

REDS!: *Playing the Bolsheviks*

win to go for. The timetable will be tough but Poland can be conquered in three or four turns, provided you have overwhelming force. The Poles' good armies and 50% rally chance in and adjacent to Warsaw, combined with Trotsky's ineffectiveness in this sector, can turn this campaign into a quagmire. Don't let that happen. Go in fast and hard, with two or three garrisons in reserve to secure supply lines, and show Europe that the future is Red.

Late Game (Turns 15-24)

By now you should be past the Urals, with the White forces dissolving under the pressure of your armies, combined with their lack of replacements and rally rolls hitting only on a T. If Major Withdrawal hasn't happened by Turn F then you'll need to make sure that it might as well have, by overloading the White replacement capability. If Major Withdrawal *has* occurred, then send the aforementioned forces to Poland and knock it out. Use your cavalry armies to penetrate the Vistula and negate the river shift. Make sure you have at least one unit in the north, exerting a ZOC and playing havoc with Polish retreats. Try to trigger the Miracle of the Vistula while the Poles are already relatively untouched, thereby forcing the White player to either give up his automatic rallies or gamble that he'll even be able to use them at all.

If the dice and chits go against you in Poland, and disaster strikes, swallow your pride and make peace. You'll need those armies on the other side of the map as soon as possible, wiping out all the White forces in Russia, so you don't have time to waste (especially since peace with Poland is not automatic!).

Conclusion

In many ways your task is harder than the Whites' since your timetable is not all that flexible, and disasters on one front can multiply. You must carefully balance the resources you assign to each front, and stay ahead of the attrition curve. I have never seen a game where the Whites took Moscow against heavy Red resistance — that is, with several live Red armies in the area. Rather, the Red replacement and rail movement rates get overwhelmed, and there aren't enough time and troops to protect the heartland.

By following the above tips, playing the Reds in **REDS!** can be both a fun and successful experience - peace, land, and bread are indeed within your reach.



If Not Us, Then Who? Playing the Whites in REDS!

BY ANANDA GUPTA

Twenty-four turns of Red Terror await you. You must resist the onslaught and keep your western allies engaged. When their resolve falters, you must protect Poland from conquest and retain strongholds in hard-to-reach areas of the map in order to eke out the "survival win."

You have many advantages, though. Among them are high quality units, good supply lines, Allied naval support, and automatic activation for all your units every turn. You might also have lucked out, and rescued the Tsar from Lenin's mob. Your disadvantages are your low replacement rate, fickle western support, and lots of irreplaceable units.

As the White player your chief objective is to avoid having any of your factions, especially the major ones (the AFSR and Siberians), rendered impotent. If you lose all of the AFSR volunteer divisions before Turn C, it's going to be a long game for you. You don't have enough units to maintain a solid front through the vastness of the Motherland, so every single one you lose hobbles your ability to hold ground.

Given your low replacement rate, concentric attacks are your worst enemy. Don't let the Reds put together a concentric attack on any of your good stacks. And stay concentrated! The Reds love nothing more than to see a spread-out White force, where

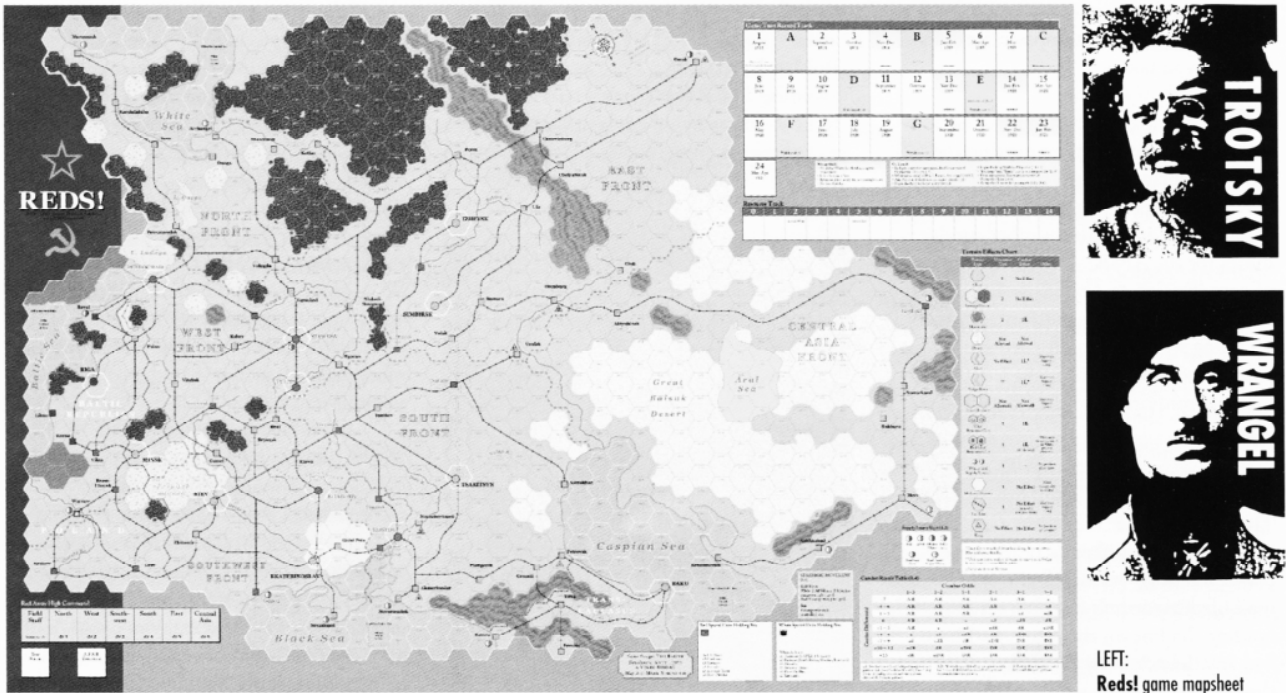
weight of numbers can overwhelm superior troop quality. Keep your stacks at manpower value of 3 or 5, so as to deny easy 2-1 attacks with one or two Red armies. Of course, when you are on the offensive, you will have no choice to spread out. In this case, maintain a couple of spearheads, and try to keep the action focused on a small sector of the front. Don't try to advance a long line against scattered Red resistance — you'll overextend yourself and get torn to pieces. When you advance, do so in one place per faction at a time. And when you are on the defensive, try to set up interlocking ZOCs so that your vulnerable stacks are open to attack via only one hex. The Red player may stick his neck out and you can punish him in return.

Conversely, when you can target reduced Red armies (especially on turns right after a Strategic Turn), do so without hesitation. You will not be able to hold out if the Reds are able to stay ahead of the attrition curve. Keep him "playing short" as long as possible — even if he'll get to replace all or almost all of his armies on the next Strategic Turn, it's still valuable to make him play without three or four of them until then. Concentric attacks to take out full strength Red armies can generate a huge advantage, but be careful not to leave your stacks undermanned and vulnerable. Don't be suckered into a trap — that juicy Red army may be begging you to cut it off and crush it, but if the required positioning and advance after combat will leave you with a frontline full of lone or disordered units, grit your teeth and resist temptation. Be especially careful when there is a Red leader in the Field Staff box, as the Red player will be much more able to put together devastating "double turns" on one of his fronts when he enjoys an edge on the initiative roll.

Early Game

Your task in the early game is to survive until Turn B, when the departure of the Germans opens up the Ukraine and substantial new forces rally to the Tsar's banner. You should be extremely circumspect about any kind of major attacks before Turn B, since Red counterattacks or bad dice will allow the Reds to destroy your forces piecemeal. Better to wait until your army is at near-full strength. And when the Ukraine opens up, you'll need to go in fast and grab Rostov and Ekaterinoslav, which in addition to the Gold will stave off Minor

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Withdrawal until at least Turn D. If you don't get the Gold, you'll need one of the Siberian cities (probably Izhevsk), another Ukraine city (probably Kiev), or Tsaritsyn.

Speaking of the Gold, your first activation on Turn 1 should *always* be the Siberians. Put together a good attack on Kazan (2910) with the 2nd Czech Division, the Komuch People's Army, and Kappel's division, and leave Kappel south of the city to screen. The Reds have a shot at taking the Gold back with two armies (one reduced), and you can tip the scales further in your favor by rolling yourself a river flotilla, armored train, or Typhus (on the Red 2'd Army). Once you've got the Gold, rail it to Omsk (4301), where it will be safe until the endgame.

As for the rest of the Siberian forces, the problem is what to do with the Cossacks. I like to send both units north, before the Reds advance so far that the Cossacks can't leave their *krugs* without going 00S. Others like to keep the Uralsk unit in its *krug* hoping for a cavalry raid event and the opportunity to wreak a little havoc behind the lines. Just keep in mind that those units can be invaluable defending the Urals, even within their 8 hex range. And keep an eye out for a turn 1 or 2 Red partisan in Ufa (3408), since he can cut almost the entire Siberian faction's supply. Garrison Ufa, or

if the partisan appears on turn 1, use 1 Czech and the Orenburg Cossacks to put together a concentric attack on him and take him out fast.

In the South, stay alive. Keep in mind that before Turn B, the rail lines in the Caucasus region make a Red offensive into the south very difficult, for supply reasons — to credibly threaten your initial cities, the Reds must capture the rail hex north of Ekaterinodar (2924), and to do that they must capture the rail hex northeast of that (i.e. Rostov 2SE). Once accomplished they can lever their way into the AFSR's heartland, but probably at the cost of giving up some Ukrainian resource cities.

You may end up facing a "full court press" from the Reds in the south, if the Red player feels (as I do) that the AFSR is the most dangerous White faction, even though the Siberians start closer to Moscow. This Red approach will consist of at least six armies, possibly seven, plus the Latvians and the Red Train. If you see this, you must be prepared to sacrifice some of your replaceable units — use Don, Kuban, and Terek Cossacks, reduced or not, by themselves as speed bumps to prevent the Red advance from gaining more than one hex per turn, and also be prepared to abandon your initial strongholds in Novochoerkassk (2921) and Ekaterinodar (2924). If the Reds are held

to one hex per turn they will not be able to reach the Transcaucasus border by turn 4, and you will be in supply on the Black Sea. You must also look for opportunities to make hay elsewhere, drawing Red forces away, but don't be tempted into bad risks this early in the game. If you roll a partisan, remember that most of the alternate Red supply lines in the South run through the Central Powers occupation zone — often a partisan next to Voronezh (2517) can cut Red supply south of the Don River, since units may only switch once between river and rail when tracing supply.

After Turn B consider moving an AFSR unit to Odessa by sea, so that you can leave a garrison there and prevent the city from reverting to Red control when the AIF Odessa corps leaves. It is also useful to have a unit in that area who can attack without the help of the random events table. Try to get Ekaterinoslav (2423) immediately; it is in a solid defensive position and draws supply easily to Sevastopol (2525). If the Red player has left himself open, try to get Tsaritsyn (3119), but don't hesitate to abandon it if he comes back in force. Getting rid of the Red Verdun marker is enough of a victory for the early game — unless the Red player is very weak in this area, Tsaritsyn is more difficult to hold than Rostov (2822), particularly if the Reds have used a Terror marker on Tsaritsyn.

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Remember that Rostov is a coastal city, so the Black Sea fleet can support its defense (or help you take it).

Finally, if you are planning to sit back in Central Asia, consider sea moving the Trans-Caspian AIF unit to Petrovsk (3623), where it can serve as a garrison, screen your supply lines, and perform other sundry duties for the AFSR. It will suffer from lack of coordination and offensive impotence, but you'll be short on garrisons if you end up doing well, and you'll need every man you can get if the Reds make a consistent, major commitment to the South Front.

Mid-Game

The mid-game for the Whites can take on two very different flavors. Either the Red player has badly mishandled one of his major fronts, or he's focusing on one while holding the line on the other, and hasn't had any debacles. In the former case, you should look to exploit the advantage by applying pressure on the disaster front. Who knows — you might even get to Moscow (2313). The Red replacement rate is high, but it's not infinite, and the mighty Red Army can collapse over a matter of just a few turns.

I discuss the Northwest Army here, and not in the Early Game section, because it is important not to "jump out" with it. Barring extreme cases, don't order it out of the Baltic States until it is fully rallied. Once it does leave the Baltic States, its back is to the wall — Reds to the east and south, and internment from whence it came. It may be tempting to use Northwest Army as a distraction, when other fronts are going poorly and you need to pull Red forces west, but unless the Northwest Army is at full strength, a pair of Red armies can defeat it handily — especially if it ventures out from under the Baltic flotilla's guns. Northwest Army can also throw a real monkey wrench into a campaign against Poland; the Red supply lines will be endangered if the Northwest Army is still alive, and he'll already be hard-pressed for troops if he is going to avoid a long slugfest in Poland.

If you do decide to attack with Northwest Army, try to wait until the AIF forces and/or North Army have taken Petrozavodsk (1708) — this will help you isolate Petrograd (1611). It is bad enough that Northwest Army has only three manpower points (and

therefore starts at 1-3 odds in a city assault against a Red army); try to starve the Bolsheviks a bit first. The requirements for avoiding Allied Withdrawal start to increase to near-unattainable levels in the mid-game, so consider saving a strike at Petrograd for right before a Strategic Turn in which you really need it to keep your western allies interested.

Also, it is now that you will really feel the bite of heavy AFSR casualties, since the AFSR is your only way to capture the Ukraine. That's why it's imperative that you conserve the AFSR — but if you have a chance to bleed the Reds into collapse, take it. Just be aware that your surest path to victory is not a chancy conquest of Moscow, but running out the clock, and the Red timetable becomes easier to manage with every unit the Whites can't replace.

Late Game

There isn't much to say here — either the Reds are scrambling to take all of Russia, or they're going for the "export the Revolution" win. In the latter case, you're going to have to do your best to keep Poland alive. Remember that Warsaw (1221) is the key, so keep two armies there always (you'll want to leave space for the Miracle on the Vistula tank and train), garrison Minsk (1518) or Vilna (1318) to prevent the Reds from advancing deep into Poland's northern area, and watch for opportunities to use Northwest Army and/or von der Goltz to assist the Poles. You can't go into Poland proper with those forces, but the Red rail lines might be vulnerable. Also, stack up armies on the Vistula line, to protect Warsaw from being attacked by more than one or two hexes. Any Red player worth his salt will have eliminated the Odessa AIF corps (either through combat or Minor Withdrawal) before he begins offensive operations against Poland, so don't count on anything but partisans or an AFSR advance to threaten the supply route for the Southwest Front.

Suppose, on the other hand, that Poland enters the war against the Red player's will — it's after Major Withdrawal, and he's not set up for a quick knockout. It may be tempting to go for Kiev (1920) or even Moscow. But keep in mind that the Poles' replacement rate, even with Miracle on the Vistula, is low, and their armies are no better than the AFSR armies. Don't give

the Reds a chance to eliminate the Polish defense force piecemeal. Unless the Red player has left himself wide open, or is about to succumb to attrition and any greater demands on his manpower will lead to collapse of one or more fronts, Polish offensive operations should be strictly limited, and preferably in conjunction with those of other White forces (the AFSR in the Ukraine, and Northwest Army in the West Front). In short, the Poles make a good "one more push" force, but if you rely on them to distract the Red player, you risk piecemeal destruction and the conquest of Poland.

At this point the Red player will also be looking for opportunities to take the Central Asian cities, particularly if he has rolled well with leaders. If that's the case, watch out for Red partisans in Ashkhabad (4922) and Merv (5320), and beware of defending too far forward: you could find your only units out of supply and vulnerable to quick mopping up by a railed-in Red army. If you do decide to defend forward, make sure the Trans-Caspian AIF unit is in Merv. Conversely, if you roll a partisan and can't make hay with a Siberian or South Russian immediately, consider taking the Basmachi partisan and using it to cut the rail line to Tashkent (5412) as well as confining the Turkestan army there (for fear of losing its supply). The earlier in the game this happens, the better, for you can also use the Basmachi partisan to take the two Red cities in Central Asia, and even move to the East Front to assist the Siberians.

Final Notes

Your road is a long one, but keep in mind that even apparent disaster can be recovered from (although if you lose substantial numbers of the AFSR units early on, it may be best to concede — they are by far the most valuable White faction). Partisans, aircraft, and intrigue can all swing in your favor. The Red player must accomplish quite a lot in the given time frame, and you only need to stop him in one place. Both time and scope are on your side. With some good dice and strategic savvy, that will often be enough to change history.

