**History 12 Soviet Survivor Events List**

1. **World War I**

Description to be read to the class:

During the First World War, Russia was still under the control of Tsar Nicholas II. Allied with the British Empire and the French Empire against the Central Powers, Russia had the largest army ever assembled at the time, totaling over 12,000,000 between 1914 and 1918. However, the army was poorly equipped and poorly led. Casualties were immense in most battles with Germany and the Austro-Hungarian Empire. Life for ordinary Russians was tolerable, but not great, and as the death toll rose under the Tsar’s leadership, the seeds of discontent were planted…

To survive, you must roll:

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

1. **Russian Revolution**

Description to be read to the class:

On March 8, 1917, the people of Russia rose up against the Tsar in a revolution. The Tsar abdicated the throne, and passed all power to the Provisional Government. In April, Vladimir Lenin, extremist leader of the Bolshevik Communist faction returned to Russia from his exile in Switzerland. The Bolsheviks gain more power as the people of Russia look to them for leadership. The Provisional Government continues Russian involvement in the First World War while Lenin promises Peace, Bread, and Land to war weary Russians. On November 7, the Bolsheviks overthrow the Provisional government, seizing control of Petrograd and storming the Winter Palace.

To survive, you must roll:

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

**PLAYER EVENT: 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 the Secret Police for rest of game. 3 or 11 results in assassination]***
* ***3 or 4 (South America or Africa) [Roll to avoid the Secret Police for rest of game. 2,3 or 11 results in assassination]***
* ***5 or 6 (Asian country) [Roll to avoid the Secret Police for rest of game. 2, 3, 11 or 12 results in assassination]***

***If any of the above rolls are made, players have been assassinated by the secret police. Result of a 4 on any of the three groups causes the individual to be dragged back to Russia for a term in the gulag.* : (**

**If a 5 is rolled, you have been kidnapped by the Secret Police and taken back to Russia.**

**You can attempt to write a book on Stalin while in exile. A roll of 10 results in success, a roll of 4 the NKVD have found you. For every book you write and don’t get found by the NKVD, you get a free re-roll.**

**III. Civil War** **(Cossacks can start causing chaos)**

**War**

Description to be read to the class:

In 1918, a coalition of Tsarists, Mensheviks, Cossacks, and militarists lead the White Army in a bloody Civil War against the Bolshevik led Red Army. War spreads across Russia as intense fighting springs up between Red and White Armies. Much of the fighting is focused in the Ukraine and Eastern Russia. The Western Allies send soldiers fresh from the Western Front after the Armistice of November 11 into Russia to attempt an intervention. By 1920, the Reds had defeated the Whites and spread their influence across the Russian Empire. Thousands of socialists and communists from around the world immigrate to Russia, expecting a Communist Utopia, ready to fight and die for an ideal that is swiftly disappearing under a totalitarian state.

To survive, you must roll:

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

**PLAYER EVENT: Immigration**

***Any player who has already lost their characters in the early days of the war receives an immigrant character from any part of the world who has arrived in Russia to help create the classless paradise described in the Communist Manifesto. Additionally, any player who simply wants another character may opt to create an immigrant.***

***To determine their class, you must roll a D-20 dice.***

***Peasant = 1-5***

***Factory Worker = 6-10***

***Officer = 11-15***

***Soldier = 16-20***

***To determine their loyalty, roll a 6 sided dice.***

***Stalinist: 1-2***

***Trotskyist: 3-4***

***Non-allied: 5-6***

**IV. Civil War**

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

Description to be read to the class:

At the beginning of the Civil War, Lenin enacted War Communism, a policy to re-allocate resources and food from the Russian people to the state. This policy was disastrous for the Russian economy, leading to a lack of resources, mass starvation, and increased radicalization. War Communism also led to the rise in authoritarianism in Russia under Bolshevik rule. Thousands starved, but the supporters of main party leaders often reaped the benefits of their loyalties…

To survive, you must roll:

* 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**

**PLAYER EVENT: Secret Police*. At this point give 2 or 3 players, depending on your class size, the designation of secret police officers (can be anyone). These students must keep their identity a secret.***

**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)**

Description to be read to the class:

After the victory of the Red Army over the Whites in the Civil War, the Communists consolidated power over Russia. In 1924, Lenin died of a massive stroke, leaving the new Soviet Union without a leader. In 1925, Leon Trotsky and Joseph Stalin were the two frontrunners in the contest to take over control of the Soviet Union. Sectarian violence sprung up intermittently between the supporters of each side of the conflict. The 14th Party Congress was to be the watershed moment, in which the future leader of the Soviet Union would be selected…

To survive, you must roll:

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

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

Description to be read to the class:

Joseph Stalin gains the support of the Central Committee, seizing power. Many who supported Trotsky were rounded up, executed, or sent to gulag work camps. The totalitarian power of the Soviet Union is solidified.

To survive, you must roll:

* 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.

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

**VI. First Five Year Plan**

Description to be read to the class:

Stalin, seeing that the Soviet Union was lagging behind the other Western powers in national development, began enacting a series of brutal agricultural and industrial reforms in an attempt to modernize the nation. Agricultural output was collectivized, as farmers and kulaks had their land and crops stolen for redistribution. Factories increased production, as did resource collection, all to keep up with increasingly unrealistic demands. Many workers were worked to death, and those who did not live up to expectations were brutally punished through execution or extradition to a gulag. The First Five Year Plan saw mass incarceration, mass murder, and mass famine. Millions died as a result of Stalin’s dreams of modernization.

1. **Collectivization:**

To survive, you must roll:

* 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**

1. **Industrialization:**

To survive, you must roll:

* 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**

1. **Famine:**

To survive, you must roll:

* 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**

Description to be read to the class:

As Stalin’s Five Year Plans progressed, fewer people died as the Soviet Union modernized. Many of the seeds of discontent had been stamped out, as Stalin’s opponents were already in gulags or in mass graves….

To survive, you must roll:

* 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**

Description to be read to the class:

As the Soviet Union modernized and the external enemies of the state were temporarily held at bay, Stalin’s paranoia shifted toward those in his own party. Any remaining supporters of Trotsky were rounded up and sent to gulags or executed by the secret police. Any of Stalin’s own supporters whose loyalty was even remotely questioned were also executed or sent to gulags. This paranoia was greatest against the members of the Red Army, in particular the officer class. Due to their education and military strength, Stalin saw them as his greatest threat, fearing a coup d’état and his immediate removal from power. Thousands of veterans of the Great War, the Russian Revolution, and Russian Civil War were executed or imprisoned, out of Stalin’s fear. The Soviet Union descends into insanity on the whims of a paranoid madman…

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

To survive, you must roll:

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

**B: Military Purges:**

To survive, you must roll:

* 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**