

March on Kyiv

Rules

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1.0 Introduction

At the end of 1918, the Central Powers collapsed. A number of uprisings broke out against the Hetmanate. Near Kyiv, the Directory supported the rebels and proclaimed the Ukrainian People's Republic. In its west, its allies fought for an independent Halychyna. In the east, other rebels rejected the Directory; faced with Volunteer Army invasion, they eventually allied with the Bolsheviks.

In the first half of 1919, the Directory was defeated. In February, the Bolsheviks took Kyiv, and in the next few months, the Ukrainian Rada Army drove the Ukrainian People's Army into Podillia. In the same period, the Polish Army relieved Lviv and drove the West Ukrainian People's Army eastward.

In the middle of July, the Directory and their allies agreed to join forces against the Bolsheviks. The West Ukrainian government went into exile, and the West Ukrainian People's Army withdrew across the Zbruch and joined forces with the hard-pressed Ukrainian People's Army. At first they counterattacked the 12th Army. The combined Ukrainian armies pushed through gaps in the Bolshevik front, seizing Zhmerinka and Vapniarka, and driving back the 12th Army.

By the middle of August, the combined Ukrainian armies held Vinnytsia. At the same time, the 2nd Corps of the Volunteer Army was also advancing toward Kyiv. Soon, 3 divisions of the 12th and 14th Red Armies were cut off between Vapniarka, Odesa, and Kherson. Some of their troops were going over to the Makhnovists, and the group commanders decided to withdraw toward Kyiv. They destroyed their remaining armored trains and marched through the narrowing gap between the Ukrainian People's Army and the Volunteer Army.

On the evening of August 30th, the first units of the West Ukrainian People's Army entered Kyiv. On the 31st, more of the West Ukrainian People's Army and the first units of the Volunteer Army entered the city. The 2nd Corps of the Volunteer Army attacked. The West Ukrainian People's Army, reluctant to fight another enemy, fell back. On September 1st, they abandoned Kyiv. By September 6th, they had also abandoned Fastiv and Bila Tserkva to the Volunteer Army. The retreating Red Army forces arrived too late to hold Kyiv but broke through west of the city and made contact with the rest of the 12th Army.

Denikin opposed Ukrainian independence, and on September 21st, Denikin ordered an offensive against both the Makhnovist Revolutionary Insurrectionary Army of Ukraine and the Ukrainian People's Army. The Makhnovists broke into the Volunteer rear area, but the Directory was hard-pressed and fell back. The offensive had taken Kyiv, but was unable to hold its gains.

March on Kyiv is a free game depicting the combined offensive of the Ukrainian People's Army and the West Ukrainian People's Army. It shows 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. Two players control the opposing armies.

Tatchanka will include two larger 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. It uses the same scale and system as *March on Kyiv*, with additional rules for diplomacy and special situations. *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 renewed Makhnovist rebellion and the collapse of the Volunteer position in southern Ukraine between September 1919 and January 1920. Two players control

the opposing armies.

1.1 Sides

March on Kyiv involves three opposing sides and independent factions. Two players command the (Blue) Directory and (Red) Bolshevik forces. The (White) Volunteer/Reactionary forces arrive late in the game. The Volunteer forces were hostile to both sides, but the Directory player controls their forces, within certain restrictions. The Directory player also controls West-Ukrainian and Makhnovist forces; 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.

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 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 (July III in *March on Kyiv*).

1.3 Winning the Game

After all players finish their last turn (Sep II in *March on Kyiv*), 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. These point values are for the city hex itself, but due to map congestion, they may be indicated in another hex for readability.

1.4 The Rules

This rule booklet should include all necessary rules.

1.5 The Dice

March on Kyiv requires at least one six-sided die.

1.6 The Maps

March on Kyiv includes 1 map covering the area 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.

March on Kyiv 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.

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 railroads without penalty.

Units using rail movement may only move along railroads.

Units can trace supply along railroads.

Note: March on Kyiv and Tatchanka distinguish primary and secondary railroads. Tatchanka ignores smaller railroads, such as narrow-gauge railroads, which were not suitable for armored trains. March on

Kyiv

includes the Korosten-Ovruch-Mazyr railroad, which was not suitable for armored trains, but was the last supply line for the 12th Army in the campaign.

Cities – In general, major cities include transportation hubs and all cities with at least 100,000 inhabitants.

Reference cities include selected cities with less than 100,000.

Reference locations include important locations other than cities.

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

Major cities affect naval, water, and rail movement.

Ports affect supply.

Inaccessible Terrain – Land shown in grey is not playable.

March on Kyiv also shows map-edge locations. There are two main types of map-edge location: base hexes, for units advancing from friendly rear areas, and entry hexes, for units retreating onto the map. These are only accessible to one side. Units may freely attack and/or move from either type of map-edge location onto the map. Units may move or retreat onto friendly base hexes, and they may use short-range rail movement along the appropriate map edge half-hexes, representing off-map rail connections. Units may not move or retreat back into friendly entry hexes, and they may not use short-range rail movement between friendly entry hexes. Units must exit friendly entry hexes by the end of the player-turn they arrive. Units may not attack or move into enemy base hexes.

For the Bolsheviks – Their base and entry areas include any half-hexes indicated with red bars.

For the Directory – They have no base or entry areas. They have one supply source which they may not enter.

For the West Ukrainian forces – Their entry areas include any half-hexes indicated with blue bars.

For the Makhnovist forces – Their entry areas include any half-hexes indicated with blue bars.

For the Volunteers - Their base areas include any half-hexes indicated with white bars.

1.7 The Force Displays and Counters

March on Kyiv includes 3 force displays, indicating the forces on each side, where they set up, when they arrive and/or when they withdraw from the game.

March on Kyiv also includes 1 counter sheet (88 counters, including spares). Most of the counters represent combat units; others represent armor units and army headquarters, 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 unit has its own rating A-D-M. The three numbers are the attack strength, defense strength, and movement allowance, respectively. Similar units share the same ratings.

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. These are considered infantry.

National Guards (Volunteer only) – Their Cyrillic abbreviation. These operate like local troops.

Note: Local troops and National Guards may never attack or move more than two hexes from their home base.

Cheka units may attack freely, but must end each move stacked with a Bolshevik army headquarters.

Gunboats – One deck-mounted gun.

Armored Trains – One turret-mounted gun.

Tanks – One of the unit's tanks.

Army Headquarters – Crates and shells.

Arms Stockpiles – the same symbol, but labelled as a stockpile.

Note: Army Headquarters also represent the army's logistical and transportation units. Because the Volunteer Army had more transportation resources, it receives additional headquarters units for each active corps. Each

side

receives additional headquarters units for military districts and their equivalents.

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.

West Ukrainian Forces – Lighter Blue.

Makhnovists – Black.

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.

Design Note: Civil War armies often switched regiments between divisions; the Red Army occasionally combined regiments and renumbered them. Unit designations and higher-level organizations are less important in Tatchanka than in many other wargames.

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.

Design Note: Civil War campaigns could be quite fluid. Tatchanka gives each side two combat and two movement phases to better integrate the combat and movement systems, and to better show the ebb and flow of the fighting.

Each game-turn consists of the following phases:

- Initiative Determination - in *March on Kyiv*:

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

- 1 - Bolsheviks attack/move first, Directory second, Volunteers last
- 2 - Bolsheviks attack/move first, Volunteers second, Directory last
- 3 - Directory attacks/moves first, Bolsheviks second, Volunteers last
- 4 - Directory attacks/moves first, Volunteers second, Bolsheviks last
- 5 - Volunteers attack/move first, Bolsheviks second, Directory last
- 6 - Volunteers attack/move first, Directory 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, performs mobilization, and checks for treachery, 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.
- Player-Turn End - At this point one player-turn ends. When each player completes their turn, the next player begins theirs. When the last player completes their turn, the game-turn ends, and the next game-turn begins, as listed above.

4.0 Mobilization Phase

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

4.1 Withdrawals

Withdrawals are indicated on the appropriate force displays. These are units which 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. The force display will indicate when and where each unit 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.
- With any supplied headquarters.

4.3 Mobilization

The attacking player may break up arms stockpiles to mobilize new units. Units may not attack or move on the player-turn that they mobilize; they may be placed upside-down to indicate that they are still forming.

Design Note: Almost all Civil War armies were able to recruit or conscript more troops than they could equip. This was even more true for partisan forces than for regular ones. This made it extremely important to capture arms stockpiles and defend them, and successful armies could sometimes mobilize new units with captured supplies. As the Makhnovists advanced east from Perehoniwka, they overran several supply bases of the Armed Forces of South Russia, and used the captured supplies to arm newly-formed regiments. Even then they had more volunteers than they could equip.

Design Note: Neither side seems to have received many weapons from outside sources. Unless one side captures one of the other sides' headquarters, it is unlikely that mobilization will play any role in March on Kyiv.

Breaking up Arms Stockpiles

Each side may be able to break up arms stockpiles. Each broken-up stockpile may be removed and exchanged for up to two combat units, which are placed in the same hex. A broken-up stockpile can, if desired, be removed and exchanged for one combat unit, or simply removed without placing any combat units.

Breaking up Arms Stockpiles – March on Kyiv

The Bolsheviks may break up:

- one 0-1-0 arms stockpile each turn.

The Directory may break up:

- one 0-1-0 arms stockpile each turn.

The Volunteers may break up:

- one 0-1-0 arms stockpile each turn.

Which Units May be Mobilized

Each side begins the game with units available for mobilization. If and when units are destroyed, they also become available for remobilization. If units are withdrawn, however, they are no longer available. Certain factions may be able to mobilize a limited number of elite, cavalry, or tatchanka units. Any others must be regular infantry units.

Which Units May be Mobilized – March on Kyiv

The Bolshevik player may mobilize:

- only 3-3-3 regular infantry units.

The Directory player may mobilize:

- only 3-3-3 regular infantry units.

The Volunteer player may mobilize:

- one 5-4-4 elite cavalry or 5-4-3 elite infantry unit each month.
- up to two 5-4-4 elite cavalry or 3-3-4 regular cavalry units each month. (elite cavalry count against both totals.)
- any others must be 3-3-3 regular infantry units.

4.4 Other Ways Units May Arrive

In addition to reinforcements and mobilization, units may arrive due to capture (in the combat phase, where the new unit replaces the destroyed enemy unit) and (in *Tatchanka*) through game-specific special rules for urban uprisings, peasant uprisings, and intercepted trains (in the movement phase).

4.5 Treachery

The Makhnovists, the Directory, the Bolsheviks and most independent factions are vulnerable to treachery. The Volunteers are not vulnerable to treachery until November I 1919; they are vulnerable on and after November I 1919. In each case, they must roll one or more dice each turn – usually one die for each army and one die for each independent faction – to determine whether any part of their army has been paralyzed by treachery:

For the Directory and their allies

- 1 – Units of the 1st & 4th (Directory) Divisions may be paralyzed.
- 2 – Units of the 6th, 7th & 8th (Directory) Divisions may be paralyzed.
- 3 – Units of the 10th & 11th (Directory) Divisions may be paralyzed.
- 4 – Units of the 2nd, 3rd & Rebel (Directory) Divisions may be paralyzed.
- 5 – Units of the 1st & 2nd (Makhnovist) Corps may be paralyzed.
- 6 – Units of the 3rd & 4th (Makhnovist) Corps may be paralyzed.

For the Bolsheviks and their allies

- 1 – Units of the 1st Ukrainian Division may be paralyzed.
- 2 – Units of the 44th Rifle Division may be paralyzed.
- 3 – Units of the 45th & 47th Rifle Divisions may be paralyzed.
- 4 – Units of the 58th Rifle Division may be paralyzed.
- 5 – Units of the 60th Rifle Division may be paralyzed.
- 6 – Units of the 1st International Rifle Brigade may be paralyzed.

Roll one die for each unit of the specified division or brigade. On a 1, the unit is paralyzed by treachery. On a 2-6, nothing happens.

Units may not move or attack on the player-turn that they are paralyzed by treachery; they may be flipped upside-down to indicate that they are recovering/reorganizing. Units which occupy a friendly entry area may move one hex, in either movement phase, to leave the entry area. Division/corps organizations are outlined in the special rules for each game.

In *March on Kyiv* – because the West Ukrainian People's Army was better-organized than the other armies, and because it was still firmly allied with the Directory – the West Ukrainian People's Army is not affected by treachery.

Design Note: The newly-formed armies suffered from mutual hostility among their commanders, including treachery, of which assassination was usually the most extreme example. This treachery often defied political/strategic sense. The Bolsheviks encouraged the assassination of other revolutionaries, and they repeatedly attempted to kill Makhno. The Social Revolutionaries attempted to kill Lenin. Grigoriev attempted to kill Makhno, and was killed instead. The Bolsheviks even killed several of their own commanders – including Sorokin in the Caucasus, and apparently including Kovtiuch and Fedko – and attempts to assassinate unreliable allies could create enemies. The assassinations of army commanders are the best known – and they are still largely unknown – but other acts of treachery, including the assassinations of division, brigade, and regimental commanders, must have been more numerous.

Design Note: The armies, however, usually survived the deaths, disappearances, or arrests of their commanders. The main exception would be Grigoriev's army, which was already dividing between pro-Makhno and pro-Directory factions. The rule represents the short-term chaos which these events could create.

Play Note: It may help to use multiple dice, with different colors corresponding to different factions and/or armies.

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.

Combat may force defending units to retreat, may result in the destruction of attacking or defending units, and occasionally may result in the capture of defending units which are unable to retreat.

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).

No Immediate Advance during Combat

Unlike some other games, *Tatchanka* does not allow attacking forces to advance in the combat phase; they may advance in the following movement phase.

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. The attacking player may consider the results of one attack before deciding on the next.

• 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) (5.3 to 5.5 and 7.1). 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, within the following restrictions:

No land unit may retreat across the sea or lakes. Arms 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 and only if they can retreat into hexes which are not adjacent to enemy units.

Units may retreat outside their areas of operations 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 army headquarters, arms stockpiles, or armor units have nowhere to retreat to (and are eliminated), they may be captured. Roll one die for each of these units.

On a 1-5, the defenders' army headquarters or arms stockpile is replaced with one of the attackers' arms stockpiles. The new arms stockpile should be in the same faction as at least one of the attacking units. 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. The new armor unit should be in the same faction as at least one of the attacking units. On a 4-6, the defenders' unit is eliminated without being replaced.

Which Units are Available through Capture

Each side begins the game with certain units available through capture – these should be enough units for ordinary play, but, unlike the units available for mobilization, these are not intended to limit the forces available. If one side captures more units than it has pieces for, that player may make new counters for the extras, or use any appropriate substitute counters for the extras.

5.3 Supply Multipliers

Units which are in supply or limited supply may be able to use one-one-and-one-half times, double, or triple their normal attack and defense strengths. See supply status (7.1).

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 rough 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.

5.8 Division/Corps Main Effort (Optional)

Design Note: Civil War armies often divided divisions into multiple, separate groups, and switched regiments between divisions. This made it harder to coordinate operations. This optional rule ignores divisional organization, reorganizations,

etc. for simplicity.

The Intervention Forces and the Volunteers are never restricted by division/corps main effort.

The Makhnovists, the Directory, the Bolsheviks and the independent forces are restricted by division/corps main effort.

Units from one division/corps may not attack two different hexes in the same combat phase. In order to attack two different hexes, a separate division/corps must attack each one. Units from two division/corps may still attack the same hex. Division/corps organizations are outlined in the special rules for each game.

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. Any number of units on the same side may move into the same hex, with no limit on how many may stack together.

No Zones of Control in Movement

Unlike some other games, *Tatchanka* allows attacking units to move into and through hexes adjacent to the other sides' units, without penalty, so long as they do not move into or through the same hex as the other side'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, Water, and Rail Movement

Certain armor units may only move by naval, water, or rail movement, respectively. Most other units may use naval, water, or rail movement, to move more quickly than regular movement. Any number of units may use naval, water, or rail movement in one turn.

- Naval vessels, with movement allowances of N, may only move by naval movement.
- River gunboats, with movement allowances of W, may only move by naval or water movement.
- Armored trains, with movement allowances of R, may only move by rail movement.
- Combat units and tank units may choose to use naval, water, or rail movement, instead of regular movement.
- Army headquarters and arms stockpiles may not use naval, water, or rail movement once placed.

Bases

Army headquarters units function as bases for naval, water, and/or rail movement. In order to function as the base, the headquarters must either occupy a major city hex, or be in supply, or both. In addition, the headquarters unit cannot function as the base for any other units if it moves in the same phase.

Any unit using naval, water, or rail movement must either begin or end its move at any friendly base. (Naval units and armored trains are usually most effective if they use one movement phase to move from the base to the front lines, to support the combat units there, and the next movement phase to move back from the front lines to any base. Combat units can use the same technique, if desired.)

Naval Movement

Units using naval movement may pass from one coastal or sea hex, through up to 40 other connected coastal or sea hexes, to reach another coastal or sea hex.

Water Movement

Units using long-distance water movement may pass from one coastal or sea hex, through up to 40 other connected coastal or sea hexes, to reach another coastal or sea hex. Units using short-distance water movement may pass from one river, coastal or sea hex, through up to 20 other connected river, coastal or sea hexes, to reach another river, coastal or sea hex.

Rail Movement

Units using long-distance rail movement may pass from one major railroad hex, through up to 40 other connected major railroad hexes, to reach another major railroad hex. Units using short-distance rail movement 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 may never use rail movement along the Korosten-Ovruch-Mazyr railroad.

6.5 Map-Edge Locations

New units may arrive at map-edge locations. There are two main types of map-edge location: base hexes, for units advancing from friendly rear areas, and entry hexes, for units retreating onto the map. These are only accessible to one side. Units may freely attack and/or move from either type of map-edge location onto the map.

Units may move or retreat onto friendly base hexes, and they may use short-range rail movement along the appropriate map edge half-hexes, representing off-map rail connections.

Units may not move or retreat back into friendly entry hexes, and they may not use short-range rail movement between friendly entry hexes. Units must exit friendly entry hexes by the end of the player-turn they arrive. Units may not attack or move into enemy base hexes.

7.0 Supply Phases

During each Supply Phase, the attacker checks the supply status of each of their units. Units from certain armies receive strength multipliers when in supply or in limited supply.

7.1 Supply Status

In order to be in supply, the units must have a rail/water route connecting them 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 order to be in limited supply, the units must be within one hex of a rail/water route which would connect them to one of their supply sources. The units must be able to enter the hex with the rail/water route.

In *March on Kyiv*:

Volunteer units are in supply if they can trace a rail/water route to their base hexes on the east map edge. 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).

Volunteer units are in limited supply if they are one hex from a rail/water route to their base hexes on the east map edge. Volunteer units use one-and-one-half times their normal attack and defense factors while in limited supply.

Bolshevik units are in supply if they can trace a rail/water route to their base hexes on the north map edge. Bolshevik units double their attack and defense factors if are in supply via the the Dnipr River; they only use one-and-one-half times their normal attack and defense factors if are only in supply via the Korosten-Ovruch-Mazyr railroad.

Directory units are in supply if they can trace a rail/water route to their supply source hex in Romania. Directory units use one-and-one-half times their normal attack and defense factors while in supply.

West Ukrainian units are in supply if they can trace a rail/water route to the Directory's supply source hex in Romania. Directory units double their normal attack and defense factors while in supply.

Makhnovist units are never in supply.

10.0 Special Rules for *March on Kyiv*

March on Kyiv involves three opposing sides and independent factions. Two players command the (Blue) Directory and (Red) Bolshevik forces. The (White) Volunteer/Reactionary forces arrive late in the game. The Volunteer forces were hostile to both sides, but the Directory player controls their forces, within certain restrictions. The Directory player also controls West-Ukrainian and Makhnovist forces; these are considered their allies. The following rules reflect situations unique to *Makhno's Return*:

10.1 Victory in *March on Kyiv*

If the Directory and their allies have:

1 pt Historical Result

4 pts Marginal Victory – they may be able to bring one of the other sides to negotiate.

If the Bolsheviks have:

1 pt Historical Result

4 pts Marginal Victory – they have defeated the Directory and Volunteer offensives.

Note that the historical result was mutual defeat; the Volunteers won the campaign instead, but overextended themselves.

The historical scores above represent the situation on September, 17th to 20th, after the Bolsheviks retook Voronezh and before the Volunteers launched their full-scale offensive against the Directory and Makhnovists, instead of the situation on September 15th to 16th.

Volyn Province:

 Zhytomir 1 pt

Podilia Province:

 Kamianets 1 pt

Kyiv Province:

 Kyiv 3 pts

10.2 Special Rules Affecting the Bolsheviks

Cheka Units

The Cheka maintained its own forces, but rarely committed more than battalion-strength forces to front-line operations. To represent this limited combat role, Cheka units must end each movement phase stacked with friendly army headquarters.

10.3 Special Rules Affecting the Volunteers

2nd Army Corps Headquarters

The 2nd Army Corps headquarters must remain in one of the Volunteer base areas.

Grabbing Territory

The Volunteers have four objective hexes:

- The objectives of the 7th Division and the 2nd Terek Scout Brigade include, first, Borispol and second, Kyiv.
- The objectives of the 5th Division include, first Korsun, and second, Fastiv.

If Volunteer combat units start their combat phase adjacent to any enemy-occupied objective hex, regardless of priority or divisional affiliation, they must attack at it; if Volunteer combat units start their movement phase within twice their normal movement allowance of their next objective hex, and they can move forces adjacent to that objective hex without leaving the previous objective hex unoccupied, they must do so.

Design Note: Because the Volunteers in March on Kyiv were more aggressive than the Bolsheviks in Makhno's Return, their objectives are more strictly defined, and the Directory player has much less control over their actions. In essence, the 7th Division and 2nd Terek Scout Brigade should try to take Kyiv, while protecting their supply line through Borispol, with the 5th Division should try to cut the supply line to Kyiv, while protecting its supply line through Korsun. Other Volunteer forces occupied Balta and Olviopol, but they are not shown in the game.

10.3 Division/Corps Organization

The Bolsheviks have regiments organized into brigades and divisions.

- The 44th Rifle Division has 5 units.
- The 45th Rifle Division has 6 units.
- The 47th Rifle Division has 1 unit.
- The 58th Rifle Division has 3 units.
- The 60th Rifle Division has 3 units in the game and several more off-map.
- The 1st Ukrainian Rifle Division has 6 units.
- The International Rifle Brigade has 2 units.
- The 9th Cavalry Division has 1 unit.
- The Cheka troops, army headquarters, and armor units are not affected by treachery or division/corps main effort.

The Directory has divisions organized into corps.

- The 1st Northern and 4th Grey Divisions are in the Volynska Corps.
- The 10th Sich Rifle and 11th Sich Rifle Divisions are in the Sich Rifle Corps.
- The 6th Zaporozhian, 7th Zaporozhian, and 8th Zaporozhian Divisions are in the Zaporozhian Corps.
- The 2nd Zaporozhian Sich, 3rd Iron, and Rebel Divisions are in the Eastern Group and are considered one corps.
- The army headquarters and armor units are not affected by treachery or division/corps main effort.

The West Ukrainian Intervention Forces have brigades organized into corps. Their units are exempt from treachery, but are restricted by division/corps main effort.

- The 1st Sich Brigade is independent and is not affected by division/corps main effort.
- The 5th, 6th, 9th, and 10th Brigades are in the 1st Halycian Corps.
- The 3rd, 4th, and 7th Brigades are in the 2nd Halycian Corps.
- The 2nd, 8th, 11th and 14th Brigades are in the 3rd Halycian Corps.
- The partially-formed 18th and 21st Brigades, here shown as one unit, were historically attached to the 2nd Corps, but for game purposes they are independent and are not affected by division/corps main effort.
- The army headquarters and armor units are not affected by treachery or division/corps main effort.

The Makhnovists are, together, considered one corps-equivalent. Their units may be paralyzed by treachery, but they are exempt from division/corps main effort. (Mainly because they are likely to be isolated, and the main effort rule would be too restrictive for that situation.)

- The Makhnovists have 6 units, and function as one corps.