For Bloody Honor

THE RUSSIAN CIVIL WAR

RULES of PLAY

GAME DESIGN
MARK WOLOSHEN

DEVELOPER
LEMBIT TOHVER

GRAPHIC DESIGN
MARK MAHAFFEY

PRODUCTION
C. RAWLING

EDITING
JACK BECKMAN

ORIGINAL PLAYTESTING
David Antonio, Rob Bottos, Jeff Christensen, Brian Moore, Perry Moore, Mitch Wagler, Sean Wright

ATO PLAYTESTING
Terrence Co, Peter Jones, Brian Rempel, Dave Smith, Philip Tohver, Henry Yip, The Sunday Simulators

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *For Bloody Honor*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *For Bloody Honor* discussion folders at consimworld.com.

1.0 INTRODUCTION

The purpose of this game is to allow players the opportunity of simulating some of the factors which influenced the Russian Civil War. Political influence, railways, foreign intervention, and discord among the White factions allowed the Bolsheviks the chance to win. Can you as the Reds repeat history, or can you, as the Whites, change the course of events in the 20th century? The only way to know is by playing *For Bloody Honor***.**

The game consists of:

- This Rulebook
- One 22x34-inch mapsheet depicting Russia and its environs at the time
- 240 1/2-inch playing pieces

1.1 The Map

The map shows all of Russia plus Poland. It is divided into 23 Areas which are used to control movement and political influence.

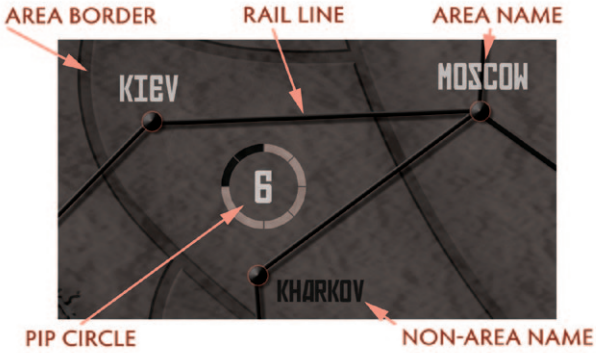
1.1.1 **Russia** is defined as all the areas with Political Influence Points (PIPs), **except** for the Warsaw Area.

1.1.2 **Poland** consists of the Warsaw Area only.

1.1.3 Portions of the Trans-Siberian Railway are shown on the map and are used to help move a player's pieces.

1.1.4 Each area is identified by a city name in white text (eg. Kazan or Moscow).

1.1.5 An Area also contains the Political Influence Point value (PIP) based on the population of the territory and its potential resources. Controlling areas is explained in the Control rules (Module 3.0).



1.1.6 The map also has tracks that are required for game play. Around the border of the map is the PIP Track (from 0-99), the Game Turn Track, and the Chit Pull Order boxes, where Activation chits are placed after the actions for that Activation Segment are done.

1.2 Game Scale

1.2.1 The game is composed of 10 game turns, each representing 4 months of real time from the end of 1918 to the end of 1921.

1.2.2 Each military unit has a Combat Factor (CF) which indicates the number of dice it rolls for combat. These units represent the military component of each side/faction and each unit is a force of between 5,000 to 15,000 men.

1.2.3 The counter-mix limits the number of units a player has available. Once all the units of a particular side/faction are in play, it cannot add any new units.

1.2.4 There is no stacking limit in an area.

1.3 Sides

There are two opposing sides in *For Bloody Honor*. The two sides are the **Reds** (Bolsheviks) and the **Whites** (a loose association of anti-Bolshevik factions).

1.3.1 One player always represents the Reds.

1.3.2 The Whites are represented by up to 3 players, each taking the role of one of the main factions fighting the Reds. The factions are: **Denikin** (and later Wrangel), **Kolchak** , **Yudenich** , **Czech Legion**, **Foreign**, **Makhno,** and **Polish**.

- **2-Player Game** Whites (All White Factions)
- **3-Player Game** Whites 1 (Denikin/Wrangel, Makno, Czech), Whites 2 (Kolchak, Yudenich, Polish, Foreign)
- **4-Player Game** Whites 1 (Denikin/Wrengel, Foreign), Whites 2 (Kolchak, Makno, Polish), Whites 3 (Yudenich, Czech)

1.3.3 Players set up their forces as detailed in the Setup Chart on the Player Aid Charts (PAC). Units of the at start forces not set up on the map are placed in the Recruitment Box of their side (**Exception** Tanks and Aircraft, Sections 14.6 and 14.7 respectively).

1.3.4 Each area listed for a side/faction in the Setup Chart should have a control marker of that side/faction placed in it.

1.4 White Factions

Although the ultimate goal for the Whites is the defeat of the Reds, historically there was a lot of infighting and bickering amongst their factions and little joint cooperation.

1.4.1 In the game, the Whites may not work together (**Exception** Module 10.0, Combat Segment).

1.4.2 They may move into and out of each other's territory, and may attack together, but with limitations.

1.4.3 When calculating PIPs for reinforcements, recruitment, defection (see below) and victory purposes, they calculate as individual factions.

1.4.4 The White side has a Faction Priority list that will be used as a sequenced order to perform its actions as indicated during certain parts of the game. The order is as follows:

1. Poles (after they enter the war): Red
2. Denikin Faction / Wrangel Faction: Solid Blue
3. Kolchak Faction: Blue outline/White Interior
4. Yudenich Faction: Yellow
5. Makhno Faction: Black
6. Czech Legion Faction: Maroon
7. Foreign Faction: Green

1.4.5 Any time more than one White faction is in a area, the order above is used for various reasons as detailed in the pertinent rules.

1.4.6 White Cooperation During the Game It is possible for any number of verbal arrangements to be made among the various White Factions.

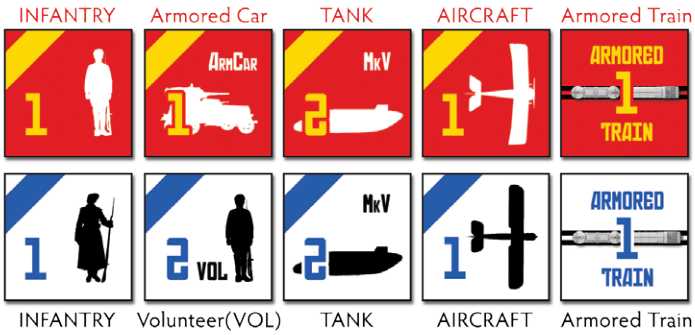
a) A unit from one faction may enter an unoccupied area controlled by another faction and **NOT** claim the area as theirs.

b) At any time, the players may break any agreements they have made.

c) White factions cannot fight against each other (until the Reds are out of the game, Section 4.1). Of course, if the Reds win - well, it won't much matter, comrade!

1.5 Game Counters

1.5.1 Units



Note that Blue Denikin units are shown, but each White Faction has its own.

The value on the counter is the number of dice the unit rolls in combat. Illustrations are for interest only and have no game effect.

1.5.2 Markers

*Blue Denikin markers are shown, but each White Faction has its own.

1.6 Abbreviations

- **DR** Die roll
- **DRM** Die roll modifier
- **MOD** Modifier

2.0 POLITICAL INFLUENCE POINTS (PIPs)

2.1 General Rules

2.1.1 Each playable area on the map has a PIP number in it. This number represents the PIPs a player's side/faction will gain by controlling that area.

2.1.2 PIPs are also important in determining who wins the game. The side with the highest amount of PIPs at the end of game turn 10 wins. If the combined total of all the White factions is greater than the Red total, the Whites have won and they then determine which faction is the winner.

2.1.3 Rebuilding previously lost pieces is also regulated by PIPs (Section 12.1.1). (**Exceptions** The Foreign Faction and the Czech Legion, Case 12.1.5). The more PIPs a faction has, the more units will reappear that turn.

2.1.4 PIPs are recorded separately by the Reds and each White faction by moving their marker up or down on the PIP Track (see map) during the PIP Determination Phase due to gain or loss of control of areas.

3.0 CONTROL

3.1 General Rules

Control refers to which side or faction owns an area.

3.1.1 To gain control of an area, a player must move at least one of his units into the area and, if at the end of his player phase, he is the sole occupant of that area, he gains control of that area.

3.1.2 Place a control marker of the appropriate side or faction in the area.

3.1.3 As an exception to Case 3.1.1, when the **Japanese** Foreign faction unit is placed in Vladivostok (as a reinforcement or replacement), it does **NOT** gain control of the Vladivostok Area. Control remains with the White faction that controlled the area prior to its placement there. It is just placed there until it is time to move. This unit is not placed if the area is Red controlled (Case 12.1.6d).

3.1.4 A White area remains under the control of the last White player who solely occupied it (once a White faction controls an area, it will remain theirs until a unit from another side or faction is the sole occupant of that area.). The Red player must keep a unit in an area to maintain control of that area.

3.1.5 If Control needs to change, remove the former side's/faction's control marker and replace it with the current side's/faction's control marker. This is mandatory, so if a faction has no units in a area and another faction has at least one unit in the area, the new faction places one of its control markers in the area and removes the old one (**Exception** Case 3.3.2).

3.1.6 When a side/faction controls an area, it gets all the PIPs for that area during the Political Control Phase (Module 13.0).

3.1.7 If the original White faction controlling an area, in which the attacking Red player has been defeated, no longer has any units in the area, control will transfer to the White faction with the most units still in the area.

3.1.8 After a combat in a Red-controlled area it is possible for the victorious White player to have units from several factions occupying that area. In this case, the White faction who moved into the area first gains control and gets the PIPs from that area

***Example**: The Kolchak faction, Czech Legion, and the Foreign faction end a combat with the Reds in the Kazan Area retreating out. All three White factions have four units left in the Area. Control of the area goes to the White faction which moved into the area first.*

3.2 Contested Areas

3.2.1 When an area contains units from one or more White factions and Red units, that area is said to be contested.

3.2.2 The control of the area remains with the original controlling player and will be determined either through movement (one or more of the sides/factions moves out of the area), or through combat (one or more sides/factions are eliminated/retreat out of the area).

3.2.3 The area will no longer be contested when it is occupied by only one side/faction. That faction then gains control; place an appropriate faction control marker in the area (**Exception** Case 3.3.2).

3.3 Control Markers

3.3.1 There is a set limit to the number of control markers each faction has throughout the game as determined by the counter-mix.

3.3.2 Once all of a faction's control markers are in play, that faction can no longer gain control of any new areas, even if they are the sole occupants.

3.3.3 The only way to "release" an area from a faction's control is if another faction solely occupies the area with a unit (a player cannot voluntarily remove his side's/faction's control marker from an area).

3.3.4 Players may not make trades for areas (you are in it for yourselves).

3.3.5 All areas not controlled by a White faction and not occupied by a Red unit are considered uncontrolled areas (remove any Red Control markers).

***Game Play Note** White factions do not need to maintain a unit in an area to keep control.*

4.0 ELIMINATION

4.1 Reds

4.1.1 If there are no Red units on the board at the start of the Political Control Phase, they are out of the game.

4.1.3 Remove the Red Combat, Movement, and Recruit chits from the chit draw container.

4.1.4 The game continues for the remainder of the current turn and one more turn (but the game will never extend beyond Game Turn 10).

4.1.5 Next turn, only the White faction chits that have survived the game to this point are placed back into the cup and the usual sequence of play is followed, except that all the factions are White.

4.1.6 The Whites can now fight amongst themselves to gain control of as many areas as they can.

4.1.7 If more than one White faction occupies an area when the Reds are eliminated from the game, each area must immediately be resolved, so that only one White faction remains in the area.

a) Starting with the White faction with the most units in the area, each faction (from largest to smallest number of units) must decide if it will stay or retreat out of the area.

b) Each faction that retreats must retreat into a friendly controlled or empty area. If unable to do so, they must stay and fight.

c) If two or more factions remain in the area after retreat decisions, combat will be performed.

d) Combat is performed between the two largest factions first.

i) If any other factions are still in the area, their owning player must have them fight with one or the other of the two fighting factions (a temporary alliance).

e) Once there is a winner between the two opposing forces, then the remaining two largest (at that point) factions fight (determining temporary alliances if required as detailed above).

f) Combat continues in the area between two factions (and possible temporary allies) at a time until only one faction remains in the area.

4.2 White Faction

4.2.1 If a White faction has no units on the board at the start of the Political Control Phase, then that faction is out of the game.

4.2.2 The remaining White factions continue playing.

4.2.3 When the last Denikin unit is removed, the Denikin faction now becomes the Wrangel faction (Section 14.4).

5.0 HOW TO WIN

The main object of the game for the Whites is to defeat the Reds. The Reds want to control Russia. If they do not achieve their objective, the Whites have won.

5.1 General Rules

5.1.1 Whichever side has the most PIPs at the end of the game is declared the winner.

a) If the Reds have the most PIPs versus the **combined** total of all the White factions, they win.

b) If the combined total of all the White factions PIPs is greater than the Reds, then the White faction with the highest PIP score wins.

5.1.2 Areas controlled by the Poles do not count for either the Whites or the Reds.

5.1.3 **(Optional)** The core area of Russia is the European portion (the area containing Moscow, Petrograd, Minsk, Kiev, and Odessa Areas). To add some challenge to the game, the side/faction that has the highest PIP total must also control the Moscow Area and one other Area of the list above to be declared the winner. If they do not meet this criteria, then they are not the winner and the player who controls the most of these listed areas is the winner.

6.0 SEQUENCE OF PLAY

6.1 General Rules

6.1.1 *For Bloody Honor* is composed of ten game turns.

6.1.2 Each turn is organized into three phases:

- **Baltic Treaty Phase** (Module 7.0)
- **Activation Phase** (Module 8.0)
- **Political Control Phase** (Module 13.0)

6.1.3 Upon completion of all three phases, the game turn is complete and the game turn marker can be advanced into the next space.

6.1.4 The whole sequence is followed again until the end of the 1921 game turn (turn 10).

7.0 THE BALTIC TREATY PHASE

The three Baltic States declared their independence from Russia after the abdication of the Tsar in February of 1917. After fighting the Reds, various pro-German armies, and the Poles, all three gained their independence by 1921. To reflect this, the following rules apply.

7.1 General Rules

7.1.1 Starting on Game Turn 7, one of the White players rolls a die to determine if a treaty has been negotiated between the Reds and the Baltic States.

7.1.2 Prior to Turn 7, and any turn after the Baltic Treaty has occurred, this phase is skipped.

7.1.1 The Riga Area is in play from the start of the game.

7.1.2 Beginning on turn 7 (1921), one of the White players roll a die.

7.1.3 If the modified roll result falls within the listed range for the turn as printed on the Game Turn Track (see map), the Baltic States gain their independence immediately.

7.1.4 Any other roll result and the Riga Area remains in play.

7.1.5 Once the Baltic States gain their independence, place the Baltic States Marker in the Riga Area.

7.1.6 No unit from any side/faction may enter the Riga Area for the rest of the game.

7.1.7 When this occurs, any units in the Riga Area must be immediately retreated into an adjacent, friendly controlled area.

7.1.8 If the units are not able to retreat, they are eliminated and placed in the player's Eliminated Box.

8.0 ACTIVATION PHASE

The heart of the game is the Activation Phase. Each Activation Phase has a number of Segments, which are performed based on the order of the Activation chits drawn.

8.1 General Rules

8.1.1 Each White faction and the Reds place their Movement chit along with each side's Combat and Recruiting chits into an opaque container (like a coffee cup or bowl) before this phase begins.

8.1.2 There are always a number of Segments in the Turn's Activation Phase equal to the number of chits placed into the opaque container.

8.1.3 To determine whose and what type of Action Segment it will be, one player draws a chit from the opaque container.

8.1.4 The side/faction whose chit that has been pulled then can perform its segment as the chit indicates.

8.1.5 When the owning player has finished all his actions for the activation chit, place the marker in the next open box (from right to left) of the Chit Pull Order Track on the map so that both players can see who or what activities have been performed in the turn.

8.1.6 This process of chit draw is repeated until all the chits have been drawn from the container.

8.1.7 When the last chit is drawn and the appropriate side/faction has completed its segment's actions, play moves to the Political Control Phase.

8.1.8 At least **two** movement chits must have been drawn before a Combat chit can be drawn and played. If a combat chit is drawn before two movement chits have been drawn, then set the combat chit aside. Once two movement chits have been drawn, return the combat chit into the opaque container for redraw.

8.2 Action Segments

8.2.1 Movement Segment Each White faction and the Reds have one Movement chit. If a Movement chit is pulled, the side/faction whose chit has been pulled moves any or all of their units according to the movement rules (Module 9.0).

8.2.2 Combat Segment (one chit for each side) If the Red combat chit is pulled, then the Reds can engage in combat. If the White

combat chit is pulled, all White factions can engage in combat. Both sides follow the rules of combat (Module 10.0).

8.2.3 Recruitment Segment (one chit for each side) If the recruit chit is pulled, either the Reds or all the White factions each attempt to Recruit new units or replace units as per the Replacement and Recruitment rules (Module 12.0).

9.0 MOVEMENT SEGMENT ----------

9.1 General Rules

9.1.1 When the Red Movement chit is pulled, the Red player attempts to move his units.

9.1.3 When a White faction's Movement chit is pulled, that faction may attempt to move.

9.1.4 For each Force (a single unit or group of units) a player wishes to move (regardless of the type of movement), the following sequence is followed:

a) The player identifies the unit(s) of the Force he wishes to move and into which connected area he wishes them to move into.

b) The player must then perform a Movement DR on the Movement Table (see PAC) for the indicated force.

c) If the roll succeeds, move the force as the player had indicated.

d) If the roll fails, the indicated force cannot be moved for the remainder of the player's current Faction chit (flip the units over to their back side to indicate they can not attempt movement again this activation).

9.1.5 Area Movement Action Limits A side/faction can only attempt to move up to three (3) forces from **each** area.

9.1.6 A player is allowed to make multiple attempts to move into an area as long as he does not make the attempt with units which have already failed a previous attempt.

9.1.7 Once a player has concluded moving all the units he wishes to move of that side/faction, the Segment is concluded. Flip all side/faction units that are on their back sides up to their front sides.

Movement Example *The Yudenich faction has 5 units in the Kazan area. He wants to move 3 units (one force) into the Moscow area, and one unit (a second force) into the Archangel area. He rolls a 4 for the first force (success) and moves it into Mosow. A result of 6 for the second force (failure) has that force remain in Kazan and the unit is flipped over to its back side.*

9.2 Regular Movement

Regular movement is the normal ground movement.

9.2.1 Aircraft, infantry, and tank units can move into any connected adjacent area.

9.2.2 In those situations where area boundaries meet at a vertex (there are two on the map) it is not possible to move diagonally across the "X". **Example** Movement directly from the Moscow area to the Orsk area is not permitted.

9.2.3 Aircraft units can also have a special move capability (Section 11.6).

9.2.4 Pinning If the player is attempting to move units that are in an area occupied by opposing units, he must leave units in the area equal to the number of opposing units in the area. Any units in excess of that amount at that point can attempt to move out.

If the Reds have been eliminated, then the White factions must declare which opposing White faction's units they are pinning.

9.2.5 If the area moved into is not currently occupied, the moving side/faction gains control of the area (place its control marker).

9.3 Railway Movement

Superimposed on the map are the main sections of the Trans-Siberian Railway. The railway can help move pieces faster than in regular movement.

9.3.1 Unlike regular movement, units using railway movement can move up to three areas.

9.3.2 The player must still successfully make the movement attempt die roll.

9.3.3 When using railway movement, the units may only move into areas connected by the railway symbol.

9.3.4 The units may not move through areas controlled by an enemy player.

9.3.5 The units can move into an enemy controlled area, but would then have to stop.

9.3.6 White faction units can move through areas controlled by other White factions. They may also end their move in a area controlled by another White faction.

9.3.7 Units that perform rail movement cannot move regularly.

9.3.8 A player may decide to move some units in an area by rail and others regularly as separate Forces.

9.3.9 A Force moving by rail can drop off units in areas that the Force rail moves through (not all units railing must move to the destination hex).

9.3.10 A player may use rail movement to gain control of a territory. Only the territory the player's Force **ends** in becomes can become controlled by the moving player. This is subject to the territory not being occupied by another faction.

9.4 Moving Out of a Contested Area

9.4.1 Pinning If the player is attempting to move units that are in an area occupied by opposing units, he must leave units in the area equal to the number of opposing units in the area. Any units in excess of that amount at that point can attempt to move out.

If the Reds are no longer in the game, the player controlling the currently active White faction may only move units out of an area that exceeds the total of all the other White factions units in the area.

9.4.2 Those units that can move out of a contested area may only move into a friendly controlled area (contested or not) or a vacant area (controlled or not).

a) If there are no such areas available, the Force wishing to be moved cannot. They are locked in place, until the units pinning them there are eliminated or forced to retreat.

9.5 Moving Out of Russia

9.5.1 The Warsaw (Poland) area is not part of Russia.

9.5.2 The only forces that can move into the Warsaw area are the Polish units and any Red units attempting to takc or maintain control.

9.5.3. The Poles are the only White faction allowed to retreat into the Warsaw area.

10.0 COMBAT SEGMENT ----------

The purpose of combat is to eliminate the opposing player's units to gain control of an area.

10.1 General Rules

10.1.1 When a Combat chit is drawn (White or Red), that side is the attacker while the other side's player(s) are the defender(s).

10.1.2 Combat is voluntary, so the player(s) who may attack can decide to attack in some areas and not in others, even though their units are in several areas where attacks are possible.

10.1.3.When the Red Combat chit is drawn, any and all Red units that occupy areas containing White units may engage in combat.

10.1.4 When the White Combat chit is drawn, ALL White factions who occupy areas with Red units (or other White factions if the Reds are no longer in the game, Module 4.0) may engage in combat as guided by Section 10.3.

10.1.5 Combat in one area must be fully resolved before the next area where combat is possible is decided upon.

10.2 Rounds of Combat

Each round is composed of the attacking player and defending player rolling dice for each piece in the disputed area, extracting casualties and then if applicable deciding whether to retreat and end combat in that area.

10.2.1 Combat is fought in rounds of simultaneous combat.

10.2.2 A player generally gets to roll a single die for each combat factor printed on each unit they have in the area (**Exceptions** Cases 14.6.2, 14.6.4, 14.7.3a).

For each White faction over one in a combat area, subtract one die from the total number of dice to be used whether attacking or defending.

Example *The Yudenich, Kolchak, and Czech Legion have two units each for a total of 6 dice. Since there are three factions in the attack, the attacking player subtracts two dice giving a total of 4 dice on the attack.*

Example *The Reds are attacking and the Denikin, Yudenich, and Foreign factions each have 3 units in the Orsk Area. Normally that would give the defenders 9 dice to roll as defenders. However, since there are two factions more than one in the area, two dice would be subtracted from the total. The White player then gets to roll 7 dice.*

10.2.3 For every 6 rolled on a die, one participating enemy unit will be eliminated (**Exceptions** Cases 14.2.9, 14.6.3, 14.9.3. 14.10.3).

10.2.4 As they roll, each player should keep track of the number of 6s they rolled.

10.2.5 When the players have finished rolling for each unit they have in the area, they eliminate any units necessary due to the combat.

10.2.6 All losses are placed in the Eliminated Box (**Exception** Tanks, Case 14.6.5). These eliminated units can be used as replacements immediately.

10.2.7 After losses have been extracted, the **attacker** (Red player or controlling White faction, Case 10.3.1) must decide if he will retreat and end combat in that area.

If he decides yes, then any of the attacker's surviving units are immediately retreated as per Retreat rules (Section 10.5) and the combat is over.

10.2.8 If the attacker's answer is no, then the defender (Red player or controlling White faction, Case 10.3.1) must decide if they wish to retreat from the area.

If the defender says yes, then he must retreat as per the Retreat rules (Section 10.5).

10.2.9 Otherwise, follow the normal procedures and fight another round of combat as described above

10.2.10 Friendly Red areas are those controlled by the Red player.

10.2.11 Friendly White areas are those controlled by **any** White faction.

10.2.12 It is possible for both players in a combat to lose all of their units. If this occurs, control of the area remains with the original controlling player, if any.

10.2.13 When combat is concluded in an area, all surviving units that require two hits to eliminate but have only one hit on them are returned to full strength.

10.2.14 Once all the rounds of combat have been completed in one area, the players then follow the same procedures for any other area in which Red and White pieces are together, at the attacking player's discretion.

10.2.14 When all the combats have been completed, play moves on to the next chit pull of the Activation Phase or the Political Control Phase if all chits have been pulled.

10.3 White Faction Combat

When the White Combat chit is pulled, all the White factions may engage in combat.

10.3.1 Controlling Faction If two or more White factions are in an area where combat can be fought, the faction with the largest force in that area controls the attack or defense.

a) In the case where two or more White factions are the largest and of equal size, use the Faction Priority list to determine which faction controls the attack.

b) The controlling faction player will roll all the dice for the White faction in the combat.

10.3.2 Attacks If the Whites are the attackers, selection of the area for possible combat will follow in the Faction Priority List's order (Case 1.4.4).

a) Each faction can, when it is their turn (in list order) to make the choice, choose one area to possibly have combat in, and then the next lower faction will get to choose one.

b) When it is the faction's choice for possible area of combat, they can only select an area in which they are the controlling faction.

c) Once all White factions have had the opportunity to choose or have chosen one area for combat and there are still areas of possible combat yet to be decided upon, return to the top of list and begin again in the lists order.

d) When combat has been chosen in an area by the controlling faction, each other faction in that area must, in priority order, immediately decide if they will stay and fight.

If the currently deciding faction chooses not to fight, they must immediately withdraw all their forces out of the area into an adjacent White Controlled area in which no combat can occur. If unable to do this, they must stay and fight.

e) If the controlling faction chooses not to fight in an area, each other faction in the area may then, in priority list order, choose to attack.

i) If one of these non-controlling factions chooses to attack, each of the other factions in the area that already chose not to attack must re-decide if they will stay and fight or withdraw as described in Case 10.3.2d (controlling player first and then in Priority List order).

ii) After those factions have made their decisions, each faction that had not yet chosen may decide whether to stay and fight or withdraw (Case 10.3.2d).

10.3.3 White Faction Defense If units from more than one White faction are in a area attacked by the Reds, they all get to defend the area as a combined force by the controlling faction (Case 10.3.1).

10.3.4 White Faction Loss Allocation In each **round** of combat, losses sustained by the White player will be absorbed by participating factions equally.

a) The controlling faction takes the first casualty, then the next largest faction (based on number of units involved) and continuing by decreasing faction size. If factions are tied for size, use the Priority List order (Case 1.4.4).

b) Once all participating factions have taken one loss, start again with the controlling faction and repeat the process until all losses have been allocated.

10.3.5 Combat after Reds are out of the game If more than one White faction is in an area when the White Combat chit is drawn, determine opposing forces as detailed in Case 4.1.7.

10.4 Red Combat

10.4.1 When the Red Combat chit is pulled, the Red player follows the normal combat rules.

10.5 Retreat

10.5.1 First the attacker and then the defender may elect to retreat from the battle after each round of combat.

10.5.2 Units may not be retreated into areas with exclusively enemy pieces in them. If unable to retreat they must stay and continue combat.

10.5.4 If retreating into an area that contains both friendly and enemy pieces, perform it in the following manner:

a) Place the retreating unit on the border between the two areas.

b) These retreating units **may not** participate in any unresolved combat in that area for the first three rounds of combat there.

c) Should the combat enter a 4th round, the units which retreated into the area are moved off the border and are added to the friendly forces involved in the combat.

d) If the combat in this new area does not reach a 4th round (due to the elimination or retreat of all existing friendly forces), the retreating units are eliminated.

10.5.5 If units retreat into an unoccupied area, they gain immediate control of that area. If Whites are retreating, the first White faction that retreats into the area gains control.

10.5.6 Only Polish units may retreat into Warsaw if Polish controlled. Red units may retreat into Warsaw if Red controlled.

10.5.7 White Faction Retreats In combats where there is more than one White faction, after each round of combat each faction decides independently whether it will stay in the combat or not. The faction who controls the combat decides first, and then the other White factions present follow the Faction Priority List (Case 1.4.4).

10.6 Defection

10.6.1 When one side retreats its remaining forces from an area, the side whose forces remain (combat winner) rolls a die to see whether any of the defeated soldiers join their side/faction.

10.6.2 If the White side has won, the controlling faction at this point makes the roll.

10.6.3 After the losing side has left the area, the combat winner calculates his new Modifier total (Module 11.0).

10.6.4 The winner then makes a DR and applies the current net modifier.

10.6.5 Consult the Defection Table and find the result.

10.6.6 If the result is "1 unit defects," then one retreated unit of the losing side is removed (and placed in the side's/faction's Eliminated Box).

10.6.7 One unit of the appropriate winning side/controlling faction is placed in the combat area.

10.6.8 This unit comes from the winning side's/faction's Eliminated Box or, if none are available there, take one from the Recruitment Box.

10.6.9 If no unit is available in either Box:

a) Reds: they gain no unit.

b) Whites: If there was another faction involved, then the second largest force receives the defection unit. If there is a tie for this, make a DR for each faction that is tied. High DR gets the defection unit Otherwise, no unit is gained.

Only **infantry** units can be lost or gained as a result of defection.

10.6.10 Non-Defecting Units Volunteer, Polish, Foreign, and Czech units never defect. Armored cars, trains, tanks, and aircraft are not subject to defection. These units are composed of the elite and as such would be less likely to defect.

10.6.11 Unusual Cases

a) If more than one White faction occupies a territory, the defection roll is made by the controlling White faction in that battle.

b) The number of units that can defect is limited by the number of pieces in the game.

c) If a faction successfully rolls for a defection, but all of their pieces are already in play, they do not gain any new units, The losing side still has to remove a unit from play.

d) The Foreign, Polish, and Czech Factions never increase their force when they successfully roll for defection. The Reds must still lose the number of units rolled.

e) If the Reds are out of the game, no defection rolls are made after Whites combat each other.

f) The controlling White faction loses the unit to defection. If the controlling faction is not capable of defecting, the next largest faction in the area, that can have units defect, will lose the unit.

10.6.12 The "Last Unit" A faction cannot lose its last piece to defection. If the sole remaining unit of a faction would defect and

this would leave the faction without any units (and out of the game), then the result is ignored. This applies only to the absolute last piece that faction currently has on the board, not the last piece it might have in a territory.

10.6.13 Units removed through defection are placed in the faction's Eliminated Box.

Example: *The Denikin faction fights the Reds in the Rostov Area and the Kiev Area. He succeeds in eliminating three units in the Rostov battle and forcing the remaining units to retreat. He has earned 2 modifiers. His marker is placed in the +2 box of the Modifier Track. His defection roll for the Reds retreating from Rostov would be modified by +2, but he rolls a 1, so no Red units defect. In the second combat, he forces the Reds to retreat from the Kiev Area (for another +1 modifier) and now has a +3 DRM total. He then rolls to determine if any of the retreating units defect; he rolls a 3 which is modified to a 6 and successfully causes a defection (generating an additional +1 modifier). Denikin now has a +4 modifier which he can use during any subsequent combats this turn and in his Recruit Phase (if it has not already been pulled this turn).*

11.0 MODIFIERS

There are a number of events which grant and take away a modifier that affects the Recruitment and Defection DRs during the game. The Red side and each individual White faction are capable of gaining and losing these modifiers.

11.1 General Rules

11.1.1 A Modifier Track is printed on the map for players to keep track of their side's/faction's modifier. A side's/faction's modifier can never be less than 0 or greater than 4.

11.1.2 As each player gains a modifier, place the appropriate side's/faction's DRM marker on the Modifier Track.

11.1.3 Throughout the Game Turn, whenever a faction gains a modifier, its faction marker moves up the track.

11.1.4 A Red side or White faction can have a maximum modifier of up to a +4 DRM on their Recruitment and Defection die rolls from the reasons listed in Case 11.1.5.

11.1.5 Gaining/Losing Modifiers. See the Table on the PAC for when a modifier is gained or lost.

11.1.6 The modifiers are gained for each occurrence of the event during either side's Combat phase.

11.1.7 Modifiers for eliminating units and forcing an enemy retreat are determined and marked on the track **before** any Defection die roll is made. Adjust the appropriate faction marker on the modifier track.

12.0 REPLACEMENT AND RECRUITMENT SEGMENT

Once the game begins, it is important for each faction to keep up the number of units they have in play. The more units you have, the better your chances of winning. When a side's Recruit chit is drawn, either the Reds or ALL the White factions will replace and recruit units.

12.1 Replacements

12.1.1 To determine the number of replacement units received (**Exception** Case 12.1.6) cross-reference the number of PIPs your side/faction currently controls with the Units Received column on the Replacement Chart (see PAC).

12.1.2 A player may only return pieces that are in his Eliminated Box.

12.1.3 If, according to the chart, you are entitled to bring on 3 units, but you only have 2, then you can only bring on the 2 units.

12.1.4 They cannot be saved for another turn.

12.1.5 Returned Red or White faction units may only be placed in an area that is controlled by them. They will be allowed to move and participate in combat during the current game turn.

12.1.6 The **Foreign** and **Czech** factions do not receive replacements based on PIPs. Instead, they get a set number of units returned from the Eliminated or Recruitment Boxes each turn.

a) The Foreign faction must take units in the Replacements Box first, if available.

b) In 1918 and all the 1919 turns (Game Turns 1 through 4), both the Foreign and the Czechs factions receive two replacements each.

c) Beginning in 1920 (Game Turn 5) and continuing until the end of the game, both of these factions only receive one replacement each per turn.

d) The Japanese Foreign unit can only be placed in the Vladivostok Area. Should that area be under Red control, the Japanese unit is permanently removed from the game.

12.2 Recruitment

12.2.1 Each player consults the Recruitment Table (see PAC) and rolls the die for the each side/faction they control.

12.2.2 The following modify the die roll and are cumulative:

a) For each 10 PIPs the side/faction has add one (+1) to the die roll.

b) Add any modifier from the Modifier track for the side/faction (due to elimination and retreat Combat results).

c) Cross-refernce the modified roll result and the appropriate side's column.

d) If it has a number, that represents the number of new units that the side/faction receives immediately.

e) Take the indicated number of units from the Recruitment Box only.

f) The type of unit selected is up to the owning player, subject to availability.

g) All new units recruited during this phase are immediately placed on the map in any location(s) currently controlled by that side/faction (**Exceptions**: Sections 14.2 and 14.5).

h) They participate in all game turn activities from that point on.

12.3 New Units

After the initial set-up, new units are introduced into the game through Recruitment (Section 12.2) or Defection (Section 10.6).

12.3.1 The counter-mix limits the total number of units a side/faction may have in play at any point in time during the course of the game.

12.3.2 Units that Defect are normally taken from the Eliminated Box first and then if none are available, from the Recruitment Box.

12.3.3 Whenever all the counters of a side/faction are in play, no new units can be added, regardless of the success of Recruitment or Defection.

12.3.4 If units become available through combat losses, then any subsequent Recruitment and Defection die rolls which are successful can use those units.

13.0 POLITICAL CONTROL PHASE ---------

Political influence represents the will of the people in that region to "support" your side/faction. The influence point totals may vary during the course of the game based on where the units for each faction end up, the winning and losing of various battles, and where retreated units end up.

13.1 General Rules

13.1.1 A side's/faction's PIP total is only adjusted during the Political Control Phase of the turn.

13.1.2 Each player calculates his side's or faction's PIPs based on his controlled areas and adjusts his PIP marker to reflect the current tally on the PIP Track (see map).

13.1.3 Remove German Army control markers (end of Game Turn 1 only).

13.1.4 If the Reds or a White faction do not have any units on the board at the start of this Phase, they are eliminated from the game (Module 4.0).

13.1.5 Resetting Modifiers At the end of this Phase, move all the Modifier markers back to the 0 box of the track.

Game Play Note *The gain and loss of modifiers starts over at the beginning of the next turn.*

13.1.6 At the end of game turn 10, all players will make their calculations that will help determine final victory!

14.0 SPECIAL RULES ----------

14.1 Makhno Faction

Nestor Makhno was an anarchist who started the Civil War working with the Reds, then established a semi-autonomous state in the southern Ukraine (the Odessa Area) against the Reds.

14.1.1 Appearance On Game Turn 8, Makhno appears (he actually sets up his own country).

14.1.2 Any Red units in the Odessa Area are immediately displaced to any adjacent, Red-controlled area. If there is none, they are eliminated.

14.1.3 Two Makhno combat units are placed in the Odessa area. The Makhno faction Movement chit is placed in the opaque container. He now functions as a White faction.

14.1.4 Should the Odessa area be controlled by another White faction at the start of Game Turn 8, place the two Makhno units there and immediately change the control marker to a Makhno marker. The former owner does not lose any units, just control of the area.

14.1.5 If the Poles control the Odessa area, the two Makhno units appear and must fight the Poles when the next White Combat chit is drawn.

14.1.6 Limited Movement The Makhno faction's units may only enter (either by movement or retreat after combat) the Odessa, Minsk, Kiev, and Rostov Areas. They may use rail, but may only enter those four areas.

14.1.7 Combat Makhno functions as any other White faction. The units of the faction follow the normal rules for combat when attacking or defending an area with other White units.

14.1.8 Recruits/Replacements The Makhno faction can only place recruits and/or replacements in the Odessa Area. If Makhno loses control of that Area, the faction cannot place any units until it is recaptured.

14.2 The Poles

The Poles enter the game as a White faction on Game Turn 5 (the first game turn of 1920).

14.2.1 The Warsaw Area is out of play until the Poles enter the game.

14.2.2 Once in the game, the Poles move, recruit and gain PIPs like other White factions.

14.2.3 All Polish recruits enter the game in the Warsaw Area only.

14.2.4 Polish Movement The Poles may not end a move in the same area as another White faction.

14.2.5 If, due to combat, they must retreat into a area with other White factions, they may not contribute to the defense of that area if it should come under subsequent attack.

14.2.6 Should the Poles start their activation in the same area as another White faction, they may either stay in the area or move, at their discretion. If they stay, the other White faction(s) **must** move out of the area at their earliest opportunity.

14.2.7 Control of the area would then fall to the Poles.

14.2.8 Poles in Combat Each Polish unit rolls two (2) dice when in combat, for both attack and defense.

14.2.9 In addition, any Polish units defending the Warsaw Area take two (2) hits each before they are eliminated. (*This simulates the tenacity of the Poles when defending their homeland.*) Apply hits as detailed for tanks (Case 14.6.3).

14.2.10 Neutralizing the Poles The Poles remain in the game until the Warsaw Area is neutralized by the Red player.

a) During a Red Combat Phase, if the Reds have two more combat units attacking the Warsaw Area than the Poles have defending it, the Warsaw area is neutralized.

b) Once the above is achieved, the Poles Sue for Peace and are removed from the game after the combat is resolved (regardless of the outcome of the combat).

c) If the Poles have Sued for Peace, place the Polish Peace marker in the Warsaw Area to show that it is now off limits to the Reds and the Whites. (Historically the Poles were out of the war by October, 1920.)

Any Red units that are in the Warsaw Area are now moved to an adjacent Red controlled area. If none is available, the Red units are moved to the Petrograd Area if under Red control. If Petrograd is not Red controlled then the Red units are placed in their Eliminated Box.

14.2.11 Eliminating the Poles If the Reds capture the Warsaw Area (Poland), the Polish faction ceases to exist.

a) To capture Poland, the Reds must eliminate, or force to retreat, all Polish units in the Warsaw Area.

b) Should a Red unit occupy an un-occupied Warsaw Area during its movement (i.e. the Poles left the area empty), the Poles are eliminated from the game immediately.

Game Play Note *Tthe Polish player should always leave a unit in Warsaw. You might be able to reinforce the area before the Red Combat chit is drawn!*

14.3 Denikin Volunteer Units

14.3.1 These units roll two dice when engaged in combat, either attack or defense.

14.3.2 They normally take only one hit to eliminate

14.3.3 Volunteer units are not immediately removed from the combat after suffering 1 hit. They continues fighting until either the combat is concluded or a second hit is applied to it, at which point it is removed.

14.3.4 They may be recruited normally and be brought back as replacements once eliminated.

14.3.5 These units are not subject to defection. *These units were more motivated than the regular Russian units and therefore not susceptible to defection.*

14.4 Wrangel Faction

14.4.1 On any turn where the Denikin faction has been eliminated, place the indicated Wrangel faction forces (see Setup Chart on PAC) on the map in either the Rostov or Baku Areas (owning player's choice).

14.4.2 The Wrangel units appear in either Area even if they are occupied by Red units. This is an exception to the usual placement rules. This means that the Wrangel units may have to fight to gain control of the area they are placed in. They can also choose to retreat from a combat into a friendly controlled area.

14.4.3 The Wrangel Volunteer unit acts like the Denikin Volunteer units (Section 14.3).

14.4.4 The Wrangel faction now takes the position of the Denikin faction in the Faction Priority order. It operates like any other White faction.

14.5 Foreign Faction

The Foreign faction is composed of military units from Great Britain, Canada, France, Japan, and the United States.

14.5.1 Initially, the Foreign faction starts in the Archangel Area.

14.5.2 Throughout the game, the Foreign faction can only place newly recruited and replacement units in the Archangel or Vladivostok Areas and **only** if the area in which they are being placed is controlled by the Foreign or a White faction.

14.5.3 The Japanese unit may **only be placed** in the Vladivostok Area.

14.5.4 If at the start of the Political Phase, the Archangel and Vladivostok areas are Red controlled, and there are no Foreign faction units on the board, the Foreign faction is eliminated from the game.

14.6 Tank Units

A number of factions in the game have tank units (representing a variety of tanks and armored vehicles) which have special combat abilities.

14.6.1 The Denikin, Wrangel (if in play), and Yudenich factions and Red side can place their tank units in their Recruitment Box beginning with the first turn of 1919 (Turn 2).

14.6.2 These units roll two dice in combat.

14.6.3 They take two hits to eliminate. When a tank unit takes a hit, rotate it 180 degrees. If it takes a second hit during **the same combat**, it is eliminated.

14.6.4 Tank units can only participate in the one round of combat that must be the first round that they can fight (Section 14.8).

a) After they have participated in the combat, they may not contribute further to the attack or defense during that combat, other than they may absorb hits at the discretion of the owning player.

b) Should a tank unit fail its reliability check (Section 14.8) during the first round of combat, it may participate in one subsequent round of combat, provided it successfully passes another reliability roll in that round of combat.

14.6.5. When a tank unit is eliminated, remove it from the map and place it on the game turn track two turns ahead (i.e. a unit eliminated on turn 5 would be placed on the turn 7 turn box).

14.6.6 At the start of the turn where the tank unit is to return into play, it is removed from the Game Turn Track and placed in the **Recruitment Box** (not the Eliminated Box).

14.7 Aircraft Units

14.7.1 Placement All sides/factions that have aircraft units can place them in their Recruitment Box beginning with Game Turn 2. Aircraft units function like other units with the some exceptions.

14.7.2 Movement Aircraft move like any other units; they are assigned to a force (or are declared a force by themselves) and move via regular or railway movement (Module 9.0).

14.7.3 Combat At the start of a Combat Phase, aircraft can "fly" into any adjacent contested area that contains non-air units of the same side/faction.

a) Each aircraft can participate in each round (as long as it passes its Reliability Check, Section 14.8) of one area's combat in a turn (as the attacker or defender).

b) If they choose to "fly" to an adjacent area, they are just moved to the area; no die roll is needed.

c) The active player moves his aircraft first and then the other player moves his aircraft.

d) Each aircraft unit must make a reliability check at the start of each round of any combat they participate in (Section 10.8).

e) Each unit rolls 1 die for combat (hitting on a 6 result).

f) If eliminated, they are placed in the side's/faction's Eliminated Box.

Players Note: *There is no way of knowing for certain that the area the aircraft fly to will actually have combat. Maybe the addition of the air units causes the other player to cancel his attack plans.*

14.7.4 Aircraft and Areas Aircraft units cannot gain control of a area by themselves but they may be the sole occupant of a area.