	A	FSR			
<b>L</b> 8 9 10 11 12 13 14 15 16 17 18 19 20	Mortar Tchanka Ford MG Car Austin AC 76.2mm Field Gun 105mm Howitzer Mark V Tank Renault Tank Whippet Tank Fighter Fighter-Bomber Bomber	Points 7 2 3 7 5 5 5 2 9 15 12 15 25 25 35 40 30 30 30 30 30 30 90	Occurance I,A A,D,W ALL ALL ALL ALL ALL ALL ALL A,D,W D,W A,D,W A,D,W ALL ALL D,W D,W D,W D,W D,W D,W D,W D,W D,W		
<ul> <li>(I) Ice March: Flee- 70% -at least 40% Officers, only 20% Hvy.Weapons</li> <li>(A) Alekseev Era (until Sept 1918): Flee- 60% -no type limits</li> <li>(D) Denikin Era: Flee- 40% -at least 50% Infantry are Conscripts or Plastoon.</li> <li>(W) Wrangel in Crimea: Flee- 50% -at least 50% of cavalry must be Cossacks.</li> </ul>					

Special:

-British are always limited to 4 Platoons only.

-When choosing a Colonel, randomly pick 4 officers and select one of your choice.

## 

		Туре	Points	Occurance
	1	Red Guard	2	G
	2	Red Conscript	2	18,19
	3	Red Regular	3	18,19,K
	4	Red Army Cavalry	5	18,19,K
	5	Konarmy Cavalry	7	K
	6	Red Cossack	5	ALL
S	7	Cheka	6	18,19,K
	8	Naval Infantry	5	G,18,19
Ζ	9	Red Partisans	4	G,18,19,
	10	Red Latvians	5	G,18,19
	11	MG	9	ALL
	12	Mortar	15	ALL
	13	Tchanka	12	ALL
	14	Austin Putilov AC	25	ALL
	15	Garford Putilov AC	40	ALL
	16	76.2mm Field Gun	25	ALL
	17	105mm Howitzer	35	ALL
	18	Fighter	40	ALL
	19	Fighter-Bomber	60	18,19,K
	20	Bomber	70	1921+
	21	Armoured Train	90	ALL
	21	Armoured Train	90	ALL

(G) Red Guard Brigade: Flee- 30% -at least 60% Red Guard, only 20% Hvy.Weapons

(18) Red Army Brigade (1918): Flee- 40% 5

-at least 50% Infantry, of these at least 50% are Conscripts. ш

- (19) Red Army Brigade (1919-22): Flee- 40%
- ARMI -at least 50% Infantry

(K) Konarmy and Kavkom (1919-20): Flee- 50% -at least 25% Red Cossack, 50% Mounted

## 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).