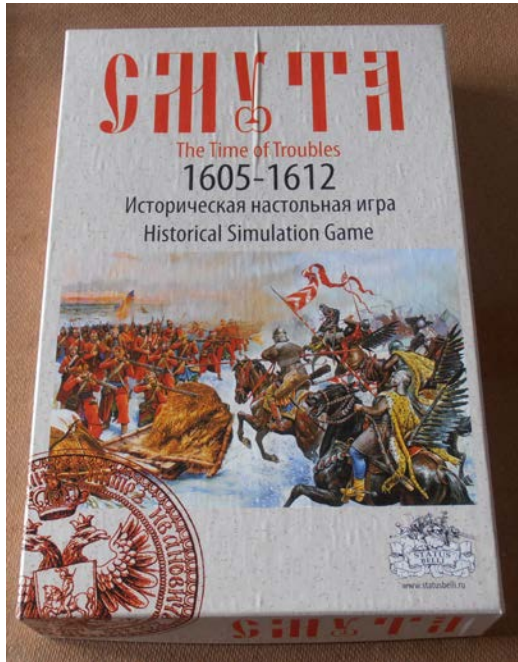


The 'Time of Troubles' in the Russian Renaissance Smuta

By Godfrey Bailey



I bought *SMUTA* from a Russian museum as my 'souvenir' for my visit to participate in the re-enactment of the bicentenary of the *Battle of Borodino* in 2012.

I make it a point to play all the games I buy. Playing *SMUTA* solitaire seemed a daunting task being a multi-player game but I persisted and learned the rules. The mustering, movement and combat rules were straight forward as were the rules pertaining to control of cities and the Tsar.

The problem from the solitaire point of view was how to incorporate the deck of playing cards into a solitaire version of the game? My solution was to locate when cards were played during a turn. I then divided the cards into eight decks, one Politics, one Combat, one Cancel and five Party decks.

Playing Cards

It would have been an impossible task to check the English translation sheets to read an explanation for each playing card drawn (they are in Russian) so I designed sets of colour-coded labels for the decks. For each card, place a label above the Russian explanation and slip both into a plastic card sleeve.

I solved the problem of having three decks on the table (I had to move round to play) by placing the Politics, Combat and Cancel decks as shown in the photograph (details hidden). To draw a card, take one from the front of the appropriate deck. To discard a card, place it at the back of the appropriate deck (details showing). Note the pincers to pick up cards...plastic on plastic is murder!

The above card idea could be used to play other card-driven games solitaire. I would like to try it out with *Thirty Years War* by *GMT Games* which I own.



Download the Playing Card Labels at:

<http://isleofempiresgames.weebly.com/home-front/category/renaissance>

War!



The game turned out to be a fascinating, though lengthy, affair. I now have a much better knowledge of the events that unfolded in Russia and the personalities who lived and died in them between 1605 and 1612.

The troop types available to the generals involved deserve special mention. Armies consist of mainly arquebusiers and cavalry so it must have been a huge headache for a general to plan his battle line! Cossacks (both mounted and foot), Noble Cavalry, City Streltzy, German Infantry (some pikes), Reiters, Polish Winged Hussars, Moscow Streltzy and Artillery are all represented.

I played all parties using the AI system but had a soft-spot for the Shuiskii Party due to their alliance with the Sweden of the likes of **Jacob de la Gardie** and **Evert**

Horn. The Shuiskii Party actually won the game in the fall of 1611 having accumulated thirty victory points! They had previously announced their heir to the throne, **Prince Ivan Michailovich Vorotinsky** as Tsar.

Victory Points (at game end): Shuiskii 30, Polish 16, Rebellion 11, Noble 10 and Moscow 5.

Legitimacy Points (at game end): Polish 9, Moscow 9, Rebellion 7, Shuiskii 6 and Noble 4.

Smuta Solitaire Rules

CARDS

Decks

- One combat deck (*move and battle*), one cancel deck, one politics deck and five party decks.
- Combat deck move cards (*15 blue labelled cards*): 7, 35, 36, 45, 66, 67, 68, 69, 70, 71, 75, 76, 79, 94, 96.
- Combat deck battle cards (*14 red labelled cards*): 2, 3, 6, 8, 9, 12, 48, 62, 72, 78, 82, 83, 84, 97.
- Cancel Deck (*15 green labelled cards*): 17, 20, 21, 22, 23, 24, 25, 26, 51, 61, 63, 87, 98, 99, 100.
- Politics Deck (*56 brown labelled cards*): The remaining cards from the '1' to '100' deck.

Drawing and Playing Cards

- Ignore all references to the general deck in the rules of the game.
- At start of the politics phase, draw and play one politics card plus one for each administration value in party. In spring only, play one party card instead of a politics card.
- At start of the combat phase, draw and play one combat card (*ignore if battle card*).
- At start of each battle, draw and play one combat card (*ignore if move card*).
- Any cards drawn which cannot be played immediately will remain in play until the end of the phase (*political or combat*).
- Party will attempt to cancel derogatory cards played on it.

- Cards played on own party may not be cancelled.
- Play cards related to legitimacy on enemy party with most legitimacy points. Play other cards on enemy party with most victory points.
- If possible, play derogatory cards on any party has 20 or more VP.
- If player leading party, play general card rules as normal for that party but roll a dice to choose deck each time the player is eligible for a card: 1-3 politics, 4-5 combat and 6 cancel.

MOVEMENT

Leader Priority Chart

1. Muster
2. Special Priority
3. St. Sergius Monastery
4. Closest state fortress
5. Closest enemy fortress
6. Closest neutral VP city
7. Closest enemy VP city

Detachment Priority Chart

1. If no detachment in controlled fortress (not Powerful) space, move closest detachment to that space.
2. If detachments in all controlled fortress and VP city spaces, move detachment as leader.

Mustering Priority Chart

1. Siege Marker
2. Artillery
3. Reiters
4. German Infantry
5. City Streltzy
6. Noble Cavalry or Polish Infantry
7. Cossacks

Special Priority Chart

1. If a leader has heir to the throne and siege marker, besiege Moscow.
2. If a leader is within move range of a space occupied by both a friendly controlled city and an enemy leader, attack that enemy leader.
3. If Shuiskii leader has siege marker, besiege Novgorod.
4. If Polish leader has siege marker, besiege Smolensk.
5. If Noble leader has siege marker, besiege Nizhny Novgorod.
6. If Moscow leader has siege marker, besiege Moscow.
7. If a leader is within move range of a fortress or VP city controlled by any party which has 20 or more VP, then siege the fortress or move to control the VP city.

Mustering

- If any leader is at least half-strength in units but not full strength, roll a dice and on a 4-6 muster.
- If leader (*other than Polish*) under-half strength in units, muster.

Moving

- Unless besieging, move or retreat from battle to a space using the Priority Charts (*'1' is first priority*).
- Check all spaces one away, then two away and finally three away for cavalry armies and detachments.
- If same priority, move to space with no enemy leader before one with enemy leader.

- If same priority, move to space with highest VP city.
- Move to a St. Sergius Monastery space only if neutral or enemy in space.

Polish Leaders

- If Polish leader under half-strength in units and not besieging, move to Poland and muster.
- A Polish leader in Poland will not move into Russia unless it is full strength in units.
- A Polish leader may muster siege markers and artillery in any city in Poland.
- A Polish leader with a legitimacy rating may only have one unit of Winged Hussars in his army.

Swedish Leaders

- If Swedish leader under half-strength in units and not besieging, move to the 'Northern' cities and muster.
- A Swedish leader in the 'Northern' cities will not move into Russia unless it is full strength in units.



Cossacks

- Place mounted and foot Cossacks in a container. When mustered, units will be drawn randomly from this container. Return destroyed Cossacks to this container.

BATTLE

Army Morale

- Leader with equal or higher number of units will always attack or defend.
- Leader with lower number of units must test morale to attack, defend or to avoid announcing lost the battle.
- To test morale, refer to the table below, roll a dice and modify. If result is pass, will attack or defend. If morale roll fails, check for retreat before battle or announce lost the battle.

Outnumbered by:	Fail	Pass
1 unit	1-3	4 or more
2 units	1-4	5 or more
3 units	1-5	6 or more
4 units	Auto Fail	-

+1 Leader testing has superior Tactical Rating

-1 Leader testing has inferior Tactical Rating

Removing Losses

- Destroy units in order of lowest total combat factors first. If equal, destroy infantry first.

Tactical Advantage

- To choose tactical advantage phase, tally shock value, roll a dice and refer to the shock combat table. If result is enemy automatically loses the battle, choose shock otherwise choose fire (*this roll has no further effect*).

GENERAL

Party City Submission Table

City Area	Shuiskii	Polish	Rebellion	Noble	Moscow
Fortresses	Auto	Auto	Auto	Auto	Auto
Volga Cities	5 Lg	5 Lg	5 Lg	5 Lg	5 Lg
Northern Cities	1-3	1	1	1	1
North Eastern Cities	4	2	2	2-4	2-3
Western Cities	5	3-5	3	5	4-5
Southern Cities	6	6	4-6	6	6

- Choose Auto or Volga cities otherwise roll one dice for each attempt. Choose again or re-roll if city area does not have at least one city available for submission.
- Roll Volga cities only if party has exactly five Legitimacy points in total.

Heirs to the Throne

- A party which controls the Tsar, or already has an Heir to the Throne, will not nominate an Heir to the Throne.

Tsar Campaign

- If a leader belonging to the party which controls the Tsar enters the Moscow space, roll a dice and on a 4-6 a Tsar campaign is announced. Campaign ends if this leader returns to Moscow or Tsar is killed.

Polish Leader Deployment Table

- Roll a dice to deploy all Polish leaders (*including deploying of False Dmitrii I at start*).

- 1 Polish city connected to Ivangorod
- 2 Polish city connected to Pskov
- 3 Polish city connected to Velikie Luki
- 4 Orsha
- 5-6 Kiev