**History 12 Soviet Survivor Event Randomizer**

**I. World War I**

* All peasants and kulaks: **4 – 10**
* Factory workers: **3 – 10**
* All officers: **5 – 10**
* Cossacks and soldiers: **5 – 9**

**II. Russian Revolution**

* All peasants and kulaks: **3 – 10**
* Factory workers: **3 – 11**
* All officers: **4 – 10**
* Cossacks and soldiers: **4 – 9**

**Escape from Russia**

***At this point give ½ to ¾ of the class designation as Stalin or Trotsky supporters. Players can also attempt to escape from the USSR: 7 results in success, 3 or 11 results in death in the attempt. If an attempt succeeds they must roll to see where they go with one die.***

* ***1 or 2 (Western nation) [Roll to avoid for rest of game 3 or 11]***
* ***3 or 4 (South America or Africa) [Roll to avoid for rest of game 2,3 or 11]***
* ***5 or 6 (Asian country) [Roll to avoid for rest of game 2, 3, 11 or 12]***

***If any of the above rolls are made, players have been assassinated by the secret police.* : (**

**You can write a book on Stalin while in exile which adds another number to survive in exile starting with 6, then 7, then 5, and so on. For every book you write and don’t get found by the NKVD, you get a free roll.**

**III. Civil War**

**War**

* Peasants: **4 - 10**
* kulaks: **3 – 10**
* Factory workers: **3 – 9**
* All officers: **4 – 10**
* Cossacks and soldiers: **4 – 9**

**IV. Civil War**

**Famine (all Stalin and Trotsky supporters receive +1 pip**

* Peasants **4 – 9** (before peasants roll they must roll one die to see if they are affected by War Communism. Even means they are fine odd means they must lose one pip off their roll.)
* kulaks: **3 – 11**
* Factory workers: **5 – 8** (before factory workers roll they must roll one die to see if live in an area affected by War Communism. Even means they are fine odd means they must lose one pip off their roll.)
* All officers: **3 – 12**
* Cossacks and soldiers: **3 – 11**

***At this point give 2 players in the class the designation of secret police officers (can be anyone).***

**V. Political struggle between Stalin and Trotsky** (players now have a chance of being sent to the gulag; if a player fails a roll, he/she must roll again to see if they are executed or sent to the gulag [**5 – 9 gulag]**)

**Up to the 14th Party Congress (1925 and 1926)**

* Stalin and Trotsky supporters: **3 - 9**
* All non-political individuals: **3 – 12**

**After the 14th Party Congress (1927)**

* Trotsky supporters: **5 – 7**
* All others: **3 – 12**

**Gulag rules:**

**Turns in the gulag;** for every turn spent in the gulag a player rolls the dice to see if they survive. They must not roll a **3 or 11**, if they do this, this means they have been beaten or worked to death. A roll of **4 or 5** means they have been released from the gulag.

**Escape;** an escape attempt is successful with the roll of **2 or 12**, a roll of **6 or 7** results in their death.

***Borders Close: Once the next roll takes place players can no longer escape the country.* : (**

**VI. First Five Year Plan**

**A. Collectivization:**

* Peasants **4 - 9**
* kulaks: **5 – 8**
* Factory workers: **3 – 11**
* All officers: **3 – 11** [roll of 12 results in a demotion to soldier]
* Cossacks and soldiers: **3 – 11**

**B. Industrialization:**

* Peasants andkulaks: **3 – 11**
* Factory workers: **5 – 7**
* All officers: **3 – 11** [roll of 12 results in a demotion to soldier]
* Cossacks and soldiers: **3 – 11**

**C. Famine:**

* Peasants **4 - 9**
* kulaks: **6 or 7**
* Factory workers: **3 – 11**
* All officers: **3 – 11** [roll of 12 results in a demotion to soldier]
* Cossacks and soldiers: **3 – 11** [roll of 6 ranks player up to officer]

**VII. Second and Third Five year Plans**

* Peasants, kulaks, and factory workers: **3 – 10**
* All officers, Cossacks, and soldiers: **3 – 11** [roll of 6 ranks C or S players up to officer], [roll of 12 for an O results in a demotion to soldier]

**VIII. Great Purges**

**A. Political Purges:** [roll of 6 ranks C or S players up to officer] [roll of 12 for an O results in a demotion to soldier]

* All non-political players: **4 – 10**
* Stalin supporters: **5 – 8**
* Remaining Trotsky supporters: **2 or 12**

**B: Military Purges:**

* All non-military: **3 – 11**
* Cossacks or soldiers: **5 – 8** [roll of **6 or 7** ranks players up to officer)
* Military officers: **3 or 11**
* NKVD officers: **6 or 7**

**Special Abilities for Players**

**Military Officers:**

* Can steal pips from ant players by rolling two dice and the player who has the highest result **gains two pips**; the loser **loses** **two pips**. Officers receive **+1 advantage** versus anyone of lower status and **– 1** versus secret police.
* Can switch fates with anyone of lesser status by following the same process as above with the exception that there is no advantage on the roll. Losing a roll causes the targeted player to automatically survive and the officer still rolls fate but has a minimum fate of being set to the gulag.

**NKVD Officers:**

* Same powers as military officer plus the ability to steal as many re-rolls from players as they wish. Failure to win the roll-off **results in loss of re-roll or two pips** (at winners discretion).
* Has backstabbing powers. Can have anyone executed or sent to the gulag once in the game if they choose so. Doing so results in the **favour of Stalin (one get out of the gulag free card which can also be used to reduce a sentence of execution to a term in the gulag).**

**Soldiers:**

* Can keep order when Cossacks create chaos. Successfully holding off the cossacks results in the soldiers acquiring the cossacks’ re-rolls.
* Can be promoted to officer if the try to over throw an officer. They target the officer they want and then role to see if successful. They get a **-1 modification** to the role.

**Cossacks:**

* Can cause chaos. The more cossacks the higher the likely-hood they will cause problems for all non-cossack players. Successfully causing chaos results in cossacks stealing selected players re-rolls.
* Can be promoted to officer if the try to over throw an officer. They target the officer they want and then role to see if successful. They get a **-2 modification** to the role because cossacks are crazy. ; )