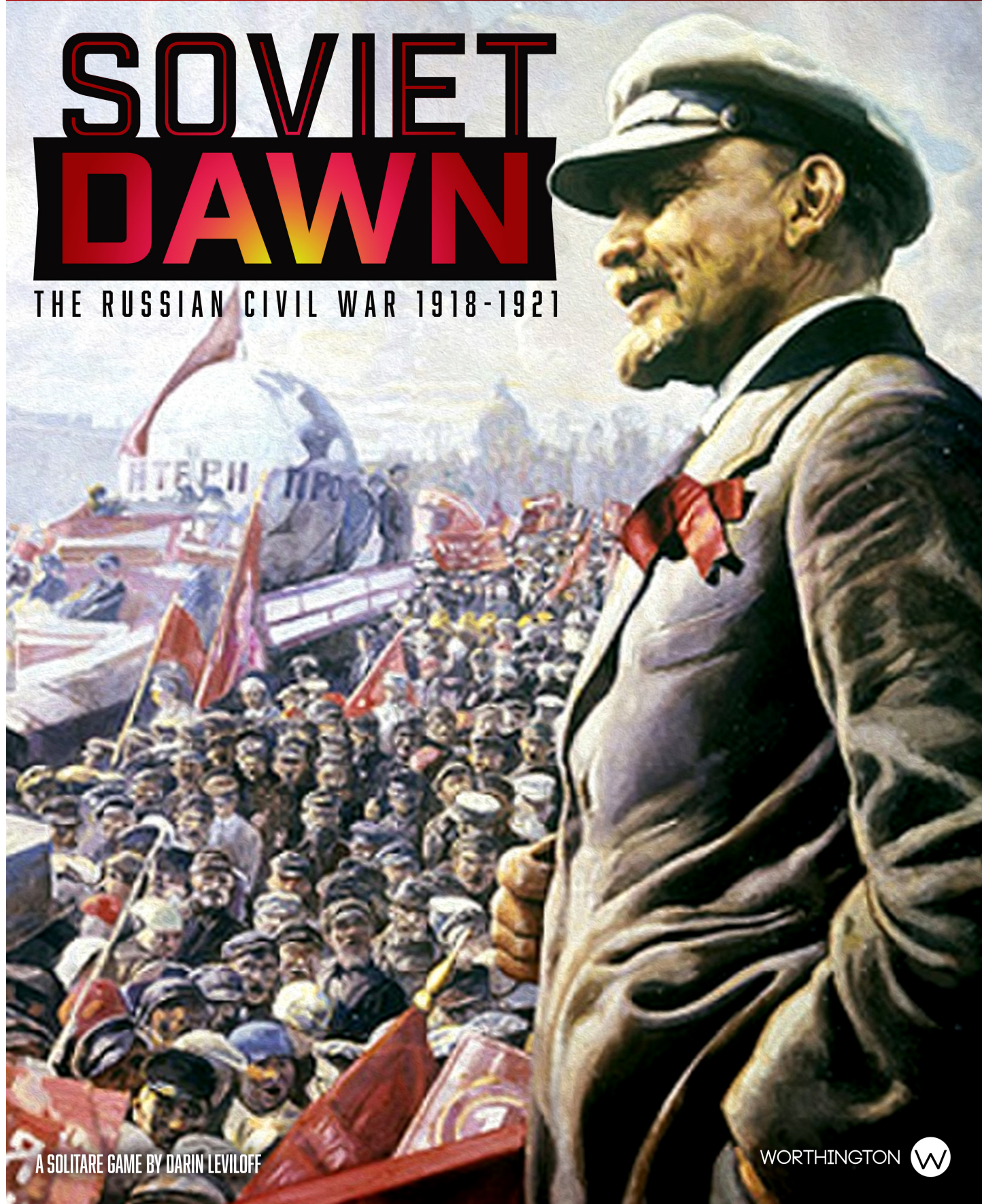


DELUXE EDITION

SOVIET DAWN

THE RUSSIAN CIVIL WAR 1918-1921



A SOLITARE GAME BY DARIN LEVIOFF

WORTHINGTON 

1.0 INTRODUCTION

SOVIET DAWN is a solitaire game of the Russian Civil War from 1918-1921. The player controls the Bolshevik leadership of Lenin, Trotsky, and many others who, after the "October Revolution," tried to solidify the authority of their nascent (Red) government.

Shortly after Alexander Kerensky's provisional government fell, the new Soviet regime that replaced it faced repeated challenges to its authority from internal counterrevolutionary elements, the forces of Imperial Germany, and later from the Allied nations (England, France, U.S, and Japan). Collectively, the counterrevolutionary elements that fought against the regime were known as the "Whites." In addition, Independent (Separatist) and Anarchist uprisings, breakaway regions, shortages and deprivations, disease, political infighting, and later the newly declared Polish state – all bedeviled the beleaguered communist leaders.

2.0 GAME EQUIPMENT

2.1 THE GAME MAP: The game map depicts Western Russia and Eastern Europe. Moscow is the central hub of the game's activity and six tracks emanate outward from it like spokes (Baltic, Finland, Allies, Eastern, Southern, and Poland). The map also includes various holding boxes, tables, and other data tracks to facilitate play.

2.2 EVENT CARDS: These cards regulate the activity in the game, pronouncing headlines, providing history, listing advancing Fronts and the Actions you have available each turn. In addition, special effects or occurrences appear on some cards and must be taken into account during play.

Card Headline → CZAR'S FATE DECIDED IN EKATERINBURG! 3 SEE RULE 10.2

Card Number → A square background signifies a marker is assigned to this card

Moving Fronts (Advance or Retreat) Background color indicates the card's epoch

Event Instructions → Each begin with a timing symbol

Historical Flavor → The former head of the Russian state, Czar Nicholas II, remained a major political figure in any potential White resurgence. When the Revolt of the Czech Legion threatened Soviet control of Ekaterinburg, where the Czar and his family were exiled, the Bolsheviks quickly dispatched men to execute the royal Romanov family.

The full deck of cards enters play in three "Epochs:" **Twilight** (with the dark blue sidebar background color), **Darkness** (with the gray sidebar background color), and **Dawn** (with the gold sidebar background color), with the player trying to survive each card.

Twilight Epoch (Dark Blue Sidebar): CARD 3 GENERALS FORM VOLUNTEER ARMY! ADVANCE NO RESTRICTIONS

Darkness Epoch (Gray Sidebar): CARD 2 GERMAN-BACKED COUP IN UKRAINE! ADVANCE NO OFFENSIVES ALLOWED VS. SOUTHERN THIS TURN

Dawn Epoch (Gold Sidebar): CARD 3 ANTI-SEMITIC POGROMS! ADVANCE +1 DIRM VS. SOUTHERN AND ALLIES; ALSO A +1 DIRM DRAST ON POLITICAL TABLE ROLL THIS TURN

2.3 THE PLAYING PIECES: The playing pieces come in two basic flavors: "Front" units and information markers. Further we have provided two types of front units (you can play with either-your choice). The longer rectangular front pieces should be placed in the plastic bases so they stand up. Some of the "lay flat" markers are used to indicate that a given front is "inactive" at a particular time in the game. You could choose to play instead with only the round front pieces that lay flat on the board.

FRONT UNITS ("Front") represent the military forces of nations opposed to the new Soviet Union: some are national entities (e.g., the Germans, Finns and Poles) while other represent coalitions of White forces, such as the Southern, Eastern, Allies and Baltic forces (the latter under General Yudenich).

"Stand-up" Front Marker

Battle Value → 3

Nationality/Leader Name → PILSUDSKI

Front Name and Flag → POLAND

Starting Baltic Front "Stand-up" Marker → 4 GERMANY BALTIC

Starting Baltic Front "Lay Flat" Marker → GERMANY BALTIC

German/Baltic Front Round Inactive Base (back of Lay Flat marker) → GERMANY BALTIC INACTIVE

The various information markers indicate the status, possession or effect on an important game activity or situation. The game board, in many cases, has a reference to the applicable rules for the individual markers written near the piece's placement area.

3.0 SET UP

Follow these steps to set up the game:

1. Place the Finland (Svinhufud), Poland (Pilsudski), and Allies (British/U.S.) Front markers as inactive in their respective track's #4 boxes.
2. Place the Eastern (Kolchak) Front in its track's #5 box; the Southern (Denikin) Front in its track's #4 box; and the Baltic (Germany) Front in its track's #4 box. These are **active** fronts.
3. Place, all face-up, the Political Level marker in the #1 box of the Political Level track; the Great War Status marker in the "Russian in WW1" box on The Great War Status Display; and the seven Red Army Reorganization markers in their respective boxes in the Red Army Reorganization table on the board.

4. Place all five of the Reserve Offensive and both Political Decree markers, in their respective boxes found near the bottom of the board (see 7.7 on page 8).



5. Place the Czar marker on its starting side in the "Czar in Captivity" box over the Eastern track.

Czar Placement Location

The diagram shows the Eastern track with boxes for Czar's status. Box #1 is 'CZAR IN CAPTIVITY NOT ACTIVE'. Box #2 is 'CZAR EXECUTED WHILE ACTIVE +1 DRM THIS TURN'. Box #3 is 'CZAR LIBERATED WHILE ACTIVE -1 DRM ALL SOVIET OFFENSIVES FOR THE REST OF THE GAME'. Box #4 is 'OMSK CZAR EXECUTED'. Box #5 is 'IRKUTSK CZAR EXECUTED'. Below the track, the 'CZAR' marker is shown on its 'Czar Starting side' (a portrait of Nicholas II) and its 'Czar Executed flipped side' (a silhouette of a person with a target).

Czar Starting side

Czar Executed flipped side

6. Place the Czech Legion marker in the "Czech Legion: Not Active" box below the Eastern track.

Czech Legion Starting Location

The diagram shows the Eastern track with boxes for the Czech Legion's status. Box #1 is 'CZECH LEGION NOT ACTIVE'. Box #2 is 'CZECH LEGION ACTIVE WHILE ACTIVE -1 DRM TOWARD EASTERN OFFENSIVES'. Box #3 is 'CZECH LEGION WITHDRAWN'. Below the track, the 'CZECH LEGION' marker is shown on its 'Czech Legion Starting side' (a group of soldiers) and its 'Czech Legion Active side' (a group of soldiers).

7. Place the Curzon Line marker in the "Curzon Line" placement area on the Poland track between #3 and #2 spaces with the gray "Inactive" side facing up.

Curzon Line Placement Location

The diagram shows the Poland track with boxes for the Curzon Line's status. Box #1 is 'CURZON LINE NOT ACTIVE'. Box #2 is 'CURZON LINE ACTIVE WHEN ACTIVE, OFFENSES INTO LVOV EACH CAUSE -1 POLITICAL POINT'. Box #3 is 'CURZON LINE ACTIVE WHEN ACTIVE, OFFENSES INTO LVOV EACH CAUSE -1 POLITICAL POINT'. Box #4 is 'CURZON LINE ACTIVE WHEN ACTIVE, OFFENSES INTO LVOV EACH CAUSE -1 POLITICAL POINT'. Below the track, the 'CURZON LINE' marker is shown on its 'Curzon Line "Inactive" side' (gray) and its 'Curzon Line "Active" side' (red).

Curzon Line Starts as "Inactive"

Curzon Line "Active" flipped side

8. Place the Petrograd Fortress marker over the Petrograd #1 space with the "Inactive" side facing up.

Petrograd Placement Location

The diagram shows the Petrograd track with boxes for the Petrograd Fortress's status. Box #1 is 'PETROGRAD -1 POLITICAL POINT'. Box #2 is 'PETROGRAD -1 POLITICAL POINT'. Box #3 is 'PETROGRAD -1 POLITICAL POINT'. Box #4 is 'PETROGRAD -1 POLITICAL POINT'. Box #5 is 'PETROGRAD -1 POLITICAL POINT'. Below the track, the 'PETROGRAD' marker is shown on its 'Petrograd "Inactive" side' (yellow) and its 'Petrograd "Active" side' (red).

Petrograd Start as "Inactive"

Petrograd "Active" flipped side

9. Place all of the remaining fronts in the "Pieces not in Play" box at the top of the board.

10. Sort out the Twilight (dark blue sidebar background color) Epoch cards, shuffle them together, and place them face-down in the Draw Pile box. Sort out the other two Epoch's cards (Darkness/gray sidebar & Dawn/gold sidebar) and set them aside; they will enter play later. (Exception: Historical Setup 13.3 see page 17.) Also, remove and set aside the 12 cards that note "Expansion" in the card headline (Card #s: 9, 10, 18, 19, 28, 36, 37, 38, 39, 45, 48, and 58) see page 16 for Expansion rules.





Card Headline

The diagram shows a card with the headline 'GERMAN-BACKED COUP IN UKRAINE!' and a sidebar with the word 'EXPANSION'. The card is designated as an 'Expansion Designation' card.

Expansion Designation

4.0 SEQUENCE OF PLAY

Each turn consists of the following Phases that must be conducted in order:

1.  **HEADLINE PHASE:** Reveal the top card in the Draw Pile and place it, face up, in the Event Pile (a.k.a., "the discard pile"). That card becomes the new "Current Event card" that you resolve that turn. Carry out or note any applicable events.
2.  **FRONTS MOVEMENT PHASE:** Adjust all of the **Active Fronts** along their tracks as indicated on the **Current Event card**. If any advance into Moscow, you immediately lose (see 9.2 on page 9).
3.  **SOVIET ACTION PHASE:** A number of actions points are usually conferred to the player. You may use each such Action to either:
 - » Launch Offensives against enemy Fronts,
 - » Attempt to adjust your political status,
 - » Attempt to reorganize the Red Army.The effects of each Action attempted are applied before the next action is taken.
4.  **POLITICAL DISSENT PHASE:** Some Events specify you to deal with a matter of Allied or Soviet political dissent at this juncture (i.e., the end of the turn). Forfeit actions to adjust an upcoming political dissent roll (see 8.0 on page 8).





A complete game of Soviet Dawn consists of repeating these turns until victory or defeat occurs (see 9.0 on page 8).

Note that should you achieve possession of the Communist Subversion marker during play, you may reverse the order of Phases 2 and 3 each turn.

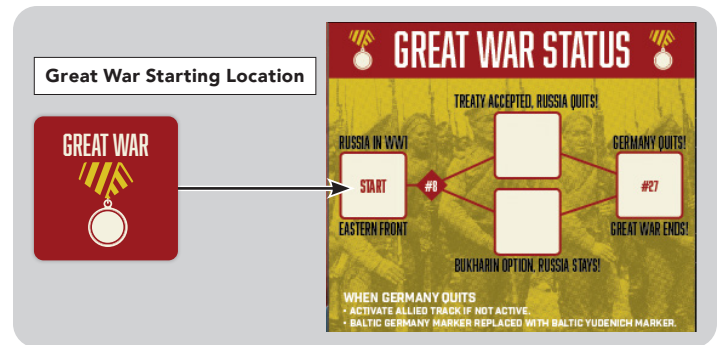
5.0 THE EVENT CARDS

The use of the Event Cards is largely self-evident. But timing is everything, so...

5.1 EVENT TIMING: At the beginning of each Event Instruction on a card is a **timing symbol**. This symbol tells you during which Phase in the Sequence of Play to perform that instruction as shown here:

1.  **Headline Phase**
2.  **Fronts Movement Phase**
3.  **Soviet Action Phase**
4.  **Political Dissent Phase**

5.2 ADDING EVENT CARDS: Twice per game at crucial junctures of The Great War, new cards will be shuffled into the Draw Pile and the Great War Status marker should be adjusted.



Card #8 instructs you to add the Darkness deck and card #27 instructs you to add the Dawn deck to the draw deck – these cards are also noted with a red center bar. Take that stack of cards (Darkness or Dawn) that was set aside during set up and shuffle it together with whatever remains of the Draw Pile to form a new (larger) Draw Pile, replacing them face-down in the Draw Pile box, cards that have already been drawn are never returned to the deck (exception: #46 Nestor Mahnko, see page 12).

Also, adjust the Great War Status marker accordingly on its display. *This reminder is important since future Events may reference it.*

6.0 ADVANCING FRONTS

During the Fronts Movement Phase, the Current Event card specifies which Fronts must be moved along their respective tracks. Generally, these Fronts advance a single space closer to Moscow (i.e., to the next consecutively lower-numbered space). Moving back one space may also be indicated by noted retreats.

Occasionally Fronts will advance multiple spaces (as indicated on the card) or even retreat one space (i.e., moving away from Moscow and reducing its threat).



6.1 INACTIVE FRONTS: When a Front is **inactive**, its marker does not move when instructed to do so. It remains in place, ignoring any Advance (or Retreat) result affecting it.

6.2 RETREAT LIMIT: No Front can be retreated beyond the highest-numbered space on its track. (Note: That the German Baltic Front is retreated before the front goes inactive when Card #8, Treaty of Brest Litovsk, is drawn)

6.3 POLITICAL CRISIS: Some Fronts trigger a political crisis (i.e., a loss of 1 Political Point on the Political Level track) when they advance into Petrograd or Kiev. Attacking Lvov across the Active

Curzon Line will also incur a -1 Political point (*see 10.1 on page 9 and card #51 on page 10*). These spaces note these events on the map. If this results in your Political Level dropping down to 0, the game immediately ends in a Political Defeat (*see 9.1.2 on page 9*). Spaces triggering a political crisis and a loss of a political level are indicated on the map.

6.3.1 RECAPTURE: Note that these cities can fall multiple times during the game (at a cost of 1 Political Point *each time* this occurs), as Fronts are driven out of these boxes only to return again later.

6.3.2 OCCUPIED PETROGRAD: Both the Baltic and Finland tracks have Petrograd as their #1 space, and both Fronts may occupy it at the same time. If one should advance into Petrograd while the other already occupies it, **there is no additional Political Point loss** (as it is already considered “fallen” at that moment).

6.3.3 FORTIFIED PETROGRAD: If Petrograd is fortified (card #46 *see page 12*), then a political crisis only occurs if an advance into Petrograd is successful.

6.4 ALLIES INDECISIVE: If the Allied Front is active, but the Political Level is 7, 8, or 9 (if playing with the optional level of 10), the Allies cannot advance because they are “indecisive”- (*see page 10* “Allies Front”).

6.5 MOSCOW FALLS: When a Front enters the last space on its track (Moscow), the game immediately ends in a military defeat (*see 9.2.2 on page 9*).

6.6 SPECIAL CIRCUMSTANCES: Certain cards or possession of certain Red Army Reorganization markers may modify the above procedures, with their special rules always taking precedence.

7.0 PLAYER ACTIONS

Each Event card specifies a number of Actions conferred to you, the Soviet player. You may “spend” one Action each to:

- » Conduct an Offensive;
- » Try to increase your Political Level;
- » Try to Reorganize the Red Army and gain an advantage.
- » To forfeit as an adjustment to an upcoming political dissent roll (*see 8.0 on page 8*).

After using the Actions granted by the Current Event card, you may expend Reserve Offensive and Political Decree markers to conduct further Actions that turn. Actions are spent one at a time; you can see the effects of one Action before deciding how to allocate your remaining Actions.

7.1 DIE ROLL MODIFIERS (DRMS): Certain cards or conditions can impose a die roll modifier (abbreviated “DRM”). In all such cases, the **modified** result of a die roll is used after applying all applicable DRMs. DRMs are cumulative in their effect.

For Example: A die roll is influenced by both a +2 DRM and -1 DRM. These are cumulative in their effect, so the net result would be to apply a +1 DRM to that die roll.

Thus, die roll results may end up being less than 0 or higher than 6; such results cause failure or success as any other natural die roll result would.

**Note that DRMs are applied exclusively as indicated. That is, Offensive DRMs do not affect Political die rolls, and so forth.*

Note that DRMs are generally cumulative, but **the Political Level Track DRM can never exceed +1.*

7.2 MULTIPLE EFFORTS: There is no limit as to how many Offensives may be directed against a specific Front per turn (save the number of Actions available to do so), nor how many boxes it might be retreated in a single turn (up to and including reaching the highest-numbered box on its track).

Similarly, multiple efforts per turn may be made on the Political Level Track (up to reaching box 9 or the optional 10 and winning the game) as well as on the Red Army Reorganization Table.

Failure or success on prior attempts does not limit future attempts.

7.3 CONDUCTING OFFENSIVES: A military **Offensive** is used to try to **Retreat** a Front (move it back one box away from Moscow to its next-higher numbered box).

CONDUCTING OFFENSIVES PROCEDURE

When conducting an Offensive, designate which Front you are attacking and roll the die, applying all **DRMs** as appropriate.

If the result is **less than or equal to** (\leq) the target Front’s **Battle Value**, that Offensive is unsuccessful and there is no effect; that enemy Front remains in its current box.

If the result is **greater than** ($>$) the target Front’s **Battle Value**, that Offensive is successful and the targeted Front is moved back on its track by one box. **It cannot be ‘pushed off the map’ in this manner**; instead, it simply remains in its track’s highest numbered box (being located on the final box may cause a Front to be withdrawn; *see 10.1.3 on page 11*).

7.3.1 PETROGRAD: In the event that an Offensive is directed against Petrograd and that box is simultaneously occupied by *both* the Finland and Baltic Front units, you must specify which army is being targeted by that Offensive and its results are applied only to that specified Front.

7.4 POLITICAL ACTION: Another option is that you may spend Actions to try to improve your standing on the Political Level Track. Each attempt to do so requires the expenditure of one Action.

POLITICAL ACTION PROCEDURE

When conducting a Political Action, roll the die, applying **DRMs** as appropriate.

As with an Offensive, if the result is **less than or equal to** (\leq) the **Parenthesized** (3, 4, or 5) **Resistance Value** shown on the Political Level Track for the section of it where the Political Level marker currently resides (increasing in challenge as the marker approaches victory), there is no effect; the marker stays in its current box.

If the result **greater than** ($>$) the **Resistance Value**, the Political Level marker is moved ahead on the Political Level Track one box to the right to the next-higher number.



For example, when your Political Level marker is on a space 1, 2, or 3, the Resistance Value is 3. In the above illustration the marker is on 1, failure occurs on a roll of 1, 2 or 3; success (moving the marker to the 2 box) occurs on a roll of 4, 5, or 6.

7.4.1 WINNING POLITICAL VICTORY: If the Political Level reaches the 9 box (or the optional "10" box if playing with additional difficulty), the game immediately ends in a Political Victory (see 9.1.1 on page 8) regardless of the status of the Fronts on the map.

7.4.2 ALLIES INDECISION: As indicated on the Political Level Track, when the Political Level reaches the 7 box, the Allies Front becomes **indecisive** (see "Allies Indecision" on page 10), it recovers from this when the Political level falls below 7. This can happen multiple times.

7.4.3 AUTOMATIC ADJUSTMENT EVENTS: Note that some Event Cards cause the Political Level marker to rise or decline without a die roll being made. These adjustments occur in Phase 4 (at the end of the turn).

7.4.4 POLITICAL DISSENT ADJUSTMENTS: The Political Dissent Table results can also affect the Political Level independent of this Political Action procedure (see 8.0 on page 8).

7.5 RED ARMY REORGANIZATION: In lieu of Offensives or Political Actions, you may spend Actions to attempt Red Army Reorganization. This may result in gaining significant future advantages.

RED ARMY REORGANIZATION PROCEDURE

When conducting Red Army Reorganization, roll the die (applying any **"+1 DRM to Reorganize"** from the Current Event card).

If the (modified) result less than ($<$) 6, you are unsuccessful and there is no effect.

If the result is equal to or greater than (\geq) 6, your reorganization is successful; roll another (unmodified) die on the Red Army Reorganization Table and gain the marker next to that result by moving it to the Available Resources box.

If there is no marker next to that die roll result (because you currently possess it from a previous successful Red Army Reorganization), then you gain the Imperial Gold Reserve marker instead. If that marker is also gone, your reorganization ultimately fails; you receive nothing from that attempt.

RED ARMY MARKER EXPLANATIONS



7.5.1 CHEKA: With this marker, you may spend it (by returning it back to its place on the Reorganization Table where it can be reacquired using the above procedure) to take any Event

Card drawn and, before implementing it, return it to the Draw Pile (unimplemented) and reshuffle the deck.

Instead of drawing a new Event Card immediately, you receive two free Actions and the turn then ends. Of course, that same Event Card could come up again next turn and then you would have to deal with it normally.

The Cheka (All-Russian Extraordinary Commission for Combating Counter-Revolution and Sabotage) was an internal security (secret police) organization created in December of 1917. It was run by aristocrat-turned-Bolshevik Felix Dzerzhinsky to be an instrument of internal control. It frequently inflicted torture and murder on its victims, yet the information obtained by these heavy-handed methods was frequently helpful to the Bolshevik regime.

TANK CORPS



7.5.2 RED ARMY TANK CORPS:

You retain this marker permanently. It costs one Action to move (assign) this marker to an enemy Front unit (place it adjacent to the Front marker that you assign it to). It may be transferred to a different Front at any later time at the cost of another Action. While assigned to a Front, **all** of your Offensives against it receive a +1 DRM.

Tanks were a new invention during the First World War and were soon recognized as a valuable military asset that, although unwieldy, if used properly could make a difference and provide military breakthroughs. This advantage represents the formation of a dedicated Soviet tank corps that could be lugged about Russia and employed on a regular basis.

ARMORED TRAINS



7.5.3 ARMORED TRAINS: You retain this marker permanently. It may be used once per turn (only) for a +1 DRM on any single non-Reserve Offensive die roll (it need not be the first

Offensive you conduct that turn).

The Czars built extensive rail lines to connect the vast Russian empire together. Although this rail network proved a military asset for both sides, armored trains were often used by the Bolsheviks in their campaigns and were a tremendous asset for both their military and psychological effects.

EXPERIENCE



7.5.4 APPLIED EXPERIENCE: You retain this marker permanently. It allows you to make **an additional experience DRM** die roll with every Offensive that you conduct for the rest of the game.

APPLIED EXPERIENCE PROCEDURE

After rolling the die to conduct an Offensive, roll a **second** (unmodified) die to see if **an experience DRM** is added to the Offensive die roll's result. If the experience DRM's roll is a 1 or a 2, you add nothing; if it is a 3 or 4, that Offensive receives a +1 DRM; if it is a 5 or a 6, it receives a +2 DRM. If the offensive is successful without modification, the experience DRM die roll need not be taken

When the Bolsheviks took power, much of the military leadership was in the form of Czarist officers who had little enthusiasm for the Communist project. While most of these officers found their way into the White cause, some notable generals, like General Aleksei Brusilov, assisted Lenin and his cohorts. By and large however, a new, younger military leadership asserted itself on behalf of the Reds who were able to experiment with new ideas and strategies.

SUBVERSION



7.5.5 COMMUNIST SUBVERSION:

You retain this marker until new Epoch cards are shuffled into the Draw Pile, at which time you must return the marker

to its position on the Red Army Reorganization Table (where it may be reacquired).

While you possess this marker, on any given turn you **may** alter the Sequence of Play by reversing Phases 2 and 3. That is, you may conduct the Actions Phase that turn first and then perform the Fronts Movement Phase. *This will give you a chance to preemptively "put out the fires" from that Event card.*

While psychological warfare was very much a part of the Russian Civil War, it was hardly recognized as such at the time. Communist infiltration techniques and intelligence gathering and interference with ongoing White and foreign operations was very much a part of the Bolshevik strategy in the War.

COMINTERN



7.5.6 COMINTERN INTERNATIONAL:

You retain this marker permanently. It provides a +1 DRM (**which is the maximum allowed**) to all Political Level Track die rolls (only; not to Political Dissent or other die rolls).

The Comintern was a Bolshevik organization formed of well-placed external operatives working in foreign lands. Its formation in March of 1919 gave the Soviet regime an active ability to influence events beyond Russian borders and interfere in external Communist uprisings worldwide.

IMPERIAL GOLD



7.5.7 IMPERIAL GOLD RESERVE:

With this marker, you may spend it (by placing it in the **Pieces Not in Play box**) to either:

- » Prevent one Enemy Front from Advancing 1 box
- » Change a die roll after it is made with the result being whichever outcome you desire
- » The Imperial Gold Reserve can only be acquired once and used once. It is not returned to play after use.

Right up there with the fate of Anastasia is what happened to the Czar's vast imperial gold reserve. It was located in Siberia somewhere when the civil war broke out, but where it went from there is still a mystery. Did Admiral Kolchak have it? Was it captured by local Reds? Did the Czech Legion seize it? Was it used to bribe the Japanese?

7.6 SPECIAL POLITICAL DISSENT ACTION:

Certain cards that instruct you to roll on the **Political Dissent Table** during Phase 4 of that turn afford you a special **Political Dissent Action** opportunity. That is, you may forfeit some, none, or all of that Event Card's Action allocation and, for each Event Card Action so forfeited, gain a +1 **Die Roll Modifier (DRM)** when that upcoming Political Dissent Table roll is made that turn.

The following Event Cards (only) allow you to conduct this special Political Dissent Action:

#3 CONSTITUENT ASSEMBLY DISSOLVED!

#20 REVOLT OF LEFT-SOCIALIST REVOLUTIONARIES!

#42 NAVAL SHOWDOWN IN THE BALTIC SEA!

Note: Card #41 (Mahnkno leads Anarchist Revolt!), while requiring a roll on the Political Dissent Table, does not afford an opportunity to use this Special Political Dissent Action (anarchists are virtually impossible to negotiate with).



7.7 ONE-TIME ACTIONS: Reserve Offensive and Political Decree markers are used to provide additional Offensive and Political Level Track / Red Army Reorganization attempts, respectively.



Each such marker can be spent (after which it is moved to the **Pieces Not in Play box**) during any Action Phase **when such actions are permitted**. (E.g., when the Current Event card states that “No Offensives” can be performed, then no *Reserve Offensives* can be performed either, but *Political Decrees* can be issued.)

Otherwise, card restrictions and DRMs do **not** apply when conducting a Reserve Offensive or issuing a Political Decree.

Otherwise, card restrictions and DRMs do **not** apply when conducting a Reserve Offensive or issuing a Political Decree.

Note that you may spend more than one of these markers in a single Action Phase, but each can only be used **once per game**.

8.0 POLITICAL DISSENT

POLITICAL DISSENT TABLE	
USE WHEN DIRECTED TO BY CERTAIN EVENT CARDS	
MODIFIED DIE ROLL = CHANGE TO POLITICAL LEVEL	
	= LOSE 1 POLITICAL LEVEL
	= NO EFFECT
	= GAIN 1 POLITICAL LEVEL
	= GAIN 2 POLITICAL LEVELS
+1 DRM FOR EACH FORFEITED ACTION, EXCEPT MAHNKNO #41	

Certain Event Cards require dealing with matters of Allied and Russian Political Dissent. These matters may cause you to roll on the Political dissent table. The results of the latter might raise or lower the current Political Level (by adjusting that marker on the track

above the Political Dissent Table).

As per 7.6, three Event Cards requiring a roll on the Political Dissent Table allow you to purchase +1 DRMs at the rate of one per Action forfeited from that Event card's allotment to do so, while one Event Card does not.

Note Political Decrees cannot be used to provide DRMs on Political Dissent.

The Bolshevik alliance that took the helm of the Russian State during the October Revolution was not the only opposition to the Czar's imperial rule and/or that of the Provisional government. Given that the Bolshevik regime was also the first attempt to institute Communism on a massive scale, there were numerous schisms within the leadership and party itself as to how a communist state should be built. The Bolshevik regime faced numerous challenges dealing with political dissent, made particularly difficult because they occurred during time of civil war.

9.0 VICTORY & DEFEAT



Victory and defeat is achieved on a political or military level. **The occurrence of victory or defeat immediately ends the game.**

9.1 POLITICAL CONCLUSION: If at any time the Political Level ever reaches the 9 box (or the optional 10 box), a Political Victory is achieved.

With a political victory, the Soviet Union has been internationally recognized and Bolshevik rule has been cemented through external alliances guaranteeing the borders of the Soviet Union.

If at any time, the Political Level is ever reduced to the 0 box, a Political Collapse (i.e., game defeat) occurs.

There is a political collapse of the Bolshevik government and an international political defeat of the Soviet Union occurs if the Political Level is reduced to 0. The Bolsheviks can no longer control the population.

9.1.1 MEASURING POLITICAL VICTORY: The level of Political Victory is measured by the “final borders” of the Soviet Union and how swiftly a political resolution was accomplished.

To score this, sum the following values:

- » The space number for the position on the map of each active Front on its track (+1 if that Front is currently inactive)
- » Each Removed Front scores 6 points (except the Removed Baltic-Germany Front, which scores 0 points)
- » 2 points for each unused Reserve Offensive marker and Political Decree markers.
- » 9 points if the Darkness **and** Dawn cards have not yet been added to the deck, or 5 points if only the Dawn cards have not been added.
- » No points are scored for tracks that never become active.

Compare that score to the listing below to determine your level of victory:

6 – 18	Soviet Rump State
19 – 26	Nominal Soviet State
27 – 35	Proud Soviet State
36+	Great Soviet State

9.1.2 MEASURING POLITICAL DEFEAT: The level of Political Defeat is measured by the duration of the Soviet Union before being relegated to the dust heap of history.

To score this, simply count the number of cards in the Discard Pile. Compare that value to the listing below:

1 – 23	Dustbin of History
24 – 35	Failed Experiment
36 – 44	Lessons for the Future
45+	Lost Cause; Legacy Lingers

9.2 MILITARY CONCLUSION: A Military Victory is achieved if Moscow has remained unoccupied throughout the game and all the cards have been played. A Military Defeat occurs if Moscow is ever occupied at any point in the game, even during the last turn.

Note that when Finland and Poland move beyond Petrograd and Kiev respectively, it doesn't mean they actually seize Moscow, but rather that they've expanded control beyond those major cities which, in turn, triggers a Bolshevik military collapse.

9.2.1 MEASURING MILITARY VICTORY: The level of Military Victory is measured by the "final borders" of the Soviet Union and its current political standing.

To score this, sum the following values:

- » The box number for the position on the map of each Front on its track (+1 for an indecisive Allied track, (see page 10 "Allies Front")
- » Each Removed Front scores 6 points (except the Removed Baltic-Germany Front, which scores 0 points)
- » 2 points for each marker currently in the Available Resources box.
- » The box number for the position of the Political Level marker on its track

Compare that score to the listing below to determine your level of victory:

6 – 14	Tactical victory
15 – 20	Marginal victory
21 – 26	Operational victory
27 – 35	Strategic victory
36+	International victory

9.2.2 MEASURING MILITARY DEFEAT: The level of Military Defeat is measured by the duration of the Soviet Union before being relegated to the dust heap of history.

To score this, simply count the number of cards **not** in the Discard Pile. Compare that value to the listing below:

36+	Crushing defeat
23 – 35	Strategic defeat
9 – 22	Marginal defeat
0 – 8	Draw

10.0 ELABORATIONS

What follows are some elaborative Rules for the various components of the game.

10.1 FRONTS & TRACKS: This is a summary of the factors affecting the activity of each specific Front and its track:



FINLAND FRONT

#2 FINNISH CIVIL WAR BREAKS OUT!

Activates Front, this front may now advance.

Flip whichever Finland Front is in the #4 space over to its active side.

#4 FINNISH LEADER MANNERHEIM EMERGES!

Exchange Front unit with Mannerheim (4)

This occurs whether the Finland Front has been activated or not; **it does not activate the Finland track!**

#25 FREDRICH KARL ABDICATES THRONE!

Removes Front

If this Front occupies the #4 numbered space on its track at the end of that turn, remove the marker. If removed, the Front is permanently inactive for the rest of the game



ALLIES FRONT

Activated one of three different ways (whichever happens first; ignore subsequent activations):

#8 TREATY OF BREST-LITOVSK SIGNED!

Activates Front (if Treaty accepted)

If it is accepted (i.e., the Bukharin Option is not exercised)

#24 U.S. LAUNCHES "POLAR BEAR EXPEDITION"

Activates Front

#27 GERMAN CAPITULATION; THE GREAT WAR ENDS!

Activates Front

#43 BRITISH SOLDIERS REPULSED; MUTINY!

Removes Front

If this Front occupies the #4 numbered space on its Track at the end of that turn, remove the Front. If removed, the Front is permanently inactive for the rest of the game

ALLIES INDECISION

Indecision is caused while the Political Level marker is in the "7" or "8" box (or "9" box if the level for political victory is set at "10") on the Political Level track; the Allies Front becomes indecisive and no longer Advances when instructed to do so. Place the Indecisive marker under the stand-up marker or replace the lay flat marker with the Indecisive marker.

While indecisive, the Allies Front **can** be attacked by Soviet Offensives and Retreated normally. *This indecision due to political inactivity is not the same as "inactivity" or "removal."*

Once the Political Level marker again drops below '7,' the Allies Front is once again "decisive" and Advances normally when instructed to do so.



BALTIC FRONT

#8 TREATY OF BREST-LITOVSK SIGNED!

Becomes Inactive (if Treaty accepted)

If the Treaty is accepted (i.e. the Bukharin Option is NOT exercised), after retreating the German army one space as per the card, the German army

becomes inactive until exchanged out with the Baltic Front by later card play (see card #27). If the Treaty is rejected (i.e. the Bukharin Option is exercised), the German army remains active as the Baltic Front unit after it's retreat.

#27 GERMAN CAPITULATION; THE GREAT WAR ENDS!

Exchange German Front unit with Yudenich (3)

The Yudenich Baltic Front arrives active and never goes inactive!

The Baltic Front is never removed.



POLAND FRONT

#33 POLISH NATIONAL UPRISING!

Activates Front

#59 RED COSSACK "KONARMIA" FORMED!

Removes Front

If this Front occupies #4 numbered space on its Track at the end of that turn, remove the front.



SOUTHERN FRONT

#57 WHITES FLEE TO, FORTIFY CRIMEAN PENINSULA!

Removes Front

If this Front currently occupies the #4 numbered space on its Track at the end of that turn, remove the front.



EASTERN FRONT

#44 RED "FRUNZE OFFENSIVE" ROUTS EASTERN WHITES!

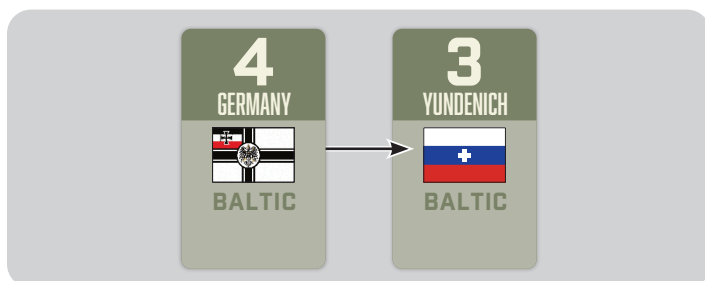
Removes Front

If this Front occupies the #5 numbered space on its Track at the end of that turn, remove the front.

CASES

10.1.1 FRONT ACTIVATION: Remove the Front's Inactive round marker from beneath the stand up counter (or flip the round marker, if only using the optional lay-flat markers) indicating that it now functions normally in the game.

10.1.2 FRONT EXCHANGES: Replace the current Front unit with its indicated new one in its current space on its track. Remove the old Front unit to the **Pieces not in Play** box.



10.1.3 REMOVING FRONTS: On certain Event cards, a Front is removed from play automatically during that turn's Dissent Phase if it is in its highest-numbered box.

When removed, place that Front unit in the **Pieces not in Play** box. All Advances, etc. specified for that Front in the future are simply ignored.

In the rare event that the Front's (or Czech Legion's) removal card is drawn *before* its activation (or Revolt) card, that piece is **not** removed from play and the removal event is ignored for all purposes.

10.2 EVENT EXPLANATIONS:

This is an elaboration of various card Events:

#8 TREATY OF BREST-LITOVSK SIGNED! – OR – BUKHARIN VOWS TO FIGHT “REVOLUTIONARY WAR!”

When this card is revealed, you are at a crucial juncture in the game (and the story). You must immediately decide (during Phase 1) whether you will “accept” **the Treaty of Brest-Litovsk** (i.e., play the card you just revealed) – bowing out of WW1 by cutting a deal with Imperial Germany **or** refuse the Treaty and exercise the “**Bukharin Option**” – staying in The Great War as an Allied Power and continuing the fight as a Revolutionary war.

With either Event, at the end of the turn, the **Darkness** cards are added to the deck and the Great War Status marker is adjusted accordingly (*see 5.2 on page 4*). Under either event, the German Front is retreated one space even if it does not go inactive.

With the Bukharin option, the player immediately gains one Political level (and again another when Card #20 REVOLT OF LEFT-SOCIALIST REVOLUTIONARIES! shows up). You also delay Allied entry into the war. If the treaty is selected, Germany is withdrawn from the war quicker, the Allies arrive immediately, and more actions are conferred immediately.

#14 CZECH LEGION REVOLTS!



Move the Czech Legion marker right, to its “Active” box on the map. Its effect, a -1 DRM on Offensives vs. the Eastern Front, is immediate and lasts until Card #54 CZECH LEGION SAILS! is revealed (at which time move it again to the right to its “Withdrawn” box and end its effect immediately).

#21 CZAR’S FATE DECIDED IN EKATERINBURG!



Check the position of the Eastern Front. If it is in space #3 (Ekaterinburg), #2 (Ufa) or #1 (Kazan), the Czar and his family have been liberated by White forces. Move the Czar marker on the board to the left in the “Czar Liberated” box. Its effect is immediate and permanent: a -1 DRM on all Soviet (non-Reserve) Offensives. It does not affect any other die rolls.



If it is in box 4 (Omsk) or 5 (Irkutsk), the Czar and his family have been executed. Flip the Czar marker on the board and move it to the space on the right “Czar Executed.” Then a +1 DRM is given for all regular Offensives launched for that turn only.

#27 GERMAN CAPITULATION; THE GREAT WAR ENDS!

This is another seminal moment in the game and requires a bit of housekeeping.



» The Baltic (Germany) Front is exchanged for the Baltic (Yudenich) Front (which is Active upon arrival).



» If the Allies Track has not yet been activated (via the **Bukharin Option** or the **Polar Bear Expedition**), it is now.

» Add the final epoch of the game begins by shuffling in the Dawn cards into the deck and adjusting of the Great War Status marker (*see 5.2 on page 4*).

#30 JASSY CONFERENCE REVEALS DISUNITY!

The Political Dissent is squarely on the other side and you may capitalize on it! Note that possessing the **Comintern** marker does not help with this Event, as the maximum DRM is +1.

#40 DENIKIN UNSTOPPABLE?

OBJECTIVE: MOSCOW!

After the Southern Front is Advanced one space, you receive one Action to use as you see fit. That Action need not be used for an Offensive vs. the Southern Front, but you will have to deal with it at some point, because it will keep Advancing (and giving you one Action in response) until it occupies Moscow!

If the Southern Army has already withdrawn, there is no Advance (obviously) and the player receives only one Action.

#41 MAKHNO LEADS ANARCHIST REVOLT!

During Phase 2, roll a die to determine if Makhno helps or hinders you vis-à-vis the Southern Front.

During Phase 4, you must roll on the Political Dissent Table, but without the benefit of forfeiting Actions for DRMs on it (see 7.6 on page 7).

Finally, if the Great War has not yet ended (i.e., "Germany Capitulates"), and thus the Dawn cards have not yet been brought into play, then this Event Card is placed in the Dawn pile and is recycled to appear again later in the game!

#46 TROTSKY LEADS REDS; SAVES PETROGRAD!



With this Event Card, you may forgo the Actions proffered and fortify Petrograd instead (symbolized by flipping the Petrograd Fortified marker in its box on Petrograd to the "fortified" side).

If Petrograd is occupied when this Event Card is revealed, Petrograd **cannot** be fortified and the two Actions must be taken.

PETROGRAD FORTRESS PROCEDURE

When fortified, the Baltic and Finland Fronts no longer automatically advance into Petrograd. Instead, when instructed to Advance into Petrograd, the Front must make an Advance Roll, only entering that box if the die roll result is **less than** (<) the Battle Value of that Front. If the result is **greater than or equal** to that Front's Battle

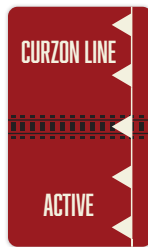
Value, its Advance into Petrograd is halted and it remains in space number 2. Note that the Political Level Track is only lowered when an enemy Front **succeeds** in entering Petrograd.

Fortifications do not affect your Offensives vs. Fronts occupying Petrograd in any way. They cannot be destroyed, and you regain their benefit once Petrograd is no longer enemy occupied.

#49 ANTI-SEMITIC POGROMS!

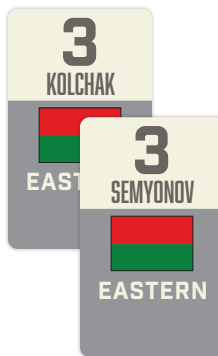
If you make a Political Level Track die roll this turn, you do so with a +1 DRM (for the international repercussions of anti-Semitic acts committed by the Whites). Note that possessing the **Comintern** marker does not help with this Event, as the maximum DRM is +1.

#51 CURZON ESTABLISHES LINE AS POLISH BORDER!



Flip the Curzon Line marker to the "active" side in its box on the Poland Track. For the remainder of the game, all your Offensives versus the Poland Front while it occupies its box #3 (Lvov), whether successful or not, automatically triggers a Political Crisis; i.e., costs you 1 Political Point (see 6.3 on page 4).

#53 COUP CAPTURES ADMIRAL KOLCHAK!



Exchange the Eastern Front marker of Kolchak with the Eastern Front's Semyonov. There is no actual game play effect, as both sides have a 3 Battle Value; this is for historical/aesthetic purposes only.

#54 CZECH LEGION SAILS; TICKET PAID IN GOLD?

Move the Czech Legion marker to the "Withdrawn" box to the right on the board. This Event Card has nothing to do with the status of the Imperial Gold Reserve marker. In the rare event that this card is drawn before the Czech Legion has been activated with Card #14, *Czech Legion Revolts*, ignore the effects of this card.

#57 WHITES FLEE TO, FORTIFY CRIMEAN PENINSULA!



Exchange the Southern Front marker of Denikin side with the Souther Front's Wrangel marker. There is no actual gameplay effect, as both sides have a 3 Battle Value; this is for historical / aesthetic purposes only.

#60 POLES BREAKTHROUGH IN COUNTEROFFENSIVE!



The bad news is that the Poland Front Advances two boxes; the good news is that if Moscow wasn't captured (i.e., you lost), then you get four Actions that turn.

11.0 EXAMPLE OF PLAY

With the game set up, play begins with the Headline Phase and the selection of the first card which is revealed to be **#15 Ottomans Seize Caucuses!**

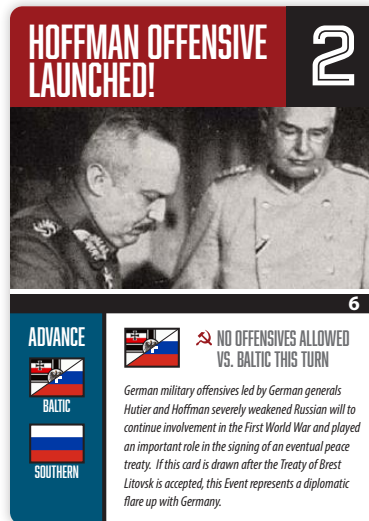


Finland cannot advance as it has not been activated. The Southern Front advances, however, from Space #4 (Crimea) to Space #3 (Kharkov). The player receives 3 Actions, but a -1 DRM (die roll modifier) is applied to all Offensives this turn. Given that the situation is not yet dire, the player decides to spend these Actions

toward improving the Soviet's political position and the state of the Red Army. The first Action is to raise the Political Level, which fails on a roll of 3 (which is not greater than the roll required to advance). The second try is more successful, advancing the political level to 2 after rolling a 6. The third and last Action is spent on Red Army Reorganization. Requiring a 6, the player fails with a roll of 2.

Reorganizing the Red Army is the communist equivalent of the 'Hail Mary' pass in this game.

The Second card drawn is **#6 Hoffman Offensive Launched!** The German (Baltic) Front on the Baltic



track advances from Space #4 (Riga) to Space #3 (Estonia), while the Southern Whites advance from Space #3 (Kharkov) to Space #2 (Tsarisyn). Two Actions are granted, but none may be used to launch an offensive against the Baltic. Needing to press back the Southern armies, Offensives are launched in the South

and need to beat that Front's Battle Value of 3 on the die to be successful. Both Offensive Actions triumph with rolls of 4 and 6 respectively. The Southern army is forced back to Space #4 on its Track, back to the Crimea, and the turn ends.

The Third Card is now drawn and it is **#4 Finnish Leader Mannerheim Emerges!** The German (Baltic)



Front advances to Space #2 (Pskov). Finland does not advance, because the Finnish Civil War has not broken out (i.e., that card has not yet been revealed), but Mannerheim, with his higher Battle Value of 4, does replace the Svinhufud marker (with a Battle Value of only 3) even as the Finnish Front remains inactive. The old (3) Finnish

Front is placed in the Pieces Not in Play Box and will not count for Victory Points at the end of the game. Two Actions are conferred upon the player, and both are used to try to stop the German advance. Needing 5s or 6s to succeed (higher than the German Baltic Front's Battle Value of 4), both attempts fail, with rolls of 4 and 1 respectively.

The Fourth Card drawn is the very annoying **#14 Czech Legion Revolts!** The Eastern Front is



advanced from Space #5 (Irkutsk) to Space #4 (Omsk). Finland and Poland cannot advance as neither has been activated (whew!).



The Czech Legion marker is moved right, to its "Active" box on the map to remind the player that, until this

effect is negated (as indicated by a future card draw), all Offensives against the Eastern Front incur a -1 DRM. With a whopping four Actions available this turn, the player launches a successful Offensive against the Germans in the Baltic (rolling a 5), and then the player turns on the East and, with the DRM of +1 unnecessary, is successful with another roll of 5. The German army is moved back to Estonia (Space #3) and the Eastern Whites return to their starting position of Irkutsk (Space #5).



Two Actions remain and the die is 'hot', so the player rolls on the Red Army Reorganization. Needing a 6, the player succeeds on the second attempt ("Yes!").

The player then rolls again to see which advantage is achieved, and a roll of 1 awards the vaunted **Cheka**. The Cheka allows the player to 'recycle' a bad draw back into the Draw Pile and launch two free Offensives. This can really help the player when in desperate straits.



The Fifth Card is **#2 Finnish Civil War Breaks Out!** That's bad, because the Finland Track activates! The Germans advance again to Pskov on the Baltic Track and the Finland track activates, promising more trouble in the future... The three actions are used against the Germans and die rolls of 4, 2, and 2 all fail. Yikes! There's some bad luck.

The Sixth Card is the **#3 Constituent Assembly Dissolved!** The Finns and Germans advance, with



the German Army occupying Petrograd and causing the Political Level to drop to 1. (Danger! Danger!) The first two Actions are used against the Germans, but with rolls of 3 and 4, the Baltic Front does not move. The third Action is forfeited for a +1 DRM on the upcoming Political Dissent roll (see 7.6 on page 7) since a bad roll on this

table can lower the Political Level by one (down to 0) and result in Political Collapse. For "insurance," the player also uses one of his Political Decree markers to improve his Political Level, but rolling a 1 doesn't help (although it's a good thing he didn't roll that 1 on the Political Dissent Table). It turns out to be a wise forfeiture of an action, because the +1 DRM changes the roll of a 2 to a 3, turning what would have been a game loss to a situation where the Political Level is unchanged. Whew!

The Seventh Card drawn is **#5 'No War, No Peace' Proclaimed!** Seeing that this card would advance the German army into Moscow, thereby losing the game,



the player uses his Cheka advantage to return this card back into the deck and reshuffle it. He returns the Cheka marker to the Red Army Reorganization section of the map (who knows, he might get it again). The player gains two Actions to use from the Cheka advantage, and both end up directed at the German army. The

second roll is successful with a 6, forcing the Germans back to Pskov.

The Eighth Card drawn is the **#8 Treaty of Brest-Litovsk Signed!** This is a big moment in the game, as now the player must decide whether to accept the treaty or instead take the Bukharin Option. Given the threat posed by the Germans, the player decides to accept the treaty.



Finland is advanced to Karelia, the Southern army advances to Kharkov and the Germans retreat to Estonia and the "Inactive" round

marker is placed beneath the stand up marker. The player spends the first of the two Actions to raise the Political Level to 2 with a roll of 4. The second Action is used trying to push the Finns back, but a roll of 1 only provides failure. During the Political Dissent Phase of that turn, follows the instructions on that card. Meanwhile, the Darkness cards are added to the deck and shuffled in, plus the Allied track is activated.

The Ninth Card drawn is always a relief for the Soviet Player to see, **#30 Jassy Conference Reveals Disunity!** Ordinarily, this would retreat the Allied



way up to 5. A final roll of 1, however, ends this Event. The one action is used unsuccessfully to once more try keeping the Finns at bay.

The Tenth Card is **#23 Red Terror!** This advances Finland into Petrograd. (Argh!) Their advance lowers the Political Level down to 4, but far more annoying is the Finnish threat. The one Action provided by this card is spent trying to repel the Finnish forces, but a 4 versus Mannerheim won't do the trick. Groaning at this unsatisfactory state of affairs, the player uses a Reserve Offensive



(moving that marker from his Reserve Offensive box to the Pieces Not in Play box) to try once more to push back the Finns. The result is a 1, so another Reserve Offensive is spent and fails. Committed to this venture, the player spends a third Reserve Offensive and finally throws a 5 and the mighty Finns are at least repelled back to Karelia.

The eleventh card drawn is more bad news (what else is new?), **#33 the Polish National Uprising!** This not



only activates the Poles (opening up another front that must be defended), but again allows the Finns to advance back into Petrograd (lowing the Political Level to 3)! The Eastern and Southern Fronts also advance to Omsk and Tsaritsyn, respectively. The enemies are closing in! Using all three Actions afforded by this card, the player finally rolls a

5 and pushes the Finns once again back into Karelia and tells that game piece, "Now stay there!"

The twelfth card drawn, however, brings more news from the north since there is a **#42 Naval Showdown in the Baltic Sea!** The Baltic Front is inactive and the



Allies Front is active (both the result of the Treaty of Brest-Litovsk), so the Allies advance to Archangel, but the worst news is that the Finns once more advance into Petrograd! This lowers the Political Level Track (again) down to 2 and once more threatens a Military Defeat. The chance to score politically is too tempting, of the three

Actions available, two are quickly set aside as Political Dissent Table DRMs. There's nothing left to do, the player decides, "The Finns must now be thrown back!" But with only one Action remaining and two Reserve Offensives left, everything thrown at Petrograd to dislodge the Finns fails and the player's string of bad die rolls continues with two 4s and a 1. Now the player has no Reserve Offensives left, and tops it off by rolling a 2 on the Political Dissent table and gaining nothing! "What else can go wrong?" the player asks rhetorically.

For the answer, there isn't long to wait...

The lucky thirteenth card is **#34 Tukhachevsky Advances Boldly!**, which sounds like great news as a headline.



Unfortunately, the subtext on this card tells a more depressing story where Finland advances yet again, this time past Petrograd toward Moscow, thereby solidifying their power in the region – causing defeat and Soviet Military Collapse.

With 36 cards left unplayed, the unfortunate player has been dealt the highest level of defeat, a "Strategic defeat" (see 9.2.2 on page 9). Oh well... that only took a few minutes, so the player has time to quickly reset the pieces and start a new game.

EXPANSION RULES

INTRODUCTION ADDENDUM

The expansion materials includes 12 additional Event cards and these Rules to provide a more varied playing experience.

The cards contain additional events that took place during the Russian Civil War and supplement the game's main storyline.

Important: The game was designed to be challenging and, regardless of the selection of cards used, the game should retain a high level of solitaire play difficulty.

[9.3] VICTORY & DEFEAT ADDENDUM

The Victory Conditions remain unchanged regardless of Option, Scenario, or varied Level of Difficulty that you might select.

[10.0] ELABORATIONS ADDENDUM

(10.1.3) Front Perseverance: Fronts are no longer automatically removed while on their highest-numbered box when their withdrawal card is revealed. Instead, a die is rolled for that space too (using the same procedure as if it were on any other box in its Track). If that Front is in its highest-numbered box however, a -1DRM is applied to that roll.

Use of this variant makes the games slightly more difficult by eliminating automatic removals.

[12.0] OPTIONAL EXPANSION RULES

You may employ any or all of the following Optional Rules in any combination desired:

[12.1] THE LAST BATTALION

In addition to its normal use providing additional Offensive rolls, a maximum of one Reserve Offensive marker may be committed to any Offensive (even another Reserve Offensive) to add one (+1) to the die roll after the die is cast and the result is known. In other words, in a situation where the net result is exactly equation (=) a Front's Battle Value, a Reserve Offensive can be spent as a "tiebreaker" allowing the player to succeed.

This can only be done with Reserve Offensive markers, **not** with Political Decrees. Obviously, this rule provides a pro-player bias to the game.

[12.2] DECISIVE MILITARY OUTCOMES:

The Reds can fight battles that lead to more decisive on-map outcomes, as follows:

[12.2.1] FRONT MORALE STATUS:

Active Front units have two new moral levels:



Disorganized and Routed, these are symbolized by laying the piece flat on the map, either underneath the stand-up marker or over top of the round lay flat marker. A routed or demoralized Front that is further retreated by an offensive retains its moral status.

No Front can ever be worse off than "Routed" (i.e., the effects of additional decisive victories on a Routed Front are ignored).

[12.2.2] MORAL RECOVERY

When a Front is instructed to advance a box, a Disorganized or Routed front does not advance, but instead "recovers". That is, it remains in its current box and its moral status is upgraded. Thus, a Routed Front is reduced to merely Disorganized (flip the marker to Disorganized) and a Disorganized Front fully recovers when ordered to advance a box (remove the morale status marker entirely).

[12.2.3] DECISIVE RED VICTORIES:

A decisive victory is achieved whenever a natural 6 is rolled (regardless of any DRMs that might be applied to it) in an Offensive. In addition to any possible movement of the targeted Front until itself.

A Front unit in the highest numbered box on its track can also be pressed by an Offensive. Each victory won against such Front units still do not retreat them or remove them from play, but now will cause them to have the Disorganized marker placed with it. In addition to causing a retreat of the Front, the Front should also be marked with a routed Morale status marker. This will preclude it from advancing the next time it is called to advance. (see 12.2.2).

[12.2.4] DECISIVE RED DEFEATS:

While rolling a natural 6 (above) brings a decisive victory, rolling a natural 1 can potentially bring about a decisive defeat!

A decisive defeat occurs whenever a natural 1 is rolled (regardless of any DRMs that might be applied to it) in an Offensive against a Front unit. When this occurs, roll a second die; if the result is less than or equal to (\leq) the box number that Front now occupies, it Advances to the next lower numbered box on its track. If the second roll's result is greater than ($>$) its current box number, there is no effect (i.e., a decisive defeat did not occur).

[12.2.5] LAST GASP OFFENSIVE:

With this optional rule, the player can use reserve offensives or action points to attack a Front which has advanced into Moscow. These offensives are at a -1 DRM. With this in effect, the player does not lose immediately if Moscow is captured, but only if it remains captured at the end of the Turn. Note that one political level is lost whenever Moscow is entered by any Front. In the event, Moscow is captured by more than one Front simultaneously multiple political levels are lost and defeat is only avoid if all Fronts are pushed out of Moscow before the end of the turn. This rule has a slight pro-player bias because it provides a chance to stave off defeat.

This net effect of this rule is a notable pro player bias, but enemy Fronts approaching Moscow might deal a decisive defeat to you and suddenly end the game!

[12.3] CHEKA THIS OUT:

One thing the Reds really did have working at the outset of this struggle was an effective Secret Police contingent. To simulate this, the player may elect to start the game with the Cheka asset marker in play.

Again, this can only help the player.

[12.4] POLITICAL RECOVERY:

The political price for the loss of Petrograd and Kiev is high and unforgiving, and their recapture offers no direct political benefit (only a military one). To redress this perceived imbalance, use the following rule:

If Petrograd or Kiev is recaptured (i.e., "liberated") by the player, you receive an immediate free Political Action (see 7.4 on page 6). Thus, with a lucky roll, you might be able to recoup some of your political losses or you can gamble on Red Army Reorganization.

[13.0] SCENARIOS

Players may want to experiment with alternate game scenarios listed below:

[13.1] THE EXTENDED GAME:

Simply add the 12 new cards to their respective epochs.

By forcing a player to hold out longer, the addition of more cards alters the level of difficulty slightly against the player.

[13.2] STEADY PACING:

When setting up, set aside card #8 (Treaty of Brest-Litovsk) and, after shuffling the remainder of the Twilight cards, add it to the bottom of the draw pile before commencing play.

When the Darkness cards are added, set aside cards #27 (German Capitulation) and #33 (Polish Uprising). After shuffling the new Draw Pile, place card #33 at the bottom of it, and card #27 directly below it (so that the last two cards of the Darkness epoch are Polish Uprising and then German Capitulation, in that order).

[13.3] THE HISTORICAL GAME:

Simply play the cards in order, from #1 to #60. This solves the mystery of why the cards in the standard game are not consecutively numbered. Remove the cards labeled as "Extension" if you want to skip an extended game.

Some liberties were taken with "continuous events" in order to keep a logical flow of play and to maintain optimal play balance.

VARYING DIFFICULTY

Besides using the above Optional Rules to alter the game's difficulty, here is an additional thought: the player can begin the game with fewer Reserve Offensives and/or Political Decree markers to use throughout the game.

STRATEGY FOR "SOVIET DAWN"

THE COMMISSAR IS IN TOWN

SOVIET GENESIS

When people play these games, they often assume that the games are completely random and the results of card draws and die rolls determine the ultimate outcome. I cannot disabuse one of this notion, but a couple caveats are to be noted. Firstly, almost all conflict simulation games are governed by dice. No matter how good your strategy is, if you roll poorly, you will not win. Secondly, the game is about the narrative more than the outcome.

Thirdly, the games are designed for the player to fail most of the time. The logic is simple. If one plays a quick game and wins promptly, there will be little incentive to play again. All this being said, like Blackjack or any other game of chance where the odds are stacked against you, good strategic choices can increase your odds. Playing this game well is a matter of maximizing your odds, understanding that sometimes that just won't be enough.

This article doesn't specifically detail strategy for the historical variant (playing the Event cards in numeric order). Obviously, the same strategic principles apply, but there is additional strategy involving the advantage (and disadvantage) of knowing what is going to happen when.

Soviet Dawn was a complete labor of love for me. As an undergraduate at University of California, Santa Barbara, I was fascinated Russian/Soviet history and took four quarters of classes on the subject. I watched with rapt attention the fall of Soviet hegemony in Eastern Europe and the subsequent collapse of the Soviet Union itself. In 2005, I was able to visit the Baltic States and Russia with my father and see some of the historical locations that I had only envisioned before. As a gamer, I always wanted to design a game on the topic, but it wasn't until the successful debut of *Israeli Independence* (VPG) that I had a system in place to accomplish what I wanted.

While I hate to choose between my children, *Soviet Dawn* is the favorite of my own designs. Now, I love them all, especially *Ottoman Sunset*, but *Soviet Dawn* is the game I chose to play the most. I could easily say it's just the period, but that's not completely true. The thing I love the most about the game are the strategic forks that are not present in my other designs. True, some of my other games have multiple ways to lose, but *Soviet Dawn* is the only game of this type that I have designed that has alternative ways to win.

Traditionally, games of this system involve a central space. That space can be Moscow, as in *Soviet Dawn*, Vienna in *Habsburg Eclipse*, the Center of the Alamo, or even the Town Square in the tremendously successful "*Dawn of the Zeds*". If that space is seized, you lose. If that space can be held until the event cards are all exhausted, you win. Pretty simple. Now, hold Moscow through all three decks (Twilight, Darkness, and Dawn), and your Bolsheviks triumph, but here that's called a Military victory. But, there is another way to win. One can triumph through politics by raising the political level to "9" (or in *Spinal Tap* fashion, "10" if you are playing with the variant). This represents the forces of counter-revolution simply giving up.

THE BUKHARIN OPTION

That alone isn't what draws me to *Soviet Dawn*. It's the fork within the fork that I truly love. While working on the game, I reviewed information found in W. Bruce Lincoln's "*Red Victory*", and discovered that shortly after the Russian Revolution, the Bolshevik leadership faced a hard choice. They had promised "peace" in World War 1, but the Germans were insisting on conditions that were unpalatable. As reflected in the game, Trotsky came up with a unique formula of "No Peace, No War," where the nascent Soviet State would simply refuse to fight. That didn't really work and the Germans actually initiated a

small scale offensive to show that capitulation would be necessary. It was at this point that Nikolai Bukharin advocated a return to the fight as a "Revolutionary War." In the end, Lenin rejected this approach and instructed Trotsky to accept the humiliating Treaty of Brest-Litovsk. Fortunately for him, Germany did not ultimately triumph in the First World War, allowing for his repudiation of the agreement. (Of course, that led to the rise of the Polish state which would cause problems, but more on this later).

This interesting political debate became the genesis of what I call the "Bukharin option" in the game. When a player draws the "Treaty of Brest-Litovsk" card, the player has a choice of either agreeing to the Treaty or rejecting the treaty in favor of continuing involvement in the Great War. In many games, this choice can be a turning point. The first thing affected by the choice is whether Germany remains an active combatant against you. Sign the Treaty and they go into hibernation for a bit, to be replaced in the Baltic by a weaker White force under General Yudenich. Reject the treaty and the Germans keep driving on Petrograd (St. Petersburg) and, ultimately, Moscow.

So why would one reject the treaty? Simple. It gives you an edge on winning the game politically. I'll explain why shortly. But, once you accept the gauntlet, you need to work on your political level consistently so as to win before the military weaknesses of the game wears you down. My recommendation is when the card comes up, make an assessment of how many German advances have been dealt with already in the first deck. If you think the Germans are mostly a spent force, then that gravitates in favor of the Bukharin option. If the Germans look ready to strike, then that cuts the other way. But, the other factor that must be looked at is where one's political status is at the moment. If it is above "5", then you are in striking range of political victory. If it is below "5", then political victory isn't impossible, but it's not worth taking a gamble for. If it is at "1" or "2", you might want to take the risk to stave off political collapse, but it's probably better to accept the Treaty and then use your resources to improve your political standing to weather the upcoming storms.

How does the Bukharin option help you politically? Firstly, it increases political status by one level automatically. That's easy to see. But, one should also note that provides an automatic bonus when the "**Revolt of the Left-Socialist Revolutionaries**" (Card #20) is triggered. However, keep in mind, that there are ways where political level can decline.

POLITICS BY OTHER MEANS

Clausewitz once famously said that "War is a continuation of politics by other means." *Soviet Dawn* inverts this. Politics here is war by other means. A player is faced not only with a daunting challenge in terms of military threats, but a good *Soviet Dawn* player needs to manage politics. The important thing to remember is that political status is a double edged sword- you can win with it, but you can also lose with it. The most common way to win the game, of course, is through political victory. This involves raising the Political track to "9" (or "10" if playing the variant). This sounds easy. Just allocate some actions to political actions, roll well, and win. But, it's not.

Firstly, the political track is escalated, which means that the higher it goes, the harder it is to increase political status. Secondly, as the cards progress, there are a number of events that will simply lower political status. Thirdly, there are two cities on the map that lower political level each time they are captured: Petrograd and Kiev. Kiev may not be as much of a problem (but see the **Card #60**, allowing for a double Polish advance and the Curzon line), but given that Petrograd is on two tracks, the key to political success may involve keeping the city secure. One way to do that is to be proactive. This does not necessarily mean fortifying the city when you have a chance (this helps), but keeping the Finnish and Baltic Fronts at bay, away from Space 2 where they might lunge and capture Petrograd. Sometimes, it even makes sense to use your reserve offensives to proactively hit these Fronts instead of waiting for a lowering event.

There are various political dissent events. Most of these will allow you to trade extra actions for a DRM. Do not take this trade-off likely. A low roll on the political dissent table will lower political status. Forfeiting two actions will guarantee, that this cannot happen. The only way a player can lose the game on the first card is to draw the **"Constituent Assembly" (No. 3)** and not forfeit enough actions to insure this possibility of political collapse doesn't come to pass (and not use your actions to successfully raise the political level as well). Don't be that person. But, on the other end of the political dissent roll, one can improve one's political level. Forfeiting two actions, not only insures that political status will not decrease, but it gives one a 50% chance to raise status two levels. This can be huge. Keep in mind, however, that as the game goes along the Anarchist Nestor Makhno (**Card #41**) may appear (or reappear as he may come back) and the dissent roll cannot be modified.

The important thing is to start the game in the right place. One cannot afford to allow political status to drift into low volatile levels. Accordingly, your first actions should be to improve political status. If these are moderately successful, they will bring the political level to at least 3 or 4, a range where you can feel secure to focus on military events. If you manage to get political status into the 5 or 6 range from these efforts, you may make decide to try to push political level up to the victory range. Keep in mind that once you make this kind of commitment, you need to pursue it vigorously. Time is not your friend. As discussed above, the "Bukharin Option" may put you on the path toward political victory, but it does come at a cost and that cost is the active animosity of Germany.

GOD SAVE THE CZAR (BUT NOT YOU)

One of the most interesting tales in the Russian Civil War was the fate of the Romanov family. Shunted into captivity in Ekaterinaberg by the Provisional Russian government, Nicholas II and his family were an afterthought for the Bolsheviks when they came to power. But, lo and behold, with the Czech revolt, Lenin discovered that the Komuch White Russian forces operating in the Urals might manage to free the Czar and rally him to their cause. That was a risk not worth taking, so Lenin dispatched agents to the town who proceeded to massacre the entire family and spirit off and hide their remains. There is a whole history

as to the legend that Anastasia Romanov survived.

In game terms, this episode is modeled through the **"Czar's Fate" Card (Card #21)**. When drawn, the player checks to see whether the Eastern White Army has advanced to or past Ekaterinaberg. If the answer is no, the Czar is executed and the fear of his escape is forever prevented. If, however, you are not proactive enough to prevent an Eastern advance of this scope, the Czar becomes liberated and you have a -1 DRM to all offensives for the rest of the game. This may not sound too bad, but trust me, it is crippling. Basically, it is now unlikely that you will be able to militarily survive such a loss. You've got to compensate by either winning politically (quickly) or by achieving compensation through Red Army Reorganization.

Now, it is simple to say "don't let the Eastern army get to or past Ekaterinaberg" until the card is drawn, but how best to do that isn't so intuitive. You see at some point, the Czechs are going to revolt (**Card #14**) and then you are going to have a long lasting -1 Die Roll Modifier ("DRM") on that front (the Czechs won't sail away until **Card #54** is drawn). That means you want to attack the Eastern Front early because you are more likely to succeed before the Czechs are active. If they move to space "4", attack. Not because space "4" matters, but because success keeps the Eastern Front two spaces away from Space "3". Also, do not hesitate to use your reserve Offensives to keep the Eastern army away if the Czar's fate is still undecided.

And remember that the Czar's fate being sealed does not end the threat of the Eastern Front, Kolchak can and still will try to seal the Revolution's doom. The goal remains to keep that Front away from Moscow.

ORGANIZE AND REORGANIZE

In designing the Red Army Reorganization system, I borrowed a device from the research system in the classic game: Axis and Allies (Nova Game Design, Milton Bradley, and Hasbro). Basically, I wanted a desperate player to have a "Hail Mary" option to grab a resource that would enable them to triumph when the system was against them. But, as game design went forward, I discovered that the game was so challenging that, without reorganization, the chance of victory is severely compromised. But, reorganization has a cost. You must spend an action and, in general, you must roll a "6" to get them.

So, when do you roll for them? There is no easy answer. At the beginning of the game, assuming you are keeping Kolchak and the Germans back, you have more actions to play with. But, at this point in time, your odds of success are but 1 in 6. As the game proceeds, however, there are some cards that will give you an increased chance of success on Red Army Reorganization, moving the odds to 1 in 3. However, as you will discover, the further into the game you are, the greater the chances that those forfeited actions would be more meaningful if used in other ways. This is the rub. Of course, if the opportunity cost is high, that means your situation is more desperate, meaning that you need Reorganization even more. This is a death spiral and I know it.

Also, realize that in a game of Soviet Dawn, there will become a point where you simply can't afford to spend

actions on Red Army Reorganization. This point is variable, but a good player will note when that threshold has been crossed. Don't throw away valuable actions on long-shots especially if success won't make a difference.

Since the types of reorganization are random, I won't spend much time as to what to do with them if gained. The common principle is to use them to your best advantage, but not to allow them to upset a winning strategy. In other words, if you are militarily dominant and at a low political level, don't let the acquisition of "Comintern" guide you into throwing away your military position in favor of politics.

If you get them, here are some basic ideas for their use:

Cheka: This advantage allows the player to return a card to be reshuffled into the deck and confers two actions. Think of this like a reserve offensive. It is not there to be thrown away at an inconsequential point in the game, but to be used as a last ditch to save yourself. I prefer to use it when a card is drawn that will cause Moscow to be captured. If a card is drawn that advances an enemy Front into the Moscow space, spend Cheka and take the 2 free actions as offensives to push that (and other) Fronts back out of Space 1. Alternatively, if the pace of play is getting too hectic and you draw **Card #8 or #27**, consider using Cheka to slow the game down and delay the Armistice or Treaty of Brest-Litovsk and the cards that go with it.

Red Army Tank Corps: Once deployed, this gives you a +1 DRM on the Front it is assigned to. But, there is a cost. It costs one precious action simply to deploy the Tank Corps. So, my recommendation is find a Front that poses a special threat and deploy the Tank Corps there. Unless that Front closes at some point in the future, try not to re-deploy the Tank Corps because of the cost for redeployment.

Armored Train: This provides a +1 DRM on one offensive per turn. If you have it, don't forget to use it on any turn where you launch an offensive. However, don't let the possession of Armored Trains, convince you to ignore politics. If there is a method to victory there, leave the trains in the station.

Applied Experience: This allows a variable DRM to sometimes be added to your offensive rolls. No strategy here. Just take your bonuses.

Communist Subversion: This is probably the most powerful of the Reorganization Advantages because it gives you a heads up on what is going to happen before it does. Because it is so powerful, its subject to being lost at any epoch change. Use it well and remember to look at potential advances that will threaten Kiev or Petrograd and, hence, your political level.

Comintern: This advantage gives a major advantage in politic level increases. The only advice here is to not let this advantage cause you to alter your strategy or to focus at politics to the exclusion of the military.

Imperial Gold Reserve: If you have this advantage, it means that you already have at least one other advantage, so you are in good stead. It allows you to choose the desired result on any one roll or to push back one front. Save the Gold Reserve as a means to stave off defeat or

secure victory. If you get to political level of "8" and have an action, use it for political status and guarantee victory. If an advance would topple your regime, use it to push the enemy back. Do not feel that you have to use it. It's an insurance policy.

THE GREAT WAR

The first stage of the game will take place during the Great War. Germany will be an active adversary and, with a battle value of "4", a formidable one. Much of your earlier efforts must be allocated to keeping Germany back, not only because they pose a threat to Moscow, but because they pose a constant threat to Petrograd and your political standing. It is easy to approach Brest Litovsk as a relief from constant Baltic pressures. While accepting the treaty takes Germany out of the war, it does slightly reduce the chance of political victory. As discussed above, this needs to be taken into account. What doesn't need to be taken into account is fear of Allied intervention. Firstly, the Allies do not pose as formidable a threat as the Germans. They advance far less. Secondly, Allied entry into the Russian Civil War is basically inevitable, even if rejecting the treaty may delay it slightly. The **"Polar Bear Expedition Card" (No. 24)** or the Dawn Deck itself will bring in Allied forces. It should be remembered that getting the Allies into indecision (Political status at "7" or above) is not a goal in and of itself, although a nice by-product of political success.

While the Treaty of Brest-Litovsk, buys your peace with Germany, do not forget that German capitulation will bring Yudenich into play and a new threat.

FINNISH FRONT

The entry of the Finnish front is one of the great contingencies of the game. Many games will bring in the Finnish Front quickly, with Mannerheim at the helm. Some games will bring in the Finns, but Mannerheim will be missing in action. In other games, the Finns only belated enter the game. And, one must remember, that the Finns can be removed from the game if dealt with firmly and the **"Fredrick Karl Abdicates" card (No. 25)** is drawn after their activation. If active, the Finns should not be underestimated. In fact, when faced with the possibility of forfeiting actions to fortify Petrograd (**Card #46**), the status of Finland should be taken into account along with your political status.

THE POLES

The Poles seem to be more manageable in the game. The reason, I guess, is because if you survive long enough to encounter them, the Soviet Union is doing fairly well. The main role of the Poles seems to be less as a military threat, though they can be that, but more as a political threat or a trap for the weary. The Counter-offensive threat (**Card #60**) means that if not kept in Warsaw, they can lunge forward and capture Kiev (or, catastrophically, Moscow). Making this trickier is, if the Curzon Line is established (**Card #51**), political ramifications are put in place for attacking the Poles at Lvov. If this is the case, you must accept the risk of losing Kiev, but be very wary of not allowing the Polish Front to remain in Zhitomir if the Counter-offensive card has not yet been drawn.

ENJOY THE NARRATIVE

The important thing is, while trying to play your best, to understand that absolute victory is not frequently in the cards (pun intended). Therefore, your main goal should be to try your best while enjoying the narrative which unfolds before you. As stated previously, the game is meant to be difficult as it was for Lenin and his cohorts. Have fun. If you lose, just set up again and begin a new story!

HOW THE BOLSHEVIK REVOLUTION SURVIVED

Lenin's October Revolution overtook the Russian Provisional Government swiftly and without much bloodshed. It is easy to look at this historical fact and extrapolate such to assume that the Soviet conquest of Russia was a relatively easy process. The history of the years immediately following the Bolshevik revolution shows otherwise.

This article is an attempt to provide an overview of the Russian Civil War using, as a rubric, reference to the most of the event cards that drive the "Soviet Dawn" game engine. My hope is to illustrate that the Russian Civil War was more than simply a military conflict, but to illustrate how political and economic factors influenced the outcome. In the end, Lenin's regime was able to harness political and military strengths, while overcoming his weakness in those areas. His White adversaries, on the other hand, could never achieve political unification and therefore failed to put enough simultaneous military pressure on the Bolsheviks. In the end, the absence of a unified vision on how to run the country doomed the White cause as much as performance in the field.

HISTORICAL FRAMEWORK

By 1914, Russia was a "backward" state. Its level of industrialization was far below that of the other Great Powers of Europe. Under the leadership of Count Witte, it had tried to advance rapidly, forcing painful alterations to a pre-industrial and predominantly agrarian Russian society. These alterations made Russia fertile ground for the development of dissident movements, ranging from Zionism to Marxism to Anarchism. These movements attempted to present to the masses an alternative from the repression of the Russian state.

Russia in 1914 was a state ruled by an increasing autocratic regime. The Romanov family had ruled Russia as its personal fiefdom for over 300 years. By the 20th century, this kind of monarchal rule was becoming increasingly at odds with modern democratic ideals. Russia had conceded a parliament, the Duma, in the aftermath of the Russo-Japanese War of 1904-1905, but forcibly disbanded it shortly thereafter. From that point onward, those who yearned for democratic reform knew that it wasn't going to be yielded voluntarily.

Nationalism had been a poignant force in the years prior to the Revolution. It cut both ways. The adherence by the Romanov leaders to Uvarov's triad of "Orthodoxy, Autocracy, and Nationalism" brought some people closer to the regime and its traditional allies in the Russian Orthodox Church, but it had also created pockets of those

estranged from that archaic narrative. Ethnic minorities, aware of their non-Russian status, suffered under a leadership that had engaged in violent and forceful "Russification". In the Ukraine, the Caucasus, Poland, Finland, and Central Asia, nationalities that had been forcibly absorbed into the Russian Empire grew restive.

The problem cut deeper for Russia's significant Jewish population. Perhaps as a means of keeping revolution at bay, the Czar's ministers had encouraged institutional anti-semitism, focusing resentment away from the mismanagement of the regime. The "Protocols of the Elders of Zion", a notorious forgery that proclaimed an international Jewish conspiracy, arose during this period, but of more consequence were the frequently organized pogroms where Cossacks and other mobs would tear through Jewish areas, inflicting as much physical and economic harm as possible. In 1903, a massive pogrom in the Bessarabian town of Kishinev triggered an international outcry. This tradition of anti-Semitism would also flare up in the upcoming Civil War, but the major effect of the pattern was to estrange the Jewish community of the Russian Empire from loyalty to the regime. Much of the Bolshevik leadership was of Jewish origin.

It is common to refer to Imperial Russia as a "police state" and that it certainly was. What is overlooked is that, in comparison with the subsequent era of totalitarian control that emerged in Germany and the Soviet Union later in the century, the Czar's system of repression was very ineffective and often inept. The Okhrana, the Russian police, was riddled with corruption. The authorities were actually remarkably lenient toward subversives. Josef Djugashvili (later known as "Stalin") became a notorious bank robber and thug. While he was often sent into exile in Siberia, he was able to leave freely on multiple occasions and was able to maintain his revolutionary connections. His experience was not unusual. Even when the State's security apparatus was harsh, as in the case of the execution of Alexander Ulyanov, brother to Lenin, the actions often boomeranged as revolutionary motivation.

With a strong and capable Czar as the head of state, all these symptoms of weakness could have been compensated. But just as Louis XVI was not the man to lead the French state when it faced its own revolutionary firebrands, Czar Nicholas II was not the man to oppose the forces of revolution in his era. Weak-willed and inflexible, Nicholas II was a man more concerned with his tennis game than the suffering of his people. Faith in the monarchy had been lost when peaceful protestors seeking an audience with the Czar were gunned down in front of the Winter Palace on "Bloody Sunday", January 22, 1905.

Despite all these weaknesses, the Imperial Russian state was remarkably resilient. It had survived the embarrassment of a disastrous war with Japan and, when European diplomacy resulted in the outbreak of a World War in 1914, Russia was able to mobilize its forces quickly and put credible military pressure on its enemies in Austria-Hungary and in the Ottoman Empire.

THE FIRST REVOLUTION

The Germans, however, proved a more formidable opponent. By 1917, numerous defeats had brought the

boiling mixture of Russian contradictions to a head. The Czar had taken military command of Russian forces in the field, leaving the government effectively in the hands of the "Mad Monk" Gregori Rasputin. Rasputin had the uncanny ability to manage the hemophilia of the Imperial heir, which enabled him to exert undue influence on Czarina Alexandra.

Even the assassination of Rasputin in the end of 1916 did not restore credibility to the wartime government. In February 1917, an organic revolt amongst the masses of Petrograd led to the establishment of a parliamentary democracy. The history of Russia might have been very different if this new "Provisional" government took the fateful choice of ending participation in the First World War. However, the Provisional regime, initially under the control of Prince Lvov and later under charismatic lawyer Alexander Kerensky, buckled under the pressure brought to bear by the Allied Powers. Russia became convinced that it needed to see the war through and meet its obligations. Going against the mood of the populace, the war raged on disastrously, enabling both the forces of reaction and those of revolution to mobilize.

Despite these challenges, Kerensky remarkably managed to play the left and the right off each other in order to retain power. Holding off Lenin's premature strike in the "July Days", Kerensky overplayed his hand during the right-wing Kornilov Revolt when he panicked and armed the workers of Petrograd. Those same workers would later play a role in overthrowing his regime.

THE CHALLENGES OF THE BOLSHEVIK REVOLUTION

The "October Revolution" (it actually took place in November under our calendar) has been the subject to much mythology. Without going in depth, it was a well-orchestrated coup that seized control of the government of Petrograd without any significant opposition. Worker's councils, named Soviets, began to seize control in a variety of other localities, most notably in Moscow. Obtaining control for the Bolsheviks was easy. Maintaining that control would become much more challenging.

Lenin had to face opposition from the start. Opponents to the new regime emerged from both outside the political apparatus and from within the leftist coalition that Lenin had formed. The external opposition included enemy German forces, unsure Western Allies, and restive national minorities. The only advantage the Bolsheviks had was their unity of purpose. In the end, the real achievement of the Soviet regime was to consolidate the power that it had so easily gained.

Part of the reason that the Soviet Union managed to survive was because of the quality of its leadership. On the military level, some of that leadership were holdovers from the tsarist regime. But, the military genius of new leaders, such as General Tuchachevsky, would likely not have been able to flourish under the Romanovs, and he was also very critical to success in the Russian Civil War. **(Card #34)**. But, the most important leader that emerged in the crisis was Trotsky, a theoretician with practical organizational skills. It was his formation of the Red Army that paved the path for success.

Lenin's most important decision came early in his rule: the movement of the capital from Petrograd (later renamed in his honor, "Leningrad") to Moscow. This decision placed the Soviet regime on a more secure footing. Firstly, as the city of the czars, Petrograd had a strong connection with a history that Lenin deemed shameful. Lenin also viewed Petrograd as a hotbed of Revolution that could just as easily dispatch his new regime as it had dispatched the prior two. Thirdly, Petrograd was within the striking distance of the German army and the newly restive Finns. Moving the capital in March, 1918 to deep within the interior of the nation seemed to provide the Bolshevik regime with some desperately needed breathing room.

INITIAL BOLSHEVIK CHALLENGES

The Bolsheviks had major problems to deal with. Technically, the new Soviet state was still at war with Imperial Germany and was still a participant in the First World War. Lenin had promised an end to the fighting, but negotiating acceptable terms was a challenge. Complicating the issue was the fact that Lenin had also played fast and loose with national aspirations, supporting self-determination, whilst attempting to coerce other nationalities into a Russian-led union. Many of the old lands, however, were agitating for independence, most notably the Baltic States (Lithuania, Latvia, and Estonia), Finland, and the Ukraine. Poland, under German occupation, had already been considered lost.

Even without those challenges Bolshevik triumph could not be considered inevitable. The forces for changes were strong, but the Bolsheviks were not the only factions able to capitalize on this unrest. The forces on the left were split between Kadets, Social Democrats, and Social Revolutionaries, with the Bolsheviks representing only a small minority of Marxists. On the right, a coalition between monarchists, conservatives, the Orthodox Church, Cossacks, and Russian Nationalists were slowly coalescing. These would eventually be grouped under the rubric of the "Whites", but the implication of unity is misleading.

The White Movement began with the formation of the Volunteer Army **(Card #1)**. Shortly thereafter, violence erupted in Finland as the Finnish Whites struggled for independence against the Finnish Reds. **(Card #2)**. The Finnish Civil War would emerge as the precursor to the Russian Civil War, much as the Spanish Civil War foreshadowed World War 2. The Whites would be victorious in that struggle under the command of General Carl Gustav Mannerheim **(Card #4)**, but it remained to be seen if they could import their victory into the Russian heartland.

Lenin could have dealt with these threats promptly, but he had his own political concerns. 1918 began a "Hungry Spring", with a massive famine caused by German occupation, White interdiction of the food supply, disorganized confiscations, and the hoarding of grain by independent farmers (kulaks). Furthermore, Kerensky had promised a Constituent Assembly and Lenin thought it best to allow the election to go forward **(Card #3)**. The experiment was quickly shut down after the Bolsheviks were defeated and a Socialist Revolutionary majority emerged.

Peace negotiations had meanwhile become difficult. The Germans smelled blood in the water and insisted on draconian terms. This would later haunt the Germans when they sought leniency from the victorious Western Allies. Trotsky, sent to negotiate, angrily left the talks in February 1918, advocating a policy of **"No War, No Peace"**. (Card #5). The Germans called the bluff shortly thereafter, launching the **"Hoffman Offensive"** against a toothless Russian defense. (Card #6)

Surprisingly, many Russian political leaders, including the Bolshevik Nikolai Bukharin, advocated continuing a "Revolutionary War" in the face of German intransigence. Lenin, however, disagreed and forced Trotsky to accept the harsh terms of Brest-Litovsk. (Card #8). Overnight, the strategic situation changed. The Germans halted offensive operations, while the Western Allies of France, Britain, and the United States felt betrayed. The periphery of the Russian Empire disengaged as the Great Powers fought over the Caucasus oil regions. (Cards #12, 15, and 22) But, the maneuver bought Lenin time to seize grain from the kulaks (Card #11), suppress political opposition at home (Card #20), and to organize the Red Army for the upcoming struggle ahead.

THE CIVIL WAR BEGINS

Shortly after the coup d'état, Kerensky re-emerged with Cossack forces to threaten Petrograd. After their defeat at Pulkova Heights, the focus of fighting shifted to the South where the Volunteer Army had reformed after the famous **"Ice March"** (Card #13). The Don Cossacks were brought over as counter-revolutionaries and engaged in heavy fighting with the Red Army (Card #16).

In the meantime, the landlocked Admiral Kolchak rallied Siberian forces, merged with the alternative government of the Komuch, and began a campaign from Siberia into the Ural Mountains. The disaffected Czech Legion provided Kolchak with much needed assistance. (Card #14). The Legion had been formed by Czech nationalist Tomas Masaryk and fought against the Central Powers from their base in Russia. Moving eastward through Siberia in the hope of being able to evacuate in order to continue the struggle, the Legion became embroiled in the Russian Civil War when the naïve Trotsky attempted to disarm them. They would not be able to make it home until 1920. (Card #54).

Kolchak's surge and the unrest of the Czech Legion created new risks for the Bolshevik regime. The Kerensky government had internally exiled the Czar and his family in the town of Ekaterinberg. Now, suddenly that town was at risk of capture by Kolchak's forces. Fearing that the liberation of the Czar and his family might rally the populace against the Red regime, Lenin quickly dispatched agents to execute the family. (Card #21). Mere days later, the town did indeed fall, but no trace of royalty was to be found.

While Soviet doctrine openly promoted rule by the masses, it accepted a brutal dictatorship as a means whereby worker sovereignty could be achieved. In the fall of 1918, this "dictatorship of the proletariat" manifested itself in the so-called **"Red Terror."** (Card #23)

Executions became commonplace and repression by the state-run Cheka became a fact of Russian life. It remains unclear whether the policies of "War Communism" aided the Bolsheviks in the Civil War or presented a recruitment tool for their adversaries.

Relations with the Western Allies became tenuous. The Allies understood that International Communism posed a threat to their stability and their imperialist aims. In May of 1919 Winston Churchill, a profound enemy of Communism, announced in the House of Commons, that "Bolshevism is not a policy; it is a disease." He added "it is not a creed; it is a pestilence." He advocated strong intervention by the Western Allies.

At the same time, however, the Allies were tired of war and keenly felt the loss of trade with Russia. The Soviets, on their part, whilst preaching World Revolution, needed foreign investment to stabilize their economy. This led the Western Powers and the new Soviet Union into a contradictory relationship, where each sought some terms with the other whilst actively plotting, albeit on a limited scale, to undermine the other's regime.

In addition to material support for various dissident groups, the Western Allies began to dispatch troops to Russia. Despite his support for self-determination, Woodrow Wilson committed 5,000 troops to Northern Russia. (Card #24) Britain, France, and Japan also dispatched significant forces into the Russian periphery, often with the excuse of protecting Allied war materials. (Card #32). The morale of these Allied forces, however, was questionable and in August 1919, a British Mutiny led promptly to a withdrawal of forces. (Card #43).

The German Capitulation on November 11, 1918 should have made the situation better (Card #27), but suddenly the Ukraine found itself precariously placed without support (Card #31), whilst the Baltic States encountered a tripartite struggle between Nationalists, Reds, and lingering German forces. Reluctantly, these new states were drawn into the conflict. White General Yudenich, commanding the Northwestern Army, operated freely from within the three Baltic States, who were ultimately able to achieve independent sovereignty. The outcome for the Ukraine was not as fortunate as they were beset by Communist revolt, betrayed by erstwhile Allies, and beleaguered by Nestor Makhno's Anarchist forces. (Card #41).

The surrender of the Central Powers brought a new enemy on the scene: the new state of Poland. Polish Nationalists had been divided in the First World War on whether the defeat of Russia or the defeat of Germany was the best path toward independence. The unusual defeat of both powers led to the Great Polish Revolt and the establishment of a unified Polish state under military leader Josef Pilsudski (Card #33). The Poles were not satisfied with mere independence and were cognizant that the Soviet promotion of "World Revolution" showed an intent to subvert the newly independent states in order to ferment revolt in Germany and Central Europe. Accordingly, Poland moved to aggressively establish their Eastern borders.

Despite these problems, the Bolsheviks had advantages that the Whites could not overcome. Firstly, using Moscow

as their capital, the Reds were able to fight off threats from a central position. The White armies, attacking on different trajectories, could often be dealt with in a piecemeal fashion and enemy forces were rarely able to cooperate militarily. Secondly, the White opposition was not unified and was split on their visions of the future. Attempts to coordinate White opposition, such as the Jassy Conference in the late Fall of 1918 (**Card #30**) failed miserably.

THE SUMMER OF 1919

The apex of the military threat posed by the White Armies, occurred in the summer of 1919. The Allies had made a military commitment and were actively serving as a liaison between the divided counter-revolutionary forces. General Anton Denikin, who had taken command of Southern Forces after the death of General Lavr Kornilov, spearheaded a major drive that reached Orel, a mere 400 kilometers south of Moscow. Meanwhile, Admiral Kolchak's forces menaced the Red Capital from the East. Finnish General Karl Mannerheim attempted to arrange a combined offensive between the Finns, General Yudenich's Northwest Army in the West and Kolchak's forces in the East, but conditioned it on acceptance of Finnish independence. The conservative Kolchak found the price too high and so a major opportunity was lost. (**Card #47**)

Yudenich persevered and drove toward Petrograd. By the fall, many within the Soviet leadership felt that Petrograd was indefensible and would soon fall. Lenin gave the order to abandon the cradle of the Revolution. Undeterred, Trotsky convinced the Central Committee to place him in command and protect the city. With Trotsky's inspired leadership, Petrograd was saved. (**Card #46**).

A series of offensives pushed back White incursions. The dashing 33-year-old Mikhael Frunze was given command to force out Kolchak's forces. (**Card #44**) By August of 1919, Kolchak had been thrown back beyond the Urals and soon met his fate when he was turned over to Red authorities in Siberia. (**Card #53**). Denikin would also be forced back in a series of offensives and found his forces bottled up in the Crimean Peninsula. Exasperated, Denikin ceded control of the remaining forces to Baron Wrangel in March/April of 1920. (**Card #57**) Yudenich maintained the defense of the Baltic states, who were guaranteed their freedom by the Moscow Peace Treaty, the Treaty of Riga and the Treaty of Tartu, all in 1920. The end of the Russian Civil War seemed in view, but the Poles had other ideas.

THE POLISH EAGLE AND FORTRESS CRIMEA

The Bolshevik state and the newly formed Polish state were on a collision course. Marshall Pilsudski, aggressively sought to expand Poland to its historic borders. These borders included areas that the Lithuanians coveted for their new state, that the Ukrainians wanted, and, most importantly, that the Reds saw as part of their union. Also, the Bolshevik leaders continued to view Poland as the threshold to European revolution.

Initial skirmishes between the Reds and the Poles took place in 1919, but with the Red Army distracted by the White armies, the Bolshevik state was content with a mere defensive screen in the West. By 1920, however, the

Poles were seeking to create their Greater Poland (**Card #56**), and the Red Army felt it had an opportunity to bring revolution westward. Trotsky had predicted the final conflagration: "When we have finished with Denikin, we shall throw the full weight of our reserves onto the Polish front."

The Poles struck first. In late April 1920, fortified by a limited alliance with Ukrainian Nationalist Simon Petlura, the Polish Army lunged toward Kiev, soon capturing the city. The Soviets responded, appointing Marshall Tukhachevsky to take command of a counteroffensive. While Tukhachevsky kept pressure in the North, a cavalry army named the "Konarmia" under the command of the great organizer, Kliment Voroshilov, struck Polish forces in the Ukraine. (**Card #59**). Reeling under the hammer blows of both pincers, the Poles retreated westward.

It was here that politics changed the result of the campaign. Driving toward Warsaw, the Red Army crossed the Bug River. In doing so, they had violated the recently negotiated eastern border of Poland, which had been dubbed the "Curzon Line" after British Foreign Secretary, Lord Curzon. (**Card #51**). For a brief moment, it seemed that the Capitalism of the West, not the Communism of Russia, was at issue. As the Red Army encircled the Polish capital of Warsaw, Allied war material began to flow to the besieged Poles.

Conditions rapidly changed. Baron Wrangel's White forces broke out of the Crimea and threatened the Ukraine. More politically astute than Denikin, Wrangel advocated limited land reform in his agenda for "a leftist policy in rightist hands". Meanwhile, Stalin directed the Konarmia to seize the politically important town of Lvov, leaving the Southern flank weak at a critical time. When Pilsudski launched a powerful blow in the Southern sector, the Red Army was sent reeling. (**Card #60**)

The attempt to spread Communism into Central Europe had been checked and now the Poles were once again threatening the cradle of revolution. The Bolsheviks sued for peace, in order to regain stability and turn their attention to Baron Wrangel and his Crimean stronghold. With their attention undivided and with the unusual assistance of Nestor Makhno's "Green" anarchists (**Card #41**), the Red Army decisively defeated the last of the White forces, forcing them to evacuate in November 1920.

CONCLUSION

With the Whites defeated, victory was not yet in Lenin's grasp. Victory required that Lenin's regime make political concessions. Giving up, at least temporarily, on his goal of worldwide revolution, Lenin made peace with the major powers of Europe, signing trade treaties with his former enemies, most notably Germany. The deprivations caused by the "Red Terror" had become a liability in terms of public support and Lenin had to concede small-scale entrepreneurship under his "New Economic Policy". He also needed time to reconsolidate rule in Central Asia and rebuild a devastated nation. The "Soviet Dawn" had begun and its inauguration was as much a result of the military leadership of the Bolsheviks as their political instincts. The White opposition, on the other hand, failed in both respects. The challenge or recreating the "Soviet Dawn" now lies in your hands.