

KRONSTADT 1921



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It is part of the *DICELESS* series, play without dice, by LUMACA Games!!!

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1. Introduction and initial set up.

This wargame tells a valorous page of the Russian Revolution: the revolt of the sailors and workers of the fleet base of Kronstadt against the rude attitude and program of the Bolshevik Soviet. Even if the rebellion was put by an end by violence, Lenin adapted some of the requests with the NEP at the X Congress.

Each turn represents two hours.

The map represents the Finland Gulf into 1921.

The game scale is based upon Bolshevik units, which can be Infantry battalions from the Red Army or Congressmen of the X Communist Congress and Kronstadt rebels units, which are Infantry Sailors units of various size, the Revolutionary Council, Artillery Batteries and Fleet Warships

Game components:

Each game includes:

A rule and historical background manual;

A 59x41 cm map

90 5/8" counters divided into:

- 1 Kronstadt Revolutionary Council
- 3 Kronstadt Rebel infantry units
- 11 Kronstadt Rebel artillery units
- 1 Kronstadt Rebel Fleet Warships unit
- 13 Bolshevik Red Army Infantry units

- 6 Bolshevik Congressmen Infantry units
 - 6 Kronstadt Rebel Chits
 - 6 Bolshevik Chits
 - 1 Turn 1 Rebellion Level marker
 - 1 Leningrad Support marker
 - 10 Hesitant markers 15 Hit markers
 - 15 Open Sea markers
- No dice are needed !!*

- 1.1 Initial set up.

The counter Turn goes on 0500 of 17 March 1921.

The Counter Rebellion Level goes on case with value 6.

The Counter Leningrad Support goes on case with value 6.

The Bolshevik player follows the Bolshevik deployment, then the Kronstadt Rebel player deploys its units.

Bolshevik Deployment (in Mainland hexes or Coastal Cities hexes only)

Five Red Army Infantry units near Sestroretsk.

One Congressmen Infantry unit near Lissi Nos.

Two Red Army Infantry units in Leningrad.

Two Congressmen Infantry units in Leningrad.

Six Red Army Infantry units near Orianienbaum and Peterhof.

Three Congressmen Infantry units near Orianienbaum and Peterhof.

Kronstadt Rebel Deployment:

The Revolutionary Council in the city of Kronstadt.

Three Infantry units in the city of Kronstadt

One Artillery unit in any Fortress hex.

One Fleet Warship in the Warship hex.

2. The Playing Pieces

There are Three type of playing pieces: Combat units, Chits and other specific markers.

- 2.1 Combat Units

The Combat units are colour coded to represent Bolshevik units, which can be Infantry battalions (Regular Army or Congressmen, which never get Hesitant see

2.41) and Kronstadt rebels units, which are Sailors units of various size, the Revolutionary Council, Artillery Batteries and Fleet Warships

The numbers and symbols printed on the units indicate their Combat Value and their Unit Identification.

The Combat Value is 2 for every Infantry Bolshevik unit.

The Combat value for every Kronstadt Rebel unit is always 1, except when the Rebellion Level Track level reaches 10 or above (see 4.21).

The Movement Allowance is 4 for Bolshevik Infantry Units and Kronstadt Rebel Units, as well as the Revolutionary Council and 0 for Kronstadt Rebel Artillery and Fleet Warship units.

The Revolutionary Council represents the leading rebel people in Kronstadt. If it is eliminated the Rebellion Level gets a -4 decrease. This unit can stay and fight or try to flee to Finland. If it manages to flee to Finland, the Bolshevik player has different Victory Conditions (see 7). If the Revolutionary Council manages to flee to Finland, the Kronstadt Rebel player will receive the same number of Chits as per Rebellion Level Track, but all of them will be randomly picked! (see 4).

2.11 ZOC:

The Infantry Combat units have a ZOC around the occupied hex; for the Kronstadt Rebel units the ZOC is composed by the 6 hexes around it; as well as for the Bolshevik. Entering into an enemy ZOC costs 0 MP, getting out from an enemy ZOC costs 1 MP, moving through a ZOC costs 1 MP.

2.2 Chits:

The Chits represent the orders and special tactical tasks which can be issued to the combat units.

There are 6 different chits for the Kronstadt Rebel and the Bolshevik player. They can be played in any moment of the turn, also during the opponent one, if applicable.

Kronstadt Rebel chits:

- Power to Soviets!: raise 1 level on the Rebellion Level Track;

- Desperate defence: an unit adds 1 Combat Value if attacked;

- Propaganda!: when played, a number of Bolshevik units, defined by the Leningrad Support Track and the consequent number of markers available to the Kronstadt Rebel player, stop and start to discuss the Kronstadt Resolutions and therefore cannot be used till the next Bolshevik Commissar Chit, getting Hesitant (remember that Congressmen Infantry units never get Hesitant!).

This Chit can be played during the Bolshevik Movement and the effects take effect immediately; just put the Hesitant marker(s) on the affected unit(s) and retire it at the next Bolshevik Commissar Chit;

- To Leningrad!: raise 1 level on the Leningrad Support Track;

- Artillery Fire!: one of the Artillery units (or Warships) fires and hit within the range of 4 hexes. If hits a Bolshevik unit, it gets an Hit marker and it becomes Hesitant (getting the appropriate marker, cannot move, fire or combat till next Bolshevik Commissar Chit; remember that Congressmen Infantry units never get Hesitant!); if hits a Glace Sea hex, put one Hit marker on it as well. Two hits markers on a Glace Sea hex turn it into an Open Sea hex, which is impassable and all the units there disappear into the sea, being eliminated.

- another Artillery Fire!;

Bolshevik:

- March: an unit can move one extra hex, except if it is impassable;

- Coordinated attack: more units can attack contemporarily an enemy unit, by adding their Combat Value;

- Assault: add 1 Combat Value to the value of an attacking Bolshevik unit;

- Commissar: eliminate all the Hesitant marker(s) from any Bolshevik unit(s), which return(s) immediately ready to move and combat.

- Lenin is working for us!: lower 1 level on the Leningrad Support Track;

- Kronstadt Communists: lower 1 level the Rebellion Level Track;

Chits may be used once by both the player at any moment of each turn, if applicable.

At the end of each turn, each player return all Chits, used or not used, to be available again; see the Rebellion Level rule (4) to see how many Chits can be used by the players each turn.

2.3 Specific markers:

2.31 Hesitant:

Each time a Bolshevik unit is hit and not eliminated, it get an Hesitant marker; as well Bolshevik units can get Hesitant if the Propaganda Chit is played by the Kronstadt Rebel player (2.2)

Units holding Hesitant markers cannot move or combat; they move as per Hesitant units movement (4.1) only. Hesitant markers can be retired by the Bolshevik player by playing the Commissar Chit. The unit is again willing to combat for the Soviets!

Remember that Congressmen Infantry units never get Hesitant!

2.32 Hit marker

This marker is put on the hex which has been targeted by Artillery or Fleet Warship.

If the hex targeted holds a Bolshevik unit, it is attached to the unit too, which loses 1 Combat Value and become Hesitant (getting the appropriate marker, cannot move or combat till next Bolshevik Commissar Chit); remember that Congressmen Infantry units never get Hesitant!

If the hex is a Glace Sea hex, put one Hit marker on it as well; its cost in Movement Points raises to 3 PM.

Two Hit markers on a Glace Sea hex turn it into an Open Sea hex, which is impassable and all the units there disappear into the sea, being eliminated.

2.33 Open Sea marker

It represent Glace Sea hexes hit twice by Kronstadt Rebel Artillery or Warships where the glace has been destroyed! This is impassable terrain.

3. Sequence of Play

The game length is 10 turns.

Each turn is divided into a Kronstadt Rebel phase and an Bolshevik phase.

At the beginning of each turn each player draws the indicated amount of Chits as per Chit rules (4.3 for Bolshevik and 4.31 for Kronstadt Rebels) and the Kronstadt Rebel player takes the indicated amount of Hesitant markers as per Leningrad Support track (4.22).

Then:

Kronstadt Rebel phase:

- Movement
- Combat

Bolshevik phase

- Hesitant units movement
- Movement
- Combat

4. Bolshevik Hesitant units movement, Rebellion level, Leningrad Support and Chits.

4.1 Bolshevik Hesitant units

At the beginning of each Bolshevik phase, the Bolshevik player must move one hex towards the nearest Coastal City all the units holding the Hesitant Chit. If such a Bolshevik unit cannot move, it is eliminated and retired from play. If the Bolshevik player should play the Commissar Chit after such movement, the former Hesitant unit will be able to move again at full Movement Allowance.

4.2 Rebellion Level and Leningrad Support Track

The Rebellion level indicates the commitment of the Kronstadt Rebel people in the uprising and rules the number of chits available for the Kronstadt Rebel player. The level is measured on the Rebellion Level Track printed on the map.

The Leningrad Support Track, printed on the map as well, indicates the support of the Leningrad's people to the Kronstadt rebellion and the possibility that the Bolshevik Infantry units could decide not to attack Kronstadt itself.

4.21 Rebellion Level Track

The Kronstadt Rebel player will get as many Chits as indicated on the Rebellion Level Track.

The counter on the track increases the value each time a Bolshevik unit is eliminated (+2) or a Coastal City is occupied by a Kronstadt Rebel unit (+3).

As well, it decreases the value each time a Kronstadt Rebel unit is eliminated (-1) or a Bolshevik unit occupies a Kronstadt hex (-2) or if the Kronstadt Revolutionary Council is eliminated (-4). If the level reaches 8 or above (in **red** on the Track), each Kronstadt Rebel Infantry unit gets a +1 Combat Value as long as the level is at such value.

4.22 Leningrad Support Track

The Kronstadt Rebel player will get as many Hesitant markers as indicated on the Leningrad Support Track.

The counter on the track increases the value each time a Bolshevik unit is eliminated (+1). As well, it decreases the value each time a Kronstadt Rebel unit is eliminated (-2).

4.3 Bolshevik Chits

The Bolshevik player will receive three Chits (one chosen by the player and the other two by random, just put the Chits in a cup).

4.31 Kronstadt Rebel Chits

Depending on the Rebellion Level Track, the Kronstadt Rebel player verify the column Level for Chits and then will receive the number of Chit indicated: at level one, two Chit (one chosen the other randomly), at level two the player will receive three Chits (one chosen the others randomly) and at level three the player will receive three Chits (two chosen and one randomly).

If the Revolutionary Council has fled to Finland, the Kronstadt Rebel player will receive the same number of Chits as per Rebellion Level Track, but all of them will be randomly picked!

5. Movement, Stacking and Terrain Effect Chart (TEC)

5.1 Movement

Bolshevik units can move all over the map, except for impassable terrain.

Kronstadt Rebel units can move all over the map, except for impassable terrain.

Of course Artillery and Warships cannot move!

5.2 Stacking

The stacking limit is one combat unit per hex. The stacking limit cannot be exceeded at the end of any friendly movement phase.

Specific markers do not affect stacking.

Moving units can freely enter and pass through friendly units, but cannot stop in hexes occupied by friendly units.

In case of advance after a Combat while playing the Chit Coordinated Attack, which permits more units to enter in one hex occupied by an enemy units, only one unit can occupy that hex in case of victory, the other must return back one hex on the path made to reach the Combat hex.

5.3 Terrain Effect Chart (TEC):

Mainland: costs 1 MP

Fortress: costs 1 MP

Warships: costs 2 MP; gives a +1 Combat Value to occupying units.

Glaced Sea: costs 2 MP.

Hit glaced sea: costs 3 PM.

Open Sea: impassable

Kronstadt: costs 1 MP; gives a +1 Combat Value to occupying units.

Coastal Cities: costs 1 MP; gives a +1 Combat Value to occupying units.

Finland: impassable, except for the Kronstadt Revolutionary Council, costs 1 PM.

6. Combat

If a moving unit enters an hex occupied by an enemy unit, that causes a Combat.

Combats are resolved all together after all the Movement.

Each side determines the Cumulative Combat Value (CCV), which is composed by

- the involved unit's Combat Value plus
- the Terrain DRMs plus
- the eventual applicable Chit, which is then used and returned back. Each side can play applicable Chits!

Compare the CCV of the opposing force; the higher CCV wins and can advance with one

unit, if the TEC permits it, into the hex occupied by the defeated unit, which is eliminated.

In case of draw, attacking unit(s) must return back one hex on the path made to reach the Combat hex. If it is no more possible, attacking unit(s) are eliminated!

Bolshevik eliminated units are retired from the play, like the Kronstadt Rebel ones.

7. Victory conditions

If the Kronstadt Revolutionary Council has fled to Finland or has been eliminated, the Bolshevik player must occupy three Kronstadt

hexes. If the Kronstadt Revolutionary Council hasn't fled to Finland or as long it hasn't been eliminated, the Bolshevik player must occupy all the Kronstadt hexes and eliminate at least 8 Artillery units before the end of the last turn.

The Kronstadt Rebel player must avoid it!

8. Credits & Bibliography

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Sources:

J.J. Marie, *Kronstadt 1921*, UTET, 2007

Rebellion Level Track and Leningrad Support Track

<i>Value of the Tracks</i>	<i>Level for Chits</i>	<i>Propaganda markers</i>
15	3	4
14	3	4
13	3	3
12	3	3
11	3	3
10	2	3
9	2	2
8	2	2
7	2	2
6	2	2
5	2	2
4	2	1
3	2	1
2	1	1
1	1	1
0	1	0

Level for Chits (Kronstadt Rebel Chits):

At level one, two Chit (one chosen, the other randomly),
 at level two, three Chits (one chosen, the others randomly)
 at level three, three Chits (two chosen and one randomly).

Rebellion Level Track:

a Bolshevik unit is eliminated (+2) or a Coastal City is occupied by a Kronstadt Rebel unit (+3).
 a Kronstadt Rebel unit is eliminated (-1) or a Bolshevik unit occupies a Kronstadt hex (-2) or if the
 Kronstadt Revolutionary Council is eliminated (-4).

RED: each Kronstadt Rebel Infantry unit gets a +1 Combat Value

Leningrad Support Track:

each time a Bolshevik unit is eliminated (+1).
 each time a Kronstadt Rebel unit is eliminated (-2).

