**Soviet Survivor**

**Special Abilities for Players**

**Military Officers:**

* Can steal pips from any 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).**
* Both officers can denounce other players if they wish. If they win the roll the person who is denounced goes to the gulag and the officer gains their re-roll. If they lose they get sent to the gulag.

**Soldiers:**

* Can keep order when cossacks create chaos. Successfully holding off the cossacks results in the soldiers acquiring the cossacks’ re-rolls of anyone they choose who were in the fight.
* 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 who were in the fight.
* 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. ; )

**How to determine the winners of combat between cossacks and soldiers...**

* Ask if any cossacks want to cause trouble. First with their hand up gets to be the leader. Then ask if any soldiers want to stop them. First with their hand up gets to be the leader. Then have all soldiers, Cossacks and officers write down on a scrap piece of paper if they are in the fight. Officers can help either side. The side with the most gets the equivalent + added on to their roll (i.e. Soldiers have 2 more people they get a +2). Tie goes to the side with the most supporters.
* The side that loses has its leader lose their re-roll. If they do not have a re-roll they roll to see if they are killed (if they roll a 7) or go to the gulag (a roll of 6 or 8). The winner gets a re-roll. The rest of the winning side rolls their dice and the highest roll gets to steal a re-roll from one of the remaining people on the losing side (their choice).