

# Boots for the Glory of Russia

**A Revolutionary Freeform for 9 Players (7 male, 2 female) set in St Petersburg, May 1917**

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**Revised for and first run at Falcon, Oxford, 2000. Edited by Steve Hatherley**

Each player should be given a copy of the general rules, historical background, a shoe factory fact sheet and their character. They should also be advised to dress as they feel appropriate and that vodka, boots and potatoes are entirely appropriate props!

## Characters

**Aleksandr Danilov** - capitalist plutocrat, owner of Danilov Boot Plant.

**Yuri Katkov** - managing director, liberal intellectual.

**General Theodor Dabikov** - Army Observer.

**Ziva Florinsky** - Bolshevik Revolutionary and workers representative.

**Arkady Rosenberg** - representative of the banking houses.

**Viola Melgunev** - women's representative.

**Dmitri Rykov** - male worker's representative.

**Vladimir Domsy** - government observer.

**Father Ugluanov** - Orthodox Priest

## Instructions

- Print out one copy of the game for the GM.
- Print out nine copies of the rules and background, and one copy of each of the character sheets.
- Print the last few pages (cards and money) onto stiff card
- Find nine envelopes and into each put the rules, background and a character sheet – plus that character's cards and money.
- Start playing!

## **Boots for the Glory of Russia - Background**

### **Social Class in Revolutionary Russia**

Despite the overthrow of the autocratic Tsarist regime and the creation of the Provisional Government Russia is still largely ruled by a class of nobility, with a rising class of Bourgeois (town dwelling) intellectuals and capitalists beginning to gain power. The industrial and shop workers or proletariat come next, and below them at the bottom of the whole pile come the peasants, who are the rural workers who make up the mass of the Russian population. Class relations are simple, everyone hates the classes below them, and everyone looks up to the classes above them. At least, that's the theory.

### **Politics in Revolutionary Russia**

This is complicated so we've simplified it. First, Russia is at war – with Germany, in the First World War. Allied with France and England, Russia has taken catastrophic losses on the Eastern Front and the Germany Army is now only a hundred miles from Moscow. The Kaiser's Troops may well manage to capture Moscow within a month: the Army is under supplied, under fed and totally demoralised. Mutinies are common...

Up until February 1917 the Czar (or Tsar if you prefer) ruled Russia. Then there was a revolution caused by massive popular discontent, and the Duma (Russian Parliament) was called to govern. It now has several parties competing for power, presided over by the moderate President Kerensky.

The main parties are:

- the SRs (Social Revolutionaries), a group of moderate democrats who believe in the politics of consensus and protect the interests of the Nobility and Bourgeois
- the Mensheviks (Left Socialists) who have a reformist programme aimed to serve the Proletariat and the Peasants
- the Bolsheviks (a small number, but the word means majority!) who desire a full scale revolution and the overthrow of the nobility, Bourgeois and all vested interests and complete social revolution.

All of these parties hate all of the other parties, but all are Red (or in the case of the SRs 'pinkish'). Some want to make peace with Germany and drop out of the war.

Then there are the Whites – those who favour a traditional autocratic rule of the Nobility, some of who are willing to accept power sharing to some extent with the Bourgeois. There is no clear White leader, but rather a number of squabbling pretenders for power and the throne, and some want to see a restoration of the Tsar while others want a Duma based Government or to become Tsar themselves. President Kerensky is acceptable to some Whites, and some Whites want to make peace with Germany. There is no consensus, but generally whites will cooperate on overthrowing the Reds.

There are also the Blacks (Anarchist Russians), and the Nihilists who are real bomb throwing loonies. They resent any authority and take no part in Parliamentary politics or any politics beyond the individual assassination or outrage at this time.

St Petersburg is therefore currently menaced by internal political dissent, the approaching Germans and the moderate government is at real risk of a coup from either extreme direction – the Whites or the Bolsheviks. The Mensheviks, SRs and other Moderates are determined not to

let this happen but instead to rebuild Russia in to a modern democracy through a process of gradual political reform rather than the spilling of blood.

### **The Danilov Boot Factory**

The game is set at a meeting of the Executive Committee (Soviet) of the Danilov Boot Factory. Since the February Revolution a new system has been introduced by which workers and management gather at monthly Board meetings to discuss issues arising, set production totals, negotiate wages etc, etc.

The following are present at the meeting:

- **Prince Danilov**, Noble, Owner of the Factory
- **Yuri Katkov**, Bourgeois, Manager of the Factory
- **General Theodor Dabikov**, Noble, Representative of the Russian Army
- **Ziva Florinsky**, Proletarian, Workers Representative.
- **Arkady Rosenberg**, Jewish Bourgeois, Representative of the Russian Banks
- **Viola Melgunev**, Proletarian, Workers Representative.
- **Dmitri Rykov**, Peasant, Workers Representative
- **Vladimir Domsy**, Noble, Representative of the Russian Duma
- **Father Ugluanov**, Church, Representative of the Worker's Spiritual Welfare

The Danilov Boot Factory in Petrograd is one of the most advanced and modern factories in all Russia. It employs 5,000 workers, 4,000 of whom are local and 1,000 of whom are peasants who return to their wives and families in the countryside each weekend. (They then catch the train, coach or ride back to the factory for Monday morning.)

Workers enjoy superlative conditions: five days holiday (unpaid) a year, a 45 hour week, a twenty minute lunch and three ten minute vodka breaks, a litre of vodka a day, free nutritious meals (and more vodka) in the cafeteria, and in the evening a chance to drink vodka at the factory sports and social club. Workers also benefit from free medical care with trained doctors who administer drugs and medicinal vodka to deal with any problem.

The Boot factory is one of the largest employers in St. Petersburg, which with Moscow is one of the capitals of Russia. The decisions of the Soviet and any political act here will have repercussions which will effect the whole of Russia; a strike or coup here will set off a chain of events which will change the government and alter the history of the nation, and probably Europe. The meeting is therefore incredibly tense – everyone knows they are playing for very high stakes, and that the fate of Mother Russia lies on their shoulders...

NOTE: Not being a particularly avid scholar of Russian History and knowing nothing about Russian names etc there are probably glaring historical, linguistic and political errors in this scenario. Please feel free to amend them if you know better, and forgive me – it is meant to be a fun game not a serious reconstruction of Revolutionary politics, hence the fact it is set in a Boot Factory! ☺

Chris 2000

## **Rules for Boots for the Glory of Russia**

### **General**

Boots for the Glory of Russia takes two or three hours to play. The actual length of the game will depend on how things are going – the GM has the final say. The GM will remind you when the end of the freeform approaches so that you can make any final actions.

### **Coups**

Those characters with “Coups” cards can attempt to seize control of St Petersburg and therefore all of Russia. To use the card you need to leave the meeting room and talk to a GM, announcing your plan. Then simply walk back in and posture, denouncing your enemies and stating that the Coup has begun, and that the fighting is spreading all over St Petersburg. If all goes well your coup will succeed and decide the fate of the Nation!

Coups are either RED or WHITE – the person declaring the coup gets to choose. A red coup supports a Bolshevik take over, a white coup supports the Royalists.

A coup may be countered by another coup card (of the opposite colour) if it is declared immediately. For example a RED COUP may be countered by a WHITE COUP – the opposing forces fight one another to standstill. Another red card may then be played to put the coup back on track for success, and that may be countered again. And so on until the coup is successful.

### **Strikes**

If you have a Strike Potential card, you can call a strike by simply declaring it. (There are limitations on some Strike Potential cards as they can't be used to declare a strike – only once someone else has initiated a strike.)

Once a strike is called, it needs to be determined whether workers will support it and actually down tools, and for how long they will stay out. To succeed in calling a strike, you must play at least one Strike Card (give it to the GM).

The GM will then ask if anyone else wants to play Strike Potential cards. If so, the cards are handed to the GM. The GM then announces the current totals for or against.

The GM repeats this process (asking for cards and announcing the totals) twice more – and that's it. The final totals are now announced. If there are more cards for than against, then there is a strike. The number of cards by which the strike “wins” dictates how many months production are lost.

An attempt to end the strike may be called at any time using the same procedure (presumably after negotiations have taken place).

### **Anything Else**

If you want to try anything else, see the GM.

## Prince Aleksandr Danilov

**Appearance:** You are a wealthy plutocrat, and should be dressed ostentatiously and impeccably. You have five million roubles.

**Attitude:** You are a noble and this is the first time you have set foot in the factory. As far as you are concerned, this place is an open sewer. It just happens to make you your millions. You see no reason to listen to any peasant or urban type, but you respect all women and the Church. You are very attracted to young working women, and would like to seduce Ziva (or, if she won't play, Viola). You really don't care about boots, and you don't care about what happens in the factory as long as your 25 million roubles arrives every month. You would happily spend 2 million roubles installing Ziva as his mistress, and half that on Viola.

As you creep into old age, you are desperate to produce an heir. You want a son to inherit the Danilov title, and of course, the boot plant. You know that Dmitri is your bastard child; that only makes him even more disgusting. You should be incensed by any reference to your bastard son – but don't get your hands dirty – you should order Yuri to have people beaten up! (It is so below your dignity.)

### Special Powers

- You may sack Yuri and replace him with anyone else. (Okay, so that's not much of an ability, but it might be satisfying.)
- You are entitled to 25 million from the factory this month. (See Yuri, or his replacement.)
- You may save one person from execution after a white coup. You may negotiate first - and the coup may then shoot another appropriate victim instead.

**Drinking habits:** Fine wines, sherry etc. Never Vodka!

**Player hints:** Playing Danilov requires buying drinks, and an ability to adopt an attitude of complete scorn and over riding arrogance.

## Attitude to others

- **Yuri:** (Urban type) Your managing director. A successful urbanite, he is still scum. A loyal lapdog – treat him with the same contempt you have for all peasants and proletarians (after all, the Bourgeois are no better).
- **General Dabikov:** (Noble) This gentleman wants boots for the army. If he can pay for his boots, all well and good. But frankly you don't care about the boots, the army or the factory – as long as the money keeps rolling in.
- **Ziva:** (Urban type) A fiery radical you are told; you intend to oppress her masses at the first opportunity. A place as a mistress should cool her revolutionary ardour – if she will do it for free, so much the better!
- **Arkady:** (Urban type) This Jew has the manners of a noble, but banks serve the nobility and you despise him. You will take money off him if he offers, and you have considered selling the factory (you'd settle for 75 million roubles, but start negotiating at 300). You are virulently anti-Semitic, but hide it if he is useful to you.
- **Viola:** Cute, but not as fiery as Ziva
- **Dmitri:** (Peasant) Smells of shit. Ignore. Never acknowledge in any way. (See above)
- **Domsky:** (Noble type) A representative of the Duma (parliament) sent here to create trouble. You must offer him exquisite hospitality and manners while attempting to get rid of him or satisfy him quickly.
- **Father Ugluanov:** (Clergy) A priest and therefore useless.

### What else goes in this envelope

- Background
- Rules
- 5 million roubles (5 x 1 million roubles)

## Yuri Katkov

You are the manager of the Danilov Boot Factory. You are in charge of balancing the books. You are an urban-type, but as wealthy and well-mannered as most nobles. You have 10 million roubles.

### Special Powers

- You set the budget. You must give the budget, as set by you, to the GM.
- You can (theoretically) sack Violet, Ziva or Dmitri, removing them from game.

**Appearance:** Smart business suit.

**Attitude:** New Labour. Sympathises with the workers, tries to protect the economy regardless and toadies to the boss. You are deeply in love with your secret mistress, Viola (the Women's officer). You have a great sympathy for the workers, but realise that the factory must come first - if it closes 5,000 productive workers will become starving jobless and Petrograd will surge into revolutionary frenzy. You are terrified of a Bolshevik overthrow of government, and have every sympathy with Kerensky and the reformed Duma.

### Attitude towards others

- **Prince Danilov:** (Noble) If Danilov was dead you would not have a problem – but you were never the murdering type. His stipend is bankrupting the factory; but he still awes you and he can sack you at any time. Perhaps you could negotiate a drop in his pay?
- **General Dabikov:** (Noble) This gentleman wants 1 million pairs of boots for the army. You ought to provide them, but the army can't pay - that's the government's job. You must decide whether to sacrifice this month's 30 million in sales to protect Russia from the Germans.
- **Ziva:** (Urban type) Ziva is an out and out Bolshevik troublemaker. You are afraid of her and would like to sack her, but it would only lead to a strike.
- **Arkady:** (Urban type) Arkady is a banker and a good friend, with sound sense. You must borrow more each month - soon he will reach his limit. Interest on loans is 20%, standard terms one year.
- **Viola:** Your mistress, but you must never let the secret out. She wants you to abandon the factory and run away with her.
- **Dmitri:** (Peasant) Dimitri works in the factory but commutes in from the countryside, like

20% of the workers. His wages have slipped below subsistence for his family, and you feel for him.

- **Domsky:** (Noble) A representative of the Duma (parliament). You must support him as much as possible, as this way lies Russia's salvation. Moderate Socialism is however constantly threatened by the Bolsheviks; it is also threatened by the very real possibility of a Tsarist coup restoring despotism. Domsky is an important fellow.
- **Father Ugluanov:** (Clergy) You dislike all priests as you are an atheist, and know they are working for the return of the Tsar. This one is as dangerous an orator as any Bolshevik, though you still haven't understood his politics - he seems to be a far right troublemaker. Perhaps Ziva will kill him? Oh happy thought!

### The problem

Each month you produce 1 million pairs of shoes. These sell at 30 roubles a pair. You therefore make 30 million roubles, out of which you have to pay the following:

- running costs (electricity, vodka, etc) = 15 million
- Prince Danilov's stipend = 25 million
- 5000 workers at 100 roubles a week = 2 million
- Your wages = 1 million
- Taxation = 5 million
- Bank repayments (you owe 24 million) = 2 million

That totals 50 million roubles – so your losses each month are 20 million roubles!

### YOU MUST SET YOUR BUDGET FOR THE NEXT 6 MONTHS PRODUCTION

#### What else goes in this envelope

- Background
- Rules
- 10 million roubles (2 x 1 million roubles, 4 x 2 million roubles)

## General Theodor Dabikov

You are on a mission to collect a million pairs of boots, which are needed now, at the front. 12 regiments are in trenches without any footwear after the cardboard soles of their boots dissolved. As many of them are armed with bread knives tied to broom handles and antiquated muskets, morale is so low mutiny is imminent. Furthermore the Germans are rumoured to be preparing an offensive. If Russia is to survive you must have boots! You have one million roubles.

### Special Power

- You have 300 riflemen waiting hidden across the road. You can call a coup, either White (Tsarist) or Red (Bolshevik). For it to succeed you will need at least one supporter of that type - Ziva (Bolshevik) or Domsky (White). If White you may have any one urban-type or peasant shot; if Red you may have any one noble or peasant shot. You may only shoot one character. You then seize the boots!

**Appearance:** Military, noble, spit'n'polish smart.

**Attitude:** You are totally disillusioned. Aren't these idiots aware there is a war on? Don't they want to win? The Tsars regime was incompetent, and the Provisional Government of today is just as bad. Perhaps Trotsky would be an improvement. Politically, you are totally indifferent as long as you can get on with winning the war. Suffering in the trenches has made you realise that peasants and urban proletariat are as important to Russia as the nobility, but you despise Jews (like Arkady Rosenberg) and the Church.

### Attitude towards others

- **Prince Danilov:** (Noble) Danilov is a wastrel, but no Tsarist or Moderate government is going to take the factory from him.
- **Yuri:** (Urban type) This fellow controls the budget and production. You find him intelligent but unable to see the real point - that you need the boots!

- **Ziva:** (Urban type) This Bolshevik agitator is really quite impossible, but she could provide much needed support if you are forced into a coup. It's her or Domsky, and she's prettier!
- **Arkady:** (Urban type) A Jew, and not to be trusted. You may elect to shoot Arkady whatever side you take in a coup, but it counts as your one rightful execution. No crime is needed. His money could be helpful.
- **Viola:** (Urban type) Her talk about women's rights disgusts you. Filthy lesbian!
- **Dmitri:** (Peasant) Smells of shit. Ignore. You may choose to shoot him as he is so unimportant whichever side you back, but why bother?
- **Domsky:** (Noble) A representative of the Duma (parliament) sent here to help you organise boots for the army. You alone know that he is a Tsarist agent planning a coup to put Nicholas firmly back in command, a fact a brother officer told you. You don't care much!
- **Father Ugluanov:** (Clergy) a priest, who should be shot, but doing so would alienate too many people.

### What else goes in this envelope

- Background
- Rules
- 1 million roubles
- 1 Coup Card (Red or White)
- 2 Strike Cards (You may initiate a Strike only after a Coup)

## Ziva Florinsky

You are a hard core Bolshevik idealist and agitator, a personal friend of Lenin and Trotsky – and one of the most dangerous terrorists in Russia. You have secretly armed 500 of the factory's most ideologically committed workers; they are to form the kernel of the Red Guard, a revolutionary force waiting for the Bolshevik seizure of power. Many of the management are scared of you, but you have repudiated assassination as too anarchist and are simply waiting for a chance to call a coup. You know that there is a good chance that the Kerensky government could be overthrown at any moment by a coup from the right, and that Domsky the government minister is a secret tsarist agent - but you have no evidence. You have one ambition - to gain the financial support of the millionaire bankers represented by Arkady Rosenberg, which will allow for the proper financing of the coup planned for October. Furthermore, you must ensure the workers remain discontented and politicised, and that reforms do not sap their revolutionary potential. You have five million roubles (workers' money).

**Appearance:** You dress provocatively and favour red clothing!

**Attitude:** Tough, fanatical, sexy, manipulative.

### Special Powers

- You have armed 500 radical workers as Red Guard, and they will stage a coup as soon as you have support. You may only stage a Red (Bolshevik) coup; you may then shoot one (and only one) noble or church or peasant type as a counter-revolutionary traitor. You may not shoot your ally. The only possible ally is the General.
- You may call a strike *at any time* – and if it follows a sacking you get **+2 Strike Potential**, and can then reinstate the sacked person. On winning a strike you may cease or restart production.

### Attitude towards others

- **Prince Danilov:** (Noble) A perfect example of all that is wrong with Russia today.
- **Yuri:** (Urban type) Yuri is an efficient running dog lackey of the capitalist system - you hold him in contempt.
- **General Dabikov:** (Noble) this gentleman wants boots for the army. He is a disgusting example of the professional military, utterly without political sense, but he may be useful; if

his troops allied with your revolutionaries you could stage a successful coup. You are willing to bargain towards this possibility.

- **Arkady:** (Urban type) A representative of the wealthiest banking houses of Europe, you are aware that he is a Jew but as a sworn internationalist, who cares? If you can get Arkady's support for a Bolshevik government he would be invaluable.
- **Viola:** (Urban type) She was your sister in the struggle until she rejected Lenin's April Theses, claiming he was out of touch with the situation in Russia and became a Menshevik. You suspect there is more to this than class treachery - you think Yuri is blackmailing her somehow.
- **Dmitri:** (Peasant) Dimitri is ignorant, so ignore him. He is an example of the rural peasantry who have no revolutionary potential but hold the country back. You work for a proletarian revolution; the peasants are not important at the moment.
- **Domsky:** (Noble) A representative of the Duma (parliament); Viola told you that Domsky is a secret White agent, but you don't know whether to believe her anymore. You hate him anyway.
- **Father Uglanov:** (Clergy) a priest, so completely useless, counter-revolutionary and disgusting in your sight. His influence over the workers may prove useful if he can be politicised, but so far you have refrained from speaking with him, and you think he is an agent for the whites.

### What else goes in this envelope

- Background
- Rules
- 5 million roubles (1 x 1 million roubles, 2 x 2 million roubles)
- 1 Coup Card (Red)
- 6 Strike Cards (any may be used to start a strike)



## Arkady Rosenberg

You are a representative of the banking houses, liberal intellectual and victim of anti-Semitism. You are also the wealthiest person here.

**Appearance:** Smart business suits, fully integrated into Russian noble community, perfect manners.

**Attitude:** By far the most intelligent person at the Soviet, you are sure he can deal successfully with the crisis. You have the money to offer a solution, but is limited in several ways. First, you must decide whether to back the moderates or the Bolsheviks. The moderates can not depose Prince Danilov; but if the Bolsheviks take over then 25 million a month is saved. But the Bolsheviks might just cancel all debts – bad for the bank! If the Whites seize power then you know that you are dead - they are virulently anti-Semitic - as are most Russians. You have 120 million roubles.

### Special power

- You may negotiate loans that are then **guaranteed** by the government to any character except the army (the General). If government changes loan is off and money lost, unless the new government agrees to honour it. Loans may be at any interest and any period.

Yuri has supplied the following figures representing the factory's accounts. You are not sure how accurate they are. Each month they produce 1 million pairs of shoes. These sell at 30 roubles a pair. They therefore make 30 million roubles, out of which:

- Running costs (electricity, distribution etc, etc) = 5 million
- Prince Danilov's stipend = 25 million
- 5000 workers at 100 roubles a week = 2 million
- Yuri's wages = 1 million
- Taxation = 5 million
- Bank repayments (they owe 24 million) = 2 million
- total loss per month = **10 million roubles!**

Even writing off your debts is not going to help! Either Danilov must go, or the factory must somehow make savings. You can not a) increase cost of boots, b) increase hours or productivity or c) reduce the workforce or running costs - all these have been done. And Russia must have boots! You can cut wages or even cease to pay the workers, but either option will probably result in strike if not a Bolshevik coup. So you must personally throw your

banking house's money down the drain, buy the factory or find someone else to become the new owner or convince Danilov to take less. None of these options is easy.

### Attitude towards others

- **Prince Danilov:** (Noble) A perfect example of all that is wrong with Russia today. Removing Danilov is impossible but perhaps you could persuade him that his factory's loans were secured in his name and he must personally meet the repayments from his stipend, thus saving 2 million a month. Or find another weakness and exploit it!
- **Yuri:** (Urban type) Yuri is a good man faced with an impossible task. You would like to help him; if you acquire the factory he is an excellent manager.
- **General Dabikov:** (Noble) this gentleman wants boots for the army. He is dangerous because he has a battalion of riflemen billeted in the warehouses across the road. If he calls a White Coup you are dead; he is bound to have you shot first. But all the General wants is 30 million roubles worth of shoes... Unfortunately you can not make loans to the military.
- **Ziva:** (Urban type) Ziva has armed 300 workers as part of the Bolshevik red Guard which is secretly training for a coup. She could easily seize the initiative - and if she does Lenin will write off all debts unless she can be convinced otherwise.
- **Viola:** (Urban type) Viola seems harmless since she argued with Lenin and joined the Mensheviks. Her and Ziva hate each other.
- **Dmitri:** (Peasant) What possible use has a peasant? And he smells of shit. But maybe, just maybe, you could use him?
- **Domsky:** (Noble) A representative of the Duma (parliament); a moderate socialist (Menshevik) and the man who has the authority to guarantee loans. All loans must be witnessed and the contract signed by him.
- **Father Uglanov:** (Clergy) This priest is an agent for the whites and has a squadron of Don Cossacks at his call. He would kill you as soon as look at you. He and the General must not be allowed to ally.

### What else goes in this envelope

- Background
- Rules
- 120 million roubles (11 x 10 million roubles, 5 x 2 million roubles)

## Viola Melgunev

Until recently you were Ziva's determined sister in the revolutionary struggle, and a card carrying Bolshevik. But in April Lenin returned from exile and it became clear that he had lost touch with the situation in Russia. So you repudiated revolution and are working for reform, having joined the Mensheviks. Furthermore, you have fallen in love with Yuri Katkov, manager of the factory. You are now hopelessly worried – you know that Ziva is planning armed revolt and that the factory is full of other dangers.

Eventually you realised that your only hope is to flee the country, after acquiring the best deal you can for the workers. You have discovered that Father Ugulanov is a German spy. You warned Ziva, but she just laughed at you. So you made an arrangement with the father - he has arranged to have you smuggled on a Red Cross train into Germany. You can take one other - Yuri. But first you must convince Yuri to flee. The train leaves 5 minutes before the end of the game, when you must be with Father Ugulanov. Until then you must try to prevent anyone finding out about you and Yuri, and convince Ziva not to start a Bolshevik uprising.

**Appearance:** pretty, but not as tarty as Ziva.

**Attitude:** desperately worried, sincerely concerned for workers.

### Special power

- You may call one strike.
- You Inherit Domsky's powers if he dies.
- You may denounce Father Ugulanov and have him shot as a spy at any time before train leaves (but if you do, you are trapped).

### Attitude towards others

- **Prince Danilov:** (Noble) A perfect example of all that is wrong with Russia today. Danilov is scum, but Yuri respects him - you have no idea why.
- **Yuri:** (Urban type) You are deeply in love with Yuri. You must persuade him to abandon the factory and flee to Germany with you. Nobody else (apart from the Priest) is aware of your affair and if publicised it would cost you the support of the workers, reducing your strike potential to zero.
- **General Dabikov:** (Noble) this gentleman wants boots for the army. You suspect he is an

agent of white terror, and can see little to do but appease him. Give him the boots!

- **Ziva:** (Urban type) Ziva has armed 300 workers as part of the Bolshevik Red Guard which is secretly training for a coup. You must stop her doing this somehow. Despite everything you still regard her as a friend, and if Yuri was killed you might try and save Ziva and take her to Germany with you.
- **Arkady:** A Jewish banker. Yuri likes him, and he may well be able to loan you money. You can always repay him after the war and the revolution when you can return to Mother Russia safely.
- **Dmitri:** (Peasant) Dmitri is Danilov's bastard son. You like him, and know that he is determined to confront his father. Danilov has no heir, and Dmitri could soon be very rich - if his father chooses to acknowledge him. If not, well if Danilov dies Dmitri inherits under a White or moderate regime; under red rule the plant would be nationalised.
- **Domsky:** (Noble) A representative of the Duma (parliament), a moderate socialist (Menshevik) and supposedly a friend. But you have seen him talking with White activists, and feel he is planning a coup. You must somehow prevent this.
- **Father Ugulanov:** (Clergy) This priest is an agent for the Germans, but he is only determined that the boots should not get to the army. He has agreed to smuggle you and one other (Yuri) out of Russia on a train; but your last act in the factory must be to call a strike to cease production.

### What else goes in this envelope

- Background
- Rules
- 2 Strike Cards (only one of which may be used to start a strike)

## **Dmitri Rykov**

You are a peasant and have the lowest status of anyone here. You are a fine, intelligent, educated and sensible man – but everyone (except Viola) despises you because you are a peasant. You have secrets however, you are the bastard son of Prince Danilov, and you stand to inherit if Danilov dies and the government is White or Moderate. You wish your father would acknowledge you as his heir - you believe that Danilov will be delighted when he learns he has an adult son. If by some miracle Danilov does not recognise you, then you should stop at nothing to destroy him and inherit! Sadly you cannot bring yourself to kill your own father, so you must arrange a white coup. You think that Father Ugulanov is the man to see about that, him or the General. You control the 20% of the workers who commute in from the rural areas and are starving; but your inheritance would give you a far greater bargaining tool. You are a man of honour; if you sign an agreement you must stick to it - so conspire for the best possible deal before anyone launches a coup.

**Appearance:** Peasant; roughly dressed, simple manners.

**Attitude:** Rustic, naive, likeable.

### **Special power**

- Inherits from Danilov.

### **Attitude towards others**

- **Prince Danilov:** (Noble) Your father – you must confront him. You know he is desperate for an heir, so you expect to be lovingly embraced and taken up as his son. If he was to reject you, then you would be filled with murderous rage, and plot his death in a White coup so you could inherit. But surely he would not reject his own flesh and blood?
- **Yuri:** (Urban type) This leech has long bled the workers dry. You will not allow him to continue as manager when you own the factory. In fact, perhaps you should ask

daddy if you can have his job now, and he yours?

- **General Dabikov:** (Noble) This gentleman wants boots for the army. Give him the boots! You know the Tsar will come back and make everything OK, and you might need the General's support for the White coup, as he has a battalion of riflemen hidden nearby.
- **Ziva:** (Urban type) You know that she has armed 300 workers as part of the Bolshevik Red Guard which she is secretly training for a coup. You hate her politics, but the problem is you are in love with her. When you inherit you can give her fine clothes and money and she will soon forget her treasonous ideas and become a noble by marrying you! You had best tell her who you are and how you feel before it's too late.
- **Arkady:** (Urban type) A Jewish banker. He will be one of your friends when you inherit.
- **Viola:** (Urban type) Viola is your only real friend. You have told her who your father is, and must save her from her politics. You haven't told her yet how you feel about Ziva.
- **Domsky:** (Noble) A representative of the Duma (parliament). He is a traitor to the Tsar and thus to Russia.
- **Father Ugulanov:** (Clergy) This priest is undoubtedly a White agent working for the return of the Tsar, and you must assist him if you can. You will need troops for the coup, and he is in touch with loyalist troops, Cossacks, or so you have heard! You are very pious, so ask his blessing frequently!

### **What else goes in this envelope**

- Background
- Rules
- 4 Strike Cards (none of which can be used to start a strike)

## Vladimir Domsky

You are a delegate from the Duma or parliament, and despite your noble origin have long been associated with radical politics. You are currently allied with the Mensheviks.

Actually, you were arrested for treason as a university student but bought your life and freedom by testifying about other revolutionaries and agreeing to work as a double agent for the Tsarist secret police. You are totally dedicated to the restoration of the Tsarist regime, not least because sooner or later your treason will be uncovered. You know that Viola has been told of your links with the Whites, but she has not denounced you, and you know that she is having an affair with Yuri. Viola will inherit your seat in the Duma if you die, so you are not overly keen on her – indeed it would be handy if she could be shot following your coup!

**Appearance:** smart, elegant.

**Attitude:** Old Labour type rhetoric - until you stage the coup. Then you become the Villainous Squire type, complete with moustache twirling (or New Labour if you prefer).

### Special Power:

- You have a squadron of Cossacks hidden in the city. When you feel the time is ripe you may reveal this, and his sympathies for the Tsar and counter-revolution.
- You'll need an ally to stage a coup – that's going to have to be the General, who is rumoured to have a battalion of riflemen standing by.
- You (as current government representative) must sign to ratify any loan agreement. This power allows you to know where money is changing hands.

### Attitude towards others

- **Prince Danilov:** (Noble) You can expect his support in the coup, but doubt if he'll offer any real help beyond money. Still, best get him on side, once the die is cast -

you don't trust him enough to reveal before the very last moment your plans.

- **Yuri:** (Urban type) Yuri is a good man; he may as well remain as manager, if he agrees to give up Viola. If not, well he must go.
- **General Dabikov:** (Noble) this gentleman wants boots for the army. Give him the boots! You need the General's support for the White coup, as he has a battalion of riflemen hidden nearby. There is no hope of success without his troops. You are not sure of his political sentiments however.
- **Ziva:** (Urban type) This Bolshevik troublemaker could have political influence if a strike is called; sadly you have no such influence. But she has no troops, and unless the General supports her she poses very little real threat. You can safely ignore her.
- **Arkady:** (Urban type) This Jew is a disgrace - you must have him shot as soon as possible. Failing that, perhaps he can fund the Tsars return?
- **Viola:** (Urban type) Viola is your worst enemy – she even knows that you are secretly a white, and she stands to gain by your death, as she will become the new Menshevik party delegate. Discrediting her is important, and after the coup disposing of her seems sensible.
- **Dmitri:** (Peasant) - stinks of shit and is of no importance. Ignore him.
- **Father Ugluanov:** (Clergy) This priest is undoubtedly a White agent working for the return of the Tsar, and you must assist him if you can. He may even have troops that will be able to assist in the coup. But be careful in revealing your own allegiances too early - you need to be sure he is truly a white first.

### What else goes in this envelope

- Background
- Rules
- 20 million roubles (4 x 5 million roubles)
- 1 White Coup Card

## Father Ugluanov

You are an orthodox priest. No one is sure how you came to be at the Soviet; you speak with a thick Polish accent and are obviously from provincial Russia. Indeed you admit that you trained in a seminary near Warsaw and was then a priest in the Ukraine till the Germans burnt your village. Now you have come to minister to the factory workers. No one has actually questioned your right to attend the Soviet as a representative of your Estate, the Church, though anti-clericalism is rampant amongst the revolutionaries. Furthermore, almost everyone suspects that you are a tsarist agent intent on White Terror and a counter-revolutionary coup - the usual plan of orthodox priests.

This merely amuses you; for you never were a Priest, but are actually a German spy and agent provocateur whose job is simply to ensure that the Russian army doesn't get its boots, and that the factory ceases production or causes as much chaos as possible. You think that doing this will be child's play, as it is apparent that no one apart from the General cares about the army.

### Special Power

- You have three spaces on a sealed Red Cross train to Germany, leaving five minutes before the end of the game. You then elect which two characters leave Russia with you - if you are dead no one gets out, so it's fairly useful, especially if there is a coup and survivors want to flee. Feel free to make a little money out of them. You have promised the spaces to Viola (and she'll take Yuri) but it remains an option to take someone else - the problem is she can at any time denounce you and have you shot as a spy (she has evidence). So till the moment you jump on the train you'd better let her think she's coming. The GM will advise you as to the time of the departing train and where you catch it from - you may freely lie about this so people miss the train, but Viola knows the time but not the location.

**Appearance:** Greek Orthodox priest

**Attitude:** Pious and conservative.

### Attitude towards others

- **Prince Danilov:** (Noble) This waster may prove a true asset to your plans if you can convince him that the army must pay for their boots. After all, he owns the factory.

- **Yuri:** (Urban type) If you can't corrupt him you should get him sacked or supported against the General. Those boots must not reach the army!
- **General Dabikov:** (Noble) This gentleman wants boots for the army. Your mission is to ensure he doesn't get them. Sadly he controls the army so he is always on the winning side of any coup. Oh well.
- **Ziva:** (Urban type) This Bolshevik troublemaker could have political influence if a strike is called; she really is delightful. You must encourage her to shut down production at the first opportunity, pretending to be a Bolshevik sympathiser if need be.
- **Arkady:** (Urban type) This Jew is a good fellow, and you are inclined to save him if things turn nasty. You never understood anti-Semitism, but hating Slavs seems fairly sensible to you! Perhaps you could negotiate a deal in which you help him out in exchange for money?
- **Viola:** (Urban type) Viola is potentially your worst enemy - she even knows that you are secretly a German agent and could have you shot as a spy at any moment. But you have agreed to smuggle her and her lover Yuri out of the country, so she needs you as much as you need her silence.
- **Dmitri:** (Peasant) - stinks of shit and is of no importance. The only problem is that he is deeply pious and keeps asking for your blessing, and you really know nothing about the rites of the Orthodox Church. [So when blessing make it up, and deliberately make it look like you are trying to cover up the fact that you don't know anything. The Father knows about as much about Orthodox liturgy as a shot of vodka does!] Hopefully if there is a coup someone will shoot him.
- **Domsky:** (Noble) A representative of the Russian parliament, he is of no great interest to you.

### What else goes in this envelope

- Background
- Rules
- 5 million roubles (3 x 1 million roubles, 1 x 2 million roubles)
- 1 Strike Card (may not instigate a strike)

**Danilov's Cards**

<b>One million roubles</b>	<b>One million roubles</b>	<b>One million roubles</b>
<b>One million roubles</b>	<b>One million roubles</b>	

**Yuri's Cards**

<b>One million roubles</b>	<b>One million roubles</b>	<b>Two million roubles</b>
<b>Two million roubles</b>	<b>Two million roubles</b>	<b>Two million roubles</b>

**General Dabikov's Cards**

<b>One million roubles</b>	<b>One coup card (Red or White)</b>	<b>Strike Potential (May initiate a Strike only after a Coup)</b>
<b>Strike Potential (May initiate a Strike only after a Coup)</b>		

**Ziva's Cards**

<b>One million roubles</b>	<b>Two million roubles</b>	<b>Two million roubles</b>
<b>One coup card (Red)</b>	<b>Strike Potential (May be used to initiate a Strike at any time)</b>	<b>Strike Potential (May be used to initiate a Strike at any time)</b>
<b>Strike Potential (May be used to initiate a Strike at any time)</b>	<b>Strike Potential (May be used to initiate a Strike at any time)</b>	<b>Strike Potential (May be used to initiate a Strike at any time)</b>
<b>Strike Potential (May be used to initiate a Strike at any time)</b>		

**Arkady's Cards**

<b>Ten million roubles</b>	<b>Ten million roubles</b>	<b>Ten million roubles</b>
<b>Ten million roubles</b>	<b>Ten million roubles</b>	<b>Ten million roubles</b>
<b>Ten million roubles</b>	<b>Ten million roubles</b>	<b>Ten million roubles</b>

<b>Ten million roubles</b>	<b>Ten million roubles</b>	<b>Two million roubles</b>
<b>Two million roubles</b>	<b>Two million roubles</b>	<b>Two million roubles</b>
<b>Two million roubles</b>		

**Viola’s Cards**

<b>Strike Potential (May not be used to initiate a Strike)</b>	<b>Strike Potential (May be used to initiate a Strike at any time)</b>
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**Dimitri’s Cards**

<b>Strike Potential (May not be used to initiate a Strike)</b>	<b>Strike Potential (May not be used to initiate a Strike)</b>	<b>Strike Potential (May not be used to initiate a Strike)</b>
<b>Strike Potential (May not be used to initiate a Strike)</b>		



**Domsky's Cards**

<b>Five million roubles</b>	<b>Five million roubles</b>	<b>Five million roubles</b>
<b>Five million roubles</b>	<b>One coup card (White)</b>	

**Father Ugluanov's Cards**

<b>One million roubles</b>	<b>One million roubles</b>	<b>One million roubles</b>
<b>Two million roubles</b>	<b>Strike Potential (May not be used to initiate a Strike)</b>	