

Tatchanka

Rules for *Fall of the Directory* and *Makhno's Return*

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1.0 Introduction

The German invasion brought partisan war in the Ukraine, and the German defeat only spread the war. The Red Army, the White armies, and Entente forces intervened in Ukraine at the end of 1918. Every side expected this war to decide the future of Ukraine and Russia, and was determined to win at any cost. Denikin and Petliura accepted outright bandits within their ranks, who plundered the civilian population. Trotsky encouraged internal assassinations, of bandits and dissidents alike. Others, notably Nestor Makhno, struggled to halt these atrocities.

In the summer and fall of 1918, local rebellions broke out against the Austro-German occupation. In the fall and winter of 1918, the Austro-German forces withdrew, Skoropadskiy's pro-German puppet regime collapsed, and Entente forces landed at Odessa.

Several of the rebels, including Vinnichenko and Petliura, formed the Directory. The Directory marginalized some rebels, and antagonized other rebels, including Makhno, an anarchist, and including the Bolsheviks. Most of Skoropadskiy's regular army supported the Directory, but substantial portions supported the Whites or divided their loyalties. In Odessa, local Whites convinced the French to defeat their Directory rivals. In Katerynoslav, local Bolsheviks appealed for Makhnovist aid and their combined forces held the city for several days.

In the winter of 1918-1919, the Ukrainian Bolsheviks drew their Russian allies into the conflict and won the support of many partisans, including Makhno and later Grigoriev, and scattered Directory forces, capturing Kharkiv, Kyiv, and even Odessa as Entente forces withdrew from the city. The Directory split, with Vinnichenko leaving and other radicals withdrawing support, and Petliura withdrawing to Podolia.

The Bolshevik government imposed food requisitions, which turned the peasantry and the partisans against it. Zelenyi and later Grigoriev turned against the Bolsheviks. Meanwhile the White Armed Forces of South Russia, supplied with Entente guns and ammunition, counterattacked, defeated the Red Army, took Kharkiv and marched on Moskva itself.

In the fall of 1919, the tide turned. The Red Army withdrew from Ukraine but Makhno and his supporters broke away and formed the Revolutionary Insurrectionary Army of Ukraine. They reached an armistice with the Directory. After holding off White attacks near Perehonivka, the Revolutionary Insurrectionary Army broke out and returned to their home ground in southeastern Ukraine. They took White supply bases and even raided the White headquarters.

The Armed Forces of South Russia continued their campaigns against the Directory and Bolsheviks, but diverted large forces from the Orel campaign to defeat the Makhnovists. In back and forth fighting, the Makhnovists twice won and twice lost Katerynoslav. At the same time, the Armed Forces of South Russia took Voronezh and Orel before mounting losses, Red Army counterattacks, and political divisions. In the Kuban forced their retreat. The Red Army pursued the Whites into Ukraine, taking Kharkiv and Kyiv and threatening Rostov.

By the end of 1919, the Bolsheviks and the Red Army had won. The Revolutionary Insurrectionary Army of Ukraine, and the Ukrainian People's Army dispersed into partisan bands, while the Armed Forces of South Russia retreated into the Crimea and Caucasus. The Bolsheviks again turned on the Makhnovists, and after two more years of war, consolidated their power in Ukraine.

Tatchanka includes two games depicting key military campaigns of the Ukrainian Revolution, when independent forces could have held off both the Red Army and the Armed Forces of South Russia. Both games show the opposing armies at about 2,000 combat troops per unit (depending on their equipment), and the campaigns at 32 kilometers (20 miles) per hex and 7-8 days per turn.

Fall of the Directory depicts the crisis between December 1918 and March 1919, as the Directory tried to consolidate their position, while the Bolsheviks and the Volunteers invaded Ukraine. Three players control the opposing armies.

Makhno's Return depicts the collapse of the Volunteer position in southern Ukraine between September 1919 and January 1920. Two players control the opposing armies.

1.1 Sides

Fall of the Directory involves three opposing sides and independent factions. Three players command the (Red) Bolshevik, (Blue) Directory, and (White) Volunteer/Reactionary forces. The Bolsheviks and the Directory may try to win the support of the Makhnovists, Zelenyists, and Grigorievists; these are considered their allies, but may switch between the two sides. The Volunteers control the Entente intervention forces and German holdout forces; these are not considered separate factions, but they may withdraw from the game.

Makhno's Return also involves three opposing sides and independent factions. Two players command the (Black) Makhnovist and (White) Volunteer/Reactionary forces; the Bolsheviks arrive late in the game and the Makhnovist player controls their forces. The Makhnovists also control the Directory and the other independent factions; these are considered their allies.

Each side considers the other two sides its enemies, and their units, enemy units. Each side considers its own units, even from different factions, friendly units.

In general, only units from the same faction may occupy the same hex, or attack together; thus, if the Bolsheviks and Makhnovists are allied, they still cannot stack together. Intervention forces are not considered separate factions; thus Entente intervention forces and/or German holdout forces may occupy the same hex as Volunteer forces, and may attack together with Volunteer forces.

Design Note: After the February revolution, most of the peasantry asserted control of the land they worked, no longer paying rent to the state or the landlords, and much of the peasantry distributed the larger landholdings among the lower peasants and the communities as a whole. Denikin's White government generally attempted to restore the prerevolutionary landholdings, pending the Constituent Assembly; Wrangel's White government later recognized land reforms in 1920. Rakovskiy's Bolshevik government, for its part, also claimed about half the prerevolutionary landholdings, creating state farms, imposing grain requisitions, and suppressing the market; the Bolshevik government would reverse course in 1921. At the same time, nationalist elements in right-bank Ukraine emphasized their cultural and linguistic differences from central Russia. Denikin's White government resumed Russification, as did Rakovskiy's Bolshevik government, which would reverse course by the end of 1919. The Makhnovists, largely anarchists like Makhno, sought political decentralization and economic equality.

1.2 Starting the Game

Each player should place their starting forces on the appropriate map and set their other forces aside. The orders of battle list starting setups and reinforcements for each side. After all players place their forces, they start the first turn (December III-IV in *Fall of the Directory* and September IV in *Makhno's Return*).

1.3 Winning the Game

After all players finish their last turn (Feb II in *Fall of the Directory* and January I in *Makhno's Return*), the opposing sides should determine their scores, based on the cities their forces occupy. In general they receive 1 pt for each major city, 1 pt for each province capitol, and 1 pt for each steel or arms factory.

1.4 The Rules

This rule booklet should include all necessary rules.

1.5 The Dice

Tatchanka requires at least one six-sided die.

1.6 The Maps

Tatchanka includes 2 maps (1 for each game) covering the area fought over at 32 km (20 miles) per hex. A hexagon ('hex') grid guides the movement of units on the map, so that each unit occupies one hex at a time, any paths are traced from one hex, through other successively-adjacent hexes.

Tatchanka shows the key terrain which affected the campaigns, including:

Clear Terrain – This includes open and steppe terrain.

It has no special effects on movement or combat.

Broken Terrain – This includes lightly wooded, marshy, and other terrain.

Units attacking out of broken terrain have $\frac{3}{4}$ of their printed attack strength.

Rough Terrain – This includes heavily wooded, marshy, and other terrain.

Units moving into rough terrain may only move 1 less than their printed movement allowance.

Units attacking out of broken terrain have $\frac{1}{2}$ of their printed attack strength.

Sea/Coast – Only units using naval movement or water movement may attack or move across the sea.

Units using naval movement may only move across the sea and/or along the coast.

Units can trace supply by sea.

Rivers – Most units can move along/across rivers without penalty.

Units using water movement may only move across the sea, along the coast, and/or along rivers.

Units can trace supply along rivers.

Railroads – Most units can move along/across rivers without penalty.

Units using rail movement may only move along railroads.

Units can trace supply along railroads.

Cities – Major cities have more than 100,000 inhabitants; reference cities have less than 100,000.

Major cities, province capitols, steel factories and arms factories determine victory.

Ports affect supply.

Inaccessible Terrain – Land shown in grey is not playable.

Units may not use naval or water movement to enter lakes or to move inland of Henichesk.

Units may not use water movement to enter the Dnipro Rapids.

Units may not use rail movement to switch between unconnected rail lines in the same hex.

(Use any appropriate method to indicate which rail line the unit occupies)

Tatchanka also shows map-edge locations, representing each side's rear areas. These are only accessible to one side. Units may freely attack from, move into, or retreat into the appropriate map-edge half-hexes. Units may use short-range rail movement along the appropriate map edge half-hexes, representing off-map rail connections.

For the Bolsheviks - They may use half-hexes indicated with red bars.

For the Directory - They may use half-hexes indicated with blue bars.

For the Volunteers - They may use half-hexes indicated with white bars, not those indicated with grey bars.

In addition, certain Volunteer reinforcements in *Makhno's Return* enter on the grey half-hexes. These must leave the half-hexes within the same player turn, and may not move from one grey half-hex to another. The Volunteer units may attack from the grey half-hexes, but no White units may move into or retreat into these half-hexes.

Tatchanka also shows the areas of operation of certain forces. Units may not attack or move out of their area of operations. In *Fall of the Directory*, certain political events remove these restrictions from the Siege Corps and the Russian intervention forces. It does not show the areas of operation of local forces; these units have an area of operations extending 2 hexes from their home base.

For the Selbstschutz - They must remain within 2 hexes of Molotoschna.

For the National Guards - They must remain within 2 hexes of the capitol of the named province.

For the partisan units - They must remain within 2 hexes of the named city or other named location.

1.7 The Force Displays and Counters

Tatchanka includes 7 force displays (3 for *Fall of the Directory* and 4 for *Makhno's Return*), indicating the forces on each side, where they set up, when they arrive and/or when they withdraw from the game.

Tatchanka also includes 3 counter sheets (528 counters, including spares). Most of the counters represent combat units; others represent armor units and logistical bases, and one counter marks the current turn.

Each combat unit represents the equivalent of one relatively strong infantry regiment or cavalry brigade; in many cases one unit can represent two or more below-strength infantry regiments or cavalry brigades (the average unit represents 1,000-1,500 infantry or cavalry with 20-40 machine guns and 4-8 artillery pieces). Each armor unit represents the equivalent of one armored train battalion/division (3 trains with attached infantry), one river gunboat battalion/division (variable strength; the lighter vessels are factored into the river gunboats), or various naval forces. Each logistical base represents either one army's logistical base, or its equivalent, or one of the rear-area bases of the Armed Forces of South Russia.

Each unit has its own rating A-D-M. The three numbers are the attack strength, defense strength, and movement allowance, respectively.

Each unit has its own designation. Several Volunteer regiments are composite units of old-army divisions (D). Some units have two-part or three-part designations indicating the unit and its parent brigade (B), division (D), or corps (C). (For example, the 2nd Composite Regiment of the old-army 34th Infantry Division was part of the 4th Infantry Division in September 1919; in *Makhno's Return* it is the 2-34D-4D Infantry Regiment on the Volunteer side.)

Units have the following type symbols:

- Tatchankas – One slash and an arrow.
- Infantry – Crossed slashes.
- Cavalry – One slash.
- Local troops – A plain rectangle.
- Chekists (Bolshevik only) – Their Cyrillic abbreviation.
- National Guards (Volunteer only) – Their Cyrillic abbreviation.

- Gunboats – One deck-mounted gun.
- Armored Trains – One turret-mounted gun.
- Tanks – One of the unit's main vehicles.

- Mobile Logistical Bases – Crates and shells.
- Fixed Logistical Bases – the same symbol, but a movement allowance of 0, and labelled as a base.
- Supply Stockpiles – the same symbol, but a movement allowance of 0, and labelled as a stockpile.

Units have the following nominal size symbols; note that all units are close to the same actual size:

- III – Regiment
- X – Brigade (or equivalent)
- XX – Division

Each faction's units have their own counter colors:

- Bolshevik – Red.
- Directory – Blue.
- Makhnovists – Black.
- Grigoriev – Blue-Green (in *Fall of the Directory* only).
- Zelenyi – Green (in *Fall of the Directory* only).
- Republican Forces – Blue-Green (in *Makhno's Return* only).
- Insurgent Soviet Forces – Dark Red (in *Makhno's Return* only).

Volunteer – White; the color of their unit symbols indicates their origins:

- Black indicates Guard units, colorful units, and all support and technical units.
- Green indicates old-army units based in Russia or Crimea, as well as Don and Terek Cossack units.
- Blue indicates old-army units based in Ukraine or the Kuban, as well as Kuban Cossack units.
- Red indicates old-army units based in Poland.
- Brown indicates any other non-Russian units.

Intervention Forces – Grey; the color of their unit symbols indicates their origins:

- Black indicates Germany.
- Blue indicates France.
- Red indicates Poland.
- Green indicates Greece.

2.0 Sequence of Play

Each game-turn represents 7-8 days, and includes up to three separate player-turns. During each player turn, the indicated side, and their allies, are the attackers; the other two sides, and their allies, are the defenders.

Each game-turn consists of the following phases:

- Initiative Determination - in *Fall of the Directory*:

December IV - Bolsheviks and their allies move; only one player-turn

January I and after - One player rolls one die, and each side takes its turn in the order shown:

- 1 - Bolsheviks move first, Directory second, Volunteers last
- 2 - Bolsheviks move first, Volunteers second, Directory last
- 3 - Directory moves first, Bolsheviks second, Volunteers last
- 4 - Directory moves first, Volunteers second, Bolsheviks last
- 5 - Volunteers move first, Bolsheviks second, Directory last
- 6 - Volunteers move first, Directory second, Bolsheviks last

Any allies move with their side.

- Initiative Determination - in *Makhno's Return*:

September IV - Makhnovists and their allies move; only one player-turn

October I and after - One player rolls one die, and each side takes its turn in the order shown:

- 1 - Bolsheviks move first, Makhnovists second, Volunteers last
- 2 - Bolsheviks move first, Volunteers second, Makhnovists last
- 3 - Makhnovists move first, Bolsheviks second, Volunteers last
- 4 - Makhnovists move first, Volunteers second, Bolsheviks last
- 5 - Volunteers move first, Bolsheviks second, Makhnovists last
- 6 - Volunteers move first, Makhnovists second, Bolsheviks last

Any allies move with their side.

- Up to three Player-Turns - In the order determined above - With the phases listed below.

- Turn End - At this point one turn ends and the next turn begins. Advance the turn marker as appropriate. At this point on the last turn, the game ends and the players determine who won.

Each player-turn consists of the following phases:

- Diplomatic Phase - only in *Fall of the Directory* - (3.0) - During the Diplomatic phase, the attacker may use diplomatic actions to declare war, begin mobilization, or begin intervention, or to attempt negotiation with the independent factions or the Entente intervention forces and German holdout forces.
- Mobilization Phase - (4.0) - During the Mobilization Phase, the attacker removes withdrawals, places reinforcements and performs mobilization, in that order.
- 1st Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 1st Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 1st Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.
- 2nd Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 2nd Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 2nd Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.

3.0 Diplomatic Phase (only in *Fall of the Directory*)

During the Diplomatic phase, the attacker may use diplomatic actions to declare war, begin mobilization, or begin intervention, or to attempt negotiation with the independent factions or the Entente intervention forces and German holdout forces.

3.1 Independent Factions

The Makhnovists, Zelenyists, and Grigorievists may switch sides between the Bolsheviks and the Directory. These alliances can represent tacit cooperation as well as formal alliances. The Makhnovists begin the game allied with the Bolsheviks. The Zelenyists and Grigorievists begin allied with the Directory.

The Bolsheviks and Directory may use diplomatic actions to attempt to persuade the independent factions to switch sides.

3.2 Intervention Forces

The various intervention forces are not considered independent factions. They are considered integral parts of the appropriate factions. The Russian intervention forces on the Bolshevik side are part of the Bolshevik faction. The Entente intervention forces and the German holdout forces are considered part of the Volunteer faction.

The Bolsheviks and Directory may attempt to use diplomatic actions to attempt to persuade the Entente intervention forces and German holdout forces to withdraw from Ukraine. The Bolsheviks or the Directory may also release the Russian intervention forces by mobilization/intervention.

3.3 Diplomatic Actions

The Bolsheviks and the Directory may each make 1 diplomatic action per turn, and up to 2 diplomatic actions per game. The Bolsheviks may make an additional diplomatic action for capturing certain cities: 1 additional action for capturing Kharkiv, 1 for capturing Katerynoslav, 2 for capturing Kyiv and 2 for capturing Odesa. They do not lose these if they lose control of the cities, but they can still never make 2 actions in the same turn.

They may use their diplomatic actions to declare war, begin mobilization, or begin intervention, to try to persuade one of the independent factions to join their side, or to persuade the Entente intervention forces to withdraw.

Declaration of War, Mobilization or Intervention

At the beginning of the game, the Ukrainian People's Republic and the Russian Socialist Federative Soviet Republic are still at peace with each other, the Ukrainian People's Republic has not mobilized, and the Russian Federation has not sent intervention forces across the demarcation line into Ukraine.

Either the Bolsheviks or the Directory may use a diplomatic effort to declare war, have their allies declare war, mobilize, or have their allies intervene. In game terms, these use the same rules, and trigger the following events for both sides:

- Supply stockpiles from the Siege Corps or the Right-Bank Front may now be broken up to mobilize combat units.
- Units from the Siege Corps are no longer restricted to their original area of operations.
- Units from the Russian intervention forces are no longer restricted to their original area of operations.

Design Note: If the Directory declares war on the Volunteers, the Russian Bolsheviks still intervene. Whether they cooperate with the Directory against their common enemy, or opportunistically attack the Directory, is up to the Bolshevik player. If the game used separate mechanics for declarations of war against the Volunteers, it would encourage the Bolsheviks, or the Directory, to declare war against the Volunteers if they intended to escalate the fight against each other, or against each other if they intended to cooperate against the Volunteers.

Negotiation with the Independent Factions

Both the Bolsheviks and the Directory may use a diplomatic effort to attempt to persuade one of the independent factions to join its side. If they succeed, the affected faction immediately joins their side. If they fail, they may use another diplomatic action to repeat the attempt in later turns.

Roll one die:

Bolshevik Diplomacy

- | | | |
|--|-------------------------|------------------|
| • To persuade the Makhnovists to rejoin their side | 3-6: Makhnovists join | 1-2: they refuse |
| • To persuade the Zelenyists to join their side | 4-6: Zelenyists join | 1-3: they refuse |
| • To persuade the Grigorievists to join their side | 5-6: Grigorievists join | 1-4: they refuse |

Directory Diplomacy

- | | | |
|--|-------------------------|------------------|
| • To persuade the Makhnovists to join their side | 5-6: Makhnovists join | 1-4: they refuse |
| • To persuade the Zelenyists to rejoin their side | 4-6: Zelenyists join | 1-3: they refuse |
| • To persuade the Grigorievists to rejoin their side | 3-6: Grigorievists join | 1-2: they refuse |

Negotiation with the Entente intervention forces and the German holdout forces

Both the Bolsheviks and the Directory may use a diplomatic effort to attempt to persuade the Entente intervention forces and the German holdout forces to withdraw. If they succeed, all French, Greek, Polish and German infantry, cavalry and Landwehr units must withdraw in the next Volunteer player-turn; their armor and logistical units remain. If they fail, they may use another diplomatic action to repeat the attempt in later turns.

Roll one die:

Either Side's Diplomacy:

- To persuade the Entente and Germans to withdraw 6: they withdraw 1-5: they refuse

Design Note: The Entente historically withdrew from Odesa after the game ends and some time before they withdrew from Sevastopol, but they did not contest the Bolshevik capture of Sevastopol; these rules simplify the hypothetical early withdrawal for playability.

4.0 Mobilization Phase

During the Mobilization Phase, the attacker removes withdrawals, places reinforcements and performs mobilization, in that order.

4.1 Withdrawals

Withdrawals are indicated on the appropriate force displays. These must be removed:

- From the map and the units available for mobilization. If the attacking player has any discretion about which units to withdraw, all on-map units in the group must be removed before any off-map units. Once withdrawn, units cannot return through mobilization and/or upgrade.

4.2 Reinforcements

Reinforcements are indicated on the appropriate force displays. These may arrive:

- In off-map half-hexes. These arrive in any half-hex of the appropriate area in the Economic & Political Phase, and may attack onto the map in the combat phases and/or enter the map in the movement phases. White units entering in the grey entry areas must leave the entry areas by the end of their player-turn or they are captured.
- In specified ports. If enemy forces occupy the port, the reinforcements may wait until friendly forces clear the port and arrive in the first suitable Economic & Political Phase.
- In any coastal port. If desired, the reinforcement may be delayed.

4.3 Mobilization

The attacking player may break up supply stockpiles and/or use arms shipments to mobilize forming units. Units may not attack or move on the player-turn that they mobilize; they may be placed upside-down to indicate their status.

Design Note: The newly-mobilized units already include numerous world-war veterans.

Using Arms Shipments:

- In *Makhno's Return*, the Volunteers may place 1 combat unit per turn from October I through December II.
- The Volunteers may place 4 combat units per turn from December III through January I.
- The Bolsheviks may place 3 combat units per turn from December III through January I.
- Up to 2 forming units arrive at 1 logistical base, in the same hex.
- Volunteer units must trace a rail/water route to the Black Sea.
- Bolshevik units must trace a rail/water route to the north map edge at the moment of placement.

Breaking up Supply Stockpiles:

- In *Fall of the Directory*, each side may break up 1 supply stockpile per turn.
 - The Directory may not break up the supply stockpiles of the Siege Corps and the Right-Bank Front until one side declares war, begins mobilization, or begins intervention.
- In *Makhno's Return*, each side except the Volunteers may break up 1 supply stockpile per turn.
 - The Volunteers may not break up any supply stockpiles. They may remove 1 supply stockpile per turn. They may not remove any logistical bases.
- 2 combat units replace 1 supply stockpile, in the same hex.
- These may arrive out-of-supply.

Which Units May Arrive

- Units which have been destroyed may return through mobilization. Units which have been withdrawn may not.
- By default, each newly-mobilized unit must be a 3-3-3 infantry unit.
 - However, the attacking player may use substitutions to place another unit instead of a 3-3-3 infantry unit.
 - The attacking player may use 1 tatchanka substitution to place a 2-3-4 tatchanka unit instead.
 - The attacking player may use 1 cavalry substitution to place a 3-3-4 cavalry unit instead.
 - The attacking player may use 1 elite substitution to place a 5-4-3 infantry unit instead.
 - The attacking player may use 1 elite and 1 tatchanka substitution to place a 4-4-4 tatchanka unit instead.
 - The attacking player may use 1 elite and 1 cavalry substitution to place a 5-4-4 cavalry unit instead.
- In *Fall of the Directory*, the Bolsheviks may use 1 cavalry substitution per month.
 - The Directory may use 1 cavalry substitution per month.
 - The Volunteers may use 1 elite substitution and 2 cavalry substitutions per month.
- In *Makhno's Return*, the Makhnovists may use 1 tatchanka substitution each time they break up an arms stockpile.
 - The Makhnovists may also use 1 cavalry substitution per month.
 - The Bolsheviks may use 2 cavalry substitutions in December and in January.
 - The Directory may use 1 cavalry substitution per month.
 - The Volunteers may use 1 elite substitution and 2 cavalry substitutions in October and in November.
 - The Volunteers may use 2 elite substitutions and 4 cavalry substitutions in December and in January.

5.0 Combat Phases

During each Combat Phase, the attacking side may conduct attacks with any eligible units.

Each unit may attack one adjacent enemy-occupied hex per phase. No unit is forced to attack. Multiple units may attack the same hex together. Armor units may not attack without combat units. River gunboats and any naval vessels can only attack along the river or by sea. Armored trains can only attack along the railroad. No unit may attack outside its area of operations.

Only units from the same faction can participate in the same attack.

Design Note: The armies were not strong enough to man continuous lines. An offensive could include many meeting engagements, with the attackers outflanking the defenders' strongpoints, or the defenders counterattacking some attacking columns, and delaying other attacking columns. Most of the important battles followed this pattern (such as Perehonivka in September 1919, Orel in October 1919, Kastornaya in October 1919, or Perekop in November 1920).

5.1 Resolving Attacks

The attacking player may choose one battle (attacking units in one or more hexes against defending units in one adjacent hex), resolve it, and then choose another.

- Combat Results Table Determination -

Check whether the defending forces include any combat units. There are separate combat results tables for defending forces with no combat units, with 1 combat unit, and with 2 or more combat units.

- Odds Determination -

Total the attack strengths of the attacking units and the defense strengths of the defending units (each unit's attack or defense strength may depend on terrain and/or supply) (4.4 to 4.6). Divide the attackers' total by the defenders' total, and round down to find the odds ratio on the combat results table. Attacks at odds of less than 1:2 are not allowed. Attacks at odds of more than 2:1 are resolved at 2:1.

- Roll One Die and Carry Out The Results -

Cross-index the die roll with the odds to find the result. Carry out the result, including any additional die rolls, losses, and/or retreats.

Combat Results – No Defending Combat Units

Die	1:2	2:3	1:1	3:2	2:1+
1					
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	DR	DR	DR	DR	DR

Combat Results – Only 1 Defending Combat Unit

Die	1:2	2:3	1:1	3:2	2:1+
1	½ AL	½ AL	½ AL	½ AL	½ AL
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	½ DL	½ DL	½ DL	½ DL	½ DL

Combat Results – At Least 2 Defending Combat Units

Die	1:2	2:3	1:1	3:2	2:1+
1	AL	AL	AL	AL	AL
2					DR
3				DR	DR
4			DR	DR	DR
5		DR	DR	DR	DR
6	DL	DL	DL	DL	DL

5.2 Combat Results

No Result – If there is no result, the attack has no effect on either side.

½ AL – ½ Chance of Attackers' Loss – Roll again. On 1-3 this is No Result; on 4-6 this is an Attackers' Loss.

AL – Attackers' Loss – Randomly select and remove one attacking combat unit.

DR – Defenders Retreat – The defenders are forced to retreat.

½ DL – ½ Chance of Defenders' Loss – Roll again. On 1-3 this is Defenders Retreat; on 4-6 this is a Defenders' Loss.

DL – Defenders' Loss – Randomly select and remove one defending combat unit; any remaining units are forced to retreat.

Units which are Lost

If the attackers or the defenders suffer loss results, they may use any random method to determine which combat unit to eliminate.

Units which are eliminated, whether due to loss results, inability to retreat, or any other reason, are available for mobilization or upgrade.

Units which are Forced to Retreat

If the defenders are forced to retreat, their units must move 1 or 2 hexes away. The defending player chooses the direction and distance of each retreat.

No land unit may retreat across the sea or lakes. Fixed logistical bases and supply stockpiles may never retreat and are eliminated if forced to retreat. Naval vessels must retreat by sea. River gunboats must retreat by river and/or sea. Armored trains must retreat by rail. If there is no possible retreat route, the unit is captured instead; the unit is removed but available for remobilization.

Units may not end their retreat adjacent to, or in the same hex with, any enemy units except that (1) they can end their retreat adjacent to enemy armor units, if the armor units cannot enter the hex in question and (2) they may end their retreat adjacent to enemy land units if, due to sea or lake terrain, the land units cannot enter the hex in question.

Units may retreat through hexes adjacent to enemy units, if they can retreat into hexes which are not.

Units which may only move or attack within a certain distance of a specific hex may retreat outside that area and move or attack to return to that area.

(Note: When counting strength, only the units actually attacking or actually defending the battle hex matter. When checking supply or picking retreat routes, any other units may matter.)

Units Which May be Captured

If defending logistical bases, supply stockpiles, or armor units cannot retreat/are eliminated, they may be captured. Roll one die for each of these units.

On a 1-5, the defenders' logistical base or supply stockpile is replaced with one of the attackers' supply stockpiles. If the attacking faction has no such units available, a larger faction may place its supply stockpile instead. On a 6, the defenders' unit is eliminated without being replaced.

On a 1-3, the defenders' armor unit is replaced with one of the attackers' armor units of the same type. If the attacking faction has no such units available, a larger faction may place its armor unit instead. On a 4-6, the defenders' unit is eliminated without being replaced.

5.3 Supply Multipliers

Units which are in supply may be able to double or triple their attack and defense strengths. See supply status (6.1).

5.4 Broken Terrain

Combat units, armored train units, and tank units which attack from broken terrain hexes attack with $\frac{3}{4}$ of their printed attack strengths. They suffer no penalty for defending in broken terrain. Naval vessels and river gunboats are unaffected.

5.5 Rough Terrain

Combat units, armored train units, and tank units which attack from broken terrain hexes attack with $\frac{1}{2}$ of their printed attack strengths. They suffer no penalty for defending in broken terrain. Naval vessels and river gunboats are unaffected.

5.6 Coastal Terrain

River or naval units in coastal hexes are always able to retreat to the open sea, and are never eliminated.

5.7 Map-Edge Locations

Units may attack from map-edge half-hexes onto the map. Units may retreat into the appropriate friendly map-edge half-hexes, if enemy units are not adjacent to the half-hex they stop in.

6.0 Movement Phases

During each Movement Phase, the attacker may move any or all of their units. Each unit can move from hex to adjacent hex, up to as many hexes as its movement allowance. Units may move into the same hex as other units of the same faction, without limit, but units may never move into or through the same hexes with another faction's units.

6.1 Terrain Effects

A unit moving through clear and/or broken terrain may move as many hexes as its movement allowance. A unit moving into rough terrain can only move one hex less than its movement allowance, regardless of how few rough hexes it enters or passes through.

6.2 Weather Effects

A unit moving in frozen weather can only move one hex less than its movement allowance; two hexes less if it is moving into or through rough terrain.

6.3 Forced March

A unit may temporarily increase its movement allowance by using forced march. Units using forced march must be infantry units, with printed movement allowances of 3, or cavalry or tatchanka units, with printed movement allowances of 4. Roll one die for each unit attempting forced march:

For Infantry

- 1 - AL
- 2 - MA 4
- 3 - MA 4
- 4 - MA 5
- 5 - MA 5
- 6 - MA 6

For Cavalry or Tatchankas

- 1 - AL
- 2 - MA 5
- 3 - MA 6
- 4 - MA 7
- 5 - MA 8
- 6 - MA 9

AL – Attackers' Loss – Remove the moving unit.

MA # - Movement Allowance temporarily increased to # - The unit increases its movement allowance for this phase only.

6.4 Naval Movement

Naval vessels, with movement allowances of N, may only move by naval movement. River gunboats may choose to move by naval movement. Any mobile combat units and mobile logistical bases may choose to move by naval movement; they may pass from one coastal hex, through up to 40 other connected coastal or sea hexes, to reach another coastal hex. Units using naval movement must be in supply. Units using naval movement must start or end their move in the same hex as any logistical base. (The logistical base may not move in the same phase.)

6.5 Water Movement

River gunboats, with movement allowances of W, may only move by water movement. Any mobile combat units and mobile logistical bases may choose to move by water movement. In long-range water movement, like naval movement, they may pass from one coastal hex, through up to 40 other connected coastal or sea hexes, to reach another coastal hex. In short-range water movement, they may pass from one river or coastal hex, through up to 20 other connected river, coastal or sea hexes, to reach another coastal hex. Units using water movement must be in supply. Units using water movement must start or end their move in the same hex as any logistical base. (The logistical base may not move in the same phase.)

6.6 Rail Movement

Armored trains, with movement allowances of R, may only move by rail movement. Any mobile combat units and mobile logistical bases may choose to move by rail movement. In long-range rail movement, they may pass from one major railroad hex, through up to 40 other connected major railroad hexes, to reach another major railroad hex. In short-range rail movement, they may pass from one major or minor railroad hex, through up to 20 other connected major or minor railroad hexes, to reach another major or minor railroad hex. Units using rail movement must be in supply. Units using rail movement must start or end their move in the same hex as any logistical base. (The logistical base may not move in the same phase.)

6.7 Map-Edge Locations

Units may enter the appropriate map-edge half-hexes; they may leave map-edge half-hexes to enter the map. In addition, units may use short-range rail movement along the appropriate map edge half-hexes, representing off-map rail connections.

7.0 Supply Phases

During each Supply Phase, the attacker checks the supply status of each of their units.

7.1 Supply Status

In order to be in supply, a rail/water route must connect the units in question to one of their supply sources. The route may not pass through any enemy units. The route may only switch between rail and water in port hexes. Units retain their supply status until the next friendly supply phase.

In Fall of the Directory:

Volunteer units are in supply if they can trace a rail/water route to the Black Sea and they are within the Entente's area of operations. Volunteer units double their attack and defense factors while in supply.

Entente intervention units are in supply if they can trace a rail/water route to the Black Sea and they are within the Entente's area of operations. Entente intervention units triple their attack and defense factors while in supply.

German holdout units are in supply if they can trace a rail/water route to the Black Sea and they are within the Entente's area of operations. German holdout units double their attack and defense factors while in supply.

Volunteer and Entente intervention units are in limited supply if they are outside this area but can trace a rail/water route to the Black Sea or the southeast map edge. These units use their printed attack and defense factors while in limited supply, but they can use rail or water movement in this condition. (The Allies had not yet begun to ship supplies to the Volunteer Army. Their forces were dependent on the supplies handed over by the Don Army or captured from the Red Army).

Bolshevik units are in supply if they can trace a rail/water route to the northeast map edge. Bolshevik units double their attack and defense factors while in supply.

Directory units are in limited supply if they can trace a rail/water route to a major city. These units use their printed attack and defense factors while in limited supply, but they can use rail or water movement in this condition.

Makhnovist, Zelenyist, and Grigorievist units are never in supply.

In Makhno's Return:

Volunteer units are in supply if they can trace a rail/water route to the Black Sea. Volunteer units triple their attack and defense factors while in supply. (The Allies had now supplied the Volunteer Army for several months; they were far better-supplied than their opponents).

Bolshevik units are in supply if they can trace a rail/water route to the north map edge. Bolshevik units double their attack and defense factors while in supply.

Directory units are in supply if they can trace a rail/water route to the west map edge, including Romania. Directory units double their attack and defense factors while in supply.

Makhnovist units and independent units are never in supply.

8.0 Special Rules for *Fall of the Directory*

Fall of the Directory involves three opposing sides and independent factions. Three players command the (Red) Bolshevik, (Blue) Directory, and (White) Volunteer/Reactionary forces. The Bolsheviks and the Directory may try to win the support of the Makhnovists, Zelenyists, and Grigorievists. The Volunteers control the intervention forces. The following rules reflect situations unique to *Fall of the Directory*.

8.1 Victory in *Fall of the Directory*

If the Directory and their allies have:

0 pts	Historical Result
5 pts	Marginal Victory – they may still win independence.
9 pts	Major Victory – the other two sides may soon withdraw from Ukraine.

If the Bolsheviks have:

12 pts	Historical Result
9 points	Marginal Victory
15 points	Major Victory

If the Volunteers have:

5 pts	Historical Result
6 pts	Marginal Victory
10 pts	Major Victory

Note that the historical result was mutual defeat; the Bolsheviks won instead.

Chernihiv Province	
Chernihiv	1 pt
Kyiv Province	
Kyiv	3 pts
Kharkiv Province	
Kharkiv	2 pts
Poltava Province:	
Poltava	1 pt
Kherson Province:	
Odesa	1 pt
Kherson	1 pt
Katerynoslav Province:	
Kamianske	1 pt
Katerynoslav	2 pts
Oleksandrivsk	1 pt
Horlivka	1 pt
Luhanske	1 pt
Tavrida Province:	
Berdiansk	1 pt
Simferopol	1 pt
Don Host Province:	
Rostov	1 pt

8.2 Special Rules Affecting the Bolsheviks

Three-Way Negotiations

The German army negotiated for an armistice with the Bolsheviks and the Directory while it withdrew. Because of this armistice, no units may attack on December IV.

Proletarian Uprisings

The Bolshevik player may place specific 1-2-2 local units adjacent to their cities in any movement phase that a Bolshevik or Bolshevik-allied unit is adjacent to that city. They need not arrive in the same hex as the existing Bolshevik or Bolshevik-allied units; they may arrive in any adjacent hex their opponents do not already occupy.

(Note that most of the uprisings centered inside the target cities, but not all; the adjacent-hex rule simplifies things, and reflects the way uprisings can unhinge the defenses.)

8.3 Optional Changes Affecting the Volunteers

Crimean Campaign (Optional)

The Entente could have attempted to secure the Crimea. In this optional rule, the entire peninsula, including the entry hexes at Perekop and Henichesk, is part of the Entente area of operations. Units scheduled to arrive at Odesa may arrive at Sevastopol instead.

Polish Assistance (Optional)

The Polish forces might have cooperated with the Volunteer Army. In this optional rule, they may start the game at any coastal port. They are not restricted to the Entente area of operations, but can only be in limited supply if they leave it.

9.0 Special Rules for *Makhno's Return*

Makhno's Return involves three opposing sides and independent factions. Two players command the (Black) Makhnovist and (White) Volunteer/Reactionary forces; the Bolsheviks arrive late in the game and the Makhnovist player controls their forces. The Makhnovist side also includes the Directory and the other independent factions. The following rules reflect situations unique to *Makhno's Return*:

9.1 Victory in *Makhno's Return*

If the Makhnovists, Directory and their allies have:

1 pt	Historical Result
3 pts	Marginal Victory – they can probably bring the Bolsheviks to negotiate.
6 pts	Major Victory – they can challenge the Bolsheviks and Volunteers, and may win independence.

If the Volunteers have:

8 pts	Historical Result
10 pts	Marginal Victory – they can probably hold out into 1921.

Note that the historical result was mutual defeat; the Bolsheviks won instead.

Poltava Province:	
Poltava	1 pt
Kherson Province:	
Odesa	1 pt
Kherson	1 pt
Katerynoslav Province:	
Kamianske	1 pt
Katerynoslav	2 pts
Oleksandrivsk	1 pt
Horlivka	1 pt
Luhanske	1 pt
Tavrida Province:	
Berdiansk	1 pt
Simferopol	1 pt
Don Host Province:	
Rostov	1 pt
Kuban Host Province:	
Yekaterinodar	1 pt
Black Sea Province:	
Novorossiysk	2 pts

9.2 Special Rules Affecting the Makhnovists and the Directory

Galician Armistice

At the beginning of November 1919, the West Ukrainian People's Army agreed to a separate peace with the Armed Forces of South Russia. On November 1 1919, the Makhnovist player must withdraw several units; see the reinforcement chart.

Peasant Uprisings

The Makhnovist player may place specific 1-2-2 local units adjacent to their cities in any movement phase that a Makhnovist or Makhnovist-allied unit is adjacent to that city. They need not arrive in the same hex as the existing Makhnovist or Makhnovist-allied units; they may arrive in any adjacent hex their opponents do not already occupy.

(According to Arshinov, peasant resistance had gone underground after the main Makhnovist forces retreated, and the Whites considered the area secure; the resistance appeared again once the main Makhnovist forces returned.)

9.3 Special Rules Affecting the Bolsheviks

The Makhnovist player also controls the Bolshevik forces. Since the Makhnovists and Bolsheviks had conflicting objectives, the Makhnovist player should follow the following basic principles with Bolshevik forces:

Army Sectors

Each Bolshevik army has its own area of operations. The 12th, 14th, 13th and 8th Army sectors are shown on the map. The 1st Horse Army sector includes the entire 13th and 8th Army sectors. The units from each army are restricted to their own sectors. The units from each army may retreat into other sectors, but must attempt to move back into their own sectors in their next player-turn.

Grabbing Territory

If Bolshevik combat units start the movement phase within their normal movement allowance of any unoccupied objective hex in their sector, at least one Bolshevik combat unit must occupy that hex by the end of the movement phase. Once Bolshevik units occupy any objective hex, Bolshevik units must continue to occupy the hex. If enemy units, including Makhnovist or Directory units, dislodge the Bolsheviks from an objective hex they previously occupied, the Bolsheviks must attack the objective hex in one or both combat phases, each turn, until they reoccupy the objective hex.

9.4 Special Rules Affecting the Volunteers

Mass Desertion

In early November 1919, Denikin's troops dissolved the Kuban Cossack Rada. This led to widespread desertion among troops, particularly non-Russian troops, interested in regional autonomy or independence. On November 1, the Volunteer player must withdraw several units; see the reinforcement chart.

Tank Forces (Optional)

The Armed Forces of South Russia historically divided their tanks into platoon-sized groups, and divided these among the armies. *Makhno's Return* includes 2 optional tank battalions, to explore the possibility of their concentrated use.