

# REDS! RED PLAYER AID CARD

## RED RANDOM EVENTS TABLE

- 2 **Political Intrigue.** If White has the Initiative, switch it to Red. Treat as No Effect on Turn 1.
- 3 **Aircraft.** Add one Red air unit (20.1) if available.
- 4 **Partisans.** Select an available Red partisan unit and place it per rule 20.8.
- 5 **White Corruption.** All AFSR, Siberian, Northern, and North-western White infantry and cavalry units add 1 to Rally rolls this turn (place marker on Turn Record Track).
- 6 **Semenov Cossack Raid.** All Siberian White infantry and cavalry units add 1 to Rally rolls this turn (place marker on Turn Record Track).
- 7 **Armored Train.** Place a Red armored train (20.3), if available, at any rail hex containing a supplied Red infantry or cavalry unit.
- 8 **Red Terror.** Place a Red Terror marker, if available, in any non-Red city you control except krugs, White supply hexes, or cities in the Baltic Republics or Poland. The city is permanently treated as a Red city for all purposes (13.1).
- 9 **River Flotilla.** Unless it is Winter, place a Red river flotilla (10.7), if available, with any supplied Red infantry or cavalry unit on a river (including Volga, excluding the Vistula).
- 10 **Red Leader.** Randomly select a leader not yet in play, if any, and either place him on the Field Staff command box or roll a die and assign him to the indicated Front command. If there is already a leader in selected box, that leader is removed and may re-enter play through subsequent random event.
- 11 **Red Leader.** Same as roll of 10.
- 12 **Red Leader.** Same as roll of 10.

## RED CITY SUMMARY

- Revert to Red control if vacant
- White player does not receive city bonus (1L) on defense
- White reinforcements may not arrive at a red city even if controlled (occupied) by friendly units.

## REPLACEMENTS

*All replacements arrive disordered*

### Whites (14.3):

- 1 AFSR and 1 Siberian unit until Major Allied Withdrawal
- 1 Polish unit
- Ukrainian garrison if Kiev not Red controlled

### Reds (14.4):

- 1 unit each for Moscow, Tula, Petrograd
- 1 unit for every 3 other resources controlled
- Makhno unit (once per game)

## COMBAT RESULT TABLE

Combat Differential	Combat Odds					
	1-3	1-2	1-1	2-1	3-1	4-1
-7	AR	AR	AR	AR	AR	a
-4 to -6	AR	AR	AR	AR	a	ad
-1 to -3	AR	AR	AR	a	ad	adR
0	AR	AR	a	ad	adR	dR
+1 to +3	AR	a	ad	adR	dR	aDR
+4 to +6	a	ad	adR	dR	aDR	DR
+7 to +9	ad	adR	dR	aDR	DR	DR
+10 to +12	adR	dR	aDR	DR	DR	DR
+13	dR	aDR	DR	DR	DR	DR

**a,d:** Attacker's or defender's largest manpower non-garrison unit (owner's choice if several) loses 1 step; if lone defending unit stacked with garrison eliminated, eliminate garrison.

**A,D:** All attacking or defending non-garrison units lose 1 step; if all defenders stacked with garrison eliminated, eliminate garrison.

**R:** Retreat all non-garrison units 2 hexes and eliminate garrisons.

## RALLY TABLE

Unit	Roll to Rally
Red	1-2
Red with Red Train	Auto
White (non-AIF/Pole)	1-2
White (after Major Withdrawal)	1
AIF	1-3
Polish (neutral)	1
Polish (at war)	1-2
Polish (in or adjacent to Warsaw)*	1-3
AFSR With Wrangel (Event W-12)	[-1 from die]
Semenov Raid (Event R-6)**	[+1 on die]
Corruption (Event R-5)‡	[+1 on die]
Tsar alive, before Major Withdrawal	Auto‡‡

\*Applies only if Red units are in Poland.

\*\*Applies only to Siberian units.

‡Applies only to AFSR, Siberian, Northern and Northwestern White Infantry and cavalry units.

‡‡Once per turn for a single AFSR or Siberian infantry unit.



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# REDS! WHITE PLAYER AID CARD

## WHITE RANDOM EVENTS TABLE

- 2 Freikorps.** If it is after Turn B, the von der Goltz FreiKorps may leave the Baltic Republics at any time, may attack Baltic Nationalist Garrisons (17.0), and resources it captures count toward the White total (13.7). Place event marker on Turn Record Track.
- 3 Typhus.** Disorder one full-strength Red infantry or cavalry unit of your choice.
- 4 Tanks.** If it is after Turn B and before Major Allied Withdrawal, place a White tank unit (20.13), if available, with any supplied, non-raiding AIF, AFSR, Northwest Army, or Polish infantry or cavalry unit.
- 5 Amphibious Invasion or Cavalry Raid.** Receive either an amphibious invasion (20.2) or cavalry raid (20.4) marker, if available.
- 6 AIF Offensive.** Any or all AIF units may attack this turn when the AIF chit is played (place marker on Turn Record Track).
- 7 Armored Train.** Place a White armored train (10.6), if available, at any rail hex containing a supplied, non-raiding AFSR, Siberian, Polish, or AIF infantry or cavalry unit.
- 8 Partisans.** Select an available White partisan unit and place it per rule 20.8.
- 9 River Flotilla.** Unless it is Winter, place a White river flotilla (20.12), if available, with any supplied, non-raiding infantry or cavalry unit on a river (including Volga).
- 10 Aircraft.** Add one White air unit (20.1) if available and Major Allied Withdrawal has not yet occurred.
- 11 Political Intrigue.** Randomly remove one Red leader, if available. (The leader may re-enter via subsequent random event.) If Red has the initiative, switch it to White.
- 12 Wrangel.** If it is after turn C, replace Denikin with Wrangel (flip marker) (12.12).

## RED CITY SUMMARY

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## REPLACEMENTS

*All replacements arrive disordered*

### Whites (14.3):

- 1 AFSR and 1 Siberian unit until Major Allied Withdrawal
- 1 Polish unit
- Ukrainian garrison if Kiev not Red controlled

### Reds (14.4):

- 1 unit each for Moscow, Tula, Petrograd
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\*\*Applies only to Siberian units.

‡Applies only to AFSR, Siberian, Northern and Northwestern White Infantry and cavalry units.

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# POLITICAL RESTRICTIONS SUMMARY

## No Movement by:

- Cossacks beyond 8 hexes of home krug
- Makhno unit beyond 2 hexes from District
- Anyone into Transcaucasus, Baltics, or west of Occupation Line until Turn B
- Reds into neutral Poland
- Neutral Poles beyond 1 hex from Poland
- Non-Pole Whites into Poland
- AIF into Baltics
- von der Goltz outside Baltics until "Freikorps" event
- Estonian Army outside Baltics
- Northwest Army from outside Baltics back in

## No Stacking With:

- Partisans (9.5)
- A different White Faction, except AIF (9.4)
- Nationalist Garrisons, except White with Ukrainian (9.6)
- Neutral Poles by non-Poles (9.6)

## No ZoCs:

- Across Occupation Line before Turn B (8.1)
- Across neutral Polish border (8.1)
- Outside Baltics by Estonian unit (8.1)
- Against Makhno unit inside Makhno District (8.6)
- Against Raiding or 1st Konarmia Cavalry (8.6)

## Combat

- Non-Makhno partisans may only attack garrisons or partisans (11.2)
- Partisans may only attack alone (11.2)
- Garrisons only participate if alone (11.1)
- AIF may only attack if "AIF Offensive" event (11.2)
- White may not attack Nationalist Garrisons (17.1) except von der Goltz in Baltics after "Freikorps"

## No Resource Control for Either Side if by:

- Polish unit
- Makhno unit
- Nationalist Garrison
- von der Goltz before "Freikorps" event

# REGIONAL SUMMARY

## Poland (15.0)

- Begins neutral (15.1)
- No ZoCs across neutral Polish border (8.1)
- Non-Pole Whites may not enter Poland (10.7)
- Reds may not enter neutral Poland or attack neutral Poles (15.1)
- Units remain within 1 hex of Poland while neutral (15.1)
- Polish units may not stack with non-Polish units (15.1)
- Add activation chit Turn B and remove it if conquered or reverts from war to neutrality (15.4, 15.5)
- Enters war upon activation when Reds are in Baltics with 2+ non-partisan units, control Baltic city, or have less than 4 manpower within 5 hexes of Poland; or after Major Withdrawal with White initiative (15.2)
- May receive/use air, train, flotilla, tank units
- Rally on 1 while neutral, 1-2 when at war, and 1-3 if in or adjacent to Warsaw while Reds in Poland
- Replace 1 unit per strategic turn at Warsaw or city in Poland in supply to Warsaw (14.3)
- No Red Terror (Red Event #8)
- No Red Train rally within 6 hexes of Warsaw (20.10)
- Controlled cities (including resources) are neutral (13.1)
- Conquered if Red controls Warsaw at end of Polish activation (15.4)
- Red may attempt peace if no Reds in Baltic Republics and no Poles outside Poland or Baltic Republics (15.5)

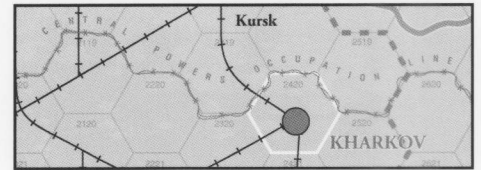
- Red can win without controlling any Polish cities (4.2)

## Transcaucasus

- Units may not enter before Turn B (10.3)
- Cities begin neutral (3.4)
- White receives control of Batum on Turn B (13.3)
- White may not attack Nationalist Garrisons (17.1)
- Whites there after Major Withdrawal are out of supply (18.4)
- Batum is not a supply source after Major Withdrawal (18.4)

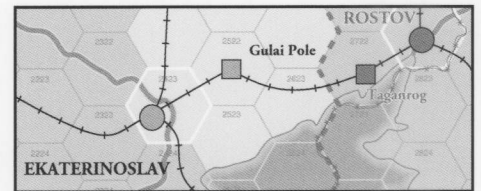
## Baltic Republics

- Cities begin neutral (3.4)
- AIF may not enter (10.8)
- Estonian Army may not move, attack or project ZoC outside Baltics (10.8)
- Northwest Army units that leave may not re-enter (10.8), and those inside during Logistics segment after Major Withdrawal are eliminated (18.4)
- Von der Goltz may not leave until "Freikorps" event (10.8)
- White may not attack Nationalist Garrisons (17.1), except the von der Goltz unit after "Freikorps" event
- Baltic flotilla defends Latvian Garrison against Von der Goltz (17.3)
- No Red Terror (Red Event #8)
- Red presence can trigger Polish entry into war (15.2)
- Absence of Red units in Baltics a condition for Red peace attempt with Poland (15.5)
- Red can win without controlling all Baltic cities (4.0)



## Occupation Line

- Units may not go west of or trace supply across line before Turn B (10.9, 12.7)
- Cities west of line begin neutral (3.4)
- Red receives control of unoccupied Red Cities west of line on Turn B (13.3)
- White receives control of Sevastopol on Turn B (13.3)
- Ukrainian Garrison is neutral, but White may stack with and replace it (17.2, 14.3)



## Makhno District

- District cities revert to neutral and block strategic movement and supply unless occupied by non-Makhno unit or (for Red) Red Terror (12.7, 10.3, 13.1)
- Makhno unit ignores ZOC in District (8.6)
- Makhno unit must stay within 2 hexes of District (10.9)
- Resources held by Makhno unit count for neither side (13.1)
- Makhno Partisans rebuilt by Red once per game, placed within 1 hex of District (14.5)