



# Triumph of Chaos

The Russian Civil War  
1918-1921

# СМЕРТЬ



Game Designed by D B Dockter

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## Supplement v 2.3

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**Triumph of Chaos v2.0 DELUXE!** includes a significant political component that complements military operations depicted in this game. This reflects a game design philosophy that any strategic conflict simulation worth its salt must reflect Carl von Clausewitz's belief that "*War is the continuation of politics by other means*" and Napoleon Bonaparte's statement that "*The moral is to the physical as three to one*".

If I were a better designer, my game would operate off of a strategic will model; where players' focus would be to preserve their national will while destroying the will of the enemy. Instead, I relied upon a trusted and true wargaming model of "capturing the flag" – in this case victory cities. Impacting that geographic struggle is the ability of the political arena to change the geography by opening up new fronts of conflict (ex: the sudden entry of a neutral on one side of the conflict).

The Supplement contains the preponderance of the political rules governing **Triumph of Chaos v2.0 DELUXE!** I hope they relatively accurately reflect the primary dynamics of the political arena engulfing the Russian Civil War, provide a ton of story flavor, and, well entertain gamers and students of the conflict. Enjoy.

**Rulebook Version v2.3 significant changes in RED.**

# 14.0 Campaign, Scenarios, Victory

## 14.1 Campaign Game

*Note: Throughout the Rules & Supplement this is referred to as the “game”.*

### Place Information Markers

Place the Game Turn marker on Turn 1. Note that Turn 1 has 5 Action Rounds.

- **Place Victory Center markers** (“cubes”)
  - **RED 9** = 9 VCs (9 RED Home Regions plus 2 {Migulinskaya in the Don, Perm in Urals North} minus 2 {WHITE controlled Socialist Revolutionaries - Kazan & Samara in East}).
  - **WHITE 10** = 8 VCs (8 WHITE Home Regions minus 2 {RED controlled Migulinskaya & Perm} plus 2 {WHITE controlled Kazan & Samara} plus 2 Far East)

*Note: 16 VCs are neutral at the start*

- **Place Resource Centers markers** (“barrels”)
  - **RED 8**: Petrograd, Moskva, Tula 817, Saratov 823, N.Novgorod 642 and Perm 523...note Petrograd and Moskva count as two each
  - **WHITE 7**: Sevastopol 301, Novorossiysk 308, Taranrog 338, Izhevsk 635, Vladivostok 901, Omsk 528 {counts as 2}

*Note: 6 Resource Centers are neutral at the start. As an aside, if WHITE can gain control of Britain or France, they can utilize 308 and 338 (if controlled) which would provide an additional 2 of capacity (denoted by P1 in each port).*

### Place the Faction Control Markers

Place FCMs on the Neutral space of the Faction Control Track for all Factions except those listed below:

- **FCMs Starting the game in the WHITE Influence box**: Czech Legion, Britain, USA, Khiva
- **FCMs Starting the game in the RED Influence box**: Belarus and Turkistan

### Place markers on Involvement Tracks

At start locations for Socialist Revolutionaries, Polish, Ukrainian, Japanese

### Disposition of Force (“Setup”)

Units marked with a “circle S” are placed on the map locations with the appropriate flag. The flags are color coded for side (red=RED, white=WHITE, green=Czech Legion and black=Central Powers) and contain an abbreviation for each particular unit. Units marked with a “circle SR” are placed in their respective Strategic Reserve. All units are placed on their “full side” unless they have a parentheses: ex (1) would mean Army 1 is reduced. The Socialist Revolutionary forces begin the game on their “WHITE” side (see Socialist Revolutionary Involvement Track)

### Units on Map

Place units on the spaces with flags. Each location below also contains the space #. Key: R=RED, c=corps, a=army, (x)=reduced

#### RED (11 Armies, 27 Corps, 2 Leaders)

##### North

715 Petrozavodsk – Rc16  
701 Petrograd – Ra7, Latvian Rifle Corps 1  
719 Kem – Rc15  
729 Severodvinsk – Rc18  
726 Vologda – Ra6  
742 Balezino – Rc17

##### East

645 Valeriia - Rc19  
638 Norlinsk – Ra (2)  
642 N.Novgorod – Rc14  
629 Cheboksary – Ra5, Latvian Rifle Corps 3  
627 Irena – Rc13  
625 Balakovo – Rc9  
618 Yershov – Rc10  
609 Dzhambeyty – Rc11  
606 Karabau – Rc12  
615 Kamyshin – Rc7 (*note: setup info on counter incorrect*)  
601 Tsaritsyn – Ra10  
603 Elton – Rc8

##### Urals North

523 Perm – Ra (3)  
516 Ekaterinburg – Rc20, Tsar (on Arrested! side)

##### Far East (FE)

915 FE Restrict 2 – RcFE5  
907 FE Restrict 3 – RcFE6

##### Central

801 Moskva – Latvian Rifle Corps 2, Lenin (backside – wounded)  
814 Kursk – RcMurv  
818 Stary Oskol – Rc4  
825 Penza – Ra (1)  
819 Voronezh – Ra8, Rc5  
822 Balashov – Rc6  
823 Saratov – Ra4, Stalin

##### Don

330 Millerovo – Rc3  
326 Belaya Kalitva – Ra9, Rc2, Trotsky  
321 Gashun – Rc1

##### Kuban

317 Svyatoi Krest – Ra11  
316 Kizlyar – Ra12



## **WHITE** (9 Armies, 14 Corps, 2 Leaders)

### **Urals Central**

507 Orenburg: Si Oren a (1)  
510 Sterlitamak: Si c4  
504 Orsk: Si Cos c1  
501 Emba: Si Cos Cav c1

### **Urals North**

518 Kurgan: Si c3  
526 Ishim: Si a (1), Si c1  
528 Omsk: Si a (2), Si c2

### **East**

607 Karatobe: Si Cos 3  
608 Lebedevka: Si Cos 2

### **Far East**

910 Chita: W FE c4  
905 Svobodny: W FE c5  
908 Skovorodino: W FE c6

### **Don**

329 Kamemsk-Shakhtinsky: Don South Army  
324 Rostov: Don Cavalry Army, Don c1, Krasnov  
325 Novocherkassk: Don North Army  
322 Velikokniazh: Volunteer a1, AFSR elite c2, Denikin

### **Kuban**

301 Sevastopol: AFSR c1  
319 Petrovskoye: Volunteer a2, AFSR elite c1  
315 Pyatigorsk: Volunteer a3, AFSR c2

## **Other Forces**

### **Central Powers** (6 armies/9 corps)

#### **Estonia:**

122 Narva: German c1

#### **Latvia:**

119 Daugavpils: German Army a8A, 8B

#### **Lithuania:**

114 Ulena: German c2

#### **Belarus:**

241 Minsk: German Army a9A, a9B  
238 Homel: German c3

#### **Ukraine**

218 Kyiv: German cShock  
220 Shostka: German c4  
222 Sumy: German a Group Kyiv, Eichorn  
223 Akhtyrka: German c5  
224 Kharkiv: German Army a10A, a10B  
225 Lugansk: Austrian c1  
226 Donetsk: Austrian Army a2  
303 Dzhankoy: Austrian c2

#### **Transcaucasia**

401 Baku: Turkish Army  
404 Batum: Turkish c1

## **Czech Legion** (3 armies, 2 corps, 1 leader)

### **East**

643 Oktyabrskiy: Czech Legion corps c2  
633 Buguruslan: Czech Legion a1, c1, Syrovoy

### **Urals North**

511 Ufa: Czech Legion a2  
513 Chelyabinsk: Czech Legion a3

### **Far East**

916 Krasnoyarsk: Czech Legion c3  
918 Irkutsk: Czech Legion c5

*(Note: NO other Factions begin game on map)*

## **Socialist Revolutionaries**

*(3 armies, 6 corps, 1 leader)*

### **Urals North**

520 Kungur: SR cBakhr

### **Far East**

913 Novosibirsk: SR c3  
914 Tayshet: SR c4

### **East**

635 Izhevsk: SR aURR  
637 Vyatskiye Polyany: SR c2  
630 Kazan: SR aKU2, IGSR TRAIN (WHITE side)  
632 Borovka: SR cCAV  
623 Samara: SR aKU1, Kappel  
624 Syzran: SRc1

*(Note: SocRev begins game WHITE controlled)*

## **Units in Strategic Reserve**

### **RED** (5 corps)

Red Elite corps 1, 2  
Red corps 21, 22, 23

### **WHITE** (9 corps)

AFSRc3, AFSRc4  
Don elite c1  
Don c2, Don c3  
Don CAV c1  
Si c5  
Si elite c1  
Si Cos c4

### **Czech Legion** (3 corps)

Czech Legion c4, elite c1, elite c2

### **Central Powers & Socialist Revolutionaries**

None

### **Place Control Markers**

Spaces that are behind the initial line (*example: 318, 328, 331, 334 and 335 are RED controlled*) do not require Control Markers unless players desire to clearly mark everything.

## Optional Setup

The provided setup is somewhat based upon the actual deployment of forces during the summer of 1918. Both sides were still mobilizing, and the front was chaotic. Additionally, the Russian Civil War presents any potential designer with the challenge of finding accurate order of battles (OOBs). So, if players wish for a little more uncertainty in the setup, try the following:

- For each army listed on the setup (except WHITE Socialist Rev, Siberian 1 & 2 Armies), roll a die. If a 4-6 results, flip the army to its reduced side
- After the Action Cards (ACs) have been dealt and prior to start of the Political Phase, each player may secretly allocate 1 card to generating immediate replacements. Each player places a card face down (a player may allocate their Bluff or Influence Cards {AC#53 or 54}, but they receive no replacement steps) in front of them. Reveal ACs simultaneously. The Card Value of each Action Card is the number of reduced strength armies that may be flipped back to their full side. Players alternate flipping armies to full; with the player that allocated the higher value AC starting (die roll if tied). WHITE may NOT flip either the Siberian 1 or 2 armies to their full side.

**Victory Conditions:** See rule 14.3

**Game Length:** 16 turns

The following is a short scenario, designed for two purposes: playable in about two hours and something that can quickly introduce players to the game. The Central Powers, Poland and Ukraine have been removed from the game to simplify the learning experience. Given the absence of these Factions, control of other Factions may determine the winner of the scenario. We have utilized this scenario at the World Boardgaming Championships convention and found it to be very well balanced – playable in 2 to 3 hours.

## 14.2 Intro Scenario: 1918

**Overview:** If you are new to Triumph of Chaos, you may wish to start here: a short learning scenario. Additionally, this scenario was used as the tournament scenario at the World Boardgaming Championships, so it is well tested and balanced.

**Markers:** Place Information, Faction Control and Political Involvement Track markers as the Campaign Game. The only change is the that the only PIT used is the Socialist Revolutionary (*Ukraine, Poland, Japan are NOT used*)

**Initial Force Disposition:** Same as Campaign Game, except do not set up the Central Powers Faction (not utilized in this short scenario).

**Victory Conditions:** Determine sides by bidding (rule 6.4). The side leading in Victory Points (VPs) at the end of the scenario, wins (RED wins if tied).

**Action Card Penalties:** Since the scenario does not involve the 1919 Deck, but utilizes all the cards in the 1918 Deck, some of which would be normally played as “prerequisite cards, the following VP penalties exist if the indicated cards are not played as events during the scenario:

**WHITE:** - 1VP:ACs 1,3,5,7,9: -2VP:AC 14

**RED:** - 1VP: ACs: 1,2,10,11,13 : -2VP: AC 12

**Faction control bonuses:** A side gains a VP each for control of a faction at the end of the game: 2 VPs in the case of both Poland & Ukraine.

The AC penalties and Faction control bonuses are assessed at the end of the scenario.

**Scenario Length:** Scenario begins Turn 1 (Summer 1918) and ends at conclusion of the Turn 3. Only the 1918 Deck is utilized in the game.

### Other Scenario rules:

- **NOT in conflict:** The Baltics, Ukraine, Poland, Belarus, Transcaucasia and France may NOT enter the conflict (*however, they do participate in the Political Phase – sides can still gain control via the Faction Control Table, which generates a VP bonus {see above}*).
- **No TSAR or IGSR TRAIN**
- **SA Restrict:** Special Actions (rule 10.2): Only 1 space activation and NO ACT Removal may be utilized.



THE TSARINA AND TSAREVICH.

## 14.3 Victory Conditions (Campaign Game)



### Victory Points (VPs)

VPs are generated by...

**The Differential:** The difference between RED and WHITE controlled Victory Cities at the end of the game turn, generates that amount of VPs.

*For example, assume it is the end of Turn 1. There has been no change in control of any VC. There has been no change of Factions on the Faction Control Chart. There has been no change in the Socialist Revolutionary Involvement Track (they remain WHITE). The situation is:*

- **RED controls 8 VCs:** 3 in the North, 3 in the Central, 1 in the East (2 VCs in that region are not controlled by RED - Samara 623 and Kazan 630 are controlled by WHITE Socialist Revolutionaries), 1 in Don (Migulinskaya).
- **WHITE controls 11 VCs:** (2 in Kuban, 1 in Don (Rostov), 2 in Urals South, 2 in Urals North, 2 in the Far East and 2 in the East (Samara & Kazan – again, assuming no change in the Socialist Revolutionary Involvement Track).
- **In this case, 3 WHITE VPs are generated.** The VP total is tracked on the Game Track on the Map. The VP marker is subsequently adjusted at the end of each turn based by adding or subtracting the VP total from the leading side.

**Conquering:** Conquering a Republic (2 VP per Faction Victory City) (15.31). No VPs are awarded for conquering a Country. Major Powers cannot be conquered.

**Major Power army losses:** Elimination of player controlled Major Power armies at the time of a Major Power's withdrawal provides VPs for the enemy. When the Major Power Faction (*Britain, France, USA, Central Powers and Czech Legion*) withdraws, the non-controlling side receives 1 VP per Faction army that is currently eliminated. If neither side controls the Faction, no VPs are generated. *For example, WHITE controls France. During the Logistics Phase, it is determined that*

*France withdraws from the conflict. One French army is in a Dead Box. RED immediately receives one VP.*

**Violation of an In-Fighting Chit:** 2 VPs for the enemy (13.51)

**Loss of a leader:** Elimination or removal of a friendly RED or WHITE (*not Faction*) leader generates VPs equal to the leadership rating (12.5)

**WHITE Link-up:** A one time VP bonus equal to a die roll (7.25) is made during the Logistics Phase

**Miscellaneous:** Moskva bombed by WHITE Air units (13.74), IGSR Train captured and moved to Omsk (13.73) and Polish Peace (15.44).

**Victory:** There are two possible paths to victory: "sudden death" or "end-of-game":

### Sudden Death Victory: Turns 1 - 15

**EITHER SIDE: 5-35-5:** When a side gains control of 5 enemy home Victory Cities (VCs) or gains at least 35 Victory Points (VPs) that side rolls a die. On a result of 5 or 6, that side (with 5 enemy home VCs or 35 VPs) immediately wins the game. Modify the die roll by 1 for each turn of meeting either victory condition (controlling 5 enemy home Victory Cities or having 35 VPs). For example, WHITE has at least 35 VPs for two consecutive turns. WHITE only needs to roll a 4, 5 or 6 to win. One exception: a victory die roll of a natural "1" never results in victory.

**VC Control:** WHITE must have control of all of its 10 home VCs. However, Polish control of VCs outside of Poland may count towards the 10 home VC requirement (or by the number Poland controlled at the time of WHITE triggering Polish Peace). For example, WHITE controls all of its home region VCs except Rostov. However, Poland controls Minsk. The condition is satisfied. RED must always have control of all of its home VCs AND control of both Ukrainian VCS to attempt a Sudden Death Victory.

**WHITE: Control of Moskva OR Petrograd:** If WHITE controls of Moskva or Petrograd, roll a die. On a result of a 5 or 6. WHITE wins. Modify the die roll by 1 for each turn of continuous control. For example, WHITE has controlled Moskva for two consecutive turns. WHITE only needs to roll a 4, 5 or 6 to win. One exception: a victory die roll of a natural "1" never results in victory.

**RED:** Control all home region AND WHITE home region VCs (*Far East not required*).

## End of Game Victory: Only Turn 16

RED wins at the end of turn 16 if:

- 1) Polish Peace has been triggered OR Poland does NOT control any VC outside of Poland
  - 2) RED control of both Ukrainian VCs.
  - 3) RED control of Omsk and Sevastopol.
- Otherwise, WHITE wins.

## Tournament Play – Side Determination

For tournament play of *ToC*, roll a die. High die declares the side they wish to play.

## 15.0 Political Phase/Factions

### 15.1 Political Phase

- 15.11 Action Card (AC) Placement
- 15.12 Political Box (PB) Resolution
- 15.13 Faction Control Marker (FCM) Movement
- 15.14 Concluding the Political Phase
- 15.15 Putting It All Together!

### 15.2 Factions

- 15.21 Overview
- 15.22 Faction Control Benefits
- 15.23 Using Factions
- 15.24 Gaining Control of Factions
- 15.25 Deploying Newly Controlled Factions
- 15.26 Losing Control of Factions
- 15.27 Political Involvement Tracks
- 15.28 Turn 9 Faction Control Resolution

### 15.3 Factions: Republics

(*Astrakhan, Belarus, Khiva, Makhno, Transcaucasia, Turkistan, Ukraine, West Ukraine*)

### 15.4 Factions: Countries

(*Estonia, Finland, Latvia, Lithuania, Poland*)

### 15.5 Factions: Major Powers

(*Britain, Central Powers, Czech Legion, France, USA*)

### 15.6 Optional Political Rules

## 15.0 Political Phase/Factions

Players attempt to gain control of the 18 Factions (*representing countries, republics and major powers*) by influencing the selection of Political Cards (PCs). PCs generate Influence Points which pull/push Factions to control by a side. A few PCs produce other benefits (*ex: Replacement Steps, shifts on the Political Involvement Tracks, etc*). Control of a Faction may provide troops, supply, VPs (*through control of Victory Cities*), Replacement Step (RS) bonuses, Resource Centers and/or influence regarding the when Major Powers withdraw from the conflict.

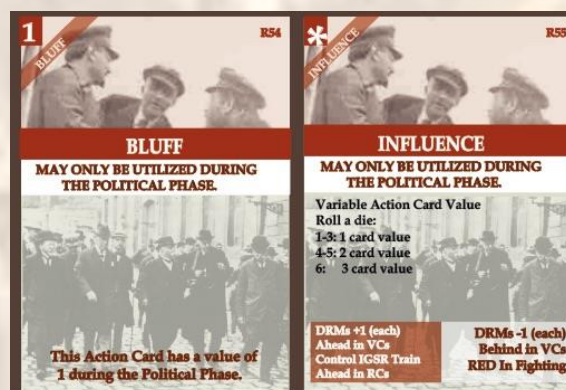
## 15.1 Political Phase Sequence of Play

- Action Card (AC) Placement
- Political Card (PC) Resolution
- Factional Control Marker (FCM) Adjustment
- Concluding the Political Phase

### 15.11 Action Card (AC) Placement

- Place Bluff (AC#53) & Influence (AC#54) in hand
- Place ONE AC in each Political Box (RED, WHITE, Other)

**STEP 1:** Each side places their Bluff and Influence Cards (AC#53 & 54) into their Action Card Hand.



These cards are only utilized in the Political Phase and have no other game purpose. They are NOT included in the number of ACs required for the hand size (rule 7.1). So, for Turn 1, each player draws 7 ACs and adds their Bluff and Influence Cards (ACs 53 & 54) to their hand for a total of 9 cards.

*The Bluff and Influence Cards serve the purpose of allowing players to “conserve” their Action Cards for the Action Phase – if they so desire.*

**STEP 2:** Place one AC (*may or may not include Bluff & Influence Card – player choice*) face down in each Political Box (*bottom right hand corner of game map – RED, WHITE, Other*). Each Political Box (PB) must receive one Action Card from each player. Consequently, there will be six ACs in the three Political Boxes during any Political Phase.

Think of the Action Cards (AC) as “political influence/ currency” during the Political Phase. ACs influence the selection of favorable Political Cards. The higher the Card Value (upper right hand corner of each AC), the more political influence. However, influence does not guarantee outcome: such is life.

Since players allocate the ACs secretly, there is great room for the ACs to be “wasted”. For example, if both players allocate the same value AC, PCs are determined randomly...or... PC#66 “Anarchy in Russia” could be generated in the OTHER Political Box (resulting in the replacement of all PCs already generated that turn). Finally, ACs “spent” in the Political Phase mean they will not be available during the Action Phase.

## 15.12 Political Box Resolution

- Reveal ACs in RED Political Box
- Determine number and method of Political Card selection for RED Political Box
- Place (face down) RED PCs generated in RED Political Box
- Repeat process for WHITE Political Box
- Repeat process for Other Political Box

**STEP 1:** Reveal Action Cards in the RED Political Box.

**STEP 2:** Determine number and method of Political Cards (PC) selection for the RED Political Box.

Each Political Box (PB) has its own set of Political Cards: the RED PB has PCs 1-22, WHITE PB has PCs 23-44 and OTHER PB has 45-66. For example, the Political Cards for the RED Political Box (PB) can only be selected or generated from PCs 1-22. So how many and which PCs are selected for a given Political Phase?

### "Kill the Whole Lot" 1

Tsar's family murdered July 17, 1918  
by communists at Ekaterinburg



Britain 2W  
France 2W  
USA 2W

Transcau 1W  
Khiva 1W  
Astrak 1R  
Turkistn 1R

Ukraine 1W  
Makhno 2R  
West Ukr 1R

Belarus 1R

The number of Political Cards (PCs) generated are a function of the combined Card Value (CV) of the Action Cards each side placed in the RED Political Box. The actual PCs generated is a function of the differential in Card Value of the Action Cards (AC) allocated by each side. The side that allocates the higher Card Value AC has a better chance of selecting the PCs and thus driving the political game that turn. **If a side is subject to IN FIGHTING, the value of the AC allocated is 1 less (with the exception of the Bluff and Influence Card).** Consult the chart below to determine both the number and the method of generating Political Cards for a Political Box:

### Political Card Generation Chart

	Subtract Lower Card Value AC allocated from the Higher CV AC			
<i>Combined CV (note)</i>	0	1	2	3 +
7-10	3R	1H2R	2H1R	3H
4-6	2R	1H1R	2H	2H
2-3	1R	1H		

*Note: Combined Card Value of Action Cards allocated by the players to a Political Box*

*Note 2: Remember to subtract one from the value of an AC if a side is subject to In Fighting*

#### Key:

- yR=# of PCs are randomly generated from a particular Political Box deck
- xH=# of PCs selected by Side with Higher Card Value Action Card
- xHyR=Higher Value Side selects x # of PCs first, then y# of PCs are randomly generated

**STEP 3:** Place the appropriate RED Political Cards in the RED Political Box.

Which PCs? For example, if RED allocated an AC with a Card Value of 4 and WHITE allocated an AC with a Card Value of 3, the combined value is 7, which according to the Political Card Generation Chart, generates 3 Political Cards (PCs).

Continuing the example, we subtract the higher Card Value from the lower, and, arrive at a differential of ONE for RED. Consulting the chart, we see that the higher CV side (in this case RED) selects 1 PC first. Then, 2 random Political Cards (from the RED PCs 1-22) are generated. The random PCs are generated



from any remaining “to be drawn PCs” (“the deck”) for that particular Political Box.

**STEP 4:** Resolve WHITE Political Box

**STEP 5:** Resolve OTHER Political Box

**Political Card Clarifications**

- **DJ’s Clarification:** To generate the required random PCs indicated (*from the Political Card Generation Chart*), shuffle the remaining PCs in a particular deck (*do NOT add in the discarded PCs - they are only added when a reshuffle is required - see 8.14*) and randomly draw that number of PCs required.
- **The two-minute rule:** A side may take only 2 minutes to make a selection for its Political Cards for a particular Political Box. If the limit is exceeded, utilize a random selection for ALL of the PCs that side was entitled to select. Players are recommended to have their selections in mind prior to beginning of the Political Phase.
- **Face down:** All PCs are placed face down in the RED Political Box. Neither side may examine the PCs once they are placed face down.
- **PC other effects:** Various PCs provide other “effects” listed in a rectangle above the Factions IP section including possible RS (Replacement Step) bonuses, Political Influence Track movement, etc. In order to produce “the effect”, that side must have SELECTED (*vs the PC being randomly generated*) the PC, announced “the effect” at the time of PC selection and revealed the card to the opponent. A player may receive only ONE declared “effect” per Political Phase – so, choose wisely.
- **Special Event PCs (64-66)**
  - **Cannot be selected:** Special Event PCs may NOT be selected by either side: they are ONLY generated randomly.
  - **One per Political Phase limit:** If more than 1 Special Event PC is generated for the OTHER Political Box (*which is the only place they can appear*), use only ONE of those PCs (*randomly determine*) AND discard any additional PCs that may be in the OTHER Political Box.

- **Special PC 64, “A Nest of Spies”:** Allows a side to replace PCs in the RED or WHITE Political Box with randomly generated PCs. Note: If PC#64 occurs in Turn 1, WHITE is “ahead” in VCs.
- **Special PC 65, “Independence Movements in the Republics”:** Prevents movement of any Republic FCM during the Political Phase.
- **Special PC 66, “Anarchy in Russia”:** Discard all PCs currently in Political Boxes and ignore their effects. Reshuffle all PCs except PCs 64, 65,66. Draw 6 random PCs: 2 for each Political Box and then resolve the IP effects of each PC. Finally, place PCs 64, 65, 66 in the to be drawn deck.

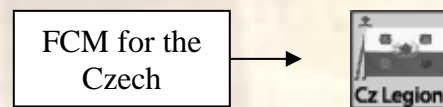
*The goal of the political sub-game is to gain control (or deny it to the enemy) of particular Factions. Control is indicated by movement of the Faction Control Marker (FCM) into a Control Box on the Faction Control Table (FCT).*

*While the Political Cards reflect historic tradeoffs and constraints between the factions, players have the ability to influence how and when events play out. And, as with anything, timing is everything.*

*The Special PCs (64-66) were included to reflect part of the “wild card” element inherent in any political contest.*

**15.13 Faction Control Marker (FCM) Movement**

Faction Control Markers (FCMs) move on the Faction Control Table (FCT). What causes their movement? Each Political Card contains codes such as 2R, 1R, 1W and 2W listed next to a Faction. These codes are known as Influence Points (IPs). (NOTE: IPs can also be generated during the Action Phase & purchased during the Logistics Phase). The NET effect of IPs is to “push/pull” Faction Control Markers (FCM) on the Faction Control Table (FCT) towards control or away from control for a particular side.



...moved on this track on the Faction Control Table(FCT)...



Excerpt from the FCT for the Czech Legion shows five boxes or “states of political control, influence or neutrality”

<b>TRIOUMPH OF CHAOS V.2</b> <small>THE RUSSIAN CIVIL WAR 1918-1921</small>					
<b>Faction Control Table</b>					
<small>Note: Remove all IPs at the end of each Political Phase after adjusting FCMs (Faction Control Markers)</small>					
 Estonia 1 Setup: 1A, 2C, 0L	RED control 2in/3out	RED Influence 2in/2out	Neutral Estonia PC: 4W Forces: 2A, 2C CP	WHITE Influence 2in/2out	WHITE control Yudenich may enter W#27 2in/3out
 Latvia 1 Setup: 1A, 2C, 0L	RED control 2in/3out	RED Influence 2in/2out	Neutral Latvia PC: 3W Forces: 2A, 2C CP	WHITE Influence 2in/2out	WHITE control Yudenich may enter W#27 2in/3out
 Lithuania 1 Setup: 1A, 2C, 0L	RED control 2in/3out	RED Influence 2in/2out	Neutral Lithuania PC: 0 Forces: 2A, 2C CP	WHITE Influence 2in/2out	WHITE control Jobs Response Table W#27 2in/3out
 Ukraine Setup: 5+4?A, 6?C, 2L?	RED control 2in/3out	RED Influence 2in/2out	Neutral Ukraine PC: 3R Forces: 9A, 6C, 2L Ukraine Involvement Track 2in/2out	WHITE Influence 2in/2out	WHITE control TRS/VC Polish Response Table 2in/3out
 Makhno Setup: 2A, 3C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Makhno PC: 7R Forces: 3A, 4C, 1L CP	WHITE Influence 2in/2out	WHITE control NO FORCES! 2in/3out
 West Ukraine Setup: 3A, 2C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral West Ukraine PC: 2W Forces: 3A, 2C, 1L CP	WHITE Influence 2in/2out	WHITE control Polish Response Table W#27 2in/3out
 Belarus Setup: 1A, 1C, 0L	RED control 2in/3out	RED Influence 2in/2out	Neutral Belarus PC: 6R Forces: 1A, 1C CP	WHITE Influence 2in/2out	WHITE control Polish Response Table 2in/3out
 Finland 1 Setup: 2A, 4C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Finland PC: 1W Forces: 4A, 4C, 1L CP	WHITE Influence 2in/2out	WHITE control 2in/3out
 Poland 1 Setup: 8A+1? 14C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Poland PC: 5W Forces: 15A, 14C, 2L Polish Involvement Track 2in/2out	WHITE Influence 2in/2out	WHITE control 2in/3out
 Britain 4SA PC: 11W Forces: 6A, 5C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Britain PC: 11W Forces: 6A, 5C, 1L	WHITE Influence 2in/2out	WHITE control IRB #R5 #W31 2in/3out
 France PC: 2W Forces: 2A, 2C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral France PC: 2W Forces: 2A, 2C, 1L	WHITE Influence 2in/2out	WHITE control IRB #R5 #W31 2in/3out
 USA PC: 5W Forces: 1A, 2C	RED control 2in/3out	RED Influence 2in/2out	Neutral USA PC: 5W Forces: 1A, 2C	WHITE Influence 2in/2out	WHITE control IRB #R5 #W31 2in/3out
 Transcaucasia PC: 0 Forces: 1A, 1C	RED control 2in/3out	RED Influence 2in/2out	Neutral Transcaucasia PC: 0 Forces: 1A, 1C	WHITE Influence 2in/2out	WHITE control FR/Brits may enter W#38 2in/3out
 Central Powers PC: 0 Forces: 9A, 9C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Central Powers PC: 0 Forces: 9A, 9C, 1L	WHITE Influence 2in/2out	WHITE control Allied FCM: Matry no close Army NO VC 2RS Credit! 2in/3out
 Khiva PC: 3W Forces: 1A, 1C	RED control 2in/3out	RED Influence 2in/2out	Neutral Khiva PC: 3W Forces: 1A, 1C	WHITE Influence 2in/2out	WHITE control 2in/3out
 Astrakhan PC: 3W Forces: 1A, 1C	RED control 2in/3out	RED Influence 2in/2out	Neutral Astrakhan PC: 3W Forces: 1A, 1C	WHITE Influence 2in/2out	WHITE control Brits may enter W#38 2in/3out
 Czech Legion PC: 10W Forces: 4A, 7C, 1L	RED control 2in/3out	RED Influence 2in/2out	Neutral Czech Legion PC: 10W Forces: 4A, 7C, 1L	WHITE Influence 2in/2out	WHITE control IRB #R5 #W31 2in/3out
 Turkistan PC: 10R Forces: 4A, 3C	RED control 2in/3out	RED Influence 2in/2out	Neutral Turkistan PC: 10R Forces: 4A, 3C	WHITE Influence 2in/2out	WHITE control NO FORCES! 2in/3out

"Speed bump": Indicated IP must be played in order to gain control during Political Phase  
 Central Powers: Restricted (no forces until CW#2000)  
 PC-Net Influence Point (IP) impact of all Political Cards (PCs): X A, X C, X L = # of armies, corps, and # of and leaders associated with the Faction  
 2in/3out: 0 RS required to move into the box, 3 to move out of non control boxes are 2in/2out  
 S: All Factions start campaign game in the Neutral box EXCEPT those indicated by the "S"  
 Setup/Starts: Setup = forces a side sets up (A=armies, C=corps, L=Leaders) when gaining control of Faction; Starts indicates starts game on game map.

Faction name color codes: country republic major power

**There are 5 boxes for each Faction on the Faction Control Table (FCT):**

- RED Control
- RED Influence
- Neutral
- WHITE Influence
- WHITE Control

The circled "S" ("Start") indicates position for the FCM on the Faction Control Table at the beginning of the game. Most Factions' FCMs begin the game in the Neutral Box.

**Moving Faction Control Markers (FCM)**

- Reveal Political Cards
- Calculate NET Influence Points
- Adjust Faction Control Markers

**STEP 1: Reveal all Political Cards:** "Line-up" the PCs side by side (*overlapping the cards works best: they were designed to facilitate easy reference*). The effects of Special PCs #64-66 (*assuming at least one was generated in the OTHER Political Box*) occur after revealing all PCs. If more than one Special PC was

generated, determine by random die roll which Special PC remains, and discard all other(s) – plus an other PCs in the OTHER Political Box. To summarize, only ONE Special PC may apply in a Political Phase and any other PCs in the OTHER Box are discarded.

**STEP 2: Calculate NET Influence Points (IPs):**

Calculate the net all IPs for each Faction on all the PCs. Read across the PCs. For example, let's say Czech Legion is listed on 3 PCs. The codes (*or Influence Points*) next to Czech Legion are 2R, 2R and 1W. This nets to 3R (*subtract one side from the other*). Additionally, include any Influence Point(s) for a particular Faction that were generated or allocated during the previous Action Phase (*either by an Action Card or a game event*) or the Logistics Phase (*if purchased*).

**STEP 3: Move Faction Control Markers:**

All boxes on the Faction Control Table require a difference of **TWO IPs** to move into an adjacent box on the FCT (RED Control, RED Influence, Neutral, WHITE Influence and WHITE Control). However, once a FCM is in either RED or WHITE Control, it requires **THREE IPs** to move it out of

the Control Box to an Influence Box. A FCM may move more than one box in a Political Phase.

Any “unused” IPs are ignored/lost. Continuing the example from above that generated 3 Czech Legion IPs, ignore the third IP: the Czech Legion FCM only moves one box. At the end of the Political Phase, there will be no IPs remaining on any Faction.

## Restrictions Regarding FCM Movement

Faction Control Markers movement is restricted by:

- Army Occupation
- Locking
- Conquered Fractions & Major Power Withdrawal
- Faction Control Table Gates (“speed bumps”)
- Final Disposition (end of Turn 9 Political Phase)

**Army occupation:** No Republic or Country’s FCM moves during a turn if the associated Faction’s territory (region) is occupied by at least one army of the controlling side (including any controlled Faction army). **The “Army Occupation” rule overrides ANY Action Card based FCM movement.** For example, if RED played RED AC#24 “Sovietization of Ukraine” as an event, it could not move the Ukrainian FCM if a WHITE army (or a WHITE controlled Ukrainian army) was in a WHITE controlled Ukraine. I recommend turning over the Faction Control Marker (FCM) to the “no move” side in order to keep track of which FCMs may move, and which may not. **Note: In the case of RED Control of Poland, Army occupation does NOT apply – since, RED may never set up or control Polish forces.**

### Locking

- **WHITE AC#8:** When played as an event, the Britain, France, USA and Czech Legion may NOT move from WHITE Control during the Political Phase for the remainder of the game.
- **WHITE AC#4:** When played as an event, the Czech Legion may not move from WHITE Control during the Political Phase for remainder of the game.

**Conquered Fractions & Withdrawal: Faction “out of the game:** Any FCM for a Faction that has been conquered or Major Power that has withdrawn is ignored for the remainder of the

game. *Note: players still receive VPs for control of conquered Faction VCs.*

**Faction Control Table (FCT) Gates:** Some Factions have “gates” (“speed bumps”) on the FCT. A particular AC must be played prior to a particular Faction being able to move a side’s control DURING the Political Phase. These ACs include:

- **W4, W17, R1, R24:** Ukraine
- **W10, R15:** West Ukraine, Astrakhan, Transcaucasia
- **R3:** Baltics (Estonia, Lithuania, Latvia)
- **R2:** Poland
- **R20, W4:** Finland

**NOTE:** A side may circumvent this rule and control of the Faction during the Action Phase without prior play of any of the ACs listed above. A side does this by simply playing an AC (example: R44 Thaw with Warszawa – pushes Polish FCM 1L {left}) that moves a Faction Control Marker one space (“jumping the speed bump”).

**Final Disposition:** There is NO further movement of FCMs after the Turn 9 Political Phase: the control of any neutral faction is immediately resolved. See 15.26.

## 15.14 Concluding the Political Phase

Conclude the Political Phase by following these steps:

- **Card Cleanup**
  - **Discard ACs:** Any Action Cards that were allocated to the Political Boxes are placed in the AC discard pile. Set the Bluff and Influence Cards aside; they will be utilized during the next Political Phase.
  - **Discard PCs:** Political Cards that are utilized in the Political Phase are placed in a PC discard pile. These PCs are not used again until a reshuffle is required.
  - **Reshuffle:** Reshuffling the PCs occurs either as a result of PC#66 OR if one Political Box cannot be completely filled with the required number of PCs (all PCs not currently in Political Boxes are then reshuffled).

- **Deploy any newly controlled Factions.** (note: a player may NOT activate them on the 1st Action Round!)



## 15.15 Putting It All Together!

The Political Phase begins. Add the Bluff and Influence AC to your hand. Select one Action Card to place in each Political Box. Place them face down.

Reveal the cards in the RED Political Box. Consult the Political Card Generation Chart. One player selects Political Cards (*the side that placed the higher Card Value Action Card*) and/or they are generated randomly. Repeat for WHITE and then the OTHER Political Box. Reveal all the PCs. Line them up. Read across for each faction. Net out the IPs (*adding in any IPs that may have been purchased during the Logistics Phase or acquired during the previous Action Phase*). Shift the Faction Control Marker 1 box on the Faction Control Table for each NET difference of 2 IPs: to the right for WHITE, to the left for RED. Get control of a faction? Hurrah! Set it up. Remember, that you won't be able to use it during the first action round. That's it!

*Factions were developed to reflect the historic political dynamics and constraints surrounding the RCW - primarily in "European" Russia. Why 18 Factions? Why 3 categories? ToC could have had more than 18 Factions (ex: Japan as a Major Power). ToC could have had less than 18 Factions if I wanted a shorter, "less granular" strategic game. I believe that these particular 18 Factions reflect the major "actors" in the drama and leaving any of them out would have weakened the story.*

## 15.2 Factions

### 15.21 Overview

There are three types of factions:

- Countries
- Major Powers
- Republics

Specific rules govern each. Factions provide a range of benefits including troops, leaders, sources of supply, Victory Cities, Replacement Step bonuses, Factory & Port Capacity, etc.

**Countries:** *Estonia, Finland, Latvia, Lithuania and Poland.* The Baltics (*Estonia, Latvia and Lithuania*) and Finland are unique in the sense that a few specific WHITE forces (Yudenich!) may enter play thru Baltic and Finnish ports. Poland has the third largest army in the game: historically they fought RED to a standstill.

**Major Powers:** *Britain (Great Britain), France, USA, Central Powers, Czech Legion:* Britain provides forces for WHITE's North Russia efforts. France provides a few armies for use on the southern front. American forces enter in the Far East. (*Historically, Americans were deployed by President Wilson, but upon arriving in Russia, were ordered not to attack.*). All three ("the Western Allies") may generate a Replacement Step bonus for WHITE.

The Central Powers (CP) represent the combined forces of Germany, Austria and Turkey. They can withdraw Turn 2, usually by Turn 3 and definitely by Turn 5.

The Czech Legion (CL) represents Czech forces that originally fought for the Austro Hungarian empire, were taken prisoner by Russia, reconstituted as a "legion" to fight Austria, fought/made their way to Siberia (*when Russia withdrew from WWI*), became involved in an incident with Austrian prisoners of war, began fighting RED, turned over Kolchak and some disputed amount of the Imperial Russia Gold and Silver supply to the communists and finally made their way to Vladivostok, returning home via France.

In this game, WHITE usually gains control of the Czech Legion early in the game and will

utilize these forces to secure the eastern front and/or provide the punch for an early push on Moskva.

For game purposes, the Czech Legion is a Major Power since they have the characteristics of a Major Power (*no territory and withdraw from the conflict*). All of these Major Power factions are subject to withdrawal from the game (*see 15.4*) and the Major Power VP penalty (*see 14*).

**Republics:** *Astrakhan, Belarus, Khiva, Makhno, Transcaucasia, Turkistan, West Ukraine, and Ukraine:* Republic is somewhat of a misnomer for these Factions, since it includes **Makhno** (*really a portion of the Ukrainian province of Yekaterinoslav under the nominal control of the anarchist Makhno*), **West Ukraine** (*a combination of Polish/Ukrainian and Hungarian areas that unsuccessfully tried to gain independence*) and **Astrakhan** (*a city*).

Astrakhan straddles the southern front: a backdoor to Tsaritsyn, a front-door to the Southeast and a gate for linking WHITE forces from the south and east. Historically, WHITE forces in the city received German aid and Allied attention. Belarus occupies a central position in the west and flanks Ukraine to the north. Khiva and Turkistan provide forces for the Southeast region. Additionally, Turkistan can generate free replacement steps for RED. Transcaucasia sits in the backyard of WHITE's southern region.

The Ukrainian Bloc (Makhno, Ukraine and West Ukraine) is one of the most significant sources of Victory Cities and forces in **ToC**. Additionally, Ukraine can provide replacement step bonuses and increase a side's control of resource cities.

## 15.22 Faction Control Benefits

- **Use of Forces:** Controlled Factions forces may stack, move, attack and defend with other forces of that side unless noted in the Faction Specific Rules.
- **Additional sources of supply:** Some Faction territories contain sources of supply for RED and WHITE.

- **Victory Cities:** Factions other than the Major Powers have VCs in their territory.
- **Major Powers:** Provides the controlling side with a favorable modifier on their withdrawal rolls.
- **Replacement Step Bonus:** Ukraine, Turkistan and Major Powers
- **Resource Centers:** Ukraine, Makhno, Turkistan and Latvia
- **Ports:** Latvia, Finland, Transcaucasia and Astrakhan contain ports that WHITE may utilize to run Western Allied bonus RS thru to repair/rebuild units.

*There is one important strategic benefit from controlling a Faction – opening up another front versus the enemy. Triumph of Chaos represents a strategic conflict lacking clear/stable “fronts”. The idea for both sides is to stretch the opponent and then “flood the zone” at the key moment.*

## 15.23 Using Factions

**Restricted Force Factions:** Each side has “Restricted Force Factions” (*a side is prevented from using the forces of a particular faction for ANY game purpose*):

- **RED:** May not use (*ex: activate*) the forces of any controlled Major Power Faction (*Britain, Central Powers, Czech Legion, France, USA*) or POLAND
- **WHITE:** May not use MAKHNO (*with the exception of the WHITE AC#41, which may allow WHITE to utilize Makhno forces for that turn*) or TURKISTAN forces.

*Why the “Restrictions on Use of Faction’s Forces” rule? - One attempt to mitigate historically unrealistic outcomes that didn’t pass the giggle test: we had some wild playtesters.*

**Reinforcements:** A few ACs allow the controlling side to deploy Faction reinforcement forces.

**Replacements:** Faction units are rebuilt and arrive as reinforcements (*those Factions with reinforcements*) at a VC within their Faction's region. Corps arrive in the Strategic Reserve.

**Setup:** Forces may be placed anywhere within their home region. A player may decide to place any corps either in their home region or the Strategic Reserve.

**Supply:** Factions draw supply from VCs in their region and supply sources for their controlling side.

### 15.24 Gaining Control of Factions

Control of Factions occurs via:

- **The Political Phase:** IPs (from Political Cards plus any already existing on the Faction Control Table) are NETTED and a possible resulting shift of the FCM to the Control box for RED or WHITE on the Faction Control Table (FCT).
- **The Action Phase:** A few Action Cards provide immediate control of a particular Faction (example: WHITE AC#4 of the Czech Legion) or allow a side to shift a Faction Control Marker a space (perhaps to control) on the Faction Control Table.
- **The Logistic Phase:** A side conquers an enemy Faction when it occupies an enemy controlled faction VC during the Logistics Phase.

**State of WAR:** Acquiring control of a Faction means that the forces of that Faction are friendly to your side and an enemy of the other side. Either side may then freely enter the territory.

*Think of "control" as either enlisting a Faction to actively support your side or denying support to the opposing side. For example, if RED obtains control of Britain, it does not mean that Churchill & Co have decided to send lads to support the establishment of communism. Rather, it means that Britain will not send support to the WHITE cause (historically, Lloyd George's policy)*

### 15.25 Deploying Newly Controlled

**Factions:** If a side gains control of a Faction during the Political Phase, set up the Faction at the end of the Political Phase. If a side gains control of a Faction during the Action Phase, set it up immediately.

**Regarding CP Restricted Factions,** setup of those Faction forces only occurs at the end of the Political Phase FOLLOWING the turn the CP withdrew. When multiple Factions must be setup at one time, randomly determine the order.

The following chart summarizes the forces that are setup for each Faction (but check the Faction specific rules for further detail):



*A Ukrainian Tatchanka; one on display at museum in Lyiv, Ukraine.*

Summary of Faction Forces		
FACTION	Forces at Setup	Adtl Forces (from ACs, game events)
Astrakhan	1 army, 1 corps	
Belarus	1 army, 1 corps	
Britain	3 corps	6 armies (includes Serbs & Greeks), 2 corps, leader...4 special assets
Central Powers	9 armies, 9 corps, leader	1 mutiny army
Czech Legion	3 armies, 7 corps, leader	1 army
Estonia	1 army, 2 corps	1 army
Finland	2 armies, 4 corps, leader	2 armies...2 special assets
France	2 armies, 2 corps, leader	
Latvia	1 army, 2 corps	1 army
Lithuania	1 army, 2 corps	1 army
Khiva	1 army, 1 corps	
Makhno	2 armies, 3 corps, + variable Black Guards corps (may be green) leader (CAV)	1 army, 1 mutiny corps
Poland	8 armies, 14 corps, leader	7 armies, leader, 3 special assets
Transcausasia	1 army, 1 corps	
Turkistan	2 armies, 3 corps	2 armies
Ukraine	5 armies Variable: 6 corps, 2 leaders, 3 peasant armies, intervention army	
USA	1 army, 2 corps, leader	
West Ukraine	3 armies, 2 corps, leader	1 special asset

*Armies and leaders start in a Factions Home Region and corps may either start on the map or in Strategic Reserve (SR) unless indicated in the specific Faction rules.*

### First Round Delay After Gaining Control

**Restriction:** A side may not activate any space containing a newly controlled Faction during the first Round directly after the Political Phase or Action Round of gaining control.

Additionally, the enemy side is restricted during their portion of the Action Round: the newly controlled Faction units may not be attacked NOR its territory entered. *Note: This rule provides a player with at least one Action Round to react to dramatically new board situations.*

### 15.26 Losing Control of Factions:

Occasionally, a side will lose control of one of their Factions during the Political Phase. When triggered, consult the following:

- **Effect on friendly forces:** The side simply places its forces in the closet friendly spaces (of course, not over stacking).
- **Effect on enemy forces:** Place in the closest available enemy space(s) as selected by the enemy.
- **Effect on Faction forces:** Remove all faction forces and place on Faction Control Table display. Losses remain in the Causality Box. Exception: Major Power forces remain on game map, with players displacing any of their friendly forces to the closet friendly spaces. Players may NOT enter these spaces containing uncontrolled Major Power. WHITE may trace supply through these spaces; RED may not. A player may attack these spaces, but that will give control of the faction to the enemy.

**Veto of Enemy Faction Control Loss:** A player may “veto” the loss of control of an enemy controlled Faction at the moment of its occurrence. Why? A player may be seeking to “game the political rules and violate their spirit of intent”. For example, WHITE controls France. France has 2 dead armies, which means WHITE will lose 2 VPs if France withdraws (while those armies are in the Casualty Box). If WHITE somehow loses control of the French Faction (for example, during the Political Phase as a result of IPs), RED may exercise its veto and prevent WHITE from

losing control: WHITE is stuck with the VP loss resulting from the dead French armies.

### 15.27 Political Involvement Tracks

**Overview:** Poland, Ukraine and two non-Factions (*Japan and the Socialist Revolutionaries*) are governed by Political Involvement Tracks (PITs). These tracks are meant to increase the difficulty of effectively utilizing these forces (*Poland, Ukraine, Japan and the Socialist Revolutionaries*). If **ToC** were a multiple player game, the 3<sup>rd</sup> and 4<sup>th</sup> players would play Ukraine & Poland; and both Japan & the Socialist Revolutionaries would require still other players given their historic divergent agendas from either RED or WHITE.

**General Principles:** A marker on each PIT (“the PIT marker”) indicates the capabilities of using a Faction’s forces, and, in the case of Japan and the Socialist Revolutionaries, whether these forces are RED, WHITE or GREEN.

**Movement on the Political Involvement Tracks:** A marker is moved on each track by various Political or Action Cards and during the Wrap up segment of the Logistics Phase by rolling a die and consulting the following table:

POLITICAL INVOLVEMENT TRACK MOVEMENT TABLE				
Logistic Phase: Wrap Up Segment				
1d6	Soc. Rev.	Ukraine	Poland	Japan
1	2L	1L	1L	1L
2	1L	1L	-	-
3	-	-	-	-
4	-	-	-	-
5	1R	-	1R	-
6	1R	1R	1R	1R

KEY: 1L/1R - move marker 1 left/1 right  
DRMs: NET LPs; Subtract RED from WHITE. Add result to die roll. Max +1/-1.

### Rules regarding each track...



## Japan

The Japanese PIT becomes active by play of AC#36 by either side or W#1 *Kolchak's coup*. Once active, movement on the PIT occurs as a result of AC play and during the Logistics Phase. Roll a die and consult the PIT Movement Table. Japan immediately moves to the opponent's committed box if attacked.

JAPANESE POLITICAL INVOLVEMENT TRACK (JPIT) (Rule 15.27)					
RED COMMIT <i>Locked</i>	GREEN	GREEN	START GREEN	GREEN	WHITE COMMIT <i>Locked</i>

## Poland & Ukraine

The Polish/Ukrainian PITs become active when the Central Powers withdraws. Once active, movement on the PIT occurs as a result of AC play and during the Logistics Phase. Roll a die and consult the PIT Movement Table.

POLAND					
START Poland Only	Poland Only	Poland Only	Limited	Limited CO-OP	Unrestricted CO-OP LOCKED
UKRAINE					
START NO ACT	Ukraine NO ACT	Ukraine Only	Ukraine Only	Limited	Unrestricted CO-OP LOCKED

Regarding Polish and Ukrainian PITs:

- **If enemy forces enter either Poland or Ukraine**, roll a die: the opponent moves the PIT marker (*in the direction they desire*) the number of spaces indicated below:
  - 1-3: 2 spaces
  - 4-5: 1 space
  - 6: no effect

This only occurs during the INITIAL time an enemy occupies the Poland or Ukraine.
- **Codes on the PIT:**
  - **NO ACT:** None of the Factions may be activated
  - **CO-OP:** A side may move the forces of Poland/Ukraine in the same Action Round as its other non-Polish/ non-Ukrainian forces; otherwise, it may NOT (*"non-cooperation"*).
  - **Poland/Ukraine, Limited and Unrestricted:** Indicates the geographic area where forces may move. Limited indicates either its home region or any adjacent region. Unrestricted

removes all restrictions. *Note: Faction forces may not leave their region if it is enemy occupied.*

**No Backsliding:** Once a PIT has reached a higher level of involvement for Ukraine or Poland, it may NOT backslide (move to lower level of involvement). For example, if Poland reaches Limited, it may NOT move back to Poland Only. Same with Limited CO-OP; in that it may NOT move back to Limited. In the case of Ukraine, once the level of involvement is Ukraine Only, involvement may NOT move back to Ukraine NO ACT.

## Socialist Revolutionaries

The Socialist Revolutionary PIT is the only PIT that begins the game active (*the PIT marker may move*). Once active, movement on the PIT occurs as a result of AC play and during the Logistics Phase. Roll a die and consult the PIT Movement Table. The SRs immediately move to the opponent's committed box if attacked.

Regarding the SR PIT:

- **Spaces:**
  - NO ACT:** No SR forces may be activated. Additionally, no other forces may enter those spaces without attacking and advancing after combat.
  - 1/-2 or +1/+2:** This drm is applied to die rolls when determining the Final Resolution of SR forces: a separate die roll is required for EACH SR unit.

SOCIALIST REVOLUTIONARIES									
RED COMMIT <i>Locked</i>	RED <b>-2</b> NO ACT	RED <b>-1</b> NO ACT	WHITE NO ACT	START WHITE/NO ACT	WHITE NO ACT	WHITE <b>+1</b> NO ACT	WHITE <b>+2</b> NO ACT	WHITE COMMIT <i>Locked</i>	

**Final Resolution:** The SR Involvement Track is removed from the game when the Central Powers withdraws OR the SRs enter the RED or WHITE "commit box". Roll a die for EACH SR unit to determine their permanent resolution: WHITE, RED or elimination. **One exception: Kappel:** Kappel automatically goes WHITE. If it happens to be stacked with a unit that goes RED, place Kappel with closest WHITE army.

## 15.28 Turn 9 Uncontrolled Faction Final Resolution

During the end of the Political Phase of Turn 9, the final disposition of any uncontrolled Factions is determined. For each such Faction,



conduct a 1d6. Cross reference with the table below to determine its resolution:

### Turn 9 Resolution of Factions

1d6	RED Influence	Neutral	WHITE Influence
1	RED	RED	Neutral
2	RED	Neutral	Neutral
3	RED	Neutral	Neutral
4	Neutral	Neutral	WHITE
5	Neutral	Neutral	WHITE
6	Neutral	WHITE	WHITE

DRMs:

-1 if RED ahead in VPs, +1 if WHITE ahead in VPs

RED/WHITE: Becomes RED/WHITE controlled. NOTE: If a side has not played the proper AC to eliminate a Faction Control Gate, it may not win control of that faction.

NEUTRAL: Neutral for remainder of the game: Ignored for all game purposes and NO FORCES MAY ENTER!

## 15.3 Faction: Republics

### 15.31 General rules

- **Supply & Rebuild:** All Republics draw supply from their VCs and may rebuild armies at their VCs.
- **Geographic Restriction regarding Forces:** Republic forces may NOT leave their home region if it is enemy occupied. However, any forces outside their region when enemy occupied are not affected.
- **Close to Home:** If a unit from a Republic Faction is outside of its Home Region during the Logistics Phase [Wrap up segment...same time as Greens and Insurrection Army die rolls], roll a die: if a "1", eliminate the unit. Exceptions: Makhno, Turkistan and Khiva.
- **Conquering Republics:** When an enemy side occupies all the VC(s) of a friendly controlled Republic during the Logistics Phase, that Republic is conquered. The conquering side immediately receives 2 VPs (4 VPs for Ukraine!). Eliminate the conquered forces from the game. Control of the VC will still generate VPs for either

side. However, the Faction no longer has any forces.

- **Replacement Steps (RSs):** Each Republic receives 1 RS each turn for use with its forces. Exceptions: Ukraine and Turkistan receive 2.

### 15.32 Astrakhan



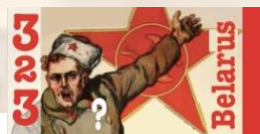
- **W38:** British units may enter thru the Astrakhan port per WHITE AC#38.
- **W10/R15:** A side must play an AC (WHITE AC#10, RED AC#15) to gain control of Astrakhan during the Political Phase

*Early control of Astrakhan can present your opponent with quite a problem: for RED, possible loss of Tsaritsyn, for WHITE a back door to Kuban.*



### 15.33 Belarus

- **CP restriction:** Belarus is subject to the CP restriction (*see Central Powers*).
- **Neutrality:** Play of W#46 (Possible Polish – Soviet Peace) can cause Belarus to go permanently neutral: its forces are removed, no force may enter and neither side receives any further VC credit for Belarus.
- **Polish Response:** Entry of RED forces may result in movement of Polish FCM and/or Polish Involvement Track. Conduct 1d6 on Polish Response Table (15.6)
- **RED Belarus Army:** If RED gains control of Belarus during a Political Phase, RED



may place the RED Belarus Army during the next Logistics Phase. Placement of

the army is delayed until CP withdrawal, in which case RED places it during the next Logistics Phase. The RED Belarus Army triggers the Polish Response Table, so RED may want to simply place this army in the Dead Box.



Kaplan, Lenin and Armand

### 15.34 Khiva



- **AC#42:** Play of AC#42 permits friendly army movement into the Southeast boxes.



Khiva is one of the two Republics (Turkistan being the other) that are located in the lower right hand corner of the map. Khiva can be useful for WHITE in order to check a RED move from Turkistan on the Ural regions. Khiva loosely represents additional forces associated with the Basmachi movement.

### 15.35 Makhno

- **Activation Restrictions: The “6”:**  
Whenever a space containing a controlled Makhno unit is activated for combat or movement, roll a die. If a “6” results, the enemy may either have the Makhno unit(s) attack (yes, even if it was a movement activation) any units they are stacked with (but not other Makhno forces) OR friendly units (the side controlling Makhno) in an adjacent space (but not spaces containing other Makhno forces) OR the activation counter is simply removed and the activation is lost. The enemy makes the decision; the cost of doing business with Makhno.
- **Army elimination:** In contrast to all other armies in the game, Makhno armies may be immediately rebuilt (during the Logistics



- Phase with Faction RS) if eliminated for any reason (OOS, lack of retreat, no corps in reserve, etc).
- **Black Guards corps:** When forces are setup, roll a die:  
1-4 Black Guards on remains on Makhno side  
5-6 Black Guards flips to Green side. Any Makhno units stacked with are displaced to another space(s) in the region by WHITE  
**Combat Surprise:** The Makhno leader is the only Faction Leader capable of Cavalry Surprise (8.42)
- **CP restriction:** Makhno is subject to the CP restriction (see CP Faction rules).
- **Faction Leader VP exemption:** No VPs are lost for elimination of the Makhno leader (12.5).
- **RED AC#28 Reinforcements:** This card generates the Makhno 3rd Army.
- **RED Only: Controlled forces restriction:** Only RED may control the Makhno forces.
- **Supply/rebuild:** Reinforcing and rebuilt armies arrive at ANY space within the Makhno region. While within the Makhno region, any Makhno unit is in supply. Any Makhno unit outside of the Makhno region draws supply from Yekaterinoslav or their controlling side’s supply resources.
- **WHITE AC#41:** The Makhno Faction may switch sides for the turn (controlled by WHITE) or go GREEN permanently.

**OPTIONAL:** When Makhno faction is conquered, do NOT remove Makhno forces. They go GREEN. Treat them as insurrection armies for the Wrap Up segment during Logistics Phase.

Nestor Makhno was a highly controversial Ukrainian anarchist and nationalist (?) who led an army (between 15,000 and 60,000 angry peasants, irregulars and what not) under the black skull and crossbones flag, cutting a path of destruction thru Ukraine. He equally hated WHITE and RED, and switched sides (sort of) at will. Makhno is a classic example of the emergence of extreme personalities in any civil war. The Makhno region on the map depicts his primary field of operation and recruiting grounds.

### 15.36 Transcaucasia

- **W10/R15:** A side must play an AC (WHITE AC#10, RED AC#15) to gain control of Transcaucasia during the Political Phase

- **CP restriction:** Transcaucasia is subject to the CP restriction (see *Central Powers*).
- **French/British Arrival:** French and British forces may enter the Transcaucasia Transit Box if WHITE controls Transcaucasia and WHITE AC#38.
- **RED Trans Cauc 2:** If RED gains control of Transcaucasia, roll a die: 1-3: *place this army immediately in BAKU*, 4-6: *no effect*  
**The unit is in supply while in Transcaucasia.**

### 15.37 Turkistan

- **AC#42:** Play of AC#42 permits friendly armies to move into the Southeast boxes.
- **RED AC#28:** Red AC#28 generates forces if Turkistan is RED controlled.
- **Replacement Steps:** Turkistan generates 2 RS for use with its forces if its VC is friendly controlled.
- **RED: Replacement Step Bonus:** Control of Turkistan by RED generates ONE RED RS per turn.
- **RED ONLY: Controlled forces restriction:** Only RED may control Turkistan forces.
- **RED Turkistan:** RED AC42 allows RED to place RED Turkistan army in Turkistan or any RED HOME Region VC that RED trace a friendly controlled rail line to Turkistan.

*Strategically, RED control of Turkistan can collapse WHITE's position in the Urals Central region. Turkistan can generate 3 armies and 3 corps and an additional Replacement Step bonus for the RED cause.*

### 15.38 UKRAINE

Ukraine was striving for independence from both RED and WHITE, while fending off a Polish invasion and trying to subdue an anarchist movement. In order to reflect these historical realities, a number of rules have been devised to reflect the Ukrainian efforts.


- **CP restriction:** Ukraine is subject to the CP restriction - see *Central Powers* rule.
- **Faction Leader VP exemption:** No VPs are lost for elimination of the Ukrainian leader (rule 12.5).

- **Greens:** The Variable Setup Chart can generate GREEN Ukrainian forces. See rule 13.3 for rules governing GREEN forces.
- **Non-cooperation Restriction:** Unless the Ukrainian PIT indicates cooperation, if WHITE activates a space containing Ukrainian forces, WHITE or RED may only activate Ukrainian forces that Action Round.
- **Peasant Armies:** If Ukrainian Peasant Armies go Peasant Revolt, treat them like Insurrection Armies (IA) (rule 16.3). Additionally, they are not considered Ukrainian, but intrinsic RED or WHITE (depending on which side gained control during the Revolt).
- **Polish Response:** Entry of RED forces into Ukraine and/or RED control of Ukraine triggers the Polish Response Table.
- **Polish Ukraine Legion Army:** If WHITE controls Ukraine and Poland, place the Polish Ukraine Legion army in a controlled space in Ukraine. The unit draws supply from any WHITE source. Placement of the army is delayed until CP withdrawal.
- **Political Phase Control:**
  - **R1/R24:** In order for RED to obtain control of Ukraine during the Political Phase, RED must first play either RED AC1 or AC24.
  - **W5/W17:** In order for WHITE to obtain control of this Faction during the Political Phase, it must first play either WHITE AC5 or AC17.

- **Replacements (Faction):** 2 RS (1 per VC) for use with Ukrainian forces
- **RED/ WHITE Replacement Bonus:** A side that controls a Ukrainian VC receives a 1 RS bonus per Ukrainian VC for use with that side's forces.

## Variable Ukrainian Setup

Consult items below: in some cases, units may become GREEN or enemy controlled

Forces	Setup?
Petliura	1d6: If WHITE controls: 1-4 place, otherwise no If RED controls: 1-2 place, otherwise no
Armies: Republic, Pavlenko, Sich Rifle and Patriotic Army 1 and 2	Always place, regardless of side
Peasant Armies 1,2,3 (Green, RED or WHITE – type depends on 1d6 to the right)	1d6 1-3: Become Friendly armies 4-5: Become Enemy armies: <i>Peasant Revolt (note 1)</i> 6: Become Green armies: <i>Green Revolt (note 2)</i>
Corps 1	Place in Strategic Reserve
Corps 2 – 6	1d6. Result is the number of corps placed on map or Strategic Reserve ( <i>eliminate others from the game</i> )
RED CPBu Army 	If Ukraine RED controlled, roll a die: 1-3 Place army, 4-6: No effect
Archduke Wilhelm Leader & Ukraine Intervention Army	If Ukraine WHITE controlled, roll a die: 1-2 Place forces, 3-6: No effect
<b>Note 1:</b> The armies become enemy units ( <i>to the controlling side of Ukraine – use the appropriate army counters</i> ). Place the units in the Peasant Army revolt spaces (ex: 225) indicated on the game map for Ukraine. Setup peasant armies prior to controlled Ukraine forces.	
<b>Note 2:</b> Enemy place these armies ( <i>1 per space</i> ) in the Ukraine Green spaces {210, 218, 221}. Setup “Green” armies in Ukraine ( <i>except 218</i> ) prior to setting up controlled Ukraine forces. See 13.31 for information on Green forces.	



## 15.39 West Ukraine

Unfortunately for West Ukraine, Allied notions of self-determination did not extend to this independent country. West Ukraine was invaded by both RED and Polish forces; presenting another design challenge.

- **W10/R15:** A side must play an AC (WHITE AC#10, RED AC#15) to gain control during the Political Phase
- **CP restriction:** West Ukraine is subject to the CP restriction - see Central Powers rule.
- **Faction Leader VP exemption:** No VPs are lost for elimination of the West Ukrainian leader
- **Neutral:** Play of W#46 (Possible Polish – Soviet Peace) causes West Ukraine to go permanently neutral: its forces are removed, no force may enter and neither side receives any further VC credit for West Ukraine.
- **Polish Response:** Entry of RED forces into West Ukraine or RED gaining control of West Ukraine triggers the Polish Response Table. Conduct a 1d6.
- **Polish Control Causes Switch:** If a side (Side A) obtains control of Poland, the opposing side (Side B) gains immediate control of West Ukraine if West Ukraine is not already controlled.
- **Special Asset:** If WHITE gains control of West Ukraine, roll a die: 1-2: Place Special Asset in South Special Asset box. 3-6: Special Asset does NOT enter the game.
- **Supply:** Western Ukrainian forces are always in supply if they are within their region.

## 15.4 Faction: Countries

### 15.41 General rules

- **Gaining Control:** A side gains control of a Country via the Political Phase (*when the Faction Control Marker moves to its control box*) or the Action Phase (*an AC pushes a FCM to control*).
- **Replacement Steps:** During each turn of control and friendly control of the associated VC(s), a country receives 1 RS per VC for use with that Faction's forces. *Exceptions: Finland & Poland. Finland and Poland both receive 2 RS per VC.*
- **Conquering:** When an enemy side occupies all the VC(s) of a friendly controlled Country during the Logistics Phase, that Country is conquered and its forces are eliminated from the game. NO VPs are awarded.
- **Geographic Restriction regarding Forces:** Country forces may NOT leave their home region if it is enemy occupied. However, any forces outside their region when enemy occupied are not affected.

*The Baltics can be an important diversion to thwarting RED from exclusively concentrating on WHITE forces in the South or the East.*

### 15.42 The Baltics

**Estonia/Latvia/Lithuania:** While Estonia, Latvia and Lithuania are separate countries, they are "grouped" here since essentially the same rules cover all three:

- **Bermond Army:** WHITE receives if it controls a Baltic Faction. See 13.1
- **CP restriction:** All three Factions are subject to the CP restriction - see Central Powers rule.
- **Extra armies:** Each Baltic has an additional army. These units enter upon play of W#37 (so, only WHITE may gain these armies).
- **Neutrality (Lithuania only):** Play of W#46 (Possible Polish – Soviet Peace) can cause Lithuania to go permanently neutral: its forces are removed, no force may enter and neither side receives any further VC credit for Lithuania.
- **Polish Response (Lithuania only):** Entry of RED forces or RED gaining control of

Lithuania triggers the Polish Response Table. Conduct 1d6 on the Polish Response Table.

- **R3:** Playing RED AC#3 allows RED to gain control of Estonia, Latvia and Lithuania during the Political Phase.
- **Setup:** Each faction sets up its army in its Victory City. Corps may be set up in the VC or the Strategic Reserve.
- **Yudenich: WHITE: AC#27:** Yudenich forces may enter play thru friendly Baltic ports.

### 15.43 Finland

- **Fin 3 & 4 armies:** Appear via W24
- **Movement Restrictions to/from Finland:** At the beginning of the game, neither side may cross the Finnish/North Russia border. WHITE AC#34 lifts this restriction on the WHITE, while the restriction is lifted on RED if RED gains control of Finland. Once the restriction is lifted on either side, it is permanently lifted on both sides. Also note that supply may not be traced across the border until play of W#43.
- **Special Road 2 capabilities.** Unlike other units in the game, Finnish units are exempt from the Rule 7.12: Road 2 (*hooray!*); indicated by a R2 symbol on their counters.
- **R20:** RED must play R#20 to gain control of Finland during the Political Phase.
- **R34:** Play of R#34 prevents play of W#34
- **Replacement Step:** Finland generates 2 RS per turn for use with its forces if its VC is friendly controlled.
- **W4:** WHITE must play W#4 to gain control of Finland during the Political Phase.
- **W24:** Generates Finland 3 & 4 armies.
- **W34:** WHITE W#34 enables the opening of the Finnish & Russian border: units may now cross (prior to that, crossing the border is prohibited).



## 15.44 Poland

If I ever develop a 3-player version of *ToC*, Poland will be the 3rd side. Poland pursued a strategy that attempted to neutralize Russian power: they wanted RED & WHITE to both lose. During Denikin's WHITE offensive towards Moskva, Poland decided not to cooperate in the attack. Poland's interest was in a long, costly civil war that would weaken Russia. Additionally, Poland was attempting to build and lead a confederation of bordering countries (*Ukraine, Belarus, the Baltics*) that would serve as a buffer zone to either a RED or WHITE Russia.

Poland has the largest army of any Faction. Historically, Poland was able to fight RED to a draw. Trying to simulate this war and the related political dynamics within the context of a two player Russian Civil War is a significant design challenge; hence, the rather extensive Polish Faction specific rules.

- **Controlled forces restriction: WHITE:** Only WHITE may use Polish forces.
- **CP restriction:** Poland is subject to the CP restriction (*see CP Faction rules*).
- **Faction Leader VP exemption:** No VPs are lost for elimination of Polish leaders.
- **FCM: (Faction Control Marker)** The Polish Faction Control Marker (FCM) does NOT lock, ever, while in RED Control. (Note: since RED may never control Polish forces, no RED forces are set up. Hence, the army occupation rule preventing loss of faction control does NOT apply. However, while under RED control, RED receives credit for control of the 2 Victory Cities with the exception of the Central Powers Restriction 15.53. NOTE: If RED has Control of

Poland, RED forces may NOT enter Poland. The ONLY way RED may enter Poland is if it is WHITE Controlled (i.e. invading Poland...The Polish-Soviet War).

- **Operational Restrictions:**
  - No WHITE forces may enter Poland.
  - WHITE may never stack nor attack with Polish Forces (*including multiple hex combat*). If forced to stack together, WHITE units are eliminated.
  - **Non-cooperation Restriction:** Unless the Polish PIT indicates cooperation, if WHITE activates a space containing Polish forces, WHITE may only activate Polish forces that Action Round.

**PEACE:** Peace with Poland occurs in two ways: RED Polish VC Control or play of WHITE AC#46.

### Peace: WHITE Triggered

Play of WHITE AC46: WHITE rolls a die during each Logistics Phase - Polish Peace ("Peace") Segment. If die roll is less than or equal to the number of VCs outside of Poland currently occupied by Polish forces, WHITE has triggered Polish Peace. Poland, West Ukraine, Belarus and Lithuania all go permanently neutral for the remainder of the game (may not be entered by ANY forces). Any forces in these areas are moved (by controlling player) to the closest friendly supplied spaces that would not result in over-stacking.

If Peace, WHITE receives a one-time VP bonus equal to the amount of VCs Polish controlled in Poland, Belarus, Lithuania, Makhno, Ukraine, West Ukraine doubled (so, a maximum of 16 VPs) at the time of peace. After that, the VCs do NOT count for the remainder of the game.

### Peace: RED Triggered

RED may trigger Peace with Poland during the Polish Peace segment of the Logistics Phase if:

- RED controls 1 Polish VC. Roll a die. On a "1", RED triggers Polish Peace. Modify by 1 for each consecutive turn RED controls a Polish VC.
- RED controls both Polish VCs

Once RED has triggered Polish Peace

- Remove Poland from the game (its forces and its region is permanently neutral {may not be entered}). RED forces are moved by RED to closest friendly RED spaces outside of Poland.
- Roll a die: The result is the number of RS (minimum three) that RED may immediately spend repairing supplied units.

- RED triggers immediate withdrawal of the Western Allies
- WHITE may NOT use any port Resource Center capacity for remainder of the game
- RED gains 4 VPs per turn

- **Political Phase: Obtaining control: RED:** RED must play AC#2 to obtain control of Poland via the Political Phase.
- **RED Polish Levy:** If a Polish unit enters a RED home region, rolls a die: the result is the number of RS RED immediately receives.
- **RED Polish Corps:** RED receives the Red Polish corps during its first Action Round following the Round it is at war with Poland. Place the corps in any non VC unoccupied space (not box) in Poland. The corps is considered to be in full supply during the Action Phase of its placement.
- **Replacements:** 1 RS per friendly polish VC for use with Poland's forces. 2 RS per polish VC if Poland is enemy occupied. 3 per polish VC if an enemy is adjacent to Warszawa.
- **West Ukraine Switches Sides:** If a side obtains control of Poland, the opposing side gains immediate control of an uncontrolled West Ukraine

## Polish Response

Poland attempted to establish a loose confederation of the Baltics, Belarus and Ukraine as a counter-weight to Russia. Additionally, Poland fought independence minded forces throughout the area, beginning in West Ukraine. To reflect this historical context, whenever one of these events occurs, roll a die:

- **Entry:** A RED unit or leader (not RED controlled Faction) enters either Belarus, Lithuania, Ukraine or West Ukraine (a separate roll is made for **EACH** Faction's region the game turn a RED unit or leader enters the Faction's territory – one roll for the entire game turn per faction)
- **RED Control:** RED gains control of either Belarus, Lithuania, Ukraine or West Ukraine (a separate roll is made for **EACH** time one of these FACTIONS becomes RED controlled)

### Polish Response Table

	Belarus		Lithuania		West Ukraine		Ukraine	
	FCM	PIT	FCM	PIT	FCM	PIT	FCM	PIT
1d6	FCM	PIT	FCM	PIT	FCM	PIT	FCM	PIT
0	1R	2R	1R	2R	1R	2R	2R	2R
1		1R	1R	2R	1R	2R	1R	2R
2				1R	1R	2R	1R	1R
3				1R		1R		1R
4				1R		1R		
5								
6								

**Key:** FCM: shift FCM for POLAND X box(es) to the right. PIT: shift Polish Involvement Track X box(es) to the right.

**DRMs:** -1 for if RED controls at least two of Bel, Lith, W Ukr, Ukr

### Polish Setup Chart

<b>Leaders</b>	Pilsudski, Haller (W#45)
<b>Army</b>	
1-6	Place in Poland
Pol Legion	Place in Poland
Pol Cav	Place in Poland
<b>Corps</b>	
1-7, E1-3, Priest, Mountain, Cav 1 & 2	Place in Poland or Strategic Reserve

### Additional Polish Forces

Force	Comment
Haller 1, Haller 2, Haller 3 & Haller Cav, 3 Special Assets	WHITE AC43 & AC45
Pol Gar 1 & 2	When an enemy controlled army enters Poland, place these two armies during the Logistics Phase in any VC or Dead Box. These armies may not leave Poland.
Pol Ukraine	If WHITE controls Ukraine and Poland, deploy these armies in Poland at a VC. CP restriction delays entry.



Polish Troops Enter Kyiv

## 15.5 Faction: Major Powers

### 15.51 General

A few rules cover all Major Powers:

**WHITE Controlled Forces Restriction:** Only WHITE may utilize MP Faction forces

**Western Allies FCM LOCK:** WHITE AC#8 “Appeal for Foreign Intervention”: When played as an event, none of the Western Allies may move from WHITE Control during the Political Phase for the remainder of the game. (note: WHITE AC#4 may “lock” the Czech Legion’s FCM. The Central Powers FCM may never be locked).

**Major Power Withdrawal:** During the Logistics Phase, a die is rolled for each Major Power Faction subject to withdrawal for that turn. Consult the following:

#### Major Power Withdrawal

Turn	Major Power (x) x=if die roll is less or equal to, Major Power withdraws. A=Automatic
1	None
2	Central Powers (2)
3	Central Powers (4)
4	Central Powers (6), France (2)
5	Central Powers (A), France (4)
6	France (A), USA (2)
7	France (A), USA (3)
8	Czech (4), USA (4), Britain (4)
9	Czech (A), USA (A), Britain (A)

#### DRMs:

- *The controlling side of the Faction may choose to affect the withdrawal die roll by either adding 1 or subtracting 1 from the roll.*
- *Additionally, if WHITE AC#8 has been played, +1 for a WHITE controlled Major Power.*
- *If RED AC34 played, -1 for each Major Power*

#### Effects of Major Power Withdrawal

- **Removal:** Remove all forces from the game and ignore the Faction during the Political Phase.
- **Major Power VP Penalty:** For each Major Power (MP) army currently eliminated at the time of MP withdrawal, the non-controlling side receives 1 VP. If neither side controls, no VPs are generated. *See 14*

**W8:** WHITE AC#8 adds one to withdrawal rolls for Britain, France and USA

**R34:** RED AC#34 subtracts one from any Major Powers withdrawal die roll.

**Losing control of Major Power:** Occasionally, WHITE will lose control of a Major Power. Leave these forces on the game map, with WHITE displacing their forces to the closest friendly spaces. Players may NOT enter these uncontrolled Major Power spaces. WHITE may trace supply thru such a space: RED may not. A player may attack these spaces, but that will give control to the enemy.

**Western Allies:** Refers to Britain, France and USA.

**Major Power army loss VP penalty:** see 14.3

### 15.52 Great Britain (“Britain”)



- **Activation Restriction:** WHITE may not activate a space containing British forces until WHITE AC#1 or AC#8 is played as an event.
- **W8:** WHITE AC#8 “Appeal for Foreign Intervention”. When played as an event by WHITE, Britain may NOT move from WHITE Control: their FCM becomes “locked” in WHITE control.



- **Greek/Serb Forces:** When WHITE plays W#38, roll a die:
  - 1: WHITE places Greek and Serb forces
  - 2: Place Serb forces
  - 3: Place Greek forces
  - 4-6: Sadly, no Greeks or Serbs

Place armies in controlled Black Sea ports; any corps are placed in Strategic Reserve

- **Political Phase FCM Movement: CP:** The British FCM may not move closer to the side controlling the CP at the beginning of the Political Phase.
- **Rebuilding Armies:** The RBEF 1 & 2 may be rebuilt at any friendly controlled port in the Baltics, Kuban or Transcaucasia. A rebuilt Slav British Legion or NRBF army (WHITE AC#5) appears at either Murmansk (717) or Archangel (732).
- **Replacements blocked:** If WHITE does not control Sevastopol and Omsk (528), it may not spend replacements or take reinforcements for Britain.
- **RS Bonus:** Control of Britain by WHITE generates +1 RS, if WHITE AC#1 (Kolchak's Coup) has been played as an event and Kolchak on board.
- **R38:** Play of RED AC#38 eliminates the RS bonus for control of Britain, but not the RS bonus from WHITE AC#31.
- **W#31:** Generates additional +1 RS (to the RS bonus above) for WHITE if Britain controlled,
- **Setup:** 1 British corps is placed in Murmansk, Archangel and Vladivostok.
- **Southern Front:** Play of WHITE AC#38 enables British forces to appear in friendly Black Sea or Caspian Sea ports.
- **Supply:** Supply for British forces is traced from a friendly port or a controlling side's supply source.
- **WHITE Controlled forces restriction:** Only WHITE may use this faction's forces.
- **Withdrawal:** This Faction is subject to Major Power (MP) Withdrawal and MP VP Penalty. See rule 15.4

Churchill drove British support for the WHITE cause. Great Britain committed troops throughout Russia (Murmansk, Archangel, Crimea, Siberia and the Far East). Coming on the heels of WWI, there was little appetite for significant intervention in Russia, but just enough to produce a debacle. In *ToC*, a number of "what ifs" have been baked into the game, including a greater British intervention if WHITE meets various conditions.

*Including the Central Powers within ToC presented a number of design challenges. I included the CP, since they significantly impacted the opening position of the conflict. Essentially, the CP prevents either side from gaining control of various Factions until the CP withdraws (between Turn 2 & Turn 5). However, RED can gain control of their forces and wreck some havoc.*

## 15.53 The Central Powers (CP)



- **Overview:** Austria, Germany and Turkey comprise the Central Powers. They are considered one Faction for all game purposes.
- **Attrition Supply:** Neutral CP forces are always considered in Attrition supply
- **Non Cooperation:** If WHITE activates a space containing the forces of the Central Powers, WHITE may only activate those forces that Action Round.
- **Control markers:** CP forces do not place control markers
- **CP restriction:** While the CP is still active (i.e. has not withdrawn), Belarus, Estonia, France, Latvia, Lithuania, Makhno, Poland, Transcaucasia, Ukraine and West Ukraine may not have their forces setup. These restricted Factions' regions are considered neutral (even though their FCM may be in the

RED or WHITE control space on the FCM) and may not be entered by either side. There is a line, **the CP Restriction Line**, on the game map to identify the area west of the line that is affected. So, while the FCM (Faction Control Marker) for these Factions may enter RED or WHITE's Control Box (on the Faction Control Table), that side receives no benefit (use of forces, VC credit, etc).



- **German Mutiny Army:** If WHITE gains control of the Central Powers, roll a die. 1-3: RED Places the German Mutiny Army in a RED controlled space in the North or Central region. Treat German mutiny army as an Insurrection Army.
- **R9:** Play of RED AC#9 causes the Central Powers to immediately withdraw.
- **Rebuild? No:** Central Power units may not be rebuilt, but may be repaired
- **Replacements (Faction):** CP receives 2 RS to repair any CP units (an exception to the rule that units with dots in upper righthand corner may NOT be repaired or rebuilt) during the Logistics Phase. None may be rebuilt.
- **Replacement Step Bonus/Penalty:** WHITE Control of the CP generates 2 RS for WHITE. RED Control of the CP results in WHITE subtracting 2 RS from the WHITE RS total at the beginning of the Logistics Phase.
- **Setup:** All Central Power units (except the Central Powers Mutiny Army) begin the game on the map.
- **Socialist Revolutionaries:** Final resolution of the Social Revolutionaries is determined when the CP withdraws (assuming the Soc Rev's have not already committed to either side: 15.27)
- **Supply:** CP units trace supply to either East Prussia, Kyiv or Baku. In contrast to other forces in the game, they may trace thru neutral spaces (usually those in non-committed Factions).
- **VC Credit:** Neither side receives credit for any Victory City controlled by CP forces (if they are present in a space, CP controls the space – along with the controlling side). However, control of a VC by the Central Powers does deny the enemy side “credit” for that VC.

- **Withdrawal:** This Faction is subject to Major Power (MP) Withdrawal and MP VP Penalty. See rule 8.4. *Note: WHITE AC#8 does NOT affect the CP Withdrawal die roll. RED AC#9 Withdrawal of Ober Ost causes the CP to immediately withdraws (besides other effects listed on the AC).*

**Herr Heinzmann Effect: In order to provide a little more “juice” for WHITE early in the conflict, I’ve added the following rule:**

15.53 CP WITHDRAWAL: Herr Heinzmann Effect			
The moment CP withdraws, consult this table:			
Die Roll	# of Britain, France & USA Factions WHITE Controlled		
	1	2	3
1	NYET	1B	2B
2	1B	1B 1R	2B 1R
3	1B	2B	3B 1R
4	1B 1R	2B 1R	3B 2R
5	1B 1R	2B 2R	3B 3R
6	1B 2R	2B 3R	3B 4R

<b>Key</b>	1B = WHITE may push 1 FCM on FCT 1 box: BUT... not into or out of control. A FCM may be pushed more than one box. 1R = WHITE immediately gains 1 RS If Kolchak on map (and in supply) OR Tsar rescued (and in supply). FCM = Faction Control Marker FCT = Faction Control Table RS = Replacement Step
 <b>Kolchak</b>	
<b>Die Modifiers</b>	TSAR alive +1 AC R9 "Deal with the Devil" played as event +1 If WHITE controls 3 or more RED home VCs +1  If RED controls ANY Western Ally -1 If WHITE controlled CP when withdrew -1 If WHITE controls 2 or less RED home VCs -1
 <b>Central Powers</b>	

### 15.54 Czech Legion (CL)

- **Attrition Supply:** Neutral CL forces are always considered in Attrition supply
- **Faction Control Table – Initial FCM position:** The CL begins the game in the WHITE Influence Box.
- **Faction Leader VP exemption:** No VPs are lost for elimination of the CL leader (rule 12.5).
- **W4:** White AC#4 gives WHITE Czech Legion's control. FCM remains locked for game.
- **Gajda Putsch:** Si Army 2, 3 and 4 are subject to the effects of the Gajda Putsch (not Si Army 1).

- **Imperial Gold and Silver Reserve (IGSR)** (13.3). Neither side controls the IGSR if a non-controlled Czech Legion unit or Green unit occupies the IGSR space.
- **Neutrality – On Map:** Czech Legion forces begin the game on the game map. Assuming neither side gains control of the CL, these forces are “neutral” to both sides. While neutral, supply may be traced through the forces by WHITE. If a side attacks a CL neutral unit, the other side gains immediate control of the CL Faction.
- **Non-cooperation:** If WHITE plays AC#1, Czech Legion and WHITE non-cooperation (you can either activate WHITE OR CL in a particular Action Round, but not both) is triggered for the remainder of the game.
- **Political Phase FCM Movement:** Allied FCMs may not move closer to the side controlling the CP at the beginning of the Political Phase.
- **RAIL:** When a space is activated for movement, Czech Legion corps may move an unlimited number of friendly connected rail spaces
- **Replacement Steps:** The Czech Legion receives 1 RS per turn. Additionally, conduct a 1d6 if WHITE controls the IGSR Train: on a roll of 1-3, CL receives an additional RS.
- **Supply/rebuild:** The Czech Legion draws supply from its controlling side’s supply sources. While the Faction is uncontrolled, supply is ignored. Czech Legion armies arrive (rebuilt or reinforcements) at any controlled VC or any friendly VC in the Urals North or Urals Central.
- **W1:** If WHITE plays AC#1 and activates a space with a Czech Legion unit or leader, WHITE may only activate spaces containing Czech Legion forces (and any other friendly forces that may be stacked with the CL) that Action Round; i.e. all or nothing (“Non-cooperation”).
- **W4:** WHITE automatically gains control of the CL Faction. Place the Czech Legion Army 4 and Gadja leader.

- **Withdrawal:** CL is subject to Major Power (MP) Withdrawal and MP VP Penalty. See rule 15.4.

## 15.55 France

- **Activation Restriction:** WHITE may not activate a space containing French forces until WHITE AC#1 OR AC#8 is played as an event.
- **CP restriction:** Until the Central Powers withdraw, no French Faction troops may enter the game.
- **Political Phase FCM Movement:** Allied FCMs may not move closer to the side controlling the CP at the beginning of the Political Phase.
- **RS Bonus:** Control of France by WHITE generates +1 RS, if WHITE AC#1 (Kolchak’s Coup) has been played as an event and Kolchak on board.
- **Supply/rebuild/setup:** French units draw supply from any WHITE supply source. French armies enter play at any controlled port in the Black Sea. French corps are set up in the Strategic Reserve. French armies may not be rebuilt, but corps may be rebuilt.
- **R38:** Play of RED AC#38 eliminates the RS bonus for control of France, but not the RS bonus from WHITE AC#31.
- **W8:** Play of WHITE AC#8 means France may NOT move from WHITE Control: their FCM becomes “locked” when in WHITE control.

French intervention, primarily in Ukraine, was a debacle.

## 15.56 USA

- **Activation Restriction:** WHITE may not activate a space containing USA forces until WHITE AC#1 OR AC#8 is played as an event.
- **Political Phase FCM Movement:** Allied FCMs may not move closer to the side controlling the CP at the beginning of the Political Phase.
- **RS Bonus:** Control of USA by WHITE generates +1 RS, if WHITE AC#1 (Kolchak’s Coup) has been played as an event and Kolchak on board.

- **R38:** Play of RED AC#38 eliminates the RS bonus for control of USA, but not the RS bonus from WHITE AC#31.
- **Supply/rebuild/setup:** USA units draw supply from any controlling side source. The army is rebuilt at Vladivostok. Setup USA army and PB 1 corps in Vladivostok, PB 2 corps at Murmansk (717) and place the PB 3 corps in the Strategic Reserve. Place Graves in Vladivostok.
- **W8:** Play of WHITE AC#8 means that the USA may NOT move from WHITE Control: their FCM becomes “locked” when in WHITE control.
- **W31:** Play of WHITE AC#31 generates an additional +1 RS (to the RS bonus above) if USA is WHITE controlled.

*USA forces primarily operate in Siberia. They did provide some minimal assistance to the WHITE cause; essentially resisting Japanese presence in Siberia.*

## 15.6 Optional Political Rules

**Random Political Cards:** The Political Phase is somewhat time consuming. I developed it to better reflect the political dynamics surrounding the conflict and to allow players the opportunity to try to influence and understand these dynamics. In order to learn the basic game quicker, players may use the following rules:

- Eliminate the Bluff and Influence Cards from play
- Randomly deal 3 appropriate PCs (example: RED box – PCs 1-22) to each Political Box

These two rules will almost eliminate the ability of each player “to drive” the Political Phase, but will shorten the game by about 2 hours (assuming each Political Phase takes about 15 minutes).

## 16.0 Example of Play

Turn 1. Deal Action Cards (ACs). Each side receives 7 ACs from their respective decks (the turn chart delineates the number of cards that constitute a “hand”). Additionally, each player takes their Bluff and Influence Cards and adds them to their hand. Each side will use three of these ACs to attempt to select Political Cards (PCs), which in turn affect the movement of Factions towards RED or WHITE control.

Combined CV (See note)	0	1	2	3+
7-10	3R	1H2R	2H1R	3H
4-6	2R	1H1R	2H	2H
2-3	1R	1H	-	-

First, each side selects an AC (placed face down) for each Political Box (RED, WHITE and OTHER) on the Game Map. Next, we reveal the Action Cards in the RED Political Box. RED allocated an AC with a Card Value (upper right hand corner of the Action Card) of 3, while WHITE allocated its Bluff Card (always a value of 1). The combined value is 4. We consult the PC Generation Chart above.

Estonia 1R		Cen Pow 1W
Latvia 1R		Khiva 1R
Lithuania 1R		Cz Leg 2R
Makhno 1R		
West Ukr 1R		
Belarus 1R		
Poland 1W		

Next, we subtract the higher Card Value from the lower value for a difference of 2, with RED getting the advantage. Consulting the Political Card Generation Chart, we determine that RED will select the two PCs. RED selects PC6, *Self Determination*, (from the RED group – cards 1-22 in a shared deck of 66). The card provides 2 free replacement steps {indicated on the card}, which RED immediately declares and indicates on the replacement track. Note, a side may declare the effects only one PC during any Political Phase. This does not interfere with the Influence Point impact of the card. RED also selects Red PC#10, *Aid to Baltic Bolsheviks*. Both PCs are placed face down. We move on to the WHITE Political Box. WHITE has placed AC with a value of 2, while RED placed its Bluff card. The combined value of 3 will generate only 1 card (selected by WHITE). WHITE selects PC#29 “*Ice March*”. The PC is placed face down in the WHITE PB.

That brings us to the OTHER Political Box. Both RED and WHITE allocated their Influence Cards. By utilizing both a Bluff and Influence Card, each side has insured that they will begin the Action Phase with 1 more card

than the number of rounds – thus preserving some operational flexibility. Either side could have gambled, and potentially utilized a higher value Action Card (assuming one was in their hand) in one of the Political Boxes. Returning to the Influence Cards, WHITE consults their modifiers listed on the card: behind in VCs (-1) {but this is not utilized on Turn 1}, 1918 (+1), Denikin on game map (-1)...for a net of 0. Neither side receives a modifier for VCs on Turn 1 (rule 8.153). A 2 is rolled. Consulting the Influence Card, we determine the Influence Card has a value of 1 for this phase. Same result occurs with the RED player. Given a combined PC Card Value of only 2, only 1 PC will be generated for the OTHER Political Pox (from PCs 45-66). We consult the PC Selection Chart, and determine since both sides placed the same card value, the PC is randomly selected. PC#54, The Chelyabinsk Incident, is drawn.

### **Political Phase – The Results...**

Political Box resolution occurs. Reveal all 4 PCs in all the Political Boxes. We now calculate the effects of the 4 PCs (by netting out the Influence Points for each Faction):

Estonia: 3R	Britain: 2W
Latvia: 3R	France: 2W
Lithuania: 1R	USA: 1W
Ukraine: 0	Transcauc: 0
Makhno: 1R	Central Powers: 2W
West Ukraine: 1R	Khiva: 1R
Belarus: 2R	Astrak: 1W
Finland: 2W	Cz Leg: 2W
Poland: 1W	Turkistan: 0

Any Faction with 0 or 1x is ignored, since it takes at least 2 IPs to shift the Faction Control Marker (FCM) a box on the Faction Control Chart.

Estonia and Latvia are shifted 1 box to RED Influence. Belarus, which starts the game in the Red Influence Box, goes to RED Control. Finland, France and Central Powers shifts 1 to WHITE Influence. WHITE gains control of both Britain and the Czech Legion.

The four PCs are placed in the PC discard pile and cannot be selected in a Political Phase until there is a reshuffle (generated by PC#66 or running out of PCs).

WHITE sets up the British forces per the Faction Guidelines. The Czech Legion forces begin the game on the map and WHITE will be able to use the forces this turn (beginning with their 2<sup>nd</sup> Action Round).

Although RED gained control of Belarus, they do not set up the Belarus forces, due to the Central Power Restriction (as long as the Central Powers have not withdrawn from the game, neither side may use the forces of or receive VC credit for Belarus {in addition to any other Republics or Countries west of the CP restriction line on the map}).

We are now ready to begin the Action Phase.

### **Action Phase – Moving units on game map and taking territory**

Turn 1. Both RED and WHITE drew 7 Action Cards (ACs) from their 1918 deck. Each side used 1 AC in the Political Phase (along with their Bluff & Influence Cards), meaning that they begin the Action Phase with 6 ACs. Either side could have used up to 3 ACs, in which case they would have a hand size of 4 ACs for the 5 Action Rounds on Turn 1, resulting in the necessity of having to take at least one Special Action for an Action Round.

WHITE always goes first. WHITE has the following Action Cards: 1, 2, 3, 7, 13 and 14. WHITE decides he must attempt to place the RED Armies 11 & 12 Out of Supply (OOS) by an attack and advance on Gashun (321). WHITE decides to play W2 (WHITE Action Card #2) as an Operations card. The AC has a Card Value of 4 (upper right hand corner). This allows WHITE to place an activation marker, activating a space for either movement or combat, on four spaces. WHITE places a combat marker on Velikokniash (Space #322) and Skakhty (325). WHITE places a movement marker on Pyatigorsk (315) and Rostov (324). Movement is conducted first.

All Rostov units move to Kamensk Shakhtinsky (329), not violating stacking (3 units+leaders, only 2 may be an army). It cost only 1 movement point to move the one space. The corps in Pyatigorsk moves one space to Stavropol (314), while the army moves to Petrovskoye (319), in order to maximize use of activations next round (by the ability to move three units from one space).

Combat is now conducted. Given that WHITE has a leader present, Denikin, and an army from that space (322) will participate in the attack, WHITE declares a multi-space attack (322 & 325) vs. Balaya Kalitva (326). RED, with a leader (Trotsky) present now has the option to withdraw. Trotsky elects to stay. WHITE indicates all units in 325 & 322 will participate (2 armies and corps).

First, we net all Combat Modifiers (CMs) for each side. The only applicable CMs in this case are for the side with the most elite steps. WHITE has 4 army elite steps and RED has 2 army elite steps, so WHITE receives a +1 CM. No other CMs are at play (which will probably be the case in the majority of the time). Second, we subtract the lower (RED with a zero) from higher (WHITE with a +1). This produces a +1 CDM (Combat Die Modifier) for WHITE.

No column shifts to modify the combat since part of the attack is from space 325 (negating the effect of the river crossing from 322 to 326).

Combat fire is simultaneous. RED fires on the Army 5 column, rolls a 4 and produces 4 LFs to WHITE. WHITE fires on the Army 9 column, rolls a 5, adds a +1 to the die roll and produces 6 LFs to RED. After combat, the defender (RED) takes its losses first. RED must eliminate the RED 9 Army to satisfy the 6 LF loss. An elite Russian corps is taken from the reserve and placed in the space. To satisfy its losses, WHITE flips the Don Cossack North army (2 LFs) and eliminates the corps 4 (2 LFs).

RED must retreat 2 spaces (the difference in LFs), but could attempt to cancel since it has an elite unit. However, RED consults their hand, and begins to formulate a plan to deal with the current disaster and produce a credible threat to WHITE – the essence of any good strategic war-game. RED falls back to 335 and plays an AC...

## 17.0 Designer Notes

Paraphrasing a British attaché regarding the Russian Civil War, “...with 2 or 3 divisions, we could take Moskva and crush the Communists...”. As Napoleon discovered, simply occupying a capital does not guarantee long term political victory. And, another from Trotsky regarding a general, “...His was an excellent military plan, assuming politics were not involved – but politics are always involved in questions of war...”. And, finally a quote from Kolchak, the leader of the White cause, “...I have absolutely no political objectives...My chief aim is to eliminate Bolshevism...After that, it is up to God”. All three speak to the political dimension of war (or an ignorance of that dimension), versus the military component that most historical simulations (“wargames”) traditionally address. *Triumph of Chaos v2* attempts to cross this divide and provide strategists and gamers with a political and military challenge, historically reflective of the strategic puzzle called the Russian Civil War (RCW).

The complexity of the RCW strategic situation would be analogous to the American Civil War if the North were simultaneously fighting Canada, Mexico, a few foreign powers, and toss in a couple of other regional secession movements within the North. Add to this, witnessing a political revolution, while trying to defeat the South and still emerge as powerful nation. One would also have to add significant internal divisions within the “Northern” camp. Such was the RCW.

Why this topic? First, the RCW is a rich drama: quite the story with a cast of thoroughly interesting characters (hence, the Leader Cards). Second, while the topic has a few good RCW games (*RCW*, *Reds!*, *Rosssia 1917*, etc), these lack the game mechanism (card driven), scale (point-to-point strategic reflective of all the countries/interests involved) and conceptual mix (both a political and military game) that I enjoy gaming. Third, the RCW is reflective of the type of war we in the West will likely face for the foreseeable future. So, hopefully,

*ToC* can provide insight into these types of strategic situations.

At its core, I wanted an integrated political and military game. I selected two of my favorite “game engines” and game designers: *Paths of Glory*, GMT Games and *Days of Decision*, Australian Design Group. One of the key moments in playtesting *ToC* came when Charlie Hickok suggested that the Action Cards be utilized by players to “bid” for Political Cards. Subsequently, Action Cards began to take on some of the characteristics of Political Cards and vice versa. And progress, or a lack of it, in one sphere (military or political) translated into the other sphere.

Besides an integrated game, I also wanted a “ton of flavor” baked into the game. The central design challenge was to reflect the political and military complexity while not adding so much “flavor” (“chrome”) to the design that it buckled under its own weight. Add to that a strong desire to make a fun/playable game that doesn’t teach “bad history” and sparks interest in the topic. Whether I succeeded or not will be left to the decision of each gamer.

After publishing a Comrades Guide (a supplement to the first version), I was happy to close the book on designing games regarding the Russian Civil War. However, due to strong interest in the game and recent events (the Ukrainian revolution against their Moscow favored dictator in 2014), the subsequent invasion of Ukraine by Russia and events related to the USA presidential election in 2016, echoes of the conflict would not go away. So, with a second bite of the apple, what did I want to address?

With *ToCv2*, I wanted to reflect subsequent learnings, attempt to streamline some mechanics, provide game design mechanics better reflective of historical dynamics, add more player decision angst and add a few characters that I may have missed with the initial version. Players will let me know whether or not it was worth the effort.

Victory in *ToCv2* will be determined by the player that can best handle the chaos of each turn, has an adaptable strategy and seizes/maintains the initiative. This conflict lacks “traditional nice and neat fronts” common in many other wars, and often our hobby’s simulations. Precipitous changes in the political situation will result in sudden changes of military fortune for both sides. Additionally, mutinies, Green forces, In-Fighting and propaganda attacks and a raft of other chaos can quickly destabilize any local position. In the midst of this, somehow, players will need to focus on that which is most important and disregard “the noise”.

A few words regarding strategy:

## Basic RED Strategy

Capitalize on your three strengths: numbers, a central position and relatively unified and coordinated action. Initially, you will find yourself parrying WHITE threats, building up your forces and developing a concentrated attack either in the East or South. Keep a careful eye on Ukraine and Poland. You have an ability to somewhat manage how those Factions enter the conflict; and if they enter at the wrong time (or way), you will find yourself stretched very thin. Astrakhan and Makhno can be very useful thwarting WHITE offensive power operating out of the Don and Kuban Regions. Thwart, build, crush.

## Basic WHITE Strategy

While initiative is important to both sides, your ability to develop multiple threats to the RED central position and then “flood the zone” at the proper time will be your key to success. While you possess some high quality and well-led forces, they are brittle and difficult to coordinate. Defensively, you need to distract RED and prevent them from steam-rolling any one “front”. Much of your fortune depends on management of the political realm (Ukraine, Czech Legion (CL), “the Baltics”, etc.).

There is an indepth discussion of strategy on both *ToC* discussion boards (Consimworld & Boardgamegeek). Additionally, the *ToC Comrades Guide* (2007) also provides a comprehensive review of game strategy.

And, with that, enjoy.

## 18.0 References

A partial list...

A good place to start – check your local bookstore (assuming they still exist):

**Red Victory**, W.Bruce Lincoln, 1989 (*a fantastic read*)

**The Russian Civil War**, Evan Mawdsley, 1987

Detailed regarding a particular aspect of the RCW

**The White Generals**, Richard Luckett, 1971

(*the book that really sparked my interest*)

**The White Armies of Russia**, George Stewart, 1933

(*very good – detailed campaign maps*)

**White Eagles Red Star**, Norman Davies, 1972 (*definitive piece regarding Polish-Soviet War*)

**Civil War in Siberia**, Jonathan D. Smele, 1996

(*definitive piece on politics & war in Siberia*)

**Stillborn Crusade**, Ilya Somin, 1996

(*interesting “what-ifs” related to the RCW*)

**Intervention in Russia**, Miles Hudson, 2004

(*concentrates on the British experience*)

**The Ukrainian-Polish Defense Alliance**, Michael Palij, 1995 (*outstanding work on this aspect of the RCW*)

**The Day They Almost Bombed Moscow**, C.Dobson and J.Miller, 1986 (*which gave birth to Moskva bombing rule*)

**Russian Nationalism and Ukraine**, Anna Procyk, 1995 (*great piece on WHITE/Ukrainian struggles*)

**Sovietization of Ukraine**, Jurij Borys, 1980

Since I published the *ToCv1*, quite a few good books (in English!) have appeared, including:

**White Terror: Cossack Warlords of the Trans-Siberian 1918-1922: 'A Great Disobedience Against the People'** (New Studies of Modern Japan)

**Churchill's Crusade: The British Invasion of Russia, 1918-1920** by Clifford Kinvig

**The Czech and Slovak Legion in Siberia, 1917-1922** Joan Mcguire Mohr

**Captives of Revolution: The Socialist Revolutionaries and the Bolshevik Dictatorship, 1918-1923** (Pitt Russian East European) Smith, Scott B

**The French Army and Intervention in Southern Russia 1918-1919**, J. Kim Munholland

Osprey Books/New Vanguard

**293: Russian Civil War**, 1996

**305: RCW (2) White Armies**, 1997

**83: Armored Units of RCW**, 2003

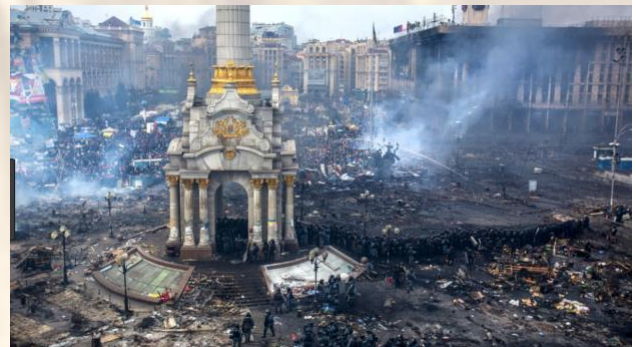
## Recommended RCW games

**Russian Civil War**, SPI, James Dunnigan, 1976: *Start here ... updated by Strategy & Tactics...Miranda in 2011*

**Red Star/White Eagle**, GDW, Dave Williams, 1979: *An oldie, but goldie, being reprinted (Compass Games)*

**Rossyia 1917**, Azure Wish, F.S. Thomas, 1995: *Quite a strategic will model*

**REDS!**, GMT, Ted Raicer, 2001: *Fun game: played it...and thought, why not with cards and a heavy political subgame...talked to Ted...*



*Echoes of the conflict today...revolutionary Ukraine 2014... Putin's Russia 2017: the new Young Pioneers*



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