

marker on the "5" column of the A row (Red against White), and for E we place an E marker on the "3" column (same as B as both B and E are Undecided). Row A now completely defines player A's "friendliness" with the other players. Player C is the most friendly (low rating on the PCT), players B and E are somewhat friendly, while player D is definitely unfriendly (high rating on the PCT). Now we use the same procedure for player B. (Note that the A/B relationship will be defined again, but this time on the B row. This is redundant, but serves the useful purpose of being able to tell at a glance which players are the friendliest, or unfriendliest, without having to check two or more lines of the PCT.) The B relationships are: B/A - 3 (same as before); B/C - 3; B/D - 3; B/E - 2. For C we have C/A - 2; C/B - 3; C/D - 5; C/E - 3. And so it goes, until all relationships between all the players are established.

PLAYER COOPERATION TABLE

	2	3	4	5	6	7
A						
B						
C						
D						
E						

For each attack, purge attempt, or assassination attempt against, or assassin marker given to another player, shift marker 1 column left. For each Politburo marker given to another player, shift marker 2 columns left. **Note:** Markers may never shift further than column 7 to the right nor column 2 to the left.

These relationships are not changed due to changes on the PIT but to actions by one player against another (purges, attacks, assassinations, etc.). For specific events that alter the PCT, consult the notes under the PCT. The further right the marker is placed, the less likely is the chance for cooperation between two players. This can be completely independent of the values shown by the PCM on the PIT. Thus one's worst enemy according to the PCT could be the same color as himself, while one's best friend could be of the opposite color! This is not contradictory. Just reflect on some of your past games of RCW where you, as a Red player, found yourself rooting for a White player who was attacking another Red player!

Attack Consideration

At various times during the game a player will be directed to make one or more attacks against other units. Whenever these units are controlled by other players the attacking player must first roll Attack Consideration. This rule reflects the fact that it is generally harder (ethically speaking) to attack one's friends than one's enemies. After all move-

ment is completed and the required number of attacks is established, the attacking player rolls the die for each attack to see whether or not the attack is actually executed. If the die roll (only one die is used) is greater than the number indicated on the PCT that reflects the relationship between the attacker and defender, the attack is aborted (the attacker has been talked out of it). If the number rolled is equal to or less than the number indicated on the PCT, the attack takes place normally. Note that when an attack does occur, the marker on the PCT is advanced immediately. Thus a player's "friendliness" can deteriorate very rapidly on the same turn due to a series of successful attacks.

Purge Cooperation

Whenever the Strategy Determination Table indicates that a purge is to be attempted by the phasing player, the following procedure is used:

1] A Politburo Marker, if available, is given to that player defined as 2nd friendliest by the PCT. The markers reflecting the two players relationship are immediately moved two columns left. This reflects the phasing player trying to influence other players prior to the purge.

2] A Central Committee is now formed. The phasing player rolls a die for each other player to determine whether or not that player becomes a member of the Central Committee. (The phasing player is automatically a member.) If the die roll is equal to or greater than the number on the PCT reflecting the two players' cooperation, that player joins the Central Committee. After the die has been rolled for each player, the total number of Politburo Markers controlled by the members of the Central Committee is computed. If the total is eight or greater, a purge is attempted against that player not on the Central Committee most unfriendly to the phasing player. If all players succeed in joining the Central Committee (hah!), no purge is attempted. If the total is less than eight, the Central Committee is dissolved and a new Central Committee is formed by those players not on the original Central Committee. The same procedure is used as stated above. If the new committee's Politburo Marker total is eight or greater, that committee attempts to purge the phasing player!

3] If a Central Committee has been successfully formed, a die is now rolled to determine whether or not the purge is to be attempted collectively or individually. A die roll of three or greater implies a collective purge.

4] The purge attempt is now executed according to the rules in Section 11, with exceptions and additions mentioned in the following paragraph.

All counterpurges are mandatory. Counterpurges are always attempted against the phasing player. In the case where the phasing player is attempting a counterpurge against two or more players, a die is rolled to determine against whom the counterpurge takes place. Collective purge spoils are always doled

out one factor at a time, beginning with the phasing player and progressing alphabetically. Purge results should be always carried out against those leaders controlling the greatest combat strength points. If an individual purge result yields a two or more, a die is rolled to determine if a Politburo marker is taken instead of a leader. A die roll of one or two implies that the purging player takes one Politburo Marker if available.

STRATEGY DETERMINATION TABLE

Die Roll	Req Nbr Attacks	Min Odds	Purge Attempt	Assass. Attempt
1	1	1-1	No	No
2	2	2-1	No	No
3	3	1-1	No	Yes
4	4	2-1	Yes	No
5	5	2-1	Yes	Yes
6	Roll die again using VST			

On a die roll of one, the phasing player must immediately give one assassin marker, if available, to the 2nd friendliest player as defined on the PCT.

ATTACK PRIORITY TABLE

Player Color	Units Cntrl'd	Attack Priority		
		I	II	III
White	Blue	Red		
	Green	Red		White
	White	Red	Green	
	Red	Green	Blue	White
Red	Green	White		Red
	Red	W/B	Green	
	White	Green		Red
	Blue		Red	
Undec.	Red	Blue	Green	White
	White		Green	Red
	Green		R/W	
	Blue	Red		

VINDICTIVE STRATEGY TABLE (VST)

Die	Implication
1	Attack friendliest player
2	Attack 2nd friendliest player
3	Attack player who controls the Czar
4	Attack player who controls the Gold
5	Attack 2nd unfriendliest player
6	Attack unfriendliest player

When using the VST, never roll for Attack Consideration. If the phasing player controls the Gold (or the Czar), or if the Czar has been executed or removed from play, roll the die again until an appropriate result is achieved.

Assassinations

If the phasing player has no assassination markers, ignore this result on the Strategy Determination Table.

An assassination attempt is always against the phasing player's worst enemy, as defined on the PCT.

If the phasing player has only one assassin marker, the assassination is attempted against a level 1 leader. If the target player has

no level 1 leader, the attempt is made against a level 2 leader. If he has no level 2 leader, the attempt is against a level 3 leader. If no target leaders are available, the assassination attempt is aborted. If the phasing player has two assassination markers, the attempt is made against a level 2 leader (using both assassination markers). If no level 2 leader is available, the attempt is against a level 3 leader. If no level 3 leader is available, the attempt is against a level 1 leader. If the phasing player has three or more assassination markers, the assassination attempt is against a level 3 leader (using only three markers). If no level 3 target is available, a level 2 leader is selected. If no level 2 leader is available, a level 1 leader is selected.

A player should always use all the assassination markers available to him, up to a maximum of three, regardless of the level of the target leader. If two or more leaders have the same value, that leader should be selected as target who controls the greatest combat strength. As with purges, adjustments should be made on the PCT regardless of whether or not the attempt was successful.

Strategy Determination Table

The key to the policies of each player, and the mechanism that governs the course of the game, is the Strategy Determination Table (SDT). Based on a player's color as determined on the PIT, one of three basic strategies is chosen that dictates a player's actions for a given game turn. In some cases, judgement must be exercised by the player in making another player's "move." With several alternatives, it is hoped that the solitaire player can be objective enough to make those moves that best benefit the player whose turn it is.

Immediately following the Random Events Phase, a die is rolled to determine the phasing player's strategy using the SDT. If a purge attempt is indicated by the table (die rolls of four and five), the purge attempt procedures are immediately followed. If an assassination attempt is indicated (die rolls of three and five), follow the instructions listed under *Assassinations*. (Purges are attempted before assassinations.) After resolving any purges or assassinations, the phasing player must attempt to make the required number of attacks indicated on the SDT. Except for a die roll of six, the required number of attacks is equal to the die roll itself. The Minimum Odds column lists the smallest odds that a player must accept when attacking. A player is never required to attack at 1-2 odds. A player may not make more than the required number of attacks, but under some circumstances (explained below) may make less.

For die rolls of five or less, the player's PCM is consulted to determine the color of the player (Red, White or Undecided). Then the appropriate strategy is chosen from the Attack Priority Table (APT). Attacks must be attempted in the order listed. Priority I attacks must be attempted before Priority II attacks; Priority II attacks must be attempted before Priority III attacks. Within each Priority, the first listed units must attack

before those listed beneath. Example: Assume a White player rolls a four. After attempting the required purge, the APT is consulted to determine which attacks have the highest priority. The first listed attack under Priority I for a White player is Blue controlled units against Red units. If the White player controls any Blue units and these units can legally attack any Red units at the required minimum odds (2-1 in this case), they must move to the appropriate area and attempt to do so. If the White player controls no Blue units, or if his Blue units cannot make a legal attack, the player consults the APT for the next attack. For White, this would be Green controlled units against Red units. Again the White player determines if any of his Green controlled units can legally attack any Red units at the required odds. The remaining legal attacks, listed in order of their priority, would be: White vs. Red, Red vs. Green, White vs. Green (this is a Priority II attack), Red vs. Blue, Green vs. White (Priority III), and Red vs. White. These priorities are examined in order until the required number of attacks is made (in our example, four) or until all the possibilities have been exhausted. Different stacks of units may be combined in order to satisfy the minimum odds. When possible, the highest odds that can be achieved should be used in order to minimize combat results of AE or EX.

Once all the attacks have been established (but not executed), the remaining units controlled by the phasing player are moved according to the guidelines under *Non-Attack Policies*. Before each attack can be made against units controlled by other players, a die must be rolled for each attack according to the rules under *Attack Consideration*, explained previously. Note that unlike purge or assassination attempts, the markers on the PCT are moved only for attacks that actually take place.

Units that are controlling or escorting the Czar or the Gold are never required to attack at less than 3-1 odds. White players are never required to attack their own White units, nor are Red players ever required to attack their own Red units. These exceptions hold even if the phasing player has not met the required number of attacks.

Note that one entry on the APT, Red units controlled by a Red player under Attack Priority I, lists two colors: White and Blue. In this case, first the Red units must attempt to attack White units before they can attack Blue units. Both attacks are considered Priority I. A similar entry is found under Attack Priority II for Green units controlled by an Undecided player.

Vindictive Strategy Table

If a six is rolled when using the SDT, another die must be rolled and cross-referenced against the Vindictive Strategy Table (VST). In this case the APT is not used, as the phasing player's responses are solely against another player (sort of like a grudge turn—happens all the time in real life). The required number of attacks when using the

VST is always three and the minimum odds are 1-1. When attacking the player who controls the Gold or the Czar, the first attack must be attempted against those units which control the Gold or the Czar, even if this means that the required number of attacks cannot be fulfilled. When using the VST, the die is never rolled for Attack Consideration.

Non-Attack Policies

Often a player's units will not be required to make any attacks. In this case the following guidelines should be used in determining the functions of these units. Hopefully common sense will be the judge for solving problems or situations not covered by these policies.

1] Czechs controlled by a White player should attempt to move off the map. When controlled by a White player the Czar should attempt to move off the map.

2] When controlled by a Red player, the Czar should be executed by trying to form a Central Committee in the same manner as purges. White players may not be on any Committee which attempts to execute the Czar. The Czar may not be executed on the first turn.

3] If unable to exit the map or be executed, units controlling the Czar (and the Gold) should attempt to consolidate with other units for greater protection. They should also try to move to isolated areas.

4] Units controlling the Gold should attempt to "steal" Green units.

5] Units should attempt to consolidate and stack with each other for greater protection. The stacking rules in Section 22 should be used as a guideline.

6] Red players should attempt to garrison Tver, Petrograd and those areas where Red replacements are expected.

7] White units should attempt to garrison those areas where White replacements are expected.

8] Smaller stacks of units should attempt to screen or protect the larger stacks.

9] Whenever exchanges occur, losses should be taken from combat units, not leaders. (Combat units are replaceable, leaders are not.)

10] If a player controls no units of any color, he is automatically out of the game.

Hopefully the above procedures and guidelines will lead to an entertaining game for the solitaire player. While at first glance there seems to be no effective diplomatic techniques available to the player, I'm sure that after several games some of the subtleties of this system will appear. For example, an indiscriminate player who attacks all others without regard to the PCT may find himself more susceptible to purges and attacks than other players, and thus pay the consequences. Also, the solitaire player has certain advantages over those players whose strategies are dictated by tables and die rolls, but with bad play, it is possible to nullify those advantages and find yourself on the losing side.