

# PUTIN MOVES SOUTH

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for E-rules updates to this game @ [www.modernwarmagazine.com](http://www.modernwarmagazine.com)

## 1.0 INTRODUCTION

*Putin Moves South* is an operational-strategic level two player wargame covering a struggle between Russia and a coalition of opposing states to gain control of Central Asia, from the Russian frontier to the Persian Gulf to the Chinese frontier. Combatants include, Russian, NATO, Chinese, Iranian, and various Central Asian States including the Persian Gulf countries.

The game system models the situation at the highest strategic level. Units represent operational task forces of corps size; Special forces; airpower; and cyberwar. Additionally, paramilitary forces are built into various game forces. Operations are conducted in a vast theater with limited infrastructure and with coalition forces which have divergent political aims. The side which wins must bring order to the situation.

The objective of each player is to seize critical resource, logistics and communications centers, thereby gaining control of Central Asia and from there, the Eurasian continent.

### 1.1 Game Scale

Each hex on the map represents 100 kilometers from side to opposite side. Each full turn of play represents anything from three days of intense combat to a couple weeks of refitting. Ground units represent mostly corps sized formations, with some divisional task forces. Special forces units are regiments, brigades, or groupings of cadres. The combat aircraft units represent various numbers of sorties needed to accomplish missions over the time-frame of a turn.

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## 1.2 Sides

There are two sides in the game; the Russian Confederation and the Coalition. The Russian Confederation includes Russian forces as well as all countries aligned with Russia. The Coalition represents all countries opposing Russia. Each nationality or group of units represents a contingent of that side (i.e. either the Confederation or the Coalition).

## 1.3 No Nuclear War Rules

There are no nuclear or other weapons of mass destruction in the game. Russian policy is to use such weapons only if their home territory is threatened, not peripheral regions such as those shown on the map.

## 1.4 General System Approach

What we are modeling here are relatively large (for the 21st century) ground forces of varying capabilities. There is also a cyberwar going on in the deep background and a social media war going on in the far foreground. All that is accounted for by the large uncertainties built into the various rules. The overall military system is divided into four classes; static garrisons, mobile ground units, airstrikes, and the super-elite special forces. The player who best manages to exploit the relationship among all those forces will win.

**Designer's Note:** While *Putin Moves, South* is based on *Ty Bomba's Putin's War (Modern War 29)* there are some significant changes.

## 2.0 COMPONENTS

The components to a complete game of *Putin Moves South* include these rules, a 22 x 34in map, and one sheet of 176 die-cut counters.

### 2.1 The Game Map

The game map shows the militarily significant terrain of Central Asia portrayed at this scale. The hexagonal grid printed over it regulates the placement and movement of units across it. A unit is in only one hexagon hex at any one time. Each hex contains natural and/or man-made features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it, provided to help reference places quickly and allow players to record unit positions.

**Objective:** Most cities have one or more objective symbols. See Terrain Effects Chart (TEC) on the map.

**Military Base:** Military bases are objectives with additional functions. There are two types of military bases: major and minor.

**Reinforcement Area:** Is a holding box for units which have not yet entered play.

**Staging Area:** Is a holding box used for special forces and air units which are in play but not currently deployed on the map.

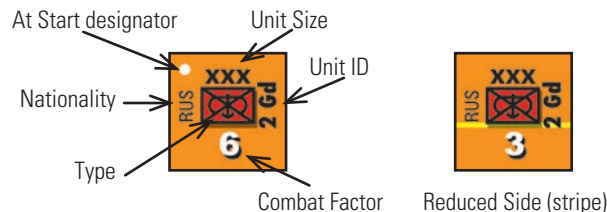
**Note:** Place eliminated units in an off-map area convenient for the player.

### 2.2 Unit Counters

Most of the counters (also referred to as units or unit counters) represent combat formations. Additional counters are provided as informational markers.

### 2.3 Sample Mobile Ground Combat Ground Unit

This unit is Russian. Its nationality is shown both by its background color and a three-letter abbreviation.



**Starting units:** Are units which begin the scenario deployed on the map. They have a white circle on the upper left corner of the counter. Other units are reinforcements (10.0).

**Strength status:** Units have a stripe on their reverse side to indicate that they are reduced strength. Most ground units have two strength steps, with the full strength on the front and the reduced on the reverse.

**Identification:** Each unit has a nationality, shown both by its background color and an abbreviation (2.7) on the left side of the unit symbol. Units also have a unique unit identifier.

**Example:** The Russian 2Gd unit represents the 2nd Guards Corps.

**Optional SF Unit "Opt":** This counter is used with the optional rules, only.

### 2.4 Sample Hyperwar Combat Unit

Hyperwar units function like ground units but can conduct an action as a group.

The "+" sign indicates a Hyperwar unit.



### 2.5 Sample Special Forces Unit

SF units are printed on one side. This is used when deploying them for combat. Their reverse side can be used to place them face down in their staging areas to keep the enemy from seeing their strengths.

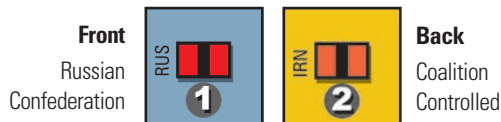


**Important:** A black box around the number indicates the number is a support factor.

### 2.6 Sample Garrison Unit

Garrisons represent static military units, bases, paramilitaries, security forces, guerrillas, etc.

**Important:** Black circle around combat factor indicates, defensive only.



**Switching sides and control:** Garrison units are printed in Russian colors on one side and in a generalized Coalition colors on the other (8.0).

### 2.7 Contingents

The Contingent (nationality) of a unit is identified by the abbreviations listed below as well as by the unique background colors of the counters.

**AFG:** Afghanistan, **Green**  
**IRI:** Islamic Republic of Iran, **Gold**  
**ISC:** Islamic State in Central Asia (a general term for various regional Islamist movements), **Light Brown**  
**NATO:** North Atlantic Treaty Organization, **Blue**  
**PRC:** People's Republic of China, **Purple**  
**RUS:** Russia, **Orange**

**Central Asian States:** Dark Brown

**CA:** Generic Central Asian  
**KAZ:** Kazakhstan:  
**KRG:** Kyrgyzstan  
**TAJ:** Tajikistan  
**TUR:** Turkmenistan  
**UZB:** Uzbekistan

## 2.8 Unit Abbreviations

### Russian

**1GTA:** First Guards Tank Army  
**Alfa:** Directorate "A" of the Federal Security Service (FSB), (Counter-terrorist group)  
**Cauc MD:** Caucasus Military District  
**CORF:** Collective Operational Reaction Force  
**CRRF:** Collective Rapid Reaction Force  
**EARA:** Eurasian Revolutionary Alliance  
**EMC:** Eastern Military Command  
**Gd:** Guards  
**MVD:** Ministry of the Interior  
**NI:** Naval Infantry  
**OMON:** Special Purpose Mobility Unit (police special forces)  
**ODON:** Independent Operational Purpose Division (elite security division)  
**OG:** Operational Group  
**OG EA:** Operational Group Eurasia  
**SMC:** Southern Military Command  
**Sp:** Spetsnaz  
**VDV:** Airborne  
**WMC:** Western Military Command  
**Storm:** Consolidated Russian Spetsnaz group.  
**Vypel:** KGB Directorate "B" Vega Group (Russian Spetsnaz)

### NATO

**CC:** Central Command  
**GCC:** Gulf Cooperation Council  
**ISAF:** International Security Assistance Force  
**JSOTF:** Joint Special Operations Task Force  
**JTF CA:** Joint Task Force Central Asia  
**JTF M:** Joint Task Force Marine  
**MEF:** Marine Expeditionary Force  
**MEU SOC:** Marine Expeditionary Unit Special Operations Capable  
**NGO:** Non-Governmental Organizations  
**MNC:** Multi-National Corps  
**MNJTF:** Multi-National Joint Task Force  
**RF:** Reaction Force  
**SAS:** Special Air Service  
**SFG:** Special Forces Group

### Central Asian

**NEC:** Northeast Command  
**RG:** Republican Guard  
**SWC:** Southwest Command  
**SNB:** National Security Service  
**Abn:** Airborne

### Chinese

**EE:** Excalibur of the East  
**LZR:** Lanzhou Military Region Reserves  
**PAP:** People's Armed Police  
**SL:** Snow Leopards  
**TN:** Tigers of the North

### Iranian

**RGC:** Revolutionary Guard Corps  
**SR:** Strategic Reserve  
**Qods:** Iranian Revolutionary Guards Corps-Qods Force, external operations wing of the Revolutionary Guards

### Other Abbreviations

**6GW:** Sixth Generation Warriors  
**AP:** Action Points  
**CAS:** Close Air Support  
**Cdo:** Commando  
**CRT:** Combat Results Table  
**CW:** Cyberwar  
**EZOC:** Enemy Zone of Control  
**FG:** Fifth Generation Fighter  
**FOB:** Forward Operations Base  
**SF:** Special Forces  
**TEC:** Terrain Effects Chart  
**VP:** Victory Points  
**ZOC:** Zone of Control

## 2.9 Unit Types

There are four broad categories of units in the game: regular (a.k.a. ground combat), Special Forces (SF), garrison, and air (which also include missile units and naval units).

### Ground Combat Units



Combined Arms



Infantry/Paramilitary



Airborne



Amphibious



Complex Terrain Unit



Forward Operations



Guerrilla



Special Forces

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**Note:** SF units, while identified on their counters in terms of their specific organizational identities and sub-types, all function as one broad type of unit in terms of game play. Hyper War units are mobile ground or special force units that have additional capabilities and advantages when conducting actions according to the Action Point Cost Chart. The different operating capabilities and characteristics of the four classes of units are outlined in relevant sections of the rules. Within the mobile ground units class, only airborne units have a special capability based upon their unit type.

## Strike Units (Air & Naval)

### 2.10 Combat Factors & Support Factors



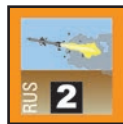
Tactical Airpower



5th Generation Fighter  
(Optional Unit)



Naval



Missile

The large combat or support factors printed along the bottom edges of units (respectively) are the measures of each unit's ability to conduct or support offensive and defensive combat operations. Their uses are explained in the combat, SF and airstrike rules.

### 2.11 Movement Points

Unlike most wargames, unit movement points (MP) are not printed on the counters. That is because the movement allowance (MA) of all ground units varies from one through six. Airborne and amphibious unit units can also use special moves. SF and air units are not moved across the map but deploy by special procedure; garrison units are static units and cannot move.

### 2.12 Reverse of Units

**Ground units:** Most of these have two -steps. The front side is its full strength and the reverse is its reduced strength. Some units have only one step (and are not back printed). A step is a term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation a measure of its "robustness" in current US military jargon. If a two-step unit suffers a one-step loss, it is flipped over to its reduced side (the one with the lower combat factor and yellow strip). Reduced units function normally. If a reduced two-step unit suffers a step loss, it is removed from the map (eliminated). A one step unit is eliminated if it takes one step loss. Eliminated units cannot be returned to play. Place them off to the side as they will be used to determine victory.

**Garrisons:** All garrison units have one step each. The reverse is not a strength reduction but indicates control by the other side. Also, garrisons are sometimes stronger on one side than the other. This is because their original side would include local militia while their reverse side would represent small occupation forces.

**SF & Air units:** SF and airstrikes are treated differently; see their respective rules section. They have one step each.

**Central Asian Forces:** Central Asian ground combat, SF, and air units are printed with Russian control on the front and Coalition control on the reverse (the back of the counter is not a reduced step). They are all one step units. At start Central Asian units have a white dot on the front only. If Coalition controlled all units with a white dot on the front of the counter are placed per the instructions in 3.2.2.

### 2.13 Markers

The counter-mix includes the following informational markers:

**Two turn markers:** One Russian Confederation and one Coalition (6.0).

**One shock marker:** Indicates a side taking major offensive action (7.0).

**One Allied Action Points (AP) marker:** Used to show the number of action points that a side has available to expend (6.3).

**One Russian Action Points (AP) marker:** Used to show the number of action points that a side has available to expend (6.3).

### 2.14 Dice

Players will need at least one six-sided die. Four would be useful. A thousand would be overkill.

## 3.0 SET-UP

### 3.1 Preparing to Play

Players decide who will command which side, then sort and set up the units of their own side per the following instructions (and in the order given).

#### 3.1.1 Starting Forces

Ground combat, air and SF units which start on the map have a white circle in the upper left corner. Units without the white circle are reinforcements (and do not have a white circle). All garrisons start on the map. When performing initial setup, place only units with a white circle. Units of both sides that start play set up on the map do so at their full strength. Stacking limits apply for both players during set up (9.0).

#### 3.1.2 Reinforcements

Units which do not start set up are termed reinforcements. These units are placed in their side's Reinforcement Area and enter via the reinforcement procedure (10.0). Units that enter the map as reinforcements do so at full strength.

### 3.2 Initial Deployment

Placing units on the map is called deployment. Players perform the following in this order:

#### 3.2.1 Determine Control of Central Asian Countries

For each of the five Central Asian countries, each player rolls one die. The side who rolls higher gains control of that country. In the event of a tie, the Coalition player controls that country. Place its units on the side of the counter representing that alliance. Do not deploy the units on the map; this is part of the procedure below.

#### 3.2.2 Coalition Set Up

The Coalition player commands all units of the following contingents: NATO, China, Afghanistan, and any Coalition controlled Central Asian countries (determined above).





**Garrisons:** Each contingent's garrisons are placed in their home country, one per city/objective hex.

**Ground Units:**

**Central Asian countries:** Are placed in any city/objective hex in their specific country.

**Afghanistan:** Are placed in any city/objective hex in Afghanistan.

**NATO:** Place the ISAF unit in any city hex in Afghanistan.

**Chinese:** Are placed in any hex in China.

**Special Forces & Air units:** All starting units are placed in the Coalition Staging Area.

### 3.2.3 Russian Confederation Set Up

The Russian player initially commands all units of the following countries: Russia, Iran and any Central Asian countries determined above.

**Garrisons:** Each contingent's garrisons are placed in their home country, one per city/objective hex.

**Ground Units:**

**Russian:** Are placed in any hex in Russia. The OG 201 and CORF units are placed in any Russian controlled military base/objective hex in any Central Asian country which the Russians control at the start of the game (if none are controlled, then place those units in Russia).

**Central Asian countries:** Are placed in any city/objective hex in their specific country.

**Iranian:** Are placed in any Iranian city/objective hex.

**Special Forces & Air units:** All starting units are placed in the Russian Confederation Staging Area.

### 3.2.4 Initial Marker Placement

Each player places their turn marker in the "1" box on the Turn Track printed along their side of the map-sheet. Keep the AP markers off to the side of the map to start. The Russians receive the shock marker (7.0).

## 4.0 HOW TO WIN

The Russians are attempting to gain geo-strategic-political-economic supremacy, while the Coalition is trying to prevent them from gaining such.

### 4.1 Victory & Defeat

Victory and defeat are determined at the end of the game (after turn 10), based on the control status (5.0) of objective hexes on the map (cities with an objective symbol), and the number and type of eliminated enemy units.

#### 4.1.1 Determine Victory Points

Each of the following is worth one victory point (VP):

- Each objective symbol controlled by friendly forces. Objectives include: major and minor bases; energy, nuclear, ports, and capitals.
- Each eliminated enemy ground combat unit (eliminated air and SF do not count).
- The Coalition adds the number of Russian cities controlled by Coalition forces (in addition to any objective symbols).

**Note:** If a city has more than one objective symbol, it counts for that many (e.g., a city with both an energy symbol and a military base count as two VP). If a city has no symbols, it counts as zero. Also,

objectives in countries which were initially friendly controlled also count for VP.

#### 4.1.2 Determine Level of Victory

Subtract the total Coalition VP from the total Russian Confederation VP. This determines who won and the extent of that victory.

**20+:** Russian decisive victory

**15+:** Russian marginal victory

**14 or less:** Coalition victory

### 4.2 No Sudden Death

Barring capitulation by one of the players, victory is never determined prior to the end of Turn 10. A given objective hex might change hands any number of times during play; all that matters is its status at the end of Turn 10.

**Designer's Note:** The reason for the lack of a sudden death victory condition is that even if one side were to overrun the map, it still would have to face possible postwar insurgency. Thus, you must both take and hold objectives until the end of the game.

## 5.0 OPERATIONAL CONSIDERATIONS

### 5.1 Control

**Contingents:** Each side has several contingents (example: Russia, Iran, etc.). A player who controls a contingent, commands all its forces.

**Hexes:** A player controls a hex if he has a friendly ground combat and/or garrison unit in the hex. SF and air units cannot control objectives.

### 5.2 Boots on the Ground

Control status of a hex can change from one side to the other each time a unit of the opposing side moves into it. Any given hex's control status may potentially switch back and forth any number of times during play.

### 5.3 No Permanent Conquest

Even if you control all cities in an enemy country, the other player continues to control its forces.

**Example:** Uzbekistan starts controlled by Russia. Coalition forces occupy all Uzbek cities. The remaining Uzbek units are still controlled by Russia, and the Coalition could not recruit Uzbek units.

### 5.4 Area of Operations

Generally, you may move your units anywhere on the map, and attack into any hexes.

**Important:** This can change if using the optional scenario variants.

## 6.0 TURN SEQUENCE

### 6.1 Phases

Each game turn of *Putin Moves South* is divided into three phases:

**Action Point Phase:** Both players determine the number of AP they receive.

**Action Phase:** Players alternate taking actions until all AP are expended or both players pass.

**Turn End Phase:** The turn marker is advanced one box. Players distribute units in the new turn box as dictated by the rules.

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**Note:** Unlike many wargames, there are no discrete movement, combat, etc., phases. All such activities are accounted for as actions.

## 6.2 Action Point Phase

At the start of each Action Point Phase the player who possess the shock marker declares if he is playing the marker or retaining it for later use. Both players then determine their total AP. Each player counts the number of major bases controlled by units of his side (5.1). He then rolls two dice and adds the result to that number. The total of the two is the number of AP available to that player during the current game turn.

**Example:** The Russians roll a four and a three; they also control two major bases. Their final AP total is nine.

### 6.2.1 Action Point Tracks

Players keep track of AP by using the markers on the AP Tracks. A player can never have more than 18 APs and can never expend them in such a way that they go below zero.

### 6.2.2 Turn-Discrete AP Expenditures

You cannot save AP from one turn for use in a later turn. AP not expended during their turn of accrual are forfeit at the end of that turn.

## 6.3 Action Phase

### 6.3.1 Initiative

The player who possesses the shock marker takes (or passes on taking) the first action in every turn's Action Phase. This depends on possession of the shock marker (7.0). Thereafter each player takes turns conducting one action (he may pass and not take an action).

### 6.3.2 Actions

The entire range of actions is summarized in the Actions Table (on the map) and further explained in the rules. In general, every action is potentially available to both player, in any order and any number of times, during every action phase. Once a player has finished an action, they may not go back to perform an action or redo a poorly executed one unless his opponent graciously agrees to permit it.

### 6.3.3 Action Procedure

During your action step, declare that you will take an action or pass. If you take an action:

- State which action is being conducted.
- Expend the AP for the action.
- Execute the action.

**Note:** Certain actions will require the expenditure of more than one AP.

**Example:** If you attack with two non-hyperwar units, this counts as one action but requires two AP (14.0). Other actions require no AP, such as using airstrikes for CAS.

### 6.3.4 Passing

If you decide to pass instead of taking an action, your opponent then conducts an action. You then have the choice of conducting an action or passing. If both players pass sequentially (in either order) the turn ends.

## 6.3.5 Running Out of AP

When you have expended all AP for the turn, you can take no further actions. The other player then completes their AP expenditures, one action at a time, until they either expend all AP or announce they do not want to conduct any more actions that turn. At this point, the turn comes to an end.

**Important:** Close Air Support and SF Support are not separate actions. They may be conducted during an enemy action. They do not require AP expenditure and may still be conducted even if the conducting side has expended all AP.

## 6.4 Turn End Phase

A full turn is considered to have been completed when both players have either expended all AP or have passed consecutively. Move both turn markers to the next game turn box and distribute any units in the new box as outlined in the rules. The shock marker may be placed aside for later use.

## 7.0 SHOCK

The Russians start the standard scenario (3.0) with the shock marker. Control of the shock marker can change during a game. The Russian player must play the shock marker no later than game turn 2. After turn 2 follow the procedures outlined below.



### 7.1 Shock Procedure

The player who controls the shock marker may (but is not required to) play it at the start of any turn (before AP determination). This has the following effects:



- At the instant that the marker is played, the player who played the marker rolls one die and selects that number of units from one contingent from his Reinforcement Area which are then deployed (10.0). This is not an action and costs no AP.
- During the Action Point Phase of that turn, the player rolls one additional die (for a total of three) to determine the number of AP available that turn (6.1).


### 7.2 Shock and Awe

Upon playing the shock marker, the player rolls one die and then places the shock marker on the opposing player's Turn Record Track that number of turns later. On that turn, it becomes available for use by that player. Upon that player's use of shock, the marker reverts to the first player per another die roll. The above process continues until either the last turn of the game, or the marker is placed on a turn after 10.

### 7.3 Initiative

The instant that a player plays the shock marker, his side takes the first action for that game turn. That player continues to take the first action each game turn until the other player gains control of and plays the shock marker.

**Example:** The Russian plays the shock marker on Turn 1. He implements the effects of shock and awe on Turn 1. The Russian player has the initiative on Turn 1. He then rolls one die and the result is three. Place the shock marker on the Coalition Turn Record Track on Turn 4. On turns 1, 2, and 3 the Russian player is the First Player. On Turn 4 the Coalition player may play the marker, thereby gaining the effects of (7.1) as well



as the initiative. Should the Coalition decide to not play the shock marker on Turn 4, the Russians would maintain possession of the initiative until such turn (if any) that the Coalition plays the shock marker.

## 8.0 GARRISON UNITS

Every city/objective on the map has a garrison unit. Garrison units act as combat units, and thus control a city/objective for the owning player. Garrisons are restricted as follows:

**Static:** Garrisons can never move.

**Combat:** Garrisons defend (with the special cases listed below). They can never attack. Garrisons can never be eliminated nor, may they retreat. They can be flipped, which represents a change in control of a city or objective hex.

### 8.1 Change of Garrison Side

If a hex containing a garrison is the subject of a ground attack and all defending units (including the garrison) are eliminated and/or forced to retreat; and an attacking unit could and does advance after combat into that hex, the garrison unit is flipped over to the attacking player's side. When a Garrison changes side, it then becomes a part of the new owning player's forces and controls the hex for that side. There is no limit to the number of times a garrison may change sides in a game.

#### Examples:

- A DE result would cause the elimination of all defending units, and assuming an attacking unit entered the hex, the garrison would be flipped to the attacker's side. If the attacker chose to not advance, then the garrison remains on its original (defender's) side.
- A Garrison is defending in a hex with a two-step combined arms unit. The result is DL1. The combined arms unit is flipped to its reduced side. The garrison is not affected.
- A garrison is defending in a city and is not stacked with any friendly units. The attacker inflicts a DL1 result against a garrison. The attacker advances into the city and the garrison is flipped over.
- The attacker inflicts a DR result on a city containing a garrison. The attacker advances, and the garrison is then flipped over. Had this been mega-city hex, the retreat would be ignored (as mega-cities negate retreats) and control would not change.
- A one-step unit attacks a garrison defending in the hex alone. A result of BB is inflicted. The one-step attacker is eliminated and since there can be no advance into the city, the garrison is not affected; it remains on its original side.

**Designer's Note:** This can make cities/objectives difficult to take, often leading to attrition urban warfare, modeling the reality.

**Important:** This is a different procedure from the original Putin's War, representing the higher degree of paramilitary forces in this part of the world.

### 8.2 Insurgency

Garrisons may also change sides owing to the optional insurgency rule (19.2.5).

## 9.0 STACKING

Stacking is piling more than one friendly unit in the same hex at the same time. Stacking applies only to units on the map, not to those on the Turn Record Tracks (11.2) or in off-map areas.

### 9.1 Stacking & Movement

Stacking rules are always in effect. There is no limit on the number of units that may enter and pass through a given hex during an action, phase or turn, if the stacking limit is met at the end of that movement.

### 9.2 Stacking Limits

The stacking limit for both sides is as follows:

- One garrison unit plus one ground unit; plus
- One FOB; plus
- Any number of SF units (during combat); plus
- Air units up to the air stacking limit (16.4).

**Note:** You can stack units of different friendly contingents in the same hex.

### 9.3 Over-Stacking

If any hexes are found to be over-stacked at the end of any action or phase, the violating player must select the minimum number of units necessary from that hex to bring it back into compliance with the stacking rules. The excess units are eliminated.

### 9.4 Fog of War

Due to the time, space, and unit scales involved here, combined with the human and electronic intelligence assets available to both sides, there is relatively little fog of war in the game. Both players are free to look over and through all the units of both sides deployed on the map. You cannot look at units on the enemy's Turn Record Track or off-map area.

## 10.0 REINFORCEMENTS

Units that start play on the map are indicated by a white dot in the upper left corner. All other units are reinforcements. Reinforcements are ground combat, SF and air units that begin the game in the Reinforcement Area, per scenario instructions (3.0). You can bring them into play by expending AP (see below). Reinforcements can be brought in on all turns. Once on the map, reinforcements operate normally.

**Important:** All garrisons begin the game on the map. They are never eliminated or removed from the map.

### 10.1 Reinforcement Action

Reinforcement is conducted as an action during the Action Phase. Conduct a reinforcement action as follows:

- Declare a reinforcement action.
- Designate one friendly contingent to be reinforced.
- Roll one die. The result is the number of reinforcement units you may select from that contingent. You can select any combination of reinforcement units and types (ground, air, SF) from that one contingent. If the number rolled is greater than the number of units available for that contingent, you cannot pick from other contingents.
- Pay the AP cost (per the Action Point Cost Chart on the map).
- Deploy the selected reinforcements in accordance with 10.2.

### 10.2 Deploying Reinforcements

Reinforcements are deployed as part of the reinforcement action. Reinforcements may not move, attack, or regroup during the same action as they are deployed. Reinforcements are free to conduct other actions later in the same game turn.

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**Exception:** When deploying a unit on a military base or port, you can displace it into an adjacent hex to avoid potential over-stacking. The original hex and displacement hex must comply with 19.2.

## 10.2.1 Ground units

Ground units must be deployed in a type of hex the unit could normally enter via ground movement. It cannot contain enemy units or Hyperwar Zones of Control (15.0). Contingents must be placed as follows:

### Russian:

- In Russia on any hex on the north map edge.
- In any Russian controlled military base hex.

### Chinese:

- In China on any hex on the south map edge.
- In any Chinese controlled military base hex.

### NATO:

- In Afghanistan on any hex on the south map edge.
- In any port hex on the Persian Gulf which is controlled by the Coalition.
- In any Coalition controlled military base hex.

**Note:** Friendly controlled military bases may be anywhere on the map, not necessarily within the unit's home country.

## 10.2.2 Airborne Unit Deployment

Airborne units (both sides) may enter the map by using airborne movement (12.6).

- They enter via the friendly map edges listed above, with the first hex of airborne movement being the hex adjacent to the map edge.
- For NATO, this includes any southern map edge hex in Afghanistan, and southern or western map edge hexes in the Persian Gulf.
- Airborne units can move up to their full airborne movement allowance with the first hex entered costing one MP (12.6).

## 10.2.3 Amphibious Unit Deployment

NATO amphibious units may enter the map by being placed on any coastal hex of the Persian Gulf not containing enemy units. The hex may be in a hyperwar unit's ZOC. Units arriving in this manner must abide by stacking limits.

**Note:** Ground reinforcements must enter the map; they cannot be placed in a Staging Area. If there are no available hexes, then the reinforcement cannot be taken.

## 10.2.4 SF Unit Deployment

Place them in a Staging Area.

## 10.2.5 Air Unit Deployment

Place them in a Staging Area.

## 11.0 REGROUPING & RECYCLING

Regrouping is the procedure for restoring reduced ground units to full strength. Recycling is the temporary removal of SF and air units after a mission.

### 11.1 Regroup Action

Regrouping is conducted as an action during the Action Phase. It costs one (two for a Hyperwar unit) AP to return a reduced combat unit to full strength. Eliminated units may not be regrouped, they are permanently

eliminated. Regrouped units are free to conduct other actions later in the same game turn. Conduct a regroup action as follows:

- Declare a regroup action.
- Designate the unit to be regrouped. Only one unit per action may be regrouped. The unit may not be adjacent to an enemy combat unit. In this case garrison units are not considered combat units.
- Expend the required AP and flip the designated unit to its full-strength side.

### 11.2 Recycling Special Forces

Recycling of SF units is not a separate action. At the completion of each combat that included a SF unit, roll one die for each SF unit involved in the combat.

- The die roll result is the number of turns before the SF unit is available for use. Place it on the friendly Turn Record Chart the number of boxes from the current game turn equal to the die roll.
- When a turn marker reaches a space containing SF units, place those SF units in the friendly Staging Area. Do not expend AP. If an SF unit's return would take place after the last turn of the game, it's out of play for the rest of that game

**Example:** It is turn 3 and you roll a "two" for a given SF unit; it would be available at the start of turn 5.

**Designer's Note:** Recycling SF units represents operational and planning considerations, leading to surges of activity. SF units are never permanently eliminated.

### 11.3 Recycling Air Units

Recycling of air units is not a separate action. Upon completion of any air mission, place all surviving air units in their side's Reinforcement Area. Air units in a reinforcement area can only return to play by conducting a reinforcement action (10.1). Air units that are eliminated (result of A1, A2, E1, E2, and E3 on the Air CRT) are permanently out of play.

**Designer's Note:** Recycling of air units represents maintenance operations.

## 12.0 UNIT MOVEMENT

Movement actions allow the movement of one or more units per action. A move is just that, unlike most wargames, you cannot conduct an attack during a movement action. There is no limit on the number of movement actions you can conduct over the course of a turn's Action Phase if you have the AP. Any given unit may be used to conduct any number of movement actions during each Action Phase (by expending AP).

**Important:** Garrison units are considered static units and may never move.

### 12.1 Movement Points

Each type of movement action has a discrete method for determining the number of MP allowed for that action.

- MP may not be saved from one action or phase to another, nor may any unit give or loan or otherwise transfer MP to any other unit.
- Every movement action is a discrete event that must be fully carried out before another action (of any type) is begun by either player.
- You may use some, none, or all the MP during that action. There is no requirement to expend all of them.



## 12.2 Terrain Effects

The MP cost for each hex entered by a unit conducting ground movement varies based on the type of natural terrain and the hexsides around it. The Terrain Effects Chart (TEC) provides a description of the number of MP required to enter or cross each terrain type.

**Complex Terrain:** Complex terrain consists of various types of non-clear hexes. These cost more than one MP to enter. This is explained on the TEC.

**Water Hexsides:** It costs one additional MP for a unit to cross a river, lake or canal hexside. This is cumulative with the cost of the terrain in the hex.

***Note:** While water hexsides impose a movement cost, they do not affect combat due to the time/space relationship involved in conducting combat across a water barrier versus having to move the administrative tail incorporated into each unit, across a water barrier.*

**Roads:** Ground units may use road movement through railroad hexsides. A unit moving along connected railroad hexes using regular ground movement is using road movement. It pays one MP per hex entered, regardless of other terrain, and ignores water hexside crossing costs. A unit can use both road movement and non-road movement in the same action.

***Note:** There is no minimum movement guarantee.*

**Example:** If you roll one MP and a unit needs two MP to enter a rough terrain hex, then that unit cannot enter that hex. The action is still considered to have been conducted (including expenditure of AP).

## 12.3 Movement Actions

Movement of units conducted as an action during the Action Phase. Conduct a movement action as follows:

- Declare a movement action and the type of movement being used.
- Designate the unit or units that will conduct the movement.
- Pay the required AP to conduct the movement (see AP Expenditure Chart on the map).
- Move the unit or units using the appropriate rules based on the type of unit and type of movement being conducted.

## 12.4 Ground Movement Action

Units conducting ground movement pay all normal terrain costs and must abide by ZOC rules (15.0).

- Only one unit can be designated to conduct a ground movement action.

**Exception:** (12.4).

- When conducting ground movement, the unit determines its available MP after paying the AP cost.

## 12.5 Determine Unit Movement Allowance

Determine the available MP of a unit conducting ground movement by rolling one die. The result is the number of MP available for that unit during the current action. All ground combat units (except garrison units) have a movement allowance (MA) of one to six movement points (MP) per action; no matter their nationality, type or step strength.

## 12.6 Hyperwar Movement Action

Hyperwar movement is a special movement action that allows multiple units to conduct any type of movement under the same action. Units designated must still meet requirements for the type of movement declared. Both players may declare a hyperwar movement action.

- All hyperwar units from all friendly contingents may conduct any single type of movement as a single action.
- All units designated must conduct the same type of movement.
- Pay the required AP to conduct the movement prior to rolling to determine MP.
- If required to determine available MP, roll for each unit individually.

## 12.7 Railroad (RR) Administration Movement

Railroad movement is a type of movement action that allows a player to move some or all ground units of one contingent.

- Rather than selecting a single unit to conduct the action, declare which contingent is conducting the action. You do not have to declare each unit of the contingent.
- Units move entirely along railroad hexes. They must start, move, and end on a railroad hex.
- They may not start their move adjacent to an enemy unit, nor may they move adjacent to an enemy unit (including garrison units) at any time during RR movement.
- For each unit of the contingent conducting RR movement, roll two dice. The total die roll is the unit's RR MA.

## 12.8 Trans-Siberian RR

The Russian player may use a RR movement action to move Russian Confederation units via the Trans-Siberian RR. Conduct the action in accordance with 12.5, except:

- Units must start its movement in a RR hex on the north map edge.
- No die roll is required.
- Move the units an unlimited number of hexes along the Trans-Siberian RR, then back onto the map.
- Units must end its move in a RR hex on a north map edge hex. The hex may not contain an enemy unit.

***Note:** No other movement may be made along the Trans-Siberian RR. Units must end their movement on the map. They cannot remain off-map.*

## 12.9 Airborne Movement

Airborne movement is a type of movement action that may be conducted by units that have an airborne type symbol.

## 12.10 Airborne Movement Procedure

It is conducted in the same manner as a ground movement action except for the below procedures.

- Determine the MA of a unit conducting airborne movement by rolling two dice and totaling the two results. That result, from two through 12, is the number of available MP the unit has for the move.
- Move the unit up to that number of hexes (not MP), over any type of terrain, enemy units, and EZOC. Terrain does not affect airborne movement.
- The unit can cease its movement in any hex into which it could enter via regular ground movement. The hex may not be enemy occupied.

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## 12.11 Amphibious Movement

Coalition amphibious units (only) can conduct amphibious movement in the Persian Gulf (not Caspian Sea). It is conducted in the same manner as ground movement except as follows:

- Do not roll for MP.
- The unit must start its move in a Persian Gulf port.
- The unit may be moved to any Persian Gulf coastal hex not occupied by an enemy unit.
- The unit may not conduct any other movement during the current action.

## 13.0 GROUND COMBAT

Combat is used to destroy enemy units and take hexes.

**Note:** Players should examine the Combat Results Table (CRT) for the implications of combat at various strength ratios.

### 13.1 Combat Procedures

You initiate combat by declaring that your action will be an attack. Combat involves one or more friendly ground units attacking a single hex occupied by enemy ground units. Declaring combat is always voluntary; the presence of adjacent enemy units does not force a player to attack. Attacking units must be adjacent to the enemy (defending) hex.

- Declare the combat action.
- Designate the defending hex. The defender may not decline the attack. The attacker cannot call off the attack after designating the defending hex. The attack must be completed.
- Designate the attacking units.
- Calculate the odds.
- Determine column shifts for SF and Air units.
- Utilize the CRT and apply the results.

### 13.2 AP Costs & Strictures

It costs one AP to conduct an attack with one regular unit. Each additional unit participating in the attack costs one additional AP (up to a total of six AP if you were attacking from all six adjacent hexes). All attacks are always made into just one defending hex, and all participating attackers must be in hexes adjacent to that one targeted hex.

#### 13.2.1 Joint Attacks

If all attacking units have hyperwar capability, then it costs only one AP to make that attack (instead of one per unit). This is regardless of which country they are from. If some attacking units are hyperwar and some not; expend one AP for all hyperwar units and one AP for each non-hyperwar unit.

#### 13.3 Unitary Combat Factors

A single unit's full combat strength must always be used whenever it's involved in combat.

#### 13.4 Multi-National Attacks

Within the strictures above, all friendly ground combat and SF units can participate in multi-national attacks in any combination. It is not necessary for a given contingent to have one or more of its ground units involved in an attack for its SF units to be involved. See 13.6.3 for restrictions on multi-national air unit participation.

**Note:** Considerations for joint warfare are figured into the multi-AP cost for attacking with more than one unit.

### 13.5 Calculate the Odds

If the attacker has at least as many or more combat factors than the defender, calculate the odds as follows:

- Add up the combat factors of all the attacking units involved in the battle.
- Add up the combat factors of all defending in the battle.
- Divide the attacker's total by the defender's total and round down any remainder.
- Place the result to the left of a colon and set a "1" to the right of the colon.

**Example:** If 26 combat factors attack 7 combat factors, the situation yields an odds ratio of 3:1 ("three to one"). That is,  $27 \div 7 = 3.71$ , which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT) printed on the map.

If the attacker has fewer combat factors than the defender, calculate the odds as follows:

- Add up the combat factors of all the attacking units involved in the battle.
- Add up the combat factors of all defending in the battle.
- Divide the defender's total by the attacker's total and round up any remainder.
- Place the result to the right of a colon and set a "1" to the left of the colon.

**Example:** If a force with 5 attack factors is attacking a force with 11 defense factors, it's a poor odds attack. In that case, divide 11 by 5 ( $11 \div 5 = 2.2$ ), and round up (2.2 becomes 3); then set a "1" on the left of the "3," yielding odds of 1:3 ("one to three").

#### 13.5.1 CRT Odds Limits

The column headings on the CRT range from 1:3 to 7:1. Odds greater than 7:1 are resolved on the 7:1 column. Odds less than 1:3 are resolved on the 1:3 column. Odds limits are imposed prior to any column shifts and combat shifts that would exceed the limits are ignored.

**Example:** An attack is determined to have odds of 8:1 prior to any column shifts. There is one left shift imposed due to terrain. Begin on the 7:1 column and shift one left to the 6:1 column.

**Important:** Due to various combat shifts you may end up with final attack odds that are much worse than you initially thought they'd be; however, an attack action, once declared, may not be called off; it must be fully resolved.

#### 13.6 Determine Column Shifts

A shift is an alteration of the combat odds determined above. A shift to the right is an attacker's shift and favors the attacker. A shift to the left is a defender's shift and favors the defender. If both the attacker and defender have shifts, subtract the defender's shifts from the attacker's shifts and use the final shift. All shifts are applied, and the cumulative total is used. Shifts are generated by:

- Defender's terrain
- Concentric attack
- Close Air Support (CAS)
- SF support

**Example:** An attack is initially conducted at 4:1 odds. The attacker has two shifts to the right; the defender has three shifts to the left. The final attack is at 3:1.

### 13.6.1 Defender's Terrain

**Cities:** Units defending in a city hex receive a one-column defender's shift advantage.

**Mega-Cities:** Units defending in mega-city hex receive a two-column defender's shift advantage. Defending units ignore all retreat results.

**Sea Hexes:** Units cannot attack across all-sea hexsides and cannot advance across them.

**Example:** An Iranian force in Tehran is attacked at 4-1 odds; this is reduced to 2-1. A combat result of DR becomes no effect.

**Designer's Note:** The natural terrain and water hexsides have no effect on combat. During this period, space, and unit scale, all forces engaged have the specialized munitions, cross-country capable vehicles, helicopters, and boats necessary to overcome those effects.

### 13.6.2 Concentric Attacks

When you attack a defended hex through two diametrically opposite hexsides; or when you do so from three hexes with an uninvolved hex between each of your attack hexes, or when you do so from more than three hexes, you have achieved concentricity. Concentric attacks receive a one-column attacker's shift advantage.

### 13.6.3 Close Air Support

Both players can commit any air units (missile units may not be used) in their Staging Area to combat on a battle-by-battle basis.

- Air units are committed to a combat prior to SF commitment.
- You can use only the air units of one contingent for a single CAS mission. They must be of the same nationality as at least one of the ground units being supported.
- The attacking player commits air units, and then the defending player commits air units.
- It does not cost any AP to commit air units, nor does their commitment constitute an action separate from the battle being resolved.
- Air units are not affected by ground combat results. The effects of air defenses are built into the automatic recycling of air units used for CAS (11.0).
- Each air unit committed by the attacking player garners a one-column attacker's shift advantage.
- Each air unit committed by the defending player garners a one-column defender's shift advantage.
- If both the attacker and defender commit CAS, then use the cumulative total of shifts.
- See 16.4 for air unit stacking.

**Example:** The attacker commits two air units and the defender one; the final shift is one to the right.

### 13.6.4 SF Support

Both players can commit all SF units in their Staging Area to combat on a battle-by-battle basis.

- Each player chooses, in secret, which SF units they will use and then simultaneously reveals them.
- It does not cost any AP to commit SF, nor does their commitment constitute an action separate from the battle being resolved.
- SF of countries on each side may be committed to any combat anywhere on the map, no matter if a ground unit of their own country is or isn't involved.
- There are no limits (other than actual availability) to the number of SF units either side may commit to each battle. Players are not required to commit any SF (though you may certainly bluff prior to the reveal).
- Determine the number of shifts each side has by totaling the support factors of all committed SF units.
- Determine the final number of shifts and the direction of shift by subtracting the defender's total shifts from the attacker's total shifts.

**Example:** If the Russian player committed a total of five SF support factors to his attack, and the defending Coalition player committed three SF support factors to the defense, that Russian attack would gain a two-column rightward odds shift (in addition to all other applicable shifts).

## 14.0 COMBAT RESULTS

Combat results are abbreviated on the CRT.

**Attacker Attrition (AL1):** The attacking player reduces one attacking unit by one step.

**Attack Stalled (AS):** Nothing happens to or with either side's involved force.

**Bloodbath (BB):** The defending and attacking players each reduce one of their participating units by one step (defender first). If a BB leaves a defended hex empty, the attacker may advance after combat if he has at least one unit remaining in his attacking force.

**Defender Eliminated (DE):** All defending ground units are eliminated. If a DE leaves a defended hex empty, the attacker may advance after combat.

**Defender Attrition (DL1):** The defending player reduces one defending unit by one step. If a DL1 leaves a defended hex empty, the attacker may advance after combat.

**Defender Retreat (DR):** The defender retreats any defending mobile unit one hex. Flip any garrison unit in the hex over to the attacker's side. If the hex contains a Mega-City, ignore the result (treat it as AS).

### 14.1 Retreat Procedure

The attacking player moves the defending unit one hex. This may be in any direction, within the following restrictions:

- The retreating unit may not retreat into a hex containing an enemy unit or EZOC.
- If a retreat causes a unit to over-stack, then that unit must retreat an additional hex such that stacking limits are met.
- Units may not retreat into a sea hex or via airborne movement.
- Units blocked from retreating for any reason suffer a DE result instead.
- A unit cannot retreat into a hex it could not enter during regular movement.

### 14.2 Hyperwar (HW1) Result

If at least one attacking unit has hyperwar capability, the HW1 result may apply. If HW1 is determined as the result, then:

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- Apply a **DL1** result (14.0).
- If there are any surviving defending units, apply a **DR** to them (14.1).
- If the attacking side does not have any hyperwar units then treat the result as an **AS** (Attacker Stalled).

## 14.3 Air & SF

Air and SF units are never affected by ground combat results. Follow the procedures in 11.2 and 11.3.

## 14.4 Advance After Combat

If an attack clears the defending hex of all enemy units, you may occupy the cleared hex with one of your involved attacking ground units. Such advances aren't mandatory, but they must be conducted immediately. Victorious defenders never advance after combat; Advance after combat:

- Is not an action.
- Does not require the expenditure of MP.
- May be into or through EZOC (15.0).

**Note:** See rule (8.0) for the effects of garrisons and the attacker advancing into objective hexes.

## 15.0 ZONES OF CONTROL

All hyperwar combat units exert a Zone of Control (ZOC) always, regardless of the phase, player/game turn being played or if they have been reduced or are at full strength. The six hexes immediately surrounding a hyperwar unit's hex constitute that unit's (ZOC).

- Non-Hyperwar units do not have ZOCs.
- ZOCs extend into and out of all types of terrain and across all types of hexsides. They also extend into enemy occupied hexes.

**Designer's Note:** This is due to the range and lethality of modern weapons systems.

## 15.1 ZOC and Movement

Units must halt their movement when entering an enemy ZOC (EZOC). Otherwise, there is no additional MP cost to enter an EZOC. Units may move out of EZOC only if they:

- Advance after combat, in this case a unit may move directly from a hex in an EZOC to another hex in an EZOC.
- Retreat out of a hex in an EZOC, however they may not retreat into a hex in an EZOC.
- If they disengage. To disengage, a unit may only leave a hex containing an EZOC but may not move directly into a hex containing an EZOC. A unit can never move directly from one EZOC to another.

## 15.2 RR Movement

A unit may not start in or enter an EZOC when using RR movement.

## 15.3 Airborne & Amphibious Moves

These may be made from and into EZOC. Airborne and amphibious movement is not blocked by EZOC.

## 15.4 ZOC Effects on Combat

ZOC do not force combat.

## 15.5 ZOC & Reinforcements

EZOC do not block the deployment of reinforcements. A unit cannot regroup in an EZOC.

## 16.0 AIR OPERATIONS

Air units represent the effects of airpower.

**Note:** In this section, the term air unit applies to both missile and air units unless specifically stated in the rules.

## 16.1 Air Actions

There are three air actions:

**Air Superiority:** Attacking enemy air unit. This is conducted as an action.

**Bombardment:** Attacking enemy ground units. This is conducted as an action.

**Close Air Support (CAS):** Providing combat shifts to friendly attacking ground units. CAS is conducted as part of a ground combat action (and may be executed by both the attacker and defender). CAS rules are outlined in 13.6.3.

## 16.2 Assigning Air Units to Actions

You can commit air units in the Staging Area to the actions listed above within the parameters of (18.0). Place the units on the hex or enemy Staging Area in which the mission is to take place, execute that action, and then place the participating air units in their Reinforcement Area.

**Important:** Placing air units in the Reinforcement Area at the end of each action represents the logistical efforts required to maintain air units in the theater of operations as well as the effects of air defenses not otherwise shown in the game. You can bring air units back into play by using the reinforcement action. Thus, a considerable amount of your air campaign will be tied up in recycling your air force.

## 16.3 Range

Air units assigned to bombardment or CAS can attack any hex on the map. Air units conducting air superiority are moved directly from their Staging Area to the enemy Staging Area (there is no range).

**Note:** Air units cannot attack enemy Reinforcement Areas.

## 16.4 Air Unit Stacking

An unlimited number of air units may be assigned to a single air superiority action. Stacking does not apply. A limited number of air units may be assigned to a single bombardment attack. A limited number of air units may be assigned to a CAS. Missile units cannot be assigned to CAS. The number of air units which can be used in a specific hex depends on the Contingent:

**NATO:** Three air units

**Russia & China:** Two air units

**All others:** One air unit

**Note:** Air unit stacking is in addition to any ground unit stacking in the same hex. Also, air units can be placed in enemy occupied hexes.

## 16.5 Airbases

Air units are not based on the map. Air units, not currently assigned to an action are kept in their Reinforcement or Staging Areas.



## 16.6 Air Superiority Action

An air superiority action is conducted as follows:

- Declare the action.
- Expend the one AP. The cost is per action; any number of air units may participate.
- Air units may be from any friendly contingent.
- Place the air units participating in the action into the enemy Staging Area.
- Total the number of attacking air combat factors.
- Use this total to determine the column to be used on the Air Combat Table.
- Roll one die and cross index this with the column. This will give an air combat result.
- Apply the result immediately.
- Place all surviving attacking air units in the friendly Reinforcement Area.

**Note:** Only enemy air units are affected by air superiority attacks. SF units in the Staging Area are not affected.

### 16.6.1 Air CRT

The Table includes columns for one to six factors. If you have assigned more than six combat factors, then for each increment of one to six more roll another dice.

**Example:** The Coalition is attacking with eight airstrikes; roll once on the six-column, and once on the two-column.

**Note:** SF cannot modify air superiority combat. Also, you must have at least one air unit to make an attack. The Zero (-) column is used when conducting bombardment actions.

### 16.6.2 Air Superiority Results

**A1, A2:** Eliminate one or two attacking air units (missile units are not affected).

**E1, E2, and E3:** Eliminate one, two, or three defending air units (missiles are placed in the Reinforcement Area).

**R1, R2, and R3:** Place one, two, or three defending air units in the Reinforcement box (missiles can be affected).

**“-”:** No effect.

### 16.6.3 Air Defenses

Enemy air units being attacked do not return fire. Air defenses are built into the Air CRT via the **A1** and **A2** results.

**Note:** The reason for the lack of return fire is the range and lethality of modern weapons systems, this makes getting in the first strike critical.

## 16.7 Bombardment Action

A bombardment action is conducted as follows:

- Declare the action.
- Expend the one AP. The cost is per action, any number of air units may participate, and any number of hexes may be attacked.
- Each hex attacked can only contain air units from one friendly contingent.
- Place participating air units on any hexes on the map containing enemy units. Stacking limits apply (16.4).

For each hex attacked conduct the following:

- Total the number of attacking air combat factors.
- Use this total to determine the column to be used on the Air Combat Table.
- Make any shifts for the terrain in the defending hex (13.6.1).
- Roll one die and cross index this with the column. This will give an air combat result.
- Apply the result immediately
- Place all surviving attacking air units in the friendly Reinforcement box.

**Important:** It costs only one AP regardless of the number of air units used or hexes attacked.

**Note:** The zero-column is used only when the defender receives a shift for terrain defense. Otherwise, you must have at least one air unit to make a bombardment.

### 16.7.1 Bombardment Results

**A1, A2:** Eliminate one or two attacking air units (missile units are not affected).

**E1, E2, E3:** Eliminate one, two or three defending steps.

**R1, R2, and R3:** Retreat the defending ground unit one, two or three hexes (14.1).

**“-”:** No effect.

### 16.7.2 Garrison immunity

Defending garrisons are never affected by bombardment (obviously, there is no point in bombarding a hex containing only enemy garrisons).

### 16.7.3 Air Defenses

Ground units do not return fire at bombardment missions. Air defenses are built into the Air CRT via the **A1** and **A2** results.

## 16.8 Combat Results against Air Units

The owning player always chooses the air units that will be lost for all actions. For **A1** and **A2** results, the attacker must eliminate air units (missiles are not affected). Units that are eliminated are placed in the Eliminated Area and cannot return to play. Remember, after using an air/missile/naval unit for a mission, if it survives you must place it in the Reinforcement Area.

## 17.0 MISSILE & NAVAL UNITS

### 17.1 Missiles

Missile units are considered air units. When conducting a bombardment or air superiority mission they are treated as any other air unit (i.e., add all factors together). They follow the same rules as other air units with the following exceptions.

- They are not affected by **A1** and **A2** results.
- They cannot be used when conducting CAS.
- After completing an action all missiles are placed in the Reinforcement Area.
- Missiles are never placed in the Eliminated Area.

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## 17.2 Naval Support

The NATO naval unit is used exactly like an air unit with the following exceptions:

- Naval support can only be used in Persian Gulf coastal hexes and hexes adjacent to coastal hexes.
- Naval support can only conduct CAS.
- It confers the number of shifts equal to the number on the counter.
- The Naval support unit is never affected by combat.
- It cannot be attacked by air superiority missions.
- After completing an action, it is placed in the Coalition Reinforcement Area.

## 17.3 Stacking

Missiles and the naval support unit count as air units for stacking.

## 18.0 OFF-MAP AREAS

Each side has a Staging and Reinforcement Area. The use of each is described throughout the rules. Ground units cannot enter Staging Areas. Air superiority can be conducted in an enemy Staging Area. No other combat is allowed. Except for the above, enemy units may not enter an area belonging to the opposing side.

## 19.0 OPTIONAL RULES

### 19.1 Special Units

#### 19.1.1 Complex Terrain Units

Units with the complex terrain unit symbol have the following special abilities:

**Movement:** It costs only one MP for them to enter any type of land terrain; it costs zero MP to cross rivers. They are affected normally by EZOC.

**City attacks:** If one or more units attacking a city are complex terrain types, then negate one of the defender's city shifts (but only one, regardless of the number of attacking complex terrain units. Units defending in mega-cities still ignore retreats.

#### 19.1.2 Forward Operations Base (FOB)

Both sides can deploy their FOB unit as part of a reinforcement action on any hex occupied by friendly ground units. The hex cannot contain a city.

**FOB Status:** The FOB is a static unit; it cannot move once placed.

**Operations:** The FOB functions as a friendly military base for all game purposes (same as a printed military base). The FOB is a one-step unit and is affected by combat normally. It cannot attack. If forced to retreat, it is eliminated.

**Demobilization:** The controlling player can demobilize the FOB using a reinforcement action (normal action procedures). It counts as one unit. Remove the FOB from the map and place it in the Reinforcement Area. It is available during the next friendly action.

#### 19.1.3 Fifth Generation Fighters (5GF)

These are treated exactly like other air units, except they have a higher combat factor.

#### 19.1.4 6th Generation Warriors (6GW)

6GW are treated as Special Forces, with the following special abilities:

- If they are part of an attacking force, the attack becomes hyperwar qualified.
- 6GW are not received as part of deployment. Instead: each time you make a hyperwar attack and the result is **HW1**, you receive one 6GW (if available).
- Once eliminated, they are recycled normally.

### 19.2 Additional Actions

#### 19.2.1 Airborne & Amphibious Assault Actions

These are additional actions. They are conducted the same as an airborne or amphibious movement action with the following exceptions:

- Declare an airborne or amphibious assault action.
- Expend two AP for either action.
- Move one airborne or one amphibious unit adjacent to an enemy occupied hex (via airborne or amphibious movement, respectively). In this case an amphibious unit could be in an all sea hex.
- More than one unit may conduct an airborne or amphibious assault, if all units participating are hyperwar units. The cost is still two AP.
- All hyperwar units participating must move adjacent to a single enemy hex which then must be attacked.
- When using the hyperwar ability, non-Hyperwar units cannot be involved.
- Immediately execute an attack (the attack is not a separate action).
- Ground units that did not conduct the airborne or amphibious movement may not participate in the attack.
- Air, naval and SF support may be used.
- The combat is resolved normally, but if the attack fails to clear the defender's hex, then the attacking ground combat units must do one of the following:
  - a) If the attacking units are in a land or coastal hex, there is no further effect.
  - b) If the attacking units are in a sea hex, they are eliminated.

#### 19.2.2 Air Transport Action

An air transport action allows one ground unit (both regular and airborne) to move between friendly military bases. Conduct the action as follows:

- Declare the air transport actions.
- Expend one AP.
- Conduct a normal movement die roll for the unit (12.3).
- The unit may move (normal ground movement) to a friendly military base and then:
  - Expend one MP to move by air transport and then;
  - Move any distance to another friendly airbase.
- Air Transport cannot be conducted into or out of a military base hex in an EZOC.
- The unit could (if it has remaining MP) continue moving.
- Units may start and/or end the air transport move in friendly military bases (within stacking restrictions).
- Players may not use the hyperwar ability to move more than one unit.

### 19.2.3 Reserve Air Action

A reserve air action moves air units out of the theater of operations. This can be useful for getting air units out of harm's way. Conduct the action as follows:

- Declare the action.
- Expend one AP.
- Move any number of friendly air units to the friendly Reinforcement Area.

### 19.2.4 AP Enhancement

This action is conducted during the Command Point Phase. There is not a AP cost. A player can use SF units to increase AP.

- Prior to the AP die roll, declare any number of SF in your Staging Area as AP enhancement.
- Add their strength to the AP die roll. This is in addition to the major base enhancement.
- SF units used to enhance AP are placed in the Reinforcement Area.

**Example:** You commit SF units with a total value of three; then you roll a total of six; your final total is nine.

### 19.2.5 Insurgency Action

SF units can be used to flip enemy garrison units independent of combat actions. Conduct the action as follows:

- Declare the action.
- Expend one AP.
- Place any number of SF markers on any hexes on the map containing enemy garrisons (there is no range limit). More than one SF unit may be committed to each hex.
- Other enemy combat units may be in the hex.
- For each SF combat strength point, roll one die and apply the results on the Insurgency Table.
- The SF markers are then recycled (11.2).
- If a result causes the flipping of a garrison and there are still SF remaining in the hex, they cannot be committed elsewhere or withdrawn.

**Important:** The enemy cannot place SF in defense against this mission.

#### Insurgency Results:

**Blowback:** Enemy gains one AP.

"-" = No effect.

**Rebellion -1:** If there is not another enemy ground units in the hex, flip the garrison to the friendly side. If there is another enemy unit in the hex, then treat this as a "No Effect."

**Rebellion-2:** Flip the garrison to the friendly side. If there are other enemy ground units in the hex, then retreat those units one hex (14.1).

### 19.3 Logistics

For a ground unit to regroup (flip a reduced unit to full strength), it must be in a logistically supported position. This is in one of the following locations:

- A city in its own home country.
- A military base anywhere on the map.
- In a hex, which can trace a line of supply LOS to a friendly controlled military base or a FOB.
- Coalition only: A Persian Gulf port hex controlled by Coalition forces.

### 19.3.1 Line of Supply (LOS)

A Line of Supply is a path of hexes which is traced from the unit attempting a regroup action to a military base. The LOS cannot contain enemy units or EZOC. This can be in one of two situations:

- The unit is on a railroad and all LOS hexes are along railroads; or
- The unit is within six hexes of a friendly controlled military base or FOB; in this case roll one die and if the result is greater than or equal to the number of hexes distance, then the unit regroups; otherwise the regroup attempt fails.

**Example:** A unit can trace a LOS to a friendly military base four hexes away. It regroups on a die roll of one to four; on a roll of five or six, the attempt fails.

**Note:** There is no air supply per se in the game. The assumption is that air supply operations are built into the ability of units to move beyond normal lines of communications, and the ability of airborne units to make airborne moves.

## 20.0 SCENARIO VARIANTS

### 20.1 Islamists

Islamist units are provided for scenario variants. They will be controlled by a player determined by the scenario variant die roll.

- Islamist ground units and SF cannot participate in an attack with friendly units (ground, air, SF) of other contingents.
- Islamist ground units can stack with garrisons that are friendly to them.
- They cannot use air transport.
- Islamist ground units do not need to trace a LOS to regroup.
- All other rules pertaining to ground units and SF units apply.

### 20.2 Scenario Procedure

Prior to start of play, roll one die and refer to the Scenario Variants Table. This will provide changes to the starting line-up for the designated powers. Otherwise, set up per (3.0). Alternatively, players can select which optional scenario they want to play.

### 20.3 Contingent Status

**Belligerency:** The designated player controls the country and its forces.

**Neutrality:** If a country is neutral, then remove its units from the game.

Neither player may move into or fly over neutral countries, trace LOS through them, etc. Neither player gets VP for controlling its objectives

**Shock:** This is the player who starts with control of the shock marker. Remember, whoever controls the shock marker is the first player (7.0).

**Russian VP Mod:** These are the extra victory points the Russians get at the end of the game. Roll one die, consult the Scenario Variant Table, and apply the result.



# PUTIN MOVES SOUTH

## Scenario Variant Table

Die roll	Effects	Shock Marker	Russian VP Mod
1	China and Iran are both neutral.	Russian	10
2	China is a Russian controlled belligerent; Iran is a Coalition controlled belligerent.	Russian	10
3	Iran, Afghanistan and NATO are neutrals. Coalition wins any Central Asian control determination die roll ties (3.2.1).	Russian	10
4	Coalition starts with all Islamist SF and guerrilla units. Place the guerrilla units in Afghanistan in hexes not containing other units. Place the SF in the Coalition Staging Area. All starting NATO mobile ground units begin in the Reinforcement Area (instead of on map).	Russian	10
5	Coalition wins any Central Asian control determination die roll ties. Coalition starts with all Islamist SF and guerrilla units. Place the guerrilla units in any Central Asian countries (regardless of who controls those countries) in hexes not containing other units. Place Islamist SF in the Coalition Staging Area.	Coalition	10
6	Coalition wins any Central Asian control determination die roll ties. Coalition rolls one die and receives that number of additional NATO ground/SF/air units (any combination) as part of initial setup. Deploy NATO ground units in Afghanistan or any Coalition controlled military bases in Central Asian countries.	Coalition	10

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