

ISSUE 40/NOVEMBER 1996

# COMMAND

GAMES

## Moscow Burning

MOSCOW

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# Moscow Burning

## If this is your first wargame, read this box first.

Don't try to memorize these rules! They are written to create a game that simulates the realities of command as much as possible. You'll find things move along to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules before you punch out the playing pieces. During play, look up specific rules when you need to, and make notes at places giving you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. Those to the right of the decimal indicate specific rules within each section. For example, section 2.0 deals generally with the various game components, while rule 2.4 explains specifically about the elite units in the game.

The boxed "Notes" give examples of play or explain the rationales behind various rules. This is a wargame of low-to-intermediate complexity. You can learn to play it on your own, but the best way to learn it is to have an experienced gamer help you.

During your first few matches of the game, skip the rules and sections marked  $\Omega$ . You won't get the full competitive or historical experience, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun.

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## 1.0 Introduction

### 1.1 In General

*Moscow Burning: The Next Russian Civil War* is a "what if" simulation of the first 30 days' fighting that could occur in the Russian ethnic heartland if that nation's current experiment with capitalism and democracy fails. For simplicity's sake (and by historical tradition), the two sides in the game are referred to as "the Reds" and "the Whites." In reality, of course, factions in a struggle this huge would have internal complexities great enough to provide historians and political scientists for generations to come with thesis and dissertation topics. But it's a lot handier to use those two simple words than it is to posit a civil war (and a set of game rules) between the primarily left-authoritarian, totalitarian-socialist faction centered primarily, but not exclusively, around the old communist party of the Soviet Union, versus the quasi-democratic, predominantly capitalist, center-right coalition.

In presenting this game, we at *Command* magazine do not mean to create the impression we think the events depicted here most likely will, nor in any way should, happen. We do not feel it would be good for the course of Russian and world development if a civil war erupted there. Yet such a war is at least a possibility, and the idea should therefore be examined beforehand if for no other reason than to establish its likely parameters. We publish this game, then, in a spirit varying between black comedy and social science inquisitiveness.

### 1.2 Game Scale

Each hexagon on the map equals 20 miles from side to opposite side. Each game turn represents three days. Units represent Russian army and Ministry of the Interior heavy and airborne divisions, along with elite air assault, special forces and naval infantry brigades, and *ad hoc* revolutionary militia formations. The latter would vary in size from the equivalent of reinforced companies up to large brigades, and would consist of mostly unorganized masses of (in no particular order): armed forces deserters and draft dodgers, foreign mercenaries, security detachments from extremist political parties, agents of the Russian Federal Security Service (successor institution to the Soviet era's KGB), civilian police, Russian and other ethnic mafia thugs, religious (Christian and Moslem) fundamentalists, and volunteers from among the general populace, along with Mau-Mauing politicians and pseudo-revolutionary flak-catchers.

### $\Omega$ 1.3 Strategic Nuclear Weapons

Though the game does allow for the the accidental or terrorist detonation of individual nuclear weapons, it does not simulate the possibility of a new Russian civil war escalating into any kind of strategic nuclear exchange, either within or across Russia's borders. While such a climax would certainly be a dangerous possibility — in the old Soviet Union some 27,000 nuclear warheads of all sizes had been assembled by 1991, at least 23 of which are reportedly unaccounted for today — it's an ending that goes far beyond the physical and moral parameters of this project.

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Those wishing to add the chance of atomic Armageddon to their play of *Moscow Burning* should roll two dice at the end of every game turn. A result of 12 means some portion of the Russian nuclear weapons stockpile sufficient to bring on mass national or international destruction has been launched by one or both factions in the war. In that case the game ends and both players are considered to have lost. If random event number one, Ukrainian intervention, is in effect (see 11.3-1 and 6.4), modify the procedure so that a roll of 11 or 12 ends the game in this way.

**Old Hands Note.** There are no ZOC, replacement or supply rules.

## 2.0 Game Components

### 2.1 In General

The components to a complete game of *Moscow Burning* include these rules, the mapsheet, the "Elite Russian Units & Ukrainian Army Strength Table" (printed on page 16), and 240 die-cut counters (also called "units" and "unit counters"). Players must provide a standard (six-sided) die to resolve combat.

### 2.2 The Game Map

The map represents the militarily significant terrain found in and around the ethnic Russian heartland. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that may affect the movement of units and combat between units.

The natural terrain and manmade structures shown on the map have been altered slightly from their exact, real-world configurations to make them conform to the hex-grid. However, the relationships between the terrain types from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that would be faced by their real-world counterparts if this campaign were actually fought.

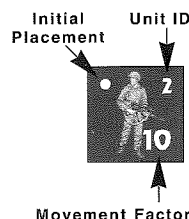
Each hex on the map has a unique, four-digit number printed in it. They are provided to help you find places more quickly (for example, the city of Rostov is in hex 1643), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

### 2.3 Counters

There are 240 counters included in the game, most of which represent combat units; others serve as informational markers and memory aids. After reading through these rules at least one time, carefully punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper greatly facilitates handling during play and also enhances their appearance. Each combat unit counter has several pieces of information: the side it's on, its type, and in some cases a specific identification.

### 2.4 Elite Units

This unit is the elite *2nd Special Forces (Spetsnaz) Brigade*; it begins the game off map (indicated by the dot in its upper-left corner), but may enter play later as a reinforcement. Its movement factor of 10 indicates it is capable of airborne/air transport movement (see 8.10). It, like all other elite units in the game, starts with a combat and step strength of six (see 9.12). It is printed with a red background color on one side and white background color on the other, reflective of the fact it can enter the game belonging to either of the two sides (see section 10.0).



### 2.5 Elite Unit Identifications

The militia, regular Russian army and Ministry of the Interior units in the game are anonymous. That is, they participate in play without having specific unit identifications, indicative of the fluidity and confusion inherent in the opening phases of every civil war. But the 16 elite units in the counter mix are drawn from among those formations still extant in the Russian armed forces today that seem to have maintained the cohesion and elan more typical of the Soviet army at its height (probably in 1979, at the time of the intervention into Afghanistan). It's central to the game's thesis that those units, though relatively few in number, would be crucial to determining the initial course of any new civil war in Russia. All of them, then, are termed "elite" and are identified by the specific I.D.s. their actual counterpart units bear in the real world today.

For ease in referring to the step strength chart, the elite units' full identifications are not printed on the counters. The abbreviations shown in the upper-right of the elite counters break out as follows:

- 2 - 2nd Spetsnaz Brigade
- 7 - 7th Guards Airborne Division
- 16 - 16th Spetsnaz Brigade
- 21 - 21st Independent Assault Landing Brigade
- 36 - 36th Independent Assault Landing Brigade
- 37 - 37th Independent Assault Landing Brigade
- 45 - 45th Motor Rifle Division
- 56 - 56th Guards Independent Assault Landing Brigade
- 63 - 63rd Guards Naval Infantry Brigade
- 76 - 76th Guards Airborne Division
- 98 - 98th Guards Airborne Division
- 104 - 104th Guards Airborne Division
- 106 - 106th Guards Airborne Division
- 117 - 117th Independent Communications Brigade
- NF - Northern Fleet Naval Infantry Brigade
- OD - *Otdeleniya Diviziya Osobennovo Naznacheniya* (Independent Special Designation Division)

**Design Note.** There are other Russian units starting off map that could have been included in the game's order of battle, but — given we're only covering the first month of the new civil war — we included only

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those capable (or likely to become capable) of airborne/air transport movement. The rationale is the other elite units, lacking air transport, are more than likely to become too embroiled in the fighting we assume is also going on around their own base areas for them to be able to break free to move to intervene in the main theater of operations depicted on the game map.

While some of the elites are today officially designated divisions, while others are brigades, we gave all of them uniform starting strengths of six. That reflects the fact their actual combat strengths at the start of a civil war would have less to do with authorized manning and equipment levels than it would with intangibles such as elan, leadership, political cohesion, etc.

## 2.6 Army/Interior Ministry (MVD) Heavy Divisions

Note there are 33 red and 33 white Army/MVD divisions included in the counter mix. No more than a grand total of 33 such units will ever be mobilized into any one game, but the exact side each division will join can't be known beforehand, so two counters have been included for each division that might enter play (see 11.3-#7).



## 2.7 Militia Units

Note that militia units are printed red on one side and white on the other. That's reflective of the fact they may switch sides repeatedly over the course of the game, depending on which side is currently in control of each one's local area (see 9.22).



## 2.8 Movement Factors

This is a measure of the unit's ability to move across the hex field printed over the map. Units pay different movement costs to enter the different types of terrain in the hexes into which they move.

Note that Militia units have no movement factor (also referred to as "MFs") printed on them. That means those units, once placed on the map, never leave their hex of placement throughout the game.

All Army/MVD divisions have MFs of "4," while elite units have MFs of either "4" or "10." Units with movement factors of four are capable only of regular ground movement; those with movement factors of 10 are capable of airborne/airtransport movement (see 8.10).

## 2.9 Step Strength

All units in the game contain one to six "steps" (also called "strength steps"). That's an arbitrary term used to measure the ability of a unit to absorb a certain amount of combat losses before being eliminated from play (see section 9.0). All militia units contain only one strength step. Each of the army/MVD heavy divisions contain two strength steps. Each elite unit contains six strength steps. The Ukrainian army of intervention contains 18 steps.

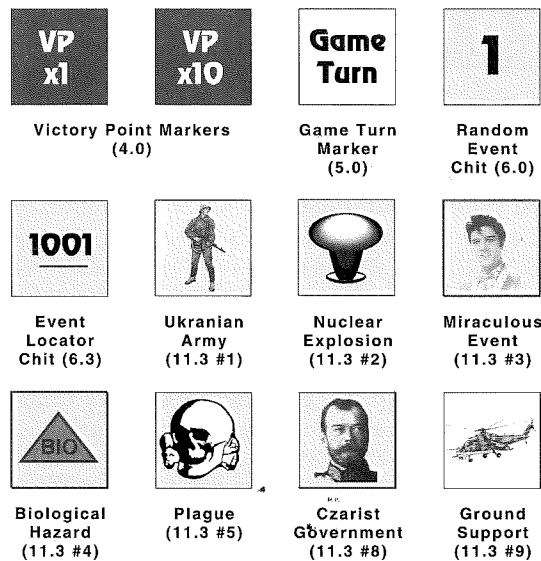
## 2.10 Combat Factors

The combat factors of the elite units are not printed on those counters. Instead, they are recorded on a separate

sheet. Each elite unit starts with a combined combat and step strength of six. Each Army/MVD division has a starting combat strength of six, which is reduced to a three when the unit takes a combat loss (registered on the map by flipping over the affected unit so its reduced-strength side shows upward). Each militia unit has a combat strength that varies, from battle to battle, between one and six (based on a die roll made at the time of combat resolution). Militia units never attack, they only defend in their placement hexes.

## 2.11 Other Counters

The uses of the following counters are explained at appropriate points throughout the rest of the rules.



# 3.0 Set Up & Hex Control

## 3.1 Hex Control & Militia

"Hex control" is the term used to describe which side is "in control" of particular city hexes at each instant during play. Hex control is only important when considering city hexes. A city hex is under the control of the side that presently has a militia unit in it (along with, possibly, elite and Army/MVD units of that same side). At the start of the game, the Whites control all city hexes, but that will change before Game Turn 1 is even begun.

The control status of a hex changes the instant the presently owning side's militia unit is eliminated in combat. In stacked hexes (see section 7.0) the militia unit is always the last defender eliminated in combat, which means it's actually flipped over so its other-colored side is showing (representing the fact the side taking control there immediately raises a militia force from among its own local supporters).

There is never more than one militia unit in any given hex at any one time, but over the course of a game a given hex's control status (reflected in the color shown by its garrison militia unit) may flip back and forth any number of times, depending on the fortunes of war.



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**Design Note.** Both players should take part in the overall set up sequence to minimize the time required to accomplish it.

## 3.2 Set Up Sequence

First place one militia unit, all with white sides showing up, in each of the 45 city hexes on the map. Starting at either end of the map, one player should point to each city hex in turn while the other rolls a die for its status. A roll of an even number means the indicated hex's militia remains white; and odd result means it's immediately flipped so its red side shows.

## 3.3 Elite Unit Placement

Place the six starting elite units (those with hex numbers in their upper-left corners) and place them in a large-mouthed opaque container such as a coffee mug. Without looking, either player reaches into the cup and draws out three of them. Those three elite units will be placed on the board with their white sides showing up. The remaining three starting elite units will be placed with their red sides showing. The six starting elite units are always placed in the same hexes, no matter which side each is determined to belong to when drawn from the cup.

## 3.4 Initial Victory Point Tabulation

At this point both players should tote up the initial victory point (VP) situation for both sides using the schedule given in rule 4.3. Use the VP markers given in the counter mix to indicate the Red and White VP totals on the record track printed on the map sheet. For example, if White had 41 VP, show that by putting the White "VPx10" marker in the "4" block on the track and the White "VPx1" marker in the "1" block. (There's a total of 75 city hex VP available across the map.)

**Design Note.** In the improbable event one side won all the control-determining die rolls, put the game away; civil war has failed to erupt.

## 3.5 Choosing Sides

Both players should carefully examine the situation on the map and the VP track. The eldest should then offer his initial bid (in VP) to command the leading side ("leading," that is, only in terms of VP at that moment). His bid may be any number of VP, from zero on up. If the other player declines to outbid the first player's offer, that first player has gained command of the leading side.

But the second player also has the right to try to outbid the first in order to gain command of the leading side for himself. In that case the bidding goes back and forth until one player declines to raise his bid any higher. At that point the one with the higher bid is granted control of the leading side for that game. Once determined, the player commanding the leading side should immediately debit his side's VP total by the amount of his winning bid. (The losing player does not change his VP total by any amount.)

## 3.6 Completing Set Up

Once command has been determined, place the 10 elite reinforcement units (those with dots in their upper-left

corners) in the holding box printed on the mapsheet. Then sort and separate the 66 Army/MVD heavy divisions, the Ukrainian army, Czarist Government, Miraculous Event, Tactical Combat Ground Support, Nuclear Explosion, Bio-Hazard, and Plague counters into easily reachable piles off to the side of the mapsheet.

Place the 24 green colored Random Event chits in the mug originally used to hold the starting elite units. Put all 45 of the blue colored Event Locator chits into another similar container. Put the Game Turn marker in the "1" block on the Track printed on the mapsheet. The game is now set up and ready to begin play.

## 3.7 Unit Loyalties

Note that only militia units can switch sides during the course of the game. The loyalty (the owning side) of the elite units starting the game on the map is determined — once — during set up (see 3.3). The loyalty of each reinforcement elite is determined — once — when each first enters play (see section 10.0). Likewise, the loyalty of each Army/MVD division is determined — once — when each first enters play (see 11.3-7).

# 4.0 How to Win

## 4.1 In General

A full-blown civil war in a country with the immense size and large population of Russia is bound to be a bloody and drawn out affair with numerous strategies available to both sides. But in the opening phase of such a conflict, which is what we're simulating here, the primary goal of Red and White alike must be to establish a secure core area from which to base later operations. Hence these victory conditions are determined largely on the basis of control of the urban population centers (the city hexes) shown on the map.

## 4.2 Winning

At the end of Game Turn 10, the side with the higher victory point (VP) total wins. If both sides have exactly the same amount that match is considered a draw.

## 4.3 City VP

Every hex of Moscow is worth three (3) points. Each hex of St. Petersburg and Volgograd is worth two (2) points. Nizhny Novgorod (in hex 3017) is worth six (6) points. All other city hexes on the map are worth one (1) point each.

**Design Note.** As a reminder of their higher values, St. Petersburg, Volgograd, Moscow and Nizhny Novgorod have their respective per-hex VP values printed on the map beside their names. (Nizhny Novgorod is so valuable because it's an important hi-tech and defense industries center.)

## 4.4 Gaining & Losing VP

The points for each city hex are switched from one side to the other each time the militia unit within it switches sides as a result of combat. There are no limits to how many times the same city VP may be traded back and forth over the course of a game.

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Note, though, that if a given city hex is made unplayable by a random event (see section 6.0 and 11.3), the owning side at that moment is debited the appropriate amount for losing control of the place, and such VP are never recoverable by either side.

Likewise, VP successfully bid during set up to secure command of the leading side (see 3.5) are never recoverable as such. And the same is true for any VP successfully bid to secure the allegiance of an arriving elite unit reinforcement (see section 10.0).

## 4.5 Concession

Though each match of *Moscow Burning* nominally lasts 10 complete game turns, either player is free to concede defeat at any time prior to that if he becomes convinced his position is hopeless and beyond recouping.

## 4.6 Ukrainian Victory

If Random Event No. 1 is triggered, it's possible the Ukrainians will win the game by moving into hex 1818, thereby causing both the Red and White players to lose the game. See rules 1.3, 11.3-1 and 6.4.

## 4.7 Zeroing Out

If at any point during the game either player's VP total sinks to zero (0) or less, play stops immediately and his opponent is declared the victor.

## 5.0 The Turn Sequence

### 5.1 In General

Each of the 10 game turns of *Moscow Burning* is divided into two "Player Turns," one for the Red player and one for the White, along with three phases separate from those player turns in which both players participate. Both player turns are themselves divided into a series of sequenced steps (also called "phases"). Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

**Beginners Note.** This is civil war; don't feel compelled to be gracious.

### 5.2 Turn Sequence Outline

The turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered during the turn sequence. Note the Red Player Turn is the first of the two player turns in each of the 10 game turns.

- I. Random Events Phase
- II. Ukrainian Intervention Phase
- III. Red Player Turn
  - A. Red Movement Phase
  - B. Red Combat Phase
- IV. White Player Turn
  - A. White Movement Phase
  - B. White Combat Phase
- V. Elite Reinforcement Phase

### 5.3 Game Turn 1 Special Rules

There is no Random Event chit pull at the start of Game Turn 1 (see section 6.0). That game turn's random event is always and automatically considered to be No. 7, "Heavy Divisions Mobilize Into Action." Further, the die roll to determine the exact number mobilizing for that turn (see 11.3-7) is always and automatically considered to be six. (Determine each arriving division's allegiance using the normal procedures given in 11.3-7.)

Normal procedures are also changed during Game Turn 1 in that two, not one, elite reinforcement units arrive during phase V. But use regular procedures to separately determine each one's allegiance, see section 10.0.

### 5.4 Ukrainian Intervention Phase

Phase II is skipped until such time (if ever) random event No. 1, "Ukraine Intervenes," is triggered.

## 6.0 Random Events

### 6.1 The Random Events Table

If this is your first reading of the rules, look over the Random Events Table printed on the mapsheet at this time then resume reading at 6.2 below.

### 6.2 Random Events Procedures

At the start of each game turn after the first (see 5.3 for Game Turn 1's random event procedure) either one of the players should, without looking, draw a green Random Event chit.

In general, once both players have verified the number of the random event selected for the turn, place the chit back into the holder so it remains available for possible redraw on subsequent turns. Note, though, that's not done when Random Event Chits 1 (Ukraine Intervenes), 5 (Plague), or 8 (the Czar Returns) are pulled. Set those chits aside for the rest of the game after the first time they're pulled.

### 6.3 Locator Chits

Once a turn's random event has been determined, it's usually necessary to determine an exact location (in terms of a city hex) wherein it will actually take place on the map. To do that, either player should draw, without looking, one of the blue Event Locator chits from that container. Draw one chit, then immediately replace it back into the holder to be available for subsequent redraw for each specific event. For instance, if Random Event No. 7 is triggered ("Heavy Divisions Mobilize"), then the die roll determining the number of divisions to come into play that turn comes up a six, you would draw six locator chits, one for each division. And, yes, after drawing each locator chit you'd instantly replace it into the cup to allow for the possibility of its immediate redraw.

### 6.4 Ukrainian Intervention

Ukrainian intervention is unique among the random events in that it immediately affects the turn sequence for the rest of the game by introducing Ukrainian army movement and combat phases. The object of the Ukrainian intervention is to reach Moscow and thereby establish a new Russian government under a faction con-



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trolled by the regime in Kiev. Each turn the army is moved (by either player) as far along the road from 1027 to 1818 as its movement factor will take it. The Ukrainians never waver from that route and must obey all normal ground movement rules (see section 8.0) while traveling along it. If blocked by a Russian unit, Red or White, the army halts on its path and attacks (again, using all normal procedures). Also see rules 1.3, 4.6 and 11.3-1.

## 7.0 Stacking

### 7.1 In General

"Stacking" is the word used to describe the piling of more than one unit into the same hex at the same time. The general rule is that both players may stack up to five of their side's units in any hexes.

### 7.2 Stacking & Movement

The stacking rule is in effect at all times throughout the game turn. That means players must pay attention to the sequence in which they move their units or they risk having carelessly made early moves block units moved near the end of their movement phases. But as long as the five-units-per-hex-at-one-time general rule is observed, there is no limit to the number of units that may enter and pass through a given hex over the course of any given movement phase.

Units that begin a movement phase stacked together need not remain together. In such situations units could be moved off individually or in groups.

Make a check of each of your own stacks at the end of each phase in the turn sequence. If any of your units are found to be over stacked at any of those times, eliminate the excess unit(s).

### Ω 7.3 Fog o' War

Neither player is ever free to examine the units that lie beneath the top unit of any of his opponent's stacks until the combat resolution process begins for a force involved in combat. Both players may, of course, freely examine their own stacks at all times. Similarly, both players should keep their copy of their elite units' strength roster (see 9.12) out their opponent's sight.

**Beginners Note.** In your play, both players are free to examine all stacks and each other's roster sheets at all times.

### 7.4 Stacking Equality

All ground units in the game have equal stacking values, no matter what their type, including militia. But the random event counters deployed onto the map — the Nuclear Blast, Plague, Miraculous Event, Czar's Government, Bio-Hazard and Tactical Combat Support markers — stack for free in their appropriate hexes according to the rules for their specific uses (see section 6.0 and 11.3).

### 7.5 Militia in Stacks

Whenever a stack contains a militia unit (there can never be more than one per stack), it is always the bottom unit within it.

**Design Note.** For more detail on stack movement, see rules 8.6, 8.7 and 8.8.

## 8.0 Movement

### 8.1 In General

The Army/MVD heavy divisions have movement factors of "4" printed in their lower-right corners. Similarly, elite units have printed MFs of "4" or "10." Those movement factors are the number of movement points (or "MPs") available to the unit to use in moving across the map during its side's movement phase each game turn. Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied costs to do so depending on the terrain in and around the hex being entered. The movement of each player's units takes place only during his own player turns' movement phases; no enemy movement takes place during your own player turn.

### 8.2 Static Militia

There are no MFs printed on militia units; they never move out of their placement hexes.

### 8.3 Movement Limits

MPs may not be accumulated from phase to phase or turn to turn, nor may they be loaned or given from one unit to another. Within the limits described in this section and in the turn sequence, a player may move all, some or none of his mobile units in each of his movement phases throughout the game. Units that move are not required to expend all their MPs before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only adjust the position of an already moved unit or stack if his opponent allows it.

### 8.4 Minimum Movement Ability

All units with printed MFs are generally guaranteed the ability to move at least one hex during their side's movement phase by expending all their available MPs at the very start of their move, but this guarantee does not allow units to enter hexes or cross hexsides that are otherwise impassable to them.

### 8.5 Enemy Units

It is not allowed for any of your units using ground movement to actually enter hexes occupied by any enemy unit. Units using aerial movement (see 8.10 below) may enter and move through stacks containing enemy units, but they may never end their move in such hexes.

### 8.6 Stack Movement

To move together as a stack, units must begin the movement phase already stacked together. But units are not required to move together simply because they started in the same hex; such units might be moved together, individually, or in groups.

### 8.7 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a

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separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units again, if desired. But once you begin moving a different parent stack (or individual unit that began in a different hex), you may no longer resume the movement of the earlier stack without your opponent's permission.

## 8.8 Slower Units in Stacks

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MFs, you may leave them behind and continue moving with the faster ones.

Also understand that when stacked ground and aerial-capable units are moving together, that togetherness does not impart aerial movement capabilities to the ground-move-only units in the stack.

## 8.9 No Off Map Moves

Moving off the map by any unit once in play is prohibited.

## 8.10 Ground & Aerial Movement

Units (both heavy divisions and elites) with movement factors of four are only capable of ground movement. Elite units with MFs of 10 are capable of using airborne/air transport movement ("aerial" for short). Rules 8.11 through 8.17 deal primarily with ground movement; the advantages of aerial movement are explained in 8.5, 8.14 and 8.18.

## 8.11 Terrain

There are two general categories of terrain on the map: Natural and Manmade. Each category is divided into different types (see below).

## 8.12 Natural Terrain

There are two kinds of natural terrain on the map: clear hexes and water hexsides. The effects of these features on movement are described below and are summarized on the Terrain Effects Chart (see 11.1) printed on the mapsheet for quick reference during play.

## 8.13 Clear Terrain

Clear hexes represent areas relatively less well developed than cities. Each clear hex costs all units using ground movement two MPs to enter.

## 8.14 Water Hexsides

All water hexsides — no matter if river, sea, lake or reservoir — are uncrossable by units using ground movement. Units using aerial movement may move and attack cross them without hindrance.

**Design Note.** The portion of the Volga River shown on the map has been deeply channeled to allow for large ship and barge traffic.

## 8.15 Manmade Terrain

Manmade terrain exists in two types: cities and roads.

## 8.16 Roads

Units using ground movement may move from road hex to road hex via road hexsides at the cost of only one

MP per hex. Note that for game purposes roads do not extend into or out of city hexes.

## 8.17 Cities

All city hexes cost units using ground movement two MP to enter. This slowing effect is the result of sniping, blocks, mines, booby traps, etc.

## 8.18 Aerial Movement

Units using aerial movement are making use of helicopters and/or fixed wing aircraft organic to their organizations to greatly enhance their movement capabilities. Units capable of aerial movement pay only one MP per hex entered, no matter what kind of terrain is located in it, and they may also move, attack and advance after combat across water hexsides (see also 8.5 and 8.14). Such units may likewise move into and through hexes otherwise stacked full of non-moving units.

## 8.19 Move & Attack

Within the limits described in the turn sequence and the rules above, every unit with a printed MF of four or 10 can both attack and move in a player turn.

**Design Note.** Those of you who've played other wargames centered on this part of the world, and in so doing have become accustomed to having to wrestle with great restrictions on unit mobility, are probably wondering where all the terrain went. The terrain rules are so relatively sparse here because: 1) the transport net of heartland Russia has greatly improved since 1945; and 2) the kind of movement being modeled here is not that of mass armies deployed across fronts stretching thousands of kilometers. The mobile units here — both when considered individually and in aggregate — constitute only relative small numbers of men and equipment. It's not that all the important natural terrain of western Russia has disappeared; it's just that it's not important for this early stage of the civil war. The fighting is centered in the cities, and the combat action itself is really more similar to large drive-by shootings and urban riots than it is to the conventional military operations fought out across this area in the earlier decades of this century. The cross-country movement rates of the ground-pounding units have therefore been calculated conservatively, as if every non-road hex is indeed "rough" terrain.

## 8.20 Ukrainian Army Placement Hex

No Red or White unit may ever move or attack into the Ukrainian army's initial placement hex (1027).

# 9.0 Combat

## 9.1 In General

During your side's combat phase you can attack all enemy units adjacent to your units across playable hexsides. The player whose player turn it is, is considered "the attacker," and the other is "the defender," no matter what the overall situation across the map. Attacking is always voluntary.



# The Next Russian Civil War

## 9.2 Militia Only Defend

Militia units never attack, nor may they in any way participate in attacks with friendly units of other types that are attacking from their hex. Militia units may be located in hexes from which other eligible units are attacking; they simply make no contribution to that attack's resolution process. Militia units defend normally, whether alone or in a hex or stacked other friendly units.

To determine a militia unit's strength on defense, each time one takes part in a battle the owning player should roll a die. That result (one through six) is that militia unit's combat factor for that battle. Roll once for each militia unit each time it takes part in a new battle. No matter what combat factor strength a militia unit receives from its die roll, its step strength is always just one.

## 9.3 Multi-Hex Attacks

An enemy occupied hex may be attacked in one battle by as many of your eligible units as you can bring to bear from the surrounding hexes; however, no single attack may have as its objective more than one hex.

## 9.4 Indivisibility of Units

No Single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit or stack may have part of its defense strength attacked by one or a few attackers while another part is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No attacking unit may attack more than once per combat phase and no defending unit may be attacked more than once per combat phase.

## 9.5 Attack Sequencing

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

## 9.6 Combat Procedure

Normally the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such attacks are called "high odds attacks." To resolve them, the attacking player must first calculate his "odds." Do that by adding up the combat factors of all the attacking units involved in a battle; then determine the combat factors of the enemy units defending in the battle. Divide the attacker total by the defender total and round off (down) any remainder.

**Example:** 26 attack factors versus 7 defense factors yields an odds ratio of 3:1. That is:  $26 \div 7 = 3.71$ , which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column on the Combat Results Table (CRT, see 11.2).

## 9.7 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks."

Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

**Poor Odds Example:** A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 ( $11 \div 5 = 2.2$ ), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3.

**Beginners Note.** "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two odds calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascos at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT. And, of course, in situations where the two sides have precisely the same amount of combat factors involved, no mathematics are necessary; odds will be 1:1.

## 9.8 Odds Limits

Note that the column headings on the CRT range from 1:3 to 4:1. If the combat ratio obtained for a given battle is 1:3 or lower, that battle is resolved as 1:3. If the combat ratio obtained for a given battle is 4:1 or more, that battle is resolved at 4:1.

## 9.9 Combat Resolution Die Roll

To resolve a battle, find the odds column of the CRT corresponding to its odds ratio and roll a die. Look down the proper odds column on the CRT until you cross-index with the number you just rolled. That is your "combat result" for that battle. For example, if you're attacking at 2:1 and roll a "2," your result is "2/1."

## 9.10 Numeric Combat Results

Numeric results to the left of the slash apply to the attacker; those to the right apply to the defender. All results are given in terms of step losses to the forces involved. That is, each whole-number increment of the combat result means one step of the affected side must be eliminated. Combat results are applied by the players among their own involved units as each sees fit, with the single exception that the defending player must always eliminate his militia step (if one is present) last.

**Design Note.** For an exception to that, see 11.3 #8.

## 9.11 Militia & Heavy Division Step Losses.

All militia units are one-step units. All heavy divisions enter play as two-step units.

A two-step unit flipped to its reverse side satisfies one increment of a combat result. A one-step unit (or a two-stepper that's already been "reduced") eliminated from play also satisfies one increment of a combat result. It is permissible to reduce and then immediately eliminate a two-stepper in order to satisfy two increments of a combat result. If more unit losses are called for by the combat result than are actually present for that side in the battle,

# Moscow Burning

simply ignore the surplus. There are no "carry overs" to other battles or turns.

## 9.12 Elite Steps

All elite units enter play as six-step units. Each elite unit's combat and step strengths are always the same. That is, a full-strength elite unit starts with six combat strength steps and a combat factor of six and as losses are suffered both numbers are reduced at a one to one ratio. Each player keeps track of his elite units' strengths on his own copy of the "Russian Elite & Ukrainian Army Strength Record Sheet" included with the game. (Photocopy two fresh ones before each game.) Whenever one of your elite units suffers one or more step losses, simply tick off the corresponding number of boxes on that unit's line on the roster sheet. When all of a given unit's blocks are ticked off, it is eliminated and placed in the deadpile.

**Design Note.** To avoid momentary confusion when looking at the roster sheet, players may wish to line-out on their sheet the entry lines for the elite units determined to belong to the other side (see section 10.0).

## 9.13 Ukrainian Steps

The Ukrainian army strength is kept track of (by either or both players) in the same way as that of elites. The difference is the Ukrainian army enters with a step/combat strength of 18, rather than six.

## 9.13 Zero Combat Results

A zero (0) combat result means the involved forces of the side receiving that result are entirely unaffected; there is no step loss for that side.

## 9.14 Terrain Effects on Combat

Both natural and manmade terrain have effects on combat. It is always the terrain in the defender's hex and long its hexsides that determines die roll modifiers; the terrain in the attacker's hex(es) has no bearing.

## 9.15 Roads

Roads don't work to negate any of the combat effects of manmade or natural terrain; they affect only movement, not combat.

## 9.16 Clear Terrain

Clear terrain effects combat in that if the defender in a battle occupies such a hex, the step loss requirements for both sides in that battle are reduced by one.

## 9.17 Cities

Cities have no effect on combat. The characteristic intensity of urban combat is already calculated into the CRT's combat results scheme.

**Design Note.** Unlike most games, in which clear terrain is used as the "base" terrain for calculating movement and combat effects, in this one cities serve that purpose.

## 9.18 Water Hexsides

Only elite units with printed MFs of 10 may ever attack across all-water hexsides — and they do so without any hindrance.

## 9.19 Ground & Aerial-Moving Units in Combat

Except for the distinction given in 9.18, there is no difference in combat between units capable of only ground movement and those with aerial movement capability. Units of the two categories belonging to the same side may participate together in both attacks and defenses.

## 9.20 Tactical Combat Air Support

Random Event No. 9. is "Tactical Aviation Intervenes." A major tactical aviation command has mobilized to fight after finding enough fuel for large numbers of its aircraft to sortie. Roll a die to determine which side gets the combat air support this turn. An even roll means "White;" an odd roll means "Red." Each of the nine attack helicopter units committed to battle yields a die roll modifier of "1" to the advantage of the owning side. No more than one helicopter may be committed per battle (offense or defense). Helicopters not used this game turn may not be saved for later use (though this chit may be pulled more than once per game).

## 9.21 Cumulative Modifiers

In any given battle all applicable modifiers are cumulative in their effect.

## 9.22 Advance After Combat

Whenever the defender's hex is cleared of all units by that fight's combat result, the victorious attacking units may advance-after-combat into that hex (stacking limits must be observed). Such advances are not considered part of normal movement, and they don't cost any MPs, but advancers must still observe normal terrain prohibitions.

Advancing is an option; they are never mandatory. But the decision to advance or stay must be made immediately after the battle is resolved and before that of the any other is begun. Further, it is not necessary for an advancing attacker to try to stack full the newly won hex; he may send just one or a few units, if he wishes, rather than a full stack. Also note there is never any defender advance-after-combat; victorious defenders simply hold their ground.

## 9.23 Militia Conversion

Whenever you advance after combat into a city hex you just won from the enemy, immediately take the enemy militia unit that was garrisoning that place for your opponent, flip it over so your side's colors show, and place it back in the newly won hex to garrison it for your side. Each militia unit may undergo any number of such conversions, depending only on the fortunes of battle, each game.

In combat situations in which an attacking force is completely destroyed in its attack but still gains a combat result against the defenders sufficient to eliminate the defending militia, the militia conversion does take place. (That is, the city hex changes sides.)



# The Next Russian Civil War

A city hex cleared of all Russian units (Red or White) by a Ukrainian attack remains empty (the losing Russian side must debit the appropriate amount of VP) until one side or the other reenters it with some type of mobile unit. At that time, place a new militia unit for the side entering the city and increase its VP total accordingly.

## 9.24 Strength Charts

The strength charts for the Russian Elite units and the Ukrainian army are located on page 12.

**Old Hands Note.** Nope — there's no concentric assault rule. At this early and anarchic stage of the war, both sides lack the cohesive command necessary.

## 10.0 Elite Reinforcements

### 10.1 In General

As the last step in every game turn, an initially off-map elite unit will enter the board to join one of the two sides. (Exception: Two elite units are entered individually at the end of Game Turn 1.)

### 10.2 Procedure

At the start of each Elite Reinforcement Phase, either player should select one of the off-map elites from those units' holding box (it doesn't matter which player or which unit). The other player then rolls a die. An even result means that unit will enter play as a White unit; an

odd die roll result mean it enters and participates as a Red unit. Once the entering unit's side has been determined, the player receiving it should immediately place it in any friendly controlled city hex (observing stacking limits). That ends the game turn.

### 10.3 Bidding to Change Elite Allegiance

In a process similar to rule 3.5 to determine command of the leading side, the player who just lost the die roll for an entering elite unit may choose to bid some amount of his VP to try to get it to come over to his side. Again, just as in 3.5, the original player may counter bid to try to keep the unit. The process goes back and forth until one player declines to further increase his bid. At that point the winning player debits his side's VP total on the track printed on the mapsheet for the amount of his winning bid and then places the unit as described in 10.2 above, ending the game turn. (The losing player in the bidding process never makes any change to his VP total.)

**Design Note.** The allegiance of each reinforcing elite unit is only in question once per game, at the time of its entry. No elite unit switches sides once on the map. Only militia units switch loyalties (see 9.23).

### 10.4 Game Turn 1

If the two elite units entering during Game Turn 1 end up coming in one Red and one White, the Red player enters his unit first, followed by the White player. ★

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# Moscow Burning

## 9.23 Russian Elite & Ukrainian Army Strength Record Sheet

### Ukrainian Army

18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

### Starting Elite Units

16	6	5	4	3	2	1
45	6	5	4	3	2	1
98	6	5	4	3	2	1
106	6	5	4	3	2	1
117	6	5	4	3	2	1
OD	6	5	4	3	2	1

### Elite Reinforcement Units

2	6	5	4	3	2	1
7	6	5	4	3	2	1
21	6	5	4	3	2	1
36	6	5	4	3	2	1
37	6	5	4	3	2	1
56	6	5	4	3	2	1
63	6	5	4	3	2	1
76	6	5	4	3	2	1
104	6	5	4	3	2	1
NF	6	5	4	3	2	1

## 9.23 Russian Elite & Ukrainian Army Strength Record Sheet

### Ukrainian Army

18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

### Starting Elite Units































16	6	5	4	3	2	1
45	6	5	4	3	2	1
98	6	5	4	3	2	1
106	6	5	4	3	2	1
117	6	5	4	3	2	1
OD	6	5	4	3	2	1

### Elite Reinforcement Units

2	6	5	4	3	2	1
7	6	5	4	3	2	1
21	6	5	4	3	2	1
36	6	5	4	3	2	1
37	6	5	4	3	2	1
56	6	5	4	3	2	1
63	6	5	4	3	2	1
76	6	5	4	3	2	1
104	6	5	4	3	2	1
NF	6	5	4	3	2	1























1	2	2	2	2	3	3	3	3	3
4	5	<u>6</u>	7	7	7	7	7	7	7

 Ukr 4									
									
									

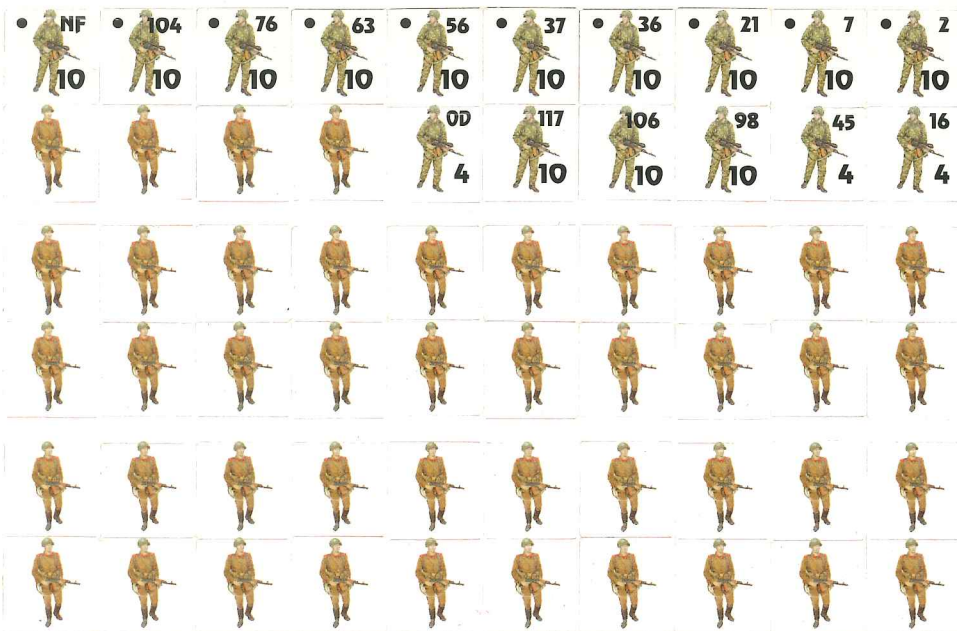
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• 2  10	• 7  10	• 21  10	• 36  10	• 37  10	• 56  10	• 63  10	• 76  10	• 104  10	• NF  10
2773  16 4	2900  45 4	2613  98 10	1822  106 10	2018  117 10	2215  00 4				
									
									
									
									
									
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6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4
									
6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4	6 - 4
				VP x1	VP x10	VP x1	VP x10		
6 - 4	6 - 4	6 - 4	6 - 4					6 - 4	6 - 4

 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>
 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>	 <b>6 - 4</b>





3	3	3	3	3	2	2	2	2	1
7	7	7	7	7	7	7	6	5	4

1101	1100	1022	1007	1001	Game Turn	9	8	7	7
1619	1502	1422	1413	1401	1324	1228	1216	1131	1104
1917	1916	1915	1842	1821	1817	1816	1813	1737	1643
2410	2226	2221	2116	2115	2022	2017	2016	2015	1930
3432	3325	3017	2939	2840	2726	2706	2614	2612	2516





Turn Record and VP Track

0	1	2	3	4	5
6	7	8	9	10	

11.1 Terrain Key and Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effect
Clear	2	Both sides' combat results decreased by 1 when defender is in a clear hex.
City	2	NE
Road	1*	NE (Doesn't change status of clear terrain hex for combat.)
All-Water Hexside†	NA, except by Air Movement	NA
Ukrainian Army Entry Hex (1027)	NA (see 6.1+1)	NA (see 6.1+1)
Victory Point Awards	NE	NE (see 4.3)
International Border	No Entry	No Entry

Notes  
NA = Not Allowed  
NE = No Effect  
\*But only when moving from road hex to road hex across a road headside.  
†This includes lakes, seas, reservoirs and rivers.

11.2 Combat Results Table

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	Roll
1	4/0	3/0	2/0	2/0	2/1	1/1	1
2	3/0	2/0	2/0	2/1	1/1	1/2	2
3	3/0	2/0	2/1	1/1	1/2	0/3	3
4	2/0	2/0	1/1	1/2	0/3	0/4	4
5	2/0	1/0	1/1	0/3	0/4	0/5	5
6	2/0	1/1	0/3	0/4	0/5	0/6	6

Notes  
Odds greater than 4:1 are treated as 4:1.  
Odds less than 1:3 are treated as 1:3.  
Die rolls modified to greater than 6 are considered to be 6.  
Die rolls modified to less than 1 are considered to be 1.

11.3 Random Events Table

- Ukraine Intervenes.** Remove the chit once drawn; this event may only be triggered once per game. The Ukrainian army counter is placed in hex 1027. Each turn (see the turn sequence in the rules) it's moved its full movement factor (4) along the Ore/Tula/Moscow road. If blocked by any Red or White unit along that path, it stops where blocked and attacks along the road, once per game turn, until the way is again cleared or the Ukrainian army is worn away to nothing. If the Ukrainians reach hex 1818, the game ends and both players lose.
- Pogrom.** A pogrom (a killing spree in a localized area carried out against one or several minority ethnic groups) has occurred. Roll a die to see which side is blamed for it in the international media. An even roll means White; an odd roll means Red. The designated side loses one VP (the other side does not gain any VP).
- Miraculous Event.** Either flying saucers, the Holy Mother or Elvis have been spotted. Pull an Event Locator chit. The streets within that locale are flooded with priests, mystics and the faithful holding mass religious services. Place the Miraculous Event counter in the selected hex. No movement or combat into or out of that hex may take place this game turn. Remove the marker at the end of the game turn.
- Environmental/Biological Disaster.** An environmental/biological disaster of biblical proportions has occurred. Pull an Event Locator chit. Place a Bio-Hazard counter in the selected hex. It remains there throughout the rest of the game. No movement or combat is allowed into or out of the stricken hex for the rest of the game. The side that controlled the hex when the marker was placed immediately loses the appropriate amount of VP (1, 2, 3 or 6), and any units there are eliminated.
- Plague.** A previously unknown, super-deadly, plague-like, viral disease has broken out. Pull an Event Locator chit. Place a skull counter in the selected hex. No movement or combat is allowed into or out of the stricken hex for the rest of the game. The side that controlled the hex when the marker was placed immediately loses the appropriate amount of VP (1, 2, 3 or 6). Remove the plague counter event chit from play, but at the start of every game turn subsequent to this one pull another Event Locator chit to determine into which new hex the plague spreads. Each plague marker, once placed, remains on the map for the rest of the game. All units in a Plague hex are immediately eliminated.
- Nuclear Detonation.** No one is sure how or why or by whom, but a nuclear bomb has gone off. Pull an Event Locator chit. Place a mushroom cloud counter in the selected hex. The hex is considered a non-road clear-terrain hex for the rest of the game. The side that controlled the hex when the mushroom cloud marker was first placed loses the appropriate amount of VP (1, 2, 3 or 6), and any units in the hex are eliminated. A mushroom cloud marker once placed remains on the map for the rest of the game.
- Heavy Divisions Mobilize Into Action.** A number of Russian Army and/or MVD heavy divisions have attained the degree of administrative and ideological cohesion necessary to allow them to participate in the fighting. Roll a die to determine the number of divisions to be activated this game turn. Pull a Locator Chit for each division (and replace the chit immediately; more than one division may be placed in the same hex). A division placed on a Red-controlled hex is Red, one placed a white hex is White. Once placed, a division is immediately and fully functional for its side according to the turn sequence and may enter play at any time thereafter; once a total of 33 divisions have been committed, consider further pulls of this chit to mean 'No Random Event' for that game turn.
- The Czar Returns.** One of Nicholas II's descendants has set up shop, declaring the restoration of the Russian Empire. Pull a locator chit. Place the Czar Returns counter in the selected hex. All units in that hex immediately become loyal to the new Czar. The side that just lost control of the hex is debited the appropriate amount of VP (1, 2, 3 or 6). The Czar counter has a step-strength of one and a defense factor of six. No movement takes place into or out of the Czar's hex while he remains there. Both sides (and the Ukrainians if his location is in their path to Moscow) are free to attack the hex in the normal manner. The Czar and his units never attack. The Czar can only return once per game, so remove Random Event Chit No. 8 from play after it's pulled. The Czar's an exception to the militia-last step loss requirement of rule 9.10; the Czar is the last step lost, not the militia.
- Tactical Aviation Intervenes.** A major tactical aviation command has mobilized into the fighting after having at least temporarily gained enough fuel to be effective. Roll a die to determine which side gets the combat air support this turn. An even roll means White; an odd roll means Red. Each of the nine attack helicopter units may be committed to assist the owning side in one battle, offensively or defensively, anywhere on the map. Each helicopter committed yields a combat resolution die roll modifier of 1 to the advantage of the owning side. No more than one helicopter may be committed per battle. Helicopters not used this game turn may not be saved for later use. This chit is placed back in the cup so it may be pulled more than once per game.

Off-Map Elite Units Holding Box

