, he proclaimed himself 'Supreme Ruler' of Russia. A 'moral man in immoral times,' Kolchak ardently believed in his mission as the restorer of a great, undivided Russia, but his training and life as a naval officer, accustomed to giving orders and having them automatically obeyed, did not cultivate in him the qualities of a popular leader. Although he had unquestioned integrity and courage, he was extremely nervous, almost hysterical in temperamant, and lacked the capacity for cool balanced judgement outside his narrow specialized naval career. Kolchak was hadicapped further by a romantic approach to the prosaic problems of everyday policy. He was also a complete amateur in land warfare, taking counsel from incompetent and ambitious generals. After the defeat of his army by the Reds, he was betrayed into the hands of the Irkutsk Soviet by the Czech Legion. A man of pride and honor until the end, Kolchak refused the traditional blindfold as he faced a dawn firing squad. His body was ignominiously dumped into the frozen Irkut River.

by
Frank Aker

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RUSSIAN CIVIL WAR FOR ONE

by Raymond W. Lowe

Although not advertised anywhere on the outside game packaging, **Russian Civil War** comes with a solitaire game variant designed by Fred Georgian. The single player version is understandably quite different from the multi-player version, since **Russian Civil War** was originally designed as a three-to-six player game. Many of the fundamental concepts which give the game it's flavor are deleted from the solitaire version. The most important 'missing' concept is the Red disunity which results from having several players control the Red forces. In the solitaire version, all the Red forces are controlled by the single player with all the non-Red forces controlled by 'the system'. With total Red unity, purges and assassinations are not used in the game. Thus, while standard **Russian Civil War** is often a fight between Red 'teammates', solitaire **Russian Civil War** is a straight military confrontation between the unified Reds and the various non-Red forces.

Since the Red Army is the largest and most powerful combat force on the board, it would seem at first that giving the Reds unity of purpose and command is also giving them an overwhelming advantage over the Whites (and Blues and Greens). Obviously, a trade-off must be made somewhere to maintain play balance. This trade-off is made in the deployment and use of Red leaders. Essentially, the Reds receive only two leaders, Lenin and Trotsky. At the beginning of each Game-Turn, the Player receives additional Red leaders according to a die roll. The number on the die is the number of additional Red leaders he may choose for that Turn, although he may never have more than six leaders total in play at any one time. At the beginning of each Game-Turn, all Red leaders except Lenin and Trotsky are removed from the map and the Player must again roll for additional leaders. Thus, the number of Red leaders available to the Player varies from Turn to Turn, although it can never exceed six. This shortage of Red leaders insures that not all of the Red combat units will be available for offensive operations every Turn.

The non-Red forces' movement, combat, and stacking are controlled by 'the system'. Movement direction is governed in such a way that all non-Red forces march zombie-like along rail lines toward Petrograd or Moscow, whichever is closest. Movement speed for each stack is determined by the die. Combat priorities are established, with the highest target priority being given to the smallest stack of Red units in a given province. The stacking rules governing non-Red forces allow units to restack only after all movement is concluded. Thus, non-Red units cannot 'attach' units in provinces they move **through** , only in provinces they **end** their movement in. This has the effect of dissipating White combat strength.

Given the above changes in the game system, the flow of play in solitaire **Russian Civil War** is much different from that in the standard game. The big difference is that every solitaire game follows the same pattern, whereas most multi-player games are different from each other. This is because in the solitaire game the 'system' behaves in the same manner every game, forcing the Player to react in the same manner every game. Solitaire **Russian Civil War** begins with a large White offensive originating from the Cossacks Region and approaching Moscow from the south. A more piecemeal White attack approaches from Siberia. A third, and even smaller, White attack prematurely marches on Petrograd from the Baltic Region. Usually this last attack is easily crushed by the Red units in Petrograd under Lenin. The only other major threats to the Reds come from the Poles and Finns, who can be very if and when they enter the game as the result of their player control marker being drawn from the randomizer. The Finns are particularly threatening due to their being adjacent to Petrograd. The miscellanious Blue interventionist forces are more of a nuisance than a threat. The game usually develops with the southern and eastern White offensives slogging their way through occupied Red provinces until they are defeated in a climactic battle with the Reds around Game-Turn Four at or near Moscow. The Finns and Poles must also be defeated in one (or two) big battle(s) if they enter the game. Once these major battles are resolved, the Reds spend the rest of the game racing against time, trying to mop up the remnants of non-Red forces on the map.

Since solitaire games like this one are easily and quickly 'wired', I will refrain from giving too detailed notes on the best Red strategy and tactics for those Players who prefer to crack the game themselves. But, generally, players should remember that the non-Red forces never deviate from their zombie-like movement toward the Red capitol provinces. Thus, they may pretty much be brought to battle at a time and place of the Player's choice. Delaying tactics can be very effective, since the non-Red units cannot go around a 'roadblock'. Sacrificial diversions can be useful, since the non-Red forces prefer to attack the smallest Red stack in a province regardless of overkill (instead of attacking an equally vulnerable but larger stack). The Red Player should keep in mind that he must bring about the destruction of the large non-Red forces early enough to allow time for the mopping up of the remaining Blue and Green forces. Care must be taken to insure that if the Poles and Finns are destroyed, they do not return in the form of replacements. This can be done by occupying the home countries of the Poles and Finns as soon as their armies are destroyed. The southern and eastern White thrusts must be dealt with first, although an eye should be kept out for the Finns. Small Red units should be placed in front of the advancing Whites to slow them down, not in the same province as the Whites, but in the next province they must move to. Meanwhile, the bulk of the Red Army should be attacking the smaller stacks of Whites in order to whittle down the White attacking force. The Whites will never counterattack the main Red armies, because they prefer to move toward their destination rather than stay in the same province and fight the Reds. By the time the Whites reach the environs of Moscow, they should be reduced in strength enough for the Reds to administer the final **coup de grace**.

Like all solitaire games in which the Player plays against a fixed 'system', solitaire **Russian Civil War** has no surprises. The Player always knows exactly what the enemy is going to do. Thus, the game is easily mastered in terms of the best strategy and so forth. For this reason, I prefer to play both sides (as in a two player game) if I must play a game solitaire. Unfortunately, **Russian Civil War** cannot be played in such a fashion due to its emphasis on diplomacy and alliances. So, in this case, the official solitaire version is all that is left for the solitaire wargamer. And, as far as 'fixed system' solitaire games go, it is fairly well balanced and does not require an inordinate amount of die rolling/chit-pulling like some solitaire games. But, even given this, it looks like no gamer can expect to play **Russian Civil War** in a truly satisfying fashion in any way other than that in which it was intended; i.e. with three or more players.