

RED MINORS

Type	Points	Occurance
1 Red Guard	2	G
2 Red Conscript	2	T
3 Red Regular	3	T
4 Red Army Cavalry	5	T
5 Red Cossack	4	S,T
6 Central Asian Cavalry	4	P
7 Cheka	7	T
8 Naval Infantry	5	G
9 Red Partisans	4	ALL
10 MG	9	ALL
11 Mortar	15	ALL
12 Tchanka	12	P,S,T
13 Armoured Car	25	G
14 76.2mm Field Gun	25	G,S,F,T
15 105mm Howitzer	35	G,S,F,T
16 Fighter	40	T
17 Armoured Train	100	T

UNITS

ARMIES

(G) Red Germans: Flee- 30%
-at least 20% Naval Infantry, only 20% Hvy.Weapons

(P) Red Partisan Band: Flee- 40%
-at least 60% Partisan, only 10% Hvy.Weapons

(S) Siberian Partisans: Flee- 40%
-at least 60% Partisan, only 10% Hvy.Weapons

(F) Red Finns (1918): Flee- 40%
-at least 50% Red Guard, only 20% Hvy.Weapons

(T) Trans-Caspian Reds (1919-20): Flee- 40%
-at least 25% Cavalry

Special:

- Cheka are always limited to 4 Platoons only. Cheka unaffected by Flight- They do not have to retreat.

-Before choosing officers, opponent randomly chooses three officers from mix, then chooses one to remove from play (except Commissars).

WHITES

Type	Points	Occurance
1 White Officers	7	ALL
2 White Conscript	2	ALL
3 White Volunteer	3	ALL
4 White Platoon	2	ALL
5 White Cavalry	5	ALL
6 White Cossack	5	K
7 Czech Legion	6	K
8 British Imperial Infantry	6	K
9 Estonians	6	K
10 Central Asian Cavalry	4	K
11 MG	9	ALL
12 White Mortar	15	ALL
13 Ford MG Car	15	Y
14 Austin AC	25	ALL
15 76.2mm Field Gun	25	ALL
16 105mm Howitzer	35	ALL
17 Mark V Tank	40	Y
18 Renault Tank	30	Y
19 Fighter	30	ALL
20 Fighter-Bomber	40	ALL
21 Bomber	50	ALL
22 Armoured Train	90	ALL

UNITS

ARMIES

(Y) Yudenitch: Flee-40%

-no more than 50% of cavalry can be Cossack

-no more than 50% of infantry can be Estonians

(K) Kolchak: Flee- 40%

-no type limits

Special:

-No More than 2 tanks are allowed. No more than three AC/Mg Cars.

-When choosing colonels or captains of Officer companies, pick three randomly and select one.