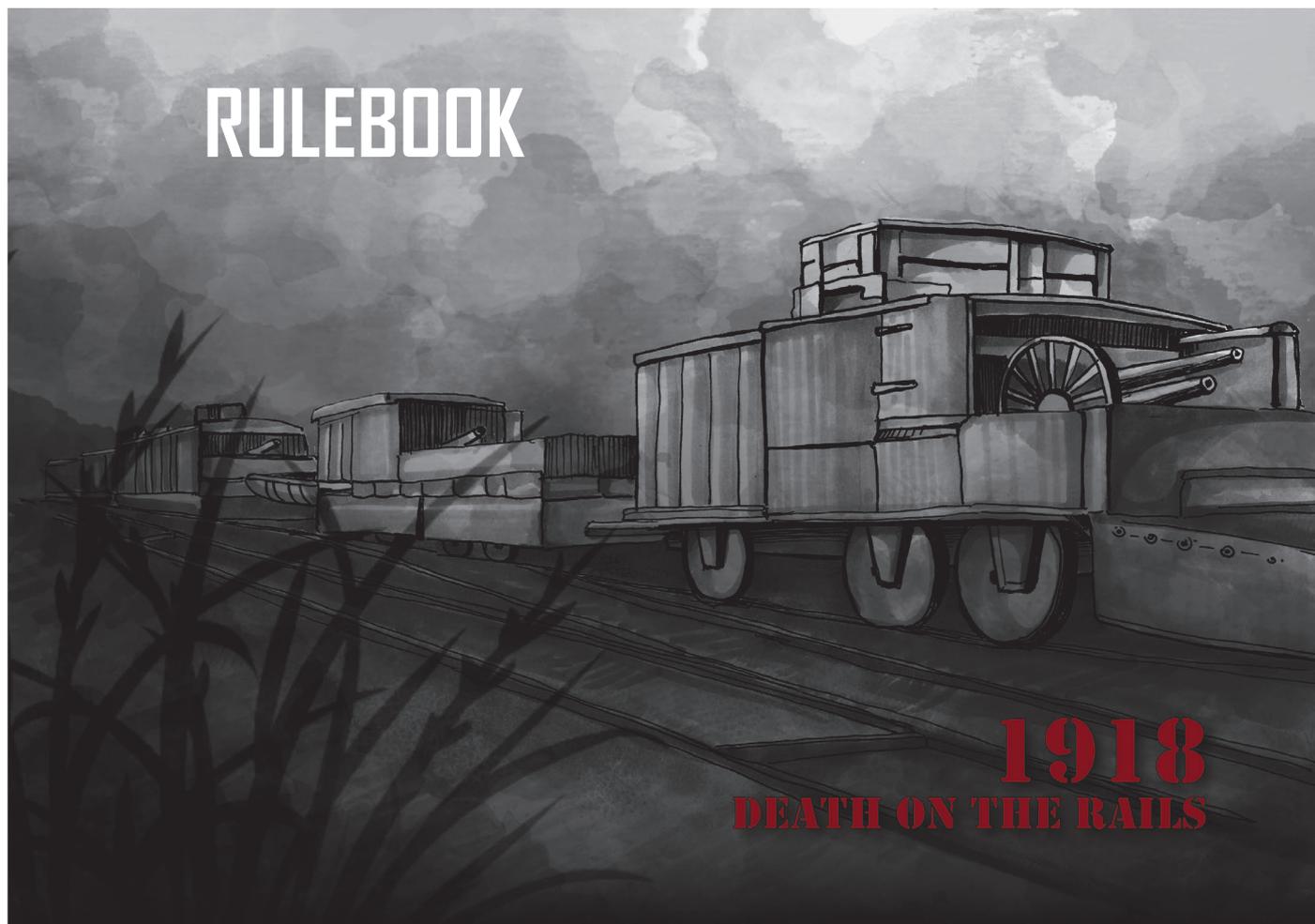


RULEBOOK



1918
DEATH ON THE RAILS

Game designers: Aigar Alaveer and Martti Lauri

TABLE OF CONTENTS

Overview	2	6.1. Movement	3	9.3. Artillery fire	5
Components	2	6.2. Fire	3	10. Railway sabotage	5
1. Unit information	2	6.3. Reaction fire	3	11. Objective control	5
2. Information on action card	2	6.4. Pass	3	12. Armoured train	5
3. Information on game board	2	7. Line of sight	4	Additional rules for advanced	
4. Terrain	3	8. Range	4	players	5
5. Initiative track	3	9. Combat	4	Scenarios	6
Goal of the game	3	9.1. Fire Combat	4	Historical notes	10
Game setup	3	9.1.1. Attacker modifiers	4	Player aid	12
Sequence of play	3	9.1.2. Defender modifiers	4		
6. Actions	3	9.2. Melee combat	4		



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OVERVIEW

"1918: Death on the Rails" is based on battles, that happened during Estonian War of Independence. It is a game for two players, one of them controls Estonian and another Russian SFSR forces.

Game box contains:

- 4 two-sided maps
- 50 action cards
- 1 initiative track
- 13 artillery fire tokens
- 8 action tokens
- 9 sabotage tokens
- 5 objective tokens
- 1 initiative token
- 1 cardboard train model
- 1 sticker sheet
- 50 wooden units (25 blue and 25 red)
- 10 6-sided dice
- 1 set of rules

COMPONENTS

Both players have set of units (Estonian forces have blue units, Russian SFSR forces have red units). Before the very first game apply stickers to corresponding units.



Artillery fire token



Objective token



Action token



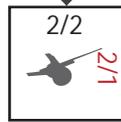
Sabotage token



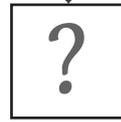
Initiative token

1. Unit information

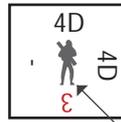
Strength of the unit



Non-combat unit



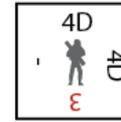
Type of unit



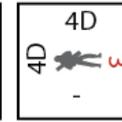
Strength of the unit - How many dice unit has during attack/defense with special abilities if any (A, M, D).

Type of unit - Infantry or artillery.

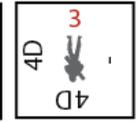
Unit strength is shown by the number in the top row. As a result of battle unit strength may be reduced. For each step lost in battle, unit is turned 90 degrees counterclockwise.



Strength: 4



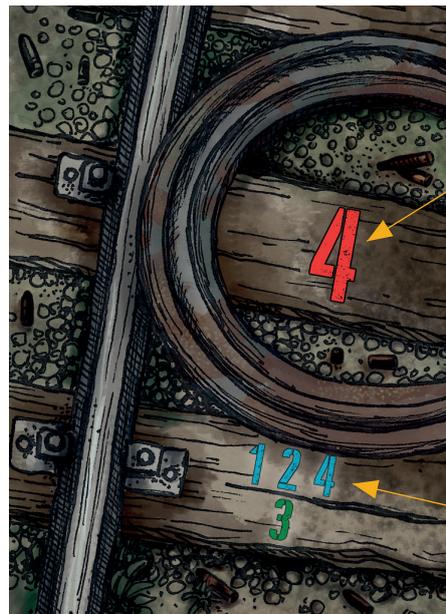
Strength: 4



Strength: 3

Unit critical strength is shown with red - with next strength reduction this unit is disbanded (removed from board).

2. Information on action card

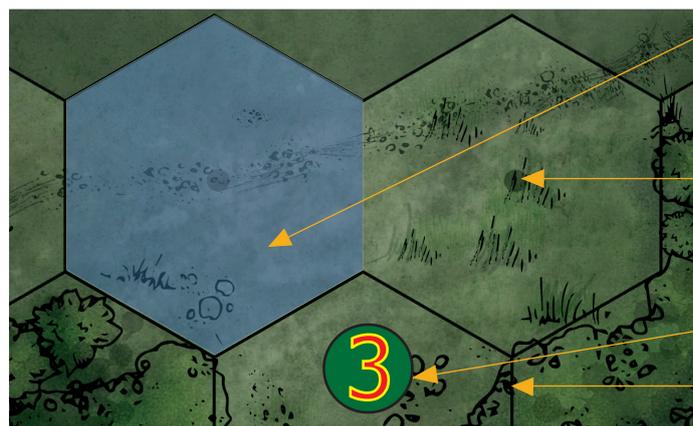


Amount of actions

Objective information (for specific scenarios)

3. Information on game board

Game board consists of multiple areas.



Setup area

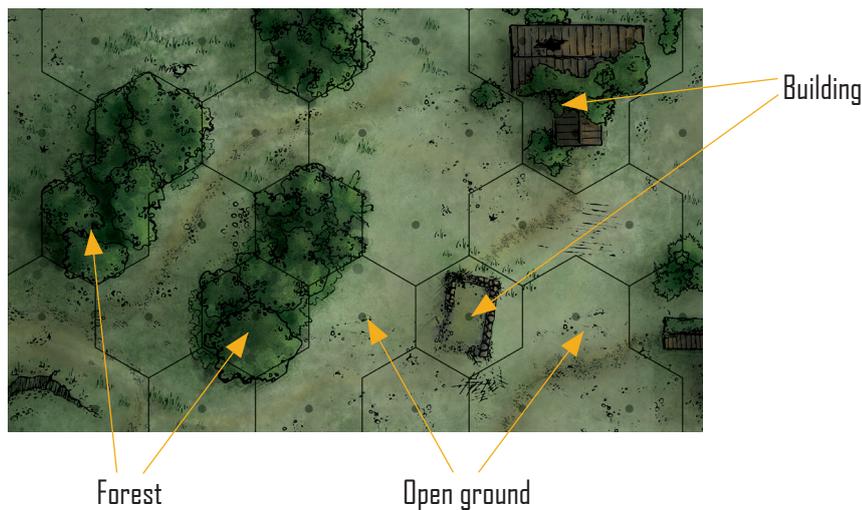
Area centre dot (used for determining line of sight, amount of these shows also area size)

Objective token

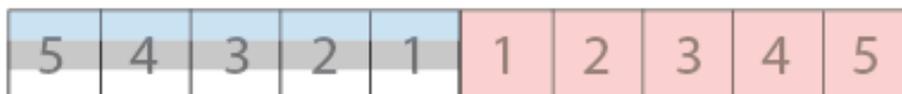
Area borders

4. Terrain

There are three different types of terrain.



5. Initiative track



GOAL OF THE GAME

The first player to fulfill the victory condition of the scenario being played will win the game.

GAME SETUP

Choose the scenario to be played and set up the map boards according to scenario description. Set up starting forces to setup areas and initiative token to the initiative area, according to scenario description. Player, having the initiative, starts the game by having their first turn.

SEQUENCE OF PLAY

At the beginning of the active player's turn one artillery fire token is removed from each area (if any), then the opponent draws the top card of the action card deck and looks at it, without showing it to the active player - this way only that player knows how many actions are available for active player. After each action performed by the active player, the initiative token is moved one step towards the enemy and one action token is flipped over. After the active player has performed all of their available actions

(as the amount shown on card), their opponent will inform them that they have used their actions and their turn will end. Then the initiative track is checked - if it's still on the active player's side, the opponent will draw another action card (but no more artillery tokens are removed), otherwise the opponent will become the new active player and may begin their turn.

6. Actions

During their turn, the active player can choose from three different actions: movement, fire or pass. The non-active player can perform reaction fire action.

6.1. Movement

To perform a movement action, the active player can activate some or all units in a specified area and move them to one adjacent area. If the terrain in this area is open ground, all activated units may move once more to adjacent open ground area. No unit can move more than two areas during one action.

There is no stacking limit for units in one area, although if the amount of units in an area exceeds the amount of center dots, defending units in that area suffer a penalty during combat (see Combat).

Units cannot be moved through area containing enemy units but they can enter such area. At the end of the active player's turn, melee combat happens in all areas that have units from both players (see Melee Combat).

Artillery cannot move and fire during same turn.

6.2. Fire

If the active player's units have line of sight (see Line of Sight) to the enemy unit, they can fire at it. At least one unit must be declared as the leading unit, additionally one or more units in same area may be declared as supporting units (see Combat) for group fire. When firing with artillery special rules apply (see Artillery Fire).

One unit may fire (or participate in group fire) only once during their turn. Exception: machine guns (infantry with M-mark) and artillery may fire several times.

6.3. Reaction fire

After the active player has performed the movement action, the non-active player can then interrupt the normal play sequence to activate one or more of their units in one area and fire at one unit that just moved (see Combat). Units, that are performing Reaction fire, must have line of sight to the target unit (see Line of Sight).

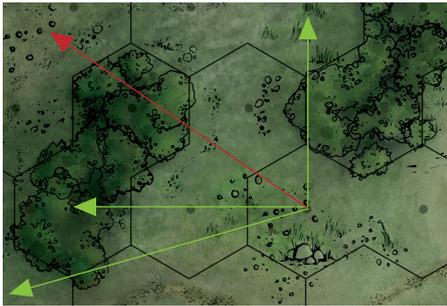
After performing Reaction fire, the initiative token is moved one step towards the active player.

Artillery cannot be used for Reaction fire. Only one Reaction fire is allowed per Movement action. Reaction fire cannot be declared for units that have entered into melee combat (see Melee Combat).

6.4. Pass

In specific situations player may want to pass and do nothing.

7. Line of sight



Attacker has line of sight, if you can draw imaginary line from one of attacker's area centre dot to one of the defender's area centre dot, without passing through blocking areas. Area is blocking line of sight if the majority of it is covered with forest or building. Other units do not block line of sight.

8. Range

Range to the target area equals to the minimum amount of movements the unit should take to reach that area.

9. Combat

When a unit or fire group fires at an enemy unit, fire combat follows. When a unit moves into same area as an enemy unit, melee combat follows. When an artillery unit fires, artillery combat rules are applied.

9.1. Fire combat

At the start of the combat, the attacker chooses one unit from the target area and then both attacking lead unit and defending units are revealed. If the defending unit has no combat strength, it is removed from the board and combat automatically ends. Supporting units (when group fire is declared) are not revealed, artillery and units with no combat strength cannot participate in group fire. Both players receive a certain amount of dice.

9.1.1. Attacker modifiers

Lead unit strength: 1-4 dice

Range: By formula (2 minus range), i.e. +1 dice when firing into adjacent area, -1 with range 3 etc

Being suppressed by artillery fire: -1 dice

Example: Infantry unit with strength 4 fires at the enemy unit at range 3 while being suppressed by artillery fire. Amount of dice to be rolled is 4 (unit strength) - 1 (suppressive fire) - 1 (range 3) = 2

9.1.2. Defender modifiers

Unit strength: 1-4 dice

Terrain: When in forest or building, +1 dice

Stacking limit: When exceeding stacking limit -1 dice for each exceeding unit

Being suppressed by artillery fire: -1 dice

Attacker rolls their dice first and may then modify the results, if one or more conditions apply:

- If attacking lead unit is machine gun (infantry with M-mark), they can increase one of their dice results by 1 (max allowed is 6)

- If attacking lead unit is special force (infantry with A-mark), they can increase one of their dice results by 1 (max allowed is 6)

- In case of group fire, for each supporting unit they can increase the lowest result rolled by 1 (max allowed is 6)

Defender rolls their dice second and may then modify the results (knowing the attacker result), if one or more conditions apply:

- If defending unit is machine gun (infantry with M-mark), they can increase one of their dice results by 1 (max allowed is 6)

- If defending lead unit is special force (infantry with D-mark), they can increase one of their dice results by 1 (max allowed is 6).

After that, both sides remove all "1" dice results, arrange their results in descending order and compare dice. For each pair, whoever has the better result gains one hit point, with ties giving zero points. If one side does not have enough dice to be paired with, all the missing dice are considered to be "0" value. At the end of comparison overall hit score is checked: if attacker

wins then defender must lose one step from defending unit; with any other final result nothing happens.

If all the dice, rolled by attacker, gained him hit point, it is considered as decisive attack and defender must lose two steps from defending unit, instead of one.

As a result of step losses units may lose their special abilities (M/A/D). If a unit has reached the critical strength (marked with red) but must lose one or more steps, it is removed from board instead.

9.2. Melee Combat

Melee combat happens when one area contains units from both players. It is resolved only after the active player's turn ends and is performed under the same procedure as Fire Combat, with following exceptions:

- Amount of dice is calculated not by unit strength but the steps available.

- Special abilities (M/A/D) cannot be used for modifying results.

- When comparing the results, defender gains hit point for ties.

- As a combat result, both sides must lose steps according to hit points gained by opponent.

- If after step losses the area still contains units from both players, new melee combat is performed immediately.

9.3. Artillery fire

When firing with artillery, the active player chooses an area within line of sight, places three artillery fire tokens to that area and rolls two dice. If the result is 10 or higher, all units in that area must lose one step (units with no combat value are removed from the game). When firing at an area that already contains artillery fire tokens, these are replenished to 3 tokens again.

Artillery (that is not part of the armoured train) must not move and fire during the same turn. It may fire several times during one turn. Artillery cannot be part of group fire nor perform reaction fire.

When firing with artillery at armoured train, attacker must first declare which part of

the train (artillery or machine gun) they are aiming at, then they roll three dice (instead of two). When the result is 10 or higher, all non-train units in that area must lose one step (units with no combat value are removed from the game) and the declared part of the train must also lose one step.

10. Railway sabotage

For sabotage, a unit must be in an area containing railway and be activated for attack by active player. Dice amount is according to unit strength, no defence roll is made, for every "5+" one sabotage token is placed. If one area has 3 sabotage tokens, the railway is considered to be destroyed there. An armoured train cannot move into such area.

11. Objective control

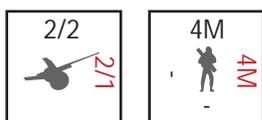
To control the objective, infantry or artillery must move into that area - and that player retains the control over objective also after leaving the area - until enemy unit moves into that area.

Objective is controlled by the moment active player's unit enters into that area - so if this unit is destroyed by reaction fire, active player still takes over the control over objective.

In case of melee combat, objective is controlled by the player with units left after melee combat. If the melee combat results with all the units being killed, defender retains the control over objective.

12. Armoured train

Armoured train consists of artillery and machine gun. These are stationary and cannot leave the train.



Armoured train is immune against infantry fire but can be damaged by explosive charges. To plant the charges, a unit must be in an area containing an armoured train and must also be activated to attack by the active player. The dice amount is according not able to move anymore; additionally for

every "6" rolled, one step loss must be applied to the stationary units (chosen by the defending player).

As long as at least one enemy unit shares the location with armoured train, train cannot move nor attack.

ADDITIONAL RULES

The following set of rules are recommended for advanced players.

- Stacking limit is applied, area can contain no more units than it's size. This limit cannot be exceeded even temporarily, during movement. Example: when an area limit is 3 units and you have 3 units stacked, no other units may enter this area, even for moving through the area.

- After each change of initiative, at the beginning of active player's turn (before removing artillery fire tokens) each of that player's units are checked, if the unit is adjacent to at least one other friendly unit. If any units exist with no friendly units adjacent, these must be activated first during active player's turn for retreating towards setup area. When retreating, only movement action is allowed for that unit and each movement must take that unit closer to the setup area. Unit is not anymore subject to retreating when it ends it's movement adjacent to the friendly unit

- When retreating, unit may not initiate melee combat.

- When forced to, but unable to retreat (due to being surrounded or end of turn) such units are disbanded and removed from board.

- Reaction fire cannot be performed against retreating units.

CREDITS

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SCENARIOS

SCENARIO I - Annemõisa (29.12.1918)

A platoon of volunteer students are planning to conquer the Annemõisa manor. They are not aware that the buildings are already occupied and fortified by the well-armed soldiers from 47th Viljandi Regiment.

Setup:

Place 3 objective tokens on the board, as indicated. Estonian player draws top card from the deck - the player's secret objective is shown in green. Both players set up their units simultaneously.

Initiative: Estonia 1

Victory condition:

Destroy all enemy units

or

Estonia controls the objective building



Estonia:

2 [Soldier icon]	?
5 pcs	2 pcs

Russian SFSR:

4M [Soldier icon]	4 3 [Soldier icon]	?
2 pcs	1 pcs	3 pcs

SCENARIO II - Mustjõe (05.01.1919)

Units from Tartu Communist Regiment are trying to push back Estonian forces from the area. Major hope for the Estonian soldiers is the firepower of Armoured Train nr 1, arriving soon.

Setup:

Place 5 objective tokens on the board, as indicated. Both players draw top card from the deck - their secret objectives are shown in blue. Both players set up their units simultaneously.

Initiative: Estonia 2

Victory condition:

Destroy all enemy units or control all your secret objectives (after objective change event).

Additional rules:

Change of objectives:

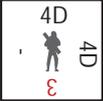
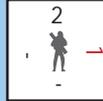
First player to control their secret objectives reveals their card and immediately draws a new card. Starting from now, next player to control their objectives wins the game.



Reinforcements:

After change of objectives, the player who drew a new objective card, may call for the reinforcements at the end of their turn. Reinforcements are set up to the setup area and each unit may be activated once for movement. Opponent may, at the end of their turn, also call for the reinforcements - but they do not get the extra activation.

Estonia:

		
2 pcs	1 pcs	5 pcs

Reinforcements:

	Armoured train
1 pcs	1 pcs

Russian SFSR:

		
1 pcs	2 pcs	6 pcs

Reinforcements:

	3 pcs
---	-------

SCENARIO III - Kiltsi (20.12.1918)

The crew of armoured train are resting at night, except a couple of sentries guarding. They don't know that the Russian special units are planning to destroy the train in the night - or at least cripple its movement.

Setup:

Estonian player places their units first (any non-Russian setup areas) and then their reinforcements, face-down into buildings. After that Russian player sets up their units.

Initiative: Russian SFSR 2

Victory condition:

Destroy all enemy units

or

special condition for Russian SFSR: apply 3 hits to railroad or armoured train.

Additional rules:

Dark night:

Only one movement per action, reaction fire is not allowed.

Reinforcements:

After each fire combat (initiated by Russian SFSR unit) or melee combat, one Estonian unit (chosen by Russian SFSR player) "wakes up" and thus can be activated during next turns. After first attack against railroad or train all Estonian units (incl. train) "wake up", also all Russian SFSR reinforcements enter to their setup area.



Estonia:

	
2 pcs	2 pcs

Reinforcements:

		Armoured train
3 pcs	4 pcs	1 pcs

Russian SFSR:

	
2 pcs	8 pcs

Reinforcements:

	
1 pcs	4 pcs

SCENARIO IV - Tapa (22.12.1918)

Heavy fire from Russian units forces Estonians to abandon the town of Tapa. Suddenly the train crew realizes that one of the HQ buildings is not yet fully evacuated.

Setup:

Place 3 objective tokens on board, as indicated. Estonian player places their units first, then both players draw top card from the deck - their secret objective is shown in green - and then the Russian player sets up their units.

Initiative: Russian SFSR 2

Victory condition:

Destroy all enemy units

or

- Russian SFSR: control the objective building
- Estonia: evacuate 3 non-combat units from objective building

Additional rules:

Evacuation:

For evacuation non-combat units must move from/through objective building to the armoured train. Each non-combat unit must be accompanied by one combat unit (i.e. with evacuating 3 NCU's also 3 ordinary units must move with them).

Heavy machine gun:

Armoured train machine gun fires without negative penalty modifier.



Estonia:		Russian SFSR:	
5 pcs	3 pcs	6 pcs	3 pcs
2 pcs	5 pcs	2 pcs	2 pcs
Armoured train			
1 pcs			

SCENARIO V - Lehtse (08.01.1919)

Heavy fog. Early in the morning. Both parties try to control the most important objectives by the time fog disappears.

Setup:

Place 5 objective tokens on board, as indicated. Both players draw top card from the deck - their secret objectives are shown in blue. Both players set up their units simultaneously.

Initiative: Russian SFSR 1

Victory condition:

Control your objectives after fog disappears or destroy all enemy units.

Additional rules:

Fog:

Only one movement per action (except train), reaction fire only to adjacent areas, line of sight max 2 areas.

Fog disappears:

At the beginning of each turn player rolls one die and adds 10 to the result. If there are at least that many action cards in the discard pile, fog disappears (restrictions by fog are lifted).

Estonia:

				Armoured train
5 pcs	3 pcs	2 pcs	5 pcs	1 pcs

Russian SFSR:

				
6 pcs	3 pcs	2 pcs	5 pcs	2 pcs



SCENARIO VI - Narva (19.12.1919)

The only town in Northern Estonia left to be conquered by Estonian and their allied forces is Narva. Town is defended by 47th Viljandi Regiment - and their best chance for resisting is to break the attackers' lines.

Setup:

Both players set up their units simultaneously.

Initiative: Estonia 1

Victory condition:

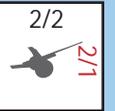
At least one unit must exit the map from the enemy setup area (be activated for movement while being in the enemy setup area).

Additional rules:

Advanced rules for experienced players are in effect.



Estonia:

		
5 pcs	3 pcs	3 pcs
		
3 pcs	2 pcs	2 pcs

Russian SFSR:

		
6 pcs	3 pcs	2 pcs
		
3 pcs	2 pcs	2 pcs

HISTORICAL NOTES

After the collapse of the Kaiser's power in Russia in March 1917, the northern parts of the Governorate of Livonia and the Governorate of Estonia became united and gained autonomy from Russia. The Provisional Government appointed Jaan Poska, an Estonian lawyer and Mayor of Tallinn, as their Governor General. Elections to a new provincial council were held in May 1917, and the council assembled for the first time in July when a government was elected.

Already in 1917 Russian Army gave permission to create the Estonian Peoples Force. By the end of the year, the division consisted of four infantry regiments, one reserve battalion, an artillery brigade, an engineer corps, and transport and field hospital units. In October 1917 these were combined into an Estonian Division, commanded by Johan Laidoner and Jaan Soots. The national force brought together most of officers and soldiers with an Estonian background and previous war experience, who later formed the core of the Estonian forces in the War of Independence. The Division was dismissed by German occupation powers in April 1918.

On the 19th February 1918, Committee of Elders of the Land Council of Estonia decided to form a Salvation Committee, consisting of Jüri Vilms, Konstantin Konik and chairman Konstantin Päts. In addition, the text of the Manifest to All Estonian Nations was created, which declared Estonia to be an independent country. The Manifest was read out loud in Pärnu on February 23, and made public also in Tallinn on February 24. On the same day the Estonian Provisional Government was formed: it was led by Konstantin Päts. The independent state of Estonia had been born.

At the end of November 1917 the Central Powers (Germany, Austria-Hungary, Turkey and Bulgaria) made armistice and started peace negotiations with Soviet Russia. After the breakdown of the negotiations in February 1918 Germany and Austria-Hungary started a new assault on the eastern front. Demoralised Russian army backed off with almost no resistance. In a few weeks Germans occupied Estonia, Northern Latvia, Belarus and Ukraine. On the 18th February 1918 German troops advanced from the Estonian islands that had been captured in the autumn of 1917 to the mainland, and captured Narva on the 4th March 1918. On March 3, 1918, Lenin's government signed the treaty in Brest-Litovsk, getting out of the war. In August 1918 they made an additional agreement where Russia gave up its rights to Estonia and Livonia.

German occupation began in Estonia. Germany did not acknowledge the newly declared Estonian

Republic or the Provisional Government. Instead, they gave support to the attempts of Baltic Germans to proclaim Baltic Dukedom on the basis of Estonia, Livonia and Kura region that would have had personal union with German Kaiser or Prussian kingdom. November Revolution in Germany in the autumn of 1918 foiled this plan. The Kaiser gave up the throne, the new government began peace negotiations with the Triple Entente. On the 11th November 1918 the Armistice of Compiègne was signed, and soon Germany started to move its troops out of France and other regions that had been occupied by the Central Powers.

State of affairs at the beginning of the Independence War

In November 1918, the Provisional Government gained the real power in Estonia. One of the most important tasks was to create the Peoples Force. The initial plan was to recruit 25,000 men (six infantry regiments, one cavalry and one artillery brigade, an engineer corps, and transport and field hospital units). A voluntary mobilisation of lower ranks, and forced mobilisation of officers and officials was announced. The mobilisation was to bring 12,000 men, which nevertheless did not happen.

The power was fully regained from Germans on the 21st November. On the 13th November already, Lenin's government had annulled the Brest-Litovsk treaty with Germany and its allies. In the end of November, the Red Army converged around 12,000 soldiers at the borders of Estonia. The invasion was to enter from two directions simultaneously: from Narva towards Tallinn, and from Pskov towards Võru and Valga in the southern Estonia. Estonia was then able to send less than 2000 soldiers to the front, with no artillery.

At the beginning of the Estonian War of Independence Prime Minister Konstantin Päts was the general leader of the army, and Minister of War at the same time with Major General Andres Larka as the chief of staff in the general office, Colonel Johan Laidoner as the chief of staff in the operational office, and Major General Ernst Põder as the chief of internal security. On the 23rd of December 1918 the Provisional Government appointed Laidoner the commander in chief of the Estonian armed forces.

The beginning of war

The Estonian War of Independence began on the 28th November 1918 at Narva. 1000 Estonians and 1800 Germans were opposed by 7000 members of the Red Army 6th Rifle Division who crossed

the Narva river. The local communist units from Tartu and Viljandi also took part of the assault. The first assault at Narva was still pushed back by the Germans, but the onslaught of Red Army still accelerated the German forces' withdrawal from Estonia. The Provisional Government sent all available forces to Narva. The Viru front was the most important defence line at the beginning of the war, because the the onslaught of Red Army put Tallinn in danger. The defence was led by the head of 1st Division Major General Aleksander Tõnisson. The 1st Division also included the Estonian Defence League (Home Guard) fighters from Virumaa, and 1., 4. and 5. infantry units, as well as artillery and armored trains. Around 2500 Estonian fighters were involved in the Viru front. During several hours of fight, German and Estonian forces fought back the Red Army, but then had to give Narva away on the 29th November.

In December 1918 the Red Army made a fast move forward into Northern Estonia. One by one, Bolsheviks took Jõhvi, Kkunda, Rakvere, Tapa, and Aegviidu. At the beginning of January 1919 the Red Army was only 40 kms away from Tallinn.

On 29th November 1918 The Commune of the Working People in Estonia was established by Estonian Bolsheviks in Narva. This Commune was supposed to be part of the Soviet Russia, owning inner autonomy and led by local Communist Jaan Anvelt. Formally, the Commune governed all Estonian land the Red Army had taken, but in fact the army was in charge. Large corporations, banks and other possessions were confiscated by the Commune; political opponents were oppressed by the Red terror. The Commune was to imitate a legitimate government of Estonia and turn the war into a conflict between local red and white forces, like it had happened in Russia. In reality the Commune had no power even over the red Estonian units that had been formed by mobilisation in the occupied parts of Estonia. These units took orders from the Red Army headquarters.

Counteroffensive

The militarily more numerous Red Army managed to conquer about half of mainland Estonia the early January 1919. However, things suddenly changed – on 7 January the now rearranged Estonian troops (14,000 men), together with the Finnish volunteers (at that time 500 men), began a counteroffensive. The arrival of the squadron of British light cruisers on December 12, 1918, offered a big moral support. The squadron also defended the capital from the Bolshevik Baltic Navy.

In about three weeks the entire Estonian territory was liberated from the Bolsheviks. A significant role was played by the volunteer units, e.g. the highly motivated armoured train crews, and the battalion of Julius Kuperjanov that liberated Tartu on 14th January 1919.

Red Army had gathered a considerable force around Valga. One of the bloodiest battles of the war was held north of Valga, in Paju estate, on January 31, 1919. In the evening, the Estonians managed to repel the Latvian Bolshevik forces from the manor and on February 1, Valga and Võru were freed.

On 24th February 1919 General Laidoner reported to the Land Council of Estonia that enemy troops had been taken out of Estonian territory. During the counteroffensive, Estonian troops had taken 6000 prisoners and more than 40 field-guns.

Help from abroad and minority units in the War of Independence

Several countries backed Estonia during the War of Independence. On the 20th November 1918, Lord Robert Cecil, the British Under-Secretary of State for Foreign Affairs offered Estonian delegation the support of British Navy. Great Britain also provided artillery and supplies for the army. A British Royal Navy squadron commanded by Rear Admiral Sir Edwyn Alexander-Sinclair arrived at Tallinn in December, and delivered 6,500 rifles, 200 machine guns, and two field guns. The squadron captured two Russian destroyers, Spartak and Avtroil, and turned them over to Estonia, which renamed them Vambola and Lennuk.

Finland offered help, providing weapons and a financial loan. The Finnish volunteers formed regiments, and the first units arrived in Tallinn on December 30, 1918. The 3451 Finnish soldiers, that fought in the Estonian War of Independence, were spread all over the front, so the presence of foreign forces could be seen by as many Estonian troops as possible. About a hundred volunteers also arrived from Sweden and Denmark.

At the end of 1918 a volunteer battalion was formed among Estonian Germans, called the Baltic Battalion. It joined the fight against the Red Army at the Viru front. The Baltic Battalion fought within the Estonian forces also in June and July 1919, when Estonian forces held battles in northern Latvia against German Iron Division and Landeswehr.

The Landeswehr also consisted of Baltic Germans, who were childhood friends or companions with same backgrounds, studies or service with the members of the Baltic Battalion. The Baltic Battalion stayed at the Viru front and did not have to fight against the Iron Division and Landeswehr.

The mobilisation of Latvian citizens began in Estonia on 18th February 1919. On 31st March the Northern-Latvian brigade was formed (2 infantry, 3 artillery, 2 cavalry units and a partisan unit). In July 1919 the brigade went over to Latvian high command.

In March 1919, Estonian government and Ingrian Finns (who lived between Narva and St Petersburg) agreed to form an Ingrian battalion. That battalion fought in the northeastern Russia and the Viru front until the end of the War of Independence.

The Russian Kachanov battalion was formed in late summer 1919 at the Southern front, initially as a regiment. Its core was made up of the partisan brigade of Kachanova parish in Ostrov county, supplemented on the orders of the Estonian army command by men conscripted from the Kachanova parish, the battalion formed earlier in Panikovich (Pankjavitsa) parish and soldiers and officers of Russian origin. In September it consisted of about one thousand three hundred men. In October the regiment was reorganised into a single battalion. The commander was Captain Artur Saueselg, the chief of staff Lieutenant Tõnis Koern. The battalion had 5 companies, a machine gun company, a field battery and special commandos, altogether about a thousand men. From 1920 Kachanova belonged to the Abrene county, Kaceni parish, in the Republic of Latvia; most of the men returned home.

The situation in summer and autumn 1919

The Estonian war against Soviet Russia moved to the territory of Russia in the summer of 1919 in cooperation with Russian White Army forces led by General Nikolai Yudenich. After the Landeswehr war the Estonian forces proceeded to defend the eastern border of Latvia, because the Latvian forces were still largely under formation. In northern Latvia the 3rd division was positioned on the line of Aluksne and Lubana lake. There were no major conflicts with the enemy. The members of 2nd division and armoured train divisions together with Russian whites held defensive battles around Pskov until 24th August, when they withdraw to the positions at Irboska that had been built in the early summer already. At the end of September, Estonian regiments started offensive at Ostrov and Porchov districts to ease the movement of the North-Western Army towards Petrograd, but due to harsh weather and landscape the attacks were not successful. Estonian soldiers did not want to go so deep into Russia and were tired of war.

The end of the War of Independence

Moving behind the destroyed North-Western Army, the Red Army, being superior in numbers

and equipment, managed to capture the city of Jamburg once again. In the beginning of December, the Peoples Force was forced to retreat to the positions in front of Narva.

The aim of two Bolshevik army was to capture Narva. Fierce position battles were held in the first half of December. The Estonians successfully defended themselves against the direct hits of the Red Army and the strong artillery fire, staying in the field fortifications built during summer. South of Narva, Bolsheviks temporarily crossed Narva River near Krivasoo and Vääska and threatened to cut off the Narva-Tallinn railway line. The Estonian defenses held against all odds, and the depleted Soviet forces were forced to cease their attacks.

The Tartu Peace

The peace conference began in Tartu on December 5, 1919, and it lasted until February 2, 1920. The Estonian delegation was led by Jaan Poska. The Russian Delegation was first led by Leonid Krassin, but he was replaced in the middle of December by Adolf Joffe. Acknowledging the Republic of Estonia was not an issue, the real problem was the border question. Only after the failure under Narva, Russia became more lenient, but also Estonia had to compromise.

The truce was signed at 19.45 on December 31. From January on, long debates were held over economical issues, but slowly, Estonia gave up further bargaining. The Treaty of Tartu was signed on February 2, 1920.

The treaty ended the war between Estonia and Soviet Russia, who then acknowledged Estonia's independence and renounced all claims on the Estonian territory. A strategically beneficial border for Estonia was established. Estonia also received Setoland with the towns of Petseri and Izborsk and the area behind Narva River. Also, the sections about the relocation of the Estonians in Russia, and those mentioning economical questions, were important. 40000 people relocated from Russia to Estonia, but the number of applications was twice as much. Estonia received 15 million Gold Roubles from the Russian gold supplies.

Estonia won the War of Independence, and lost about six thousand men and women who were killed in fight or due to wounds and illnesses. There were around fourteen thousand people wounded. Only now there was an opportunity to start building the Estonian Republic that had been announced 2 years earlier.

History of Home Guard (Kaitseliit)

With the breakout of Russian revolution in 1917 the state-governed law protection machinery in Estonia broke apart. This compelled citizens to organize a voluntary union Omakaitse (Self-defence), to protect their lives and property. It was formed on 18th September 1917 by the initiative of Johan Pitka; the present Home Guard is its successor. Members of Omakaitse fought a victorious battle with retreating Bolsheviks on 23rd February 1918, just before the sovereign Estonian state was officially proclaimed. During German occupation the same year, on authorities' demand, the statute of Omakaitse had to be adapted to new conditions. The newspaper "Tallinna Teataja (Tallinn Reporter)" published an appeal to all Estonians to join the "Bürgerwehr-Omakaitse". In August 1918 Mayor-General Ernst Pödder became the executive chief; he appointed Estonian-minded officers as department chiefs. Thus Omakaitse became controlled by Estonians.

The underground Home Guard organization started public activities on 11th November 1918; initially it was the sole armed organization in Estonian Provisional Government's disposal, containing

at the beginning of the Liberation War (1918-1920) approximately 11,000 members with 240 officers. With the war breaking out, Home Guard gradually became the compulsory militia. As the Liberation War ended, Home Guard activities continued on a voluntary basis but on very limited scale. Nation-wide activities were restored after Communist revolt suppression on 1st December 1924; Army Commander-in-chief Johan Laidoner approved the provisional statute of the Estonian Home Guard on 17th December. The Government approved the Home Guard statute on 2nd February 1925. According to the statute the Home Guard was controlled by the Commander whose administrative body was General Staff, managing the training of Home Guard as military organization. The governing body of Home Guard as public institution was eligible. The highest eligible body was Home Guard Central Assembly, which included Commander, General Staff Commander, and 2-3 elected representatives from each of the 15 territorial units. The Central Assembly met yearly and decided the most important fundamental issues. Home Guard Central Assembly elected 14 members of Elder's Assembly who met twice a year, and Home Guard Central Board. In 1931

the Government approved a new statute of the Estonian Home Guard which didn't change existing principles significantly. By 1939 the membership exceeded 40,000. Together with Naiskodukaitse (Women's Home Defense), Noorkotkad (Young Eagles) and Kodutütred (Home Daughters) organizations the membership reached 100,000.

The re-establishment of the Home Guard local units began in the end of 1980s. The nation wide organization was restored on 17th February 1990. On 4th September 1991 the Presidium of Supreme Council denounced the liquidation of Home Guard in 1940, incited by the Red Army. The decision stated that "legal rights of Home Guard be restored and its control subordinated to Estonian Armed Forces". On 28th April 1992 the Government issued a decree by which Home Guard became part of Estonian Armed Forces. Two equally important tasks for Home Guard today are: raising the defence readiness based on free will and self-initiative of the people, and providing nation's military defence. By quarter IV, 2011 the Estonian Home Guard with its special organizations had 21,859 members. Within a year the membership rose by 579.

Research by Tanel Lään

PLAYER AID

SEQUENCE OF PLAY

1. At the beginning of the active player's turn one artillery fire token is removed from each area (if any).
2. Non-active player draws the top card of action card deck and looks at it, without showing it to the active player - this way only the non-active player knows how many actions are available for active player (red number).
3. Active player performs their actions: movement (6.1), fire (6.2) or pass (6.4).
4. After each action, performed by active player, initiative token is moved one step towards the non-active player.
5. After active player has performed Movement action, non-active player can interrupt the normal play sequence to activate one or more of their units in one area and fire at one unit that just moved (6.3). After that active player's Movement action continues. After performing Reaction fire, initiative token is moved one step towards the active player.
6. After active player has performed all the available actions, opponent informs them about it and active player's turn ends. After that initiative track is checked - if it's still on active player's side, opponent draws another action card (but no artillery tokens are removed), otherwise opponent becomes new active player and begins their turn.

FIRE COMBAT

Attacker modifiers:

Lead unit strength: 1-4 dice

Range: by formula (2 minus range), i.e. +1 dice when firing into adjacent area, -1 with range 3 etc

Being suppressed by artillery fire: -1 dice

Attacker rolls their dice first and may then modify the results, if one or more conditions apply:

- If attacking lead unit is machine gun (infantry with M-mark), player can increase one of their dice results by 1 (max allowed is 6).
- If attacking lead unit is special force (infantry with A-mark), player can increase one of their dice results by 1 (max allowed is 6).
- In case of group fire, for each supporting unit player can increase the lowest result rolled by 1 (max allowed is 6).

Defender modifiers:

Unit strength: 1-4 dice

Terrain: when in forest or building, +1 dice

Stacking limit: when exceeding stacking limit -1 dice for each exceeding unit

Being suppressed by artillery fire: -1 dice

Defender rolls their dice second and may then modify the results (knowing the attacker result), if one or more conditions apply:

- If defending unit is machine gun (infantry with M-mark), player can increase one of their dice results by 1 (max allowed is 6).
- If defending lead unit is special force (infantry with D-mark), player can increase one of their dice results by 1 (max allowed is 6).