

REDS & WHITES in THROUGH THE MUD & THE BLOOD

A set of game cards for Russian Civil War large skirmishes using the TooFatLardies' Mud & Blood rules.

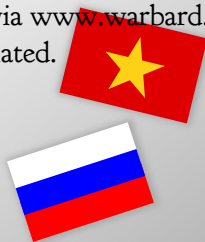
This PDF should have a full set of cards as set out in the M&B rules, with enough for quite large battles without having to print duplicate copies.

There are four pages of White Russian cards, four pages of Red Russian cards, each with hopefully enough Big Men, Command Initiative and other cards to play nearly any M&B game without having to print multiples. Blanks are included for both sides.

These cards are nominally designed to be printed onto Letter-sized pre-punched business card sheets, as produced by Avery and other companies, but will work just fine printed onto ordinary card or just paper. They're also not size-sensitive, so printing them onto A4 card to cut out by hand should also work just fine.

This is version 2.0 (Jan. 2013) of these cards. If you have any suggestions please contact me via www.warbard.ca/ contact - feedback is always appreciated.

Brian Burger/Wirelizard Design



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Version 2.0 - Jan 2013

What's Changed?

- new background art for the Reds
- a lot of cards now have more info on them, which we find keeps things moving and prevents having to open the rulebook as often during the game.
- this last is especially true of the Big Man cards, which should be a lot more usable.
- The White ranks on the Big Man cards reflect actual Imperial Russian/White ranks slightly better. (The Cossacks used some entirely different titles, which might make it into a future update or supplement but which aren't in here!)
- For the Reds, I've used Red Army titles - they didn't have "ranks" in the strict sense. A quick rundown of these titles and their rough equivalents is below.
- there's now a 2nd Snifter/Samovar card in the basic set, because we've found we prefer the two-Snifter card variant mentioned in the M&B rules.

RED ARMY TITLES

- К.Д.** - Komandir Otdeleniya - Section Commander/Corporal
СТАРШИНА - Sergeant-Major
РКВ - Pomkomvzvoda - Ass't Platoon Commander - Sergeant or Lieutenant
КОМВЗВОДА - Platoon Commander - Lieutenant
КОМПАНИ - Company Commander - Lt or Captain
КОМБАТ - Battalion Commander - Captain or Major

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BLANK CARD

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TIME FOR SAMOVAR!

(Time for a Snifter)
Turn Ends

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TIME FOR SAMOVAR!

(Time for a Snifter)
Turn Ends

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RED

Komroty Novikov

Grade III

Cmd Rng 10"

Fire: +2
Melee: +1 die

RED

Komvzvoda

Sokolov

Grade II

Cmd Rng 8"

Fire: +1
Melee: +1 Die

RED

Starshina Ivanov

Grade II

Cmd Rng 8"

Fire: +1
Melee: +1 Die

RED

PKV. Petrov

Grade II

Cmd Rng 8"

Fire: +1
Melee: +1 Die

RED

PKV. Sidorov

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

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RED

K.O. Jakobov

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

RED

K.O. Durakov

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

RED

K.O. Chazov

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

RED

K.O. Filiposki

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

RED

K.O. Karpin

Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

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<p>FOR THE REVOLUTION! [STORM CARD]</p> <p>Full bonus Movement to any one Red Group.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED RALLY</p> <p>Remove one Shock Marker from any Red Group.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED HESITANT TROOPS</p> <p>If next card is a Red Big Man, he may not order any movement!</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED HEROIC LEADER</p> <p>One Red Big Man may attempt something "absurdly heroic". Removed when used.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED DYNAMIC COMMANDER</p> <p>One Red Big Man may take a full extra activation of movement.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>
<p>RED FRICTION</p> <p>-1 Command Initiative to next red Big Man.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED BLINDS</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED AIR SUPPORT!</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED SENTRIES + OUTPOSTS</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>RED AMMO SHORTAGE (see pg 5)</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>

<div>Яед</div> <div>COMMAND INITIATIVE GRADE I</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE I</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE I</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE II</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE II</div> 
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<div>Яед</div> <div>COMMAND INITIATIVE GRADE II</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE III</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE III</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE IV</div> 	<div>Яед</div> <div>COMMAND INITIATIVE GRADE IV</div> 
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<div>ЯED</div> <div>"МФЯЕ VФDКЯ, СФМЯDDE!"</div> <div>When used, remove TWO SHOCK from ANY THREE RED UNITS, then remove this card from the deck.</div> <div>(c) 2013 Wirelizard Design/Brian Burger</div>	<div>ЯED</div> <div>SUPPФЯT</div> <div>(c) 2013 Wirelizard Design/Brian Burger</div>	<div>ЯED</div> <div>SUPPФЯT</div> <div>(c) 2013 Wirelizard Design/Brian Burger</div>	<div>ЯED</div> <div>SUPPФЯT</div> <div>(c) 2013 Wirelizard Design/Brian Burger</div>	<div>ЯED</div> <div>SUPPФЯT</div> <div>(c) 2013 Wirelizard Design/Brian Burger</div>
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White
Major Drunksi
Grade IV

Cmd Rng 12"

Fire: +3
Melee: +2 Dice

White
Capt. Fedorov
Grade III

Cmd Rng 10"

Fire: +2
Melee: +1 Die

White
Lt. Kirov
Grade II

Cmd Rng 8"

Fire: +1
Melee: +1 Die

White
Ens. Maikov
Grade II

Cmd Rng 8"

Fire: +1
Melee: +1 Die

White
Sgt. Ryova
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

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White
Cpl. Titov
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

White
Cpl. Berzin
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

White
Cpl. Dikul
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

White
Cpl. Gulevski
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

White
Cpl. Kavelin
Grade I

Cmd Rng 6"

Fire: +0
Melee: +0

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<p>White</p> <p>For Russia! (Storm Card) Full Bonus Move to any one White Group.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Rally</p> <p>Remove one Shock Marker from any White Group.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Hesitant Troops</p> <p>If next card is a White Big Man, he may NOT order any Movement!</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Heroic Leader</p> <p>One White Big Man may attempt something "Absurdly Heroic"! Remove when used.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Dynamic Commander</p> <p>One White Big Man may take a full extra Activation of Movement.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>
<p>White</p> <p>Friction</p> <p>-1 Command Initiative to next White Big Man.</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Blinds</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Air Support!</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Sentries and Outposts</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>	<p>White</p> <p>Ammo Shortage</p> <p>(see pg 5)</p> <p>(c) 2013 Wirelizard Design/Brian Burger</p>

**White
Command
Initiative
Grade I**

**White
Command
Initiative
Grade I**

**White
Command
Initiative
Grade I**

**White
Command
Initiative
Grade II**

**White
Command
Initiative
Grade II**

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**White
Command
Initiative
Grade II**

**White
Command
Initiative
Grade III**

**White
Command
Initiative
Grade III**

**White
Command
Initiative
Grade IV**

**White
Command
Initiative
Grade IV**

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White Support	White Support	White	White	White
<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>
White Support	White Support	White	White	White
<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>	<small>(c) 2013 Wirelizard Design/Brian Burger</small>