

Soviet Даши

The Russian Civil War: 1918-1921
Expansion Kit

[1.0] INTRODUCTION



This expansion kit requires that you own a copy of **Soviet Даши**. It includes 12 additional Event cards and these Rules to provide a more varied playing experience.

The cards contain additional events that took place during

the Russian Civil War and supplement the game's main storyline.

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

[9.0] VICTORY & DEFEAT

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

[10.0] ELABORATIONS

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

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

[13.0] OPTIONAL RULES

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

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

This can only be done with Reserve Offensive markers, *not* with *Political Decrees*.

Obviously, this will lend a strong pro-player bias to the game.

[13.2] Decisive Military Outcomes: The Reds can fight battles that lead to more decisive on-map outcomes, as follows:

[13.2.1] Decisive Red Victories: Active Front units have two new status levels: **Disorganized** (symbolized by rotating them 90 degrees on the map; but **do not confuse them with the Allied Front when it is Indecisive**; 10.1) and **Routed** (symbolized by rotating them 180 degrees on the map). No Front can ever be worse off than "Routed" (i.e., the effects of additional decisive victories on a Routed Front are ignored).



White Front Recovery: When instructed to Advance a box, a Disorganized Front **instead "recovers."** That is, *it remains in its current box* and is rotated 90 degrees back toward its normal status. Thus, a Routed Front is reduced to merely Disorganized, and a Disorganized Front fully recovers when ordered to Advance a box.

A decisive victory is achieved whenever a natural 6 (⚰) is rolled (regardless of any DRMs that might be applied to it) in an Offensive. In addition to any possible movement of the targeted Front unit itself, it is also rotated 90 degrees.

Furthermore, a Front unit in the **highest-numbered box** on its track can also be pressed by an Offensive. Each victory won against such Front units still do not retreat them or remove them from play, but now will cause them to be rotated by 90 degrees (i.e., so as to Disorganize and then Rout them).

[13.2.2] Decisive Red Defeats: While rolling a natural 6 (⚰) (above) brings a decisive victory, rolling a natural 1 (⚰) can potentially bring about a decisive defeat!

A decisive defeat occurs whenever a natural 1 (⚰) is rolled (regardless of any DRMs that might be applied to it) in an Offensive against a Front unit. When this occurs, *after* advancing that Front (if it does, indeed, advance), roll a second die; if the result is **less than or equal to** (\leq) the box number that Front *now* occupies, it Advances normally (again, if it just Advanced due to rolling a 6 (⚰) on the first die) to the next lowest-numbered box on its track. If the second roll's result is greater than ($>$) its current box number, there is no effect (i.e., a decisive defeat did *not* occur).

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

[13.3] Cheka This Out: One thing the Reds really did have working at the outset of this struggle was an effective Secret Police contingent. To simulate this, the player may elect to start the game with the Cheka asset marker in the Available Resources box.



Again, this can only help the player.

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



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

[14.0] SCENARIOS

There are also new game setup variations called "scenarios," as presented here:

[14.1] The Extended Game: Simply add the 12 new cards to their respective epochs.

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

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

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

[14.3] The Historical Game: Simply play the cards in order, from #1 to #60. *This solves the mystery of why the cards in the standard game are not consecutively numbered.*

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

[15.0] VARYING DIFFICULTY

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

GAME CREDITS

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