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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 at <http://www.worldatwarmagazine.com>

### 1.0 INTRODUCTION

*Axis of Evil* is an operational-strategic level two player wargame covering a struggle between the Russian-led Eurasian Union and a Coalition of opposing states to gain control of the Middle East, from Iran to Syria and the Persian Gulf. Possible combatants include Russia itself, the various Middle Eastern states, Iran and the Persian Gulf countries.

Units represent operational task forces of approximately divisions up to corps sized units, special forces, airpower, and cyberwar. Additionally, paramilitary forces are built into various game forces. The game system models the operations in a vast theater with limited infrastructure and coalition forces which have divergent political aims, with combat both on the ground and in the virtual sphere.

The objective of each player is to seize critical resource, logistics and communications centers, thereby gaining control of the Middle East.

#### 1.1 Game Scale

Each hex on the map represents 62 miles (100 km) from side to 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.

# AXIS OF EVIL: IRAN

## 1.2 Sides

There are two sides in the game: the Russian Eurasian Union and the Coalition. The Eurasian Union includes Russian forces as well as all countries aligned with Russia. The Coalition represents all countries opposing Russia.

## 1.3 No Nuclear War Rules

There are no nuclear or other weapons of mass destruction in the game. Both sides' 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. Some of that is accounted for by the large uncertainties built into the various rules. The military units are divided into four classes: static garrisons, mobile ground combat units, airstrikes, and the super-elite Special Forces (SF). The player who best manages to exploit the relationship among all those forces will win.

**Note:** *Axis of Evil* is a follow-on game to *Putin Moves South*.

## 2.0 COMPONENTS

The components to a complete game of *Axis of Evil* include these rules, 22x34 inch map, and the sheet of 176 die-cut counters. Players will need to provide themselves with at least one six-sided die.

## 2.1 The Game Map

The game map shows the militarily significant terrain of the Middle East 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 more quickly and allow players to record unit positions.

**Objectives:** Certain hexes have one or more objective symbols. See the Terrain Effects Chart (TEC) on the map.

**Military Base:** Military bases are objectives with additional functions (see various rules). There are two types of military bases: major and minor.

**Islands:** The only playable island is Bahrain (which is also a minor base).

**Reinforcement Areas:** Are holding displays for units which have not yet entered play.

**Staging Areas:** Are holding displays for special forces and air units which are in play but not being used for on-map missions.

**Eliminated Units Display:** Are holding displays used for units that have been eliminated.

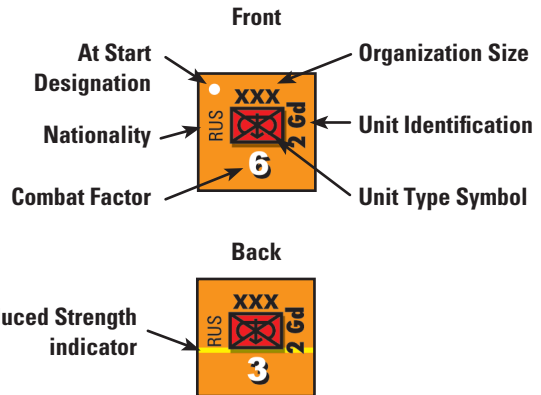
**Map Errata:** Terrain Effects Chart, High Mountain line should read "Shift one column to left."

## 2.2 Unit Counters

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

## 2.3 Ground Combat Units

This unit is the Russian 2nd Guards Combined Arms. Its nationality is shown both by its background color and a three-letter abbreviation.



**Starting units:** Units that begin the scenario deployed on the map have a circle on their upper left corner. Other units are reinforcements (10.0). Some scenarios may require the placement of units without a white circle (3.3)

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

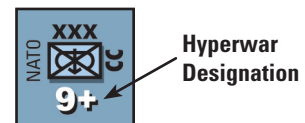
**Nationality:** Each unit has a nationality, shown both by its background color and a three-letter abbreviation.

**Identification:** Units have a unique identifier.

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

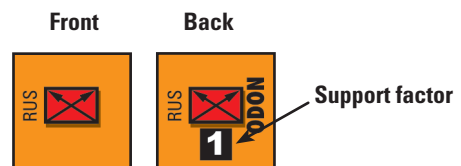
## 2.4 Hyperwar Units

This unit is the NATO Central Command Combined Arms Corps. Hyperwar units are ground combat units. They may conduct hyperwar Movement (12.4). The "+" sign indicates a hyperwar unit.



## 2.5 Special Forces (SF) Units

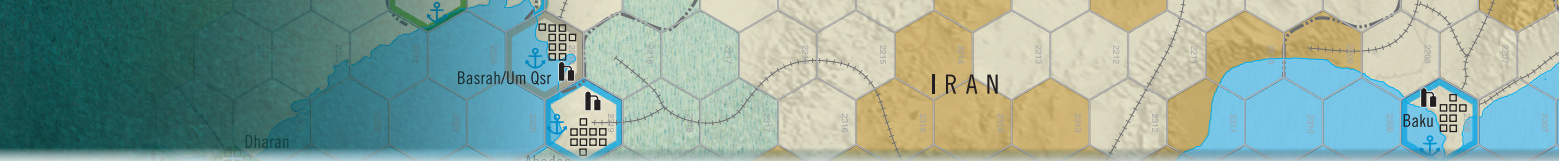
SF units are ground units. The unit shown below is the Russian ODON SF unit. SF units are printed on one side. This is used when deploying them for combat. Their reverse side can be used to place them face down in their staging areas to keep the enemy from seeing their strengths. A black box around the number indicates the number is a Support Factor



## 2.6 Garrison Units

Garrisons represent static military units, bases, militia, security forces, some guerrillas, etc. They are ground combat units; however, they may not move. These can be controlled by either side (2.12). The black circle around the combat factor indicates, defensive only.





**Front**  
Russian Eurasian  
Union



**Back**  
Coalition



**Defensive only**

**Switching sides and control:** Garrison units are printed in Eurasian Union colors on one side and in Coalition on the other.

## 2.7 Nationality

The nationality of a unit is identified by the abbreviations listed below as well as by the unique background colors of the counters. Also, certain NATO units have a specific country of origin (Turkey).

**Afghan:** Afghanistan: Bright Green

**GCC:** Gulf Cooperation Council: Dark Green

**IRN:** Islamic Republic of Iran: Gold

**Islamist:** Islamic State (general term for various regional Islamist movements): Light Brown

**NATO:** North Atlantic Treaty Organization: Steel Blue

**PAK:** Pakistan: Blue Green

**RUS:** Russia: Orange

**IRQ:** Iraqi: Light Green

**ISR:** Israeli: Light Blue

**Peshm:** Kurds: Purple

**Note:** NATO units are generally blue/green and Eurasia units are generally red/orange.

## 2.8 Unit Abbreviations

### Russian

**GTA:** Guards Tank Army

**Note:** The 1<sup>st</sup> Guards Tank Army, while designated an Army is shown as a Corps size unit due to its true operational size.

**5GF:** Fifth Generation Fighter

**Alpha:** Elite Anti-Terrorist Group

**BSF:** Black Sea Fleet

**CA:** Central Asia

**CMD:** Central Military District Spetsnaz

**CORF:** Collective Operational Reaction Force

**CRRF:** Collective Rapid Reaction Force

**CW:** Cyberwar

**EARA:** Eurasian Revolutionary Alliance

**FOB:** Forward Operations Base

**Gd:** Guards

**MVD:** Ministry of the Interior

**NI:** Naval Infantry

**ODON:** Independent Operational Purpose Division (elite security division)

**OG:** Operational Group

**OG EA:** Operational Group Eurasia

**SMD:** Southern Military District Spetsnaz

**Storm:** Consolidated Russian Spetsnaz group.

**TC:** Trans-Caucasus

**TR Cauc:** Trans-Caucasus

**S:** South  
**VDV:** Airborne

### Iranian

**Cdo:** Commando

**CW:** Cyberwar

**Mahdi:** Mahdi Army (Shiite para-military)

**N:** Northern Region

**Qods:** Iranian Revolutionary Guards Corps-Qods Force, (external operations wing of the Revolutionary Guards)

**RGC:** Revolutionary Guard Corps

**SE:** Southeast Region

**SF:** Special Forces

**SR:** Strategic Reserve

**W:** Western Region

### Syrian

**Hezb:** Hezbollah

**NDF:** National Defense Force

**RG:** Republican Guard

**SF:** Special Force

### NATO

**5GF:** Fifth Generation Fighter

**6GW:** Sixth Generation Warriors

**CC:** Central Command

**Cdo:** Commando

**CW:** Cyberwar

**F:** Fleet

**FOB:** Forward Operations Base

**ISAF:** International Security Assistance Force

**JSOTF:** Joint Special Operations Task Force

**JTFG:** Joint Task Force Georgia

**JTF M:** Joint Task Force Mountain

**JTF PG:** Joint Task Force Persian Gulf

**JTF-V:** Joint Task Force Viking

**MEF:** Marine Expeditionary Force

**MEU SOC:** Marine Expeditionary Unit Special Operations Capable

**MNC:** Multi-National Corps

**MN JTF:** Multi-National Joint Task Force

**NGO:** Non-Governmental Organizations

**PMC:** Private Military Contractor

**RDC:** Rapid Deployable Command

**RF-A:** Reaction Force Airborne

**RF-M:** Reaction Force Marine

**SAS:** Special Air Service

**SOC:** Southern Operations Center

**TU:** Turkey

### Gulf Cooperation Council (GCC)

**Exp:** Expeditionary Force

**SLA:** Sunni Liberation Army

**SF:** Special Forces

### Israeli

**5GF:** Fifth Generation Fighter

**NC:** Northern Command

**SM:** Sayaret

### Iraqi

**Abn:** Airborne

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**Bagh:** Baghdad  
**Bas:** Basrah  
**D:** Diyala  
**Min Int:** Ministry of Interior  
**N:** Ninewa  
**SPC:** Special Police Commandos  
**SF:** Special Forces

## Pakistani

**ISI:** Inter-Services Intelligence  
**West:** Western Command

## 2.9 Contingents

Each side has several different contingents. Each contingent represents a force from one country or alliance:

### Eurasian Union

- Russia (Includes allied Trans-Caucasus and Central Asian countries)
- Iran
- Syria

### Coalition

- NATO (includes Georgia, Turkey)
- Gulf Cooperation Council (includes Saudi Arabia, Kuwait and various Persian Gulf States)
- Iraq
- Israel (optional rules only)
- Pakistan

**Important:** The following contingents can be controlled by either side: Iraq, Peshmerga, Islamists depending on which scenario is being played.

**Design Note:** Units represent various operational commands as opposed to exact TO&E units. These can be anywhere from a reinforced division to a corps; in some cases, units represent multinational forces under a single headquarters, or combined friendly insurgents. Local defense forces are subsumed into the strength of garrisons. For example, much of the Saudi regular military lacks the ability for protracted offensive operations, so it is figured into the garrisons.

## 2.10 Unit Types

There are four broad categories of units in the game: ground combat (mobile and static), garrisons, special forces (SF) and strikes (aircraft, missile, and naval support)

### Ground Combat Units

-  Airborne
-  Amphibious
-  Combined Arms
-  Complex Terrain
-  Forward Operations Base
-  Guerrilla (or Jihadi)
-  Infantry or Paramilitary
-  Tank

### Garrison Units



### Special Forces



**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.

### Strike Units

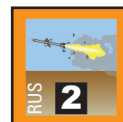
Tactical  
Airpower



Fifth Generation  
Fighters



Missile Strike



Naval



**Important:** The two Syrian fighters show the 5GF icon, however they are not designated 5GF and are treated as tactical airpower units.

## 2.11 Combat Factors & Support Factors

The large combat or support factors printed along the bottom edges of units 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.

## 2.12 Reverse of Units

**Regular Combat Units:** Most of these have two strength steps (also called 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 one-step loss, it is flipped over so its reduced side (the one with the lower combat factor) shows. Reduced units function normally. If a reduced two-step unit suffers a step loss, it is removed from the map (eliminated) and placed into the dead pile. A one step unit is eliminated if it takes one step loss.

**Garrisons:** All garrison units have one step. The reverse is not a strength reduction but indicates control by the other side. 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.

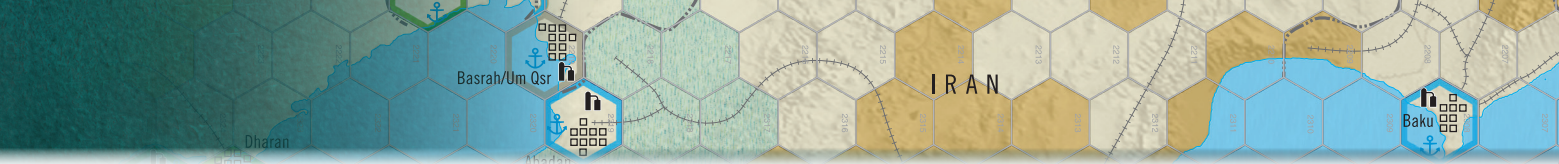
**SF & Strike units:** Special Forces and strike units are treated differently (see respective rules sections). They have one step each.

**Islamist Forces:** Islamist units are printed with Eurasian Union 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.

## 2.13 Movement Allowance

Unlike most wargames, unit movement allowance (MA) is not printed on the counters. The MA of all ground units varies from one through six. Airborne and amphibious units can also use special moves. SF and air





are not moved across the map but deploy by special procedure; garrison units do not move, they are stationary (12.0).

### 2.14 Markers

The counter-mix includes one shock marker which is used to indicate a side that is conducting a major offensive action (7.0).

**Important:** Due to limitations regarding counter manifest, players should use any unused counter or blank counter from another game to track game turns and available action points (AP).

## 3.0 SET UP

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

### 3.1 Scenario Selection

The Scenario Table (on the map) provides six different scenarios. Players may select scenarios, and the side each player controls in any manner they wish.

**Example:** Roll one die and cross index the result with the scenario descriptions.

### 3.2 Scenario Table & Initiative

The Scenario Table provides the following information:

**Additional Forces:** Units that start in play in addition to those set up per below.

**Shock:** The player who starts with control of the shock marker. The side who controls the shock marker is the first player (7.0).

**VP Mod:** These are the VP value of objectives for the designated player.

**Example:** Under the Axis of Evil scenario, the Coalition would gain 4 VP for each Iranian nuclear objective hex occupied by Coalition forces at the end of the game. Other objectives within the same or other hexes are worth normal VP.

### 3.3 Variable Control

Players roll for each of the contingents listed on the Variable Control Table (on the map) to determine:

- Which side controls Iraq and the Peshmerga.
- The effect of the Syrian Civil War.
- Possible Coalition division (if any countries remain neutral).
- This procedure may remove and/or add units to the initial setup.

### 3.4 Start Forces

Units that start in play have a small white circle in the upper left corner of the unit counter.

- Combat units are placed directly on the map.
- Strike and SF are placed in their respective Staging or Reinforcement Areas.
- All Garrison units start on the map. Deploy them with the appropriate color (based on the side that controls that their location) showing.
- Some scenarios may require the placement of units without a white circle (see Scenario Table).
- Deploy units at full strength.
- Stacking limits apply during set up (9.0).

### 3.5 Reinforcements

Units that do not start set up are termed reinforcements. These units

are placed in their side's Reinforcement Display and enter via the reinforcement procedure (10.0). Reinforcements deploy at full strength.

### 3.6 Initial Deployment

Placing units on the map is called deployment.

- The player without the initiative deploys first.
- The player with the initiative (the one who has the shock marker) deploys second.

### 3.7 Optional Units

The following are optional units and are used only if optional rules (19.8) are being used.

- All Islamist units
- 6<sup>th</sup> Generation SF unit
- All FOB
- Russian 1 GTA
- All Israeli units

### 3.8 Coalition Deployment

Each contingent's garrisons (unless listed below) are placed one each per city/objective hex in its country.

- ISAF combined arms unit is placed in any city in Georgia or Afghanistan.
- JTFC Infantry unit in any city in Georgia.
- TU-2 Complex Terrain and TU-3 Combined Arms units plus the two garrison units designated "Turkey" are placed in any city/objective hex in Turkey.
- If Iraq is Coalition controlled, place all units in any cities in Iraq
- If Peshmerga (Kurds) are Coalition controlled, place all those units anywhere in Kurdistan.
- Special Forces & air unit at start units are placed in the Coalition Staging Area. All remaining units are placed in the Coalition Reinforcement Area.

**Important:** Missiles units are considered air units (17.0). NATO naval units are placed in the Coalition Staging Area. Russian naval units are placed in the Eurasian Reinforcement Area.

- GCC Exp unit may be placed on any Coalition controlled military base or objective hexes in the Gulf States or Saudi Arabia.
- If Pakistan is active, set up that nation's "West" unit in Posni.

### 3.9 Russian Eurasian Union Deployment

Each contingent's garrisons are placed one each per city/objective hex in its country. Place units as listed below:

- 49th Complex Terrain and 58th Combined Arms units in Russia north of Georgia-Trans-Caucasus areas.
- CORF TC Combined Arms units in Trans-Caucasus area.
- 2 Gd, 41, CORF-CA Combined Arms units in Central Asia.
- 1/ VDV Combined Arms unit in any of the above locations.
- Iranian units in or adjacent to any Iranian cities/objective hex.
- Syrian units in or adjacent to any Syrian cities/objective hexes.
- If Iraq is Union controlled, in any city/objective hex in Iraq.
- If Peshmerga units (Kurds) are Union controlled, in Kurdistan.
- Special Forces & Strike Unit at start units are placed in the Eurasian Union Staging Area. All remaining units are placed in the Eurasian Union Reinforcement Area.

### 3.10 Admin Markers

Each player places a turn marker in the "1" box on the Game Turn Track

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printed along their side of the map. Keep the AP markers off to the side of the map.

**Note:** Use any extra markers you have available for these.

## 4.0 HOW TO WIN

Both sides are attempting to gain geo-strategic-political-economic supremacy in the Middle East.

### 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 enemy units in each Eliminated Units Area.

#### 4.1.1 Determine Victory Points

Each of the following is worth one Victory Point (VP):

- Each objective symbol, port, minor or major base (see TEC) controlled by friendly forces. Most objective symbols are worth one point, however some objectives are worth two or more points depending on the scenario.
- Each enemy ground combat unit in an Eliminated Units Area (eliminated air and SF do not count).
- The player who did not initially hold the shock marker (7.0) gains 10 VP.

**Design Note:** If too many of your games are ending in draws, grant VP for eliminated units equal to each one's combat strength and include eliminated air and SF units in your tally.

**Important:** If a city has more than one objective symbol, it counts for that many. If a city has no symbols, it counts as zero. Objectives in countries which were initially friendly controlled also count for VP.

**Example:** Tehran has a major base, an oil, a nuclear, and a capital symbol, thus would be worth four VP.

#### 4.1.2 Determine Level of Victory

Subtract the lower VP total from the higher. The higher side wins:

- 25+:** Strategic victory
- 15-24:** Operational victory
- 5-14:** Marginal victory
- 0-4:** Draw

### 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.

**Design 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. Special Forces and strike units cannot control objectives.

**Control:** 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.

### 5.2 No Permanent Conquest

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

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

### 5.3 Area of Operations

You may move your units anywhere on the map, and attack into any hex (unless a contingent/country is neutral).

### 5.4 Off-Map Areas

Friendly forces may not enter or attack into enemy off-map areas.

## 6.0 TURN SEQUENCE

### 6.1 Phases

Each turn of Axis of Evil is divided into three phases:

**Action Point (AP) 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.

**Important:** 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 (7.0). Both players then determine their total AP.

- Each player counts the number of major bases controlled by units of his side (5.1). Major Bases are as follows:

**Incirlik** (0911)

**Kuwait City** (2121)

**Grozny** (1904)

**Ashgebat** (3209)

- He then rolls two dice, and adds the result to the above total.
- The total of the two is the number of AP available to that player during the current game turn.

**Example:** The Coalition rolls a 4 and a 3 (total = 7); they also control two major bases. Their final AP total is nine.

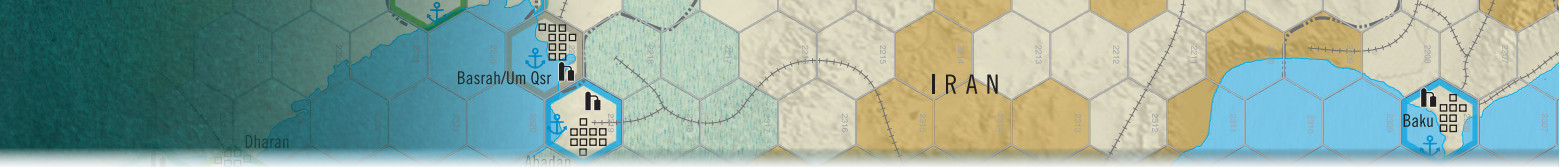
#### 6.2.1 Action Point Tracks

Players keep track of available AP by using markers on the AP Tracks. A player can never have more than 18 APs and never expend them such 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 same turn.

### 6.3 Action Phase

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 at a time (he may pass and not take an action).

#### 6.3.1 Actions

The entire range of actions is summarized in the Actions Point Expenditures Table (on the map) and explained in the rules. Every action is potentially available to both players, 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.

#### 6.3.2 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.

**Important:** Certain actions will require the expenditure of more than one AP. If a player's action takes more than one Action Point, it is still considered a single action for purposes of alternating actions between the players. A two-AP action may be followed by a one or two AP action; regardless, the players continue to alternate one action by the first player, followed by one action by the other player, until one of the players has no more APs or both pass

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

#### 6.3.3 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.

#### 6.3.4 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 further actions that turn. At this point, the turn comes to an end.

### 6.4 End of Turn Phase

A full turn is considered to have been completed when both players have either have 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

### 7.1 Shock Procedure

Determine the side that controls the shock marker at the beginning of the scenario by referring to the Scenario Table. Control of the shock marker can change during a game. The player who controls the shock marker

may (but does not have to) play it at the start of any turn (before AP determination). This has the following effects:

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

### 7.2 Shock and Awe

After determining reinforcements, the player who used the shock marker, rolls one die and places the marker on the other player's Turn Track that number of turns later. On that turn it becomes available for use by the other player. Upon the second 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. If the marker would be placed on a turn after 10 then it is out of play.

### 7.3 Initiative

After 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 Coalition plays the shock marker on turn one. The Coalition player:

- Implements the effects of shock and awe on turn one.
- Has the initiative on turn one.
- Rolls one die with a result of three. He places the shock marker on the Eurasians turn record track on turn four.
- Has the initiative on turns two and three.

On turn four the Eurasian player may play the marker, thereby gaining the effects of 7.1 and 7.2. Should the Eurasian player decide to not play the shock marker on turn four, the Coalition would maintain possession of the initiative until such turn (if any) that the Eurasian player used the shock marker.

## 8.0 GARRISON UNITS

Every city and objective on the map has a garrison unit. Garrison units act as combat units and thus control a city/objective with the following special cases:

**Static:** Garrisons can never move.

**Combat:** Garrisons defend (with the special cases listed below). They can never attack. Garrisons can never be destroyed. They can be flipped from side to side, representing a change of control of a city or objective.

**Stacking:** Garrisons do not count for stacking, but there can never be more than one per hex.

### 8.1 Garrison Change of 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

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the garrison remains on its original (defender's) side. It is not eliminated, and control of the city would not change.

- 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.
- 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:** Obviously, this can make cities/objectives difficult to take, often leading to attrition urban warfare, modeling the reality.

## 8.2 Insurgency

Garrisons may also change sides owing to the optional insurgency rule (19.6.5).

## 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 (11.0) or in off-map displays.

### 9.1 Stacking & Movement

Stacking rules are generally in effect at all times. There is no limit to 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 (if in a city); plus,
- One ground unit; plus,
- One FOB; plus,
- Any number of SF units (during combat); plus,
- Strike units up to the air stacking limit (16.4 & 17.3).

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

### 9.3 Over-Stacking

If a hex is 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 examine stacks of enemy units on the enemy's Turn Record Track or off-map displays.

## 10.0 REINFORCEMENTS

Units which start play on the map are indicated by a white circle in their upper left corner and additional units required by scenario rules which may not have the white circle. All other units are reinforcements.

Reinforcements are ground combat, SF and strike units that begin the game in the Reinforcement Area, per scenario instructions (3.0). You can bring them into play by expending AP. 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.
- Pay the one AP cost for the reinforcement action (if the Israeli contingent has been selected, the cost is two AP).
- 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, strike, 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.
- 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 were deployed. Reinforcements are free to conduct other actions later in the same game turn.

**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 10.2.2.

#### 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 ZOC (15.0). Contingents must be placed as follows:

##### Eurasian Union

###### Russian:

- In the Russian off map bases. They may be entered onto the map from these bases via the Trans-Siberian RR as described in 12.5.1.
- On any Eurasian Union controlled military base objective hexes.

**Iranian:** On any Eurasian Union, controlled military base objective hexes in Iran.

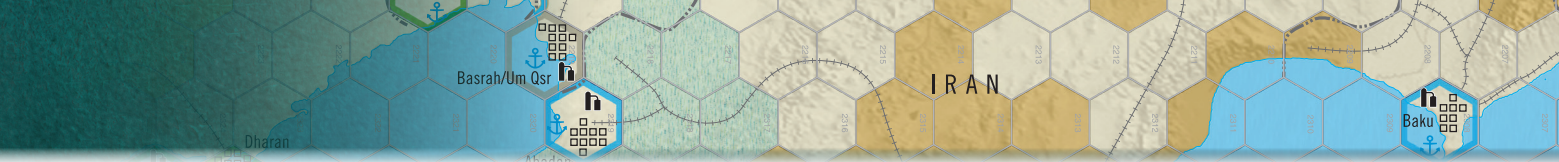
**Syrian:** On any Eurasian Union, controlled military base objective hexes in Syria

**Islamist:** See 19.8.

##### Coalition

- Any Coalition controlled port hex on the Eastern Mediterranean or Persian Gulf.
- On any Coalition controlled military base objective hexes.
- The TU-RDC Combined Arms unit can only be deployed in Turkey.
- Iraqi units can only be placed on any Coalition controlled military base objective hexes in Iraq.
- Peshmerga units, see 19.3.
- There are no Pakistani ground reinforcements.
- GCC units may be placed on any Coalition controlled military base objective hexes in the Gulf States or Saudi Arabia.
- Israeli units may be placed on any Israeli entry hex.
- Islamist units (19.8).





**Important:** Within the restrictions listed above, 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 may deploy by using airborne movement (12.6). They enter via the friendly map edges listed below, with the first hex of airborne movement being the one adjacent to the map edge. This does not cost additional AP.

**Russian:** Any north map edge hex in Russia, the Caspian Sea or Central Asia

**NATO:** Any western map edge hex in Turkey, eastern map edge hex in Afghanistan, and southern and western map edge hexes in the Persian Gulf.

***Note:** The units can move up to their full airborne MA with the first hex entered costing one MP (13.0).*

### 10.2.3 Amphibious Unit Deployment

Amphibious reinforcements can deploy on any coastal hex per below (12.7):

**NATO:** Any coastal hexes on the Mediterranean Sea or Persian Gulf.

**Russian:** Any coastal hexes on the Caspian.

**Important:** Only Russian and NATO reinforcements can use airborne and amphibious actions to enter the map, other contingents cannot. They can also enter via normal movement.

**Important:** Ground reinforcements must enter the map, they cannot go into the Staging Area. If there are no available hexes, then a reinforcement may not be taken.

### 10.2.4 SF Unit Deployment

Place SF units in the appropriate Staging Area.

### 10.2.5 Strike Unit Deployment

Place strike units in the appropriate 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 strike 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 units) 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 in an enemy zone of control (EZOC).
- 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 2 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 Strike Units

Recycling of strike units is not a separate action. Upon completion of any air mission, place all surviving air units in their side's Reinforcement Area. Strike 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).

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

### 12.1 Movement Points

The number of MP available to a unit is outlined in 12.3.1. Each type of movement action has a discrete method for determining the number of movement points (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.

#### 12.1.1 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 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 movement point for a unit to cross a river, lake or canal hexside. This is cumulative with the cost of the terrain in the hex.
- **Roads:** 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

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crossing costs. A unit can use both road movement and non-road movement in the same action.

**Important:** There is no minimum movement guarantee. For 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).

## 12.2 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 prior to conducting the movement (see AP Expenditure Chart).
- Move the unit or units using the appropriate rules based on the type of unit and type of movement being conducted.

## 12.3 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.
- When conducting ground movement, the unit determines its available MP after paying the AP cost.

### 12.3.1 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.

## 12.4 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.

- 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.

## 12.5 Railroad (RR) 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.

### 12.5.1 Trans-Siberian RR

The Russian player may use a RR movement action to move Russian

European Union 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.

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

**Note:** The Trans-Siberian RR is the line from hex 1703 to the Russian Southern Military District Display, and then the line from there to the Russian Central Military District Display, and then onto the map at hex 3710.

## 12.6 Airborne Movement

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

### 12.6.1 Airborne Movement Procedure

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

- The unit may start its movement in any hex.
- 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 that it could enter via regular ground movement. The hex may not be enemy occupied.

## 12.7 Amphibious Movement

Amphibious units (only) can conduct amphibious movement. It is conducted in the same manner as ground unit movement except as follows:

- Do not roll for MP.
- The unit must start its move in a port.
- The unit may be moved to any coastal hex not occupied by an enemy unit.
- The unit may not conduct any other movement during the current action.
- Only Russian units can perform amphibious movement in the Caspian Sea.
- Only NATO units can perform amphibious movement in the Mediterranean and Persia Seas.
- Both Russian and NATO units can perform amphibious movement in the Black Sea.

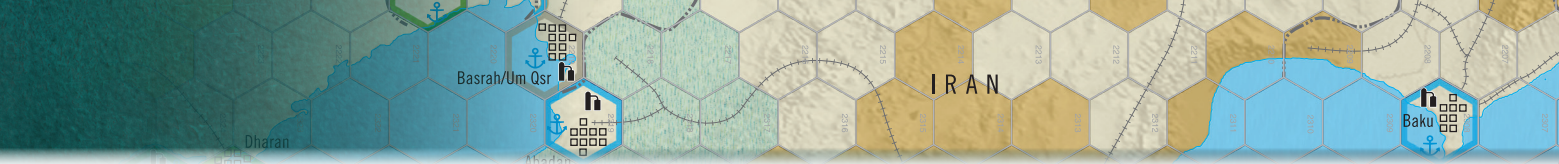
## 13.0 GROUND COMBAT

Combat is used to destroy enemy units and take hexes. 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. All 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.
- Pay the AP cost for the action.
- 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 non-Hyperwar 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.

**Important:** Movement actions and combat actions are separate actions. Units may conduct one or the other; however, they cannot move and attack in the same action.

#### 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 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, air, 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 or air units to be involved.

**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. Final odds greater than 7:1 are resolved on the 7:1 column. Odds less than 1:3 are resolved on the 1:3 column.

**Note:** 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

**Regular Cities and High Mountain:** Units defending in a city or high mountain 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.

**Prohibited Hexes:** Units can attack a defender in a hex that they would not otherwise be allowed to move. They cannot advance or retreat into those hexes.

**Designer's Note:** These attacks are allowed due to the range and lethality of modern weapon systems. This is a change to *Putin Moves South* and should be applied to that game as well.

**Note:** The natural terrain and water hexsides have no effect on combat. During this time-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

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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 (missiles 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 need not necessarily be of the same nationality as 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 (11.3).
- 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.

**Important:** Shifts are per air unit. They are not based on the factor printed on the counter.

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

The number of air units which can be used in a specific combat depends on the Contingent:

**NATO:** Three air units

**Russia:** 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.

## 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, but only if the attacker advances after combat. If the hex contains a Mega-City, ignore the result (treat it as AS).
- Air and SF units are never affected by ground combat results. Follow the procedures in 11.2 and 11.3.

### 14.1 Retreat procedure

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

- Static units are eliminated if forced to retreat.

### Exception: Garrison units (8.1).

- The retreating unit may not retreat into hex containing an enemy unit or EZOC.
- It may not retreat into a hex it could not move into.
- 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. Resolve as follows:

- 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).

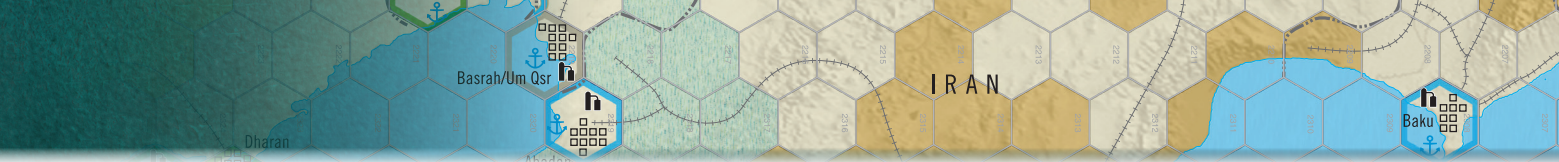
### 14.3 Advance After Combat

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 (ZOC)

The six hexes immediately surrounding a mobile ground unit's hex constitute that unit's ZOC.

- All mobile ground units exert a ZOC regardless of the phase, turn or phase, or if at full strength or reduced.
- ZOCs extend into and out of all types of terrain and across all types of hexsides. (unless otherwise stated). They also extend into enemy occupied hexes.
- Static, SF and Strike units do not have ZOCs.

**Designer's Note:** ZOC represent the range and lethality of modern weapons systems. This rule should be applied retroactively to *Putin Moves South*.

### 15.1 ZOC & 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.

**Important:** 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 airstrikes on the Staging Display. 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).

**Important:** 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.

**Air Superiority:** An unlimited number of air units may be assigned to a single air superiority action.

**Close Air Support and Bombardment:** The number of airstrikes that can be used against a specific hex depends on the contingent.

**NATO:** Three air units

**Russia & Iran:** 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 and/or all 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 die.

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

**R1, R2, & R3:** Place one, two, or three defending air units in the Reinforcement Display (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.

**Designer's 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.
- You can use only the airstrikes of one contingent when bombarding a hex.
- 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 Display.

**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:** Eliminate one or two defending steps.

**E3:** Treat as E-2.

**R1, R2, & 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 which air units will be lost for all actions. For A1 and A2 results, the attacker must eliminate air units (missiles are not affected). Units which 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

Missiles units are considered air units. 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.

### 17.2 Naval Support

The NATO naval units (5th and 6th Fleets) are used like air units with the following exceptions:

- Naval support can only be used in coastal hexes (those hexes with either land and ocean, or land hexes adjacent to full ocean 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.
- The NATO Sixth Fleet can be used only on the Mediterranean. The NATO Fifth Fleet only in the Persian Gulf.
- The Russian naval unit can be used only on the Black Sea.

### 17.3 Stacking

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

## 18.0 OFF-MAP AREAS

Each side has a Staging, Reinforcement, and Eliminated Units 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.

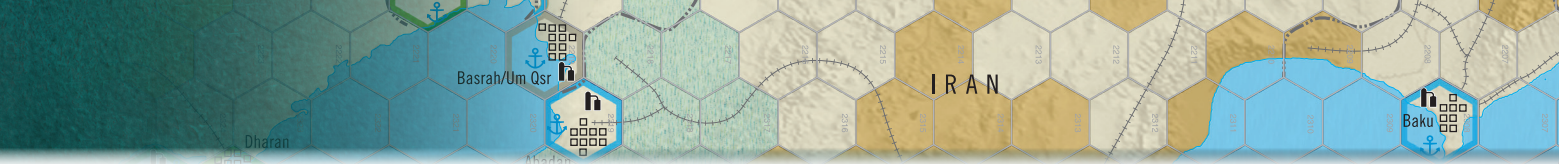
## 19.0 OPTIONAL RULES

### 19.1 Special Units

#### 19.1.1 Complex Terrain Units

Units with the complex unit symbol and all guerrillas 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. They can enter high mountain hexes.



**City and High Mountain Attacks:** If one or more units attacking a city or high mountain hex are complex terrain types, then negate one of the defender's city shifts (but only one, regardless of the number of such units). Units defending in mega-cities still ignore retreats.

**High Mountain Combat:** Units defending in high mountains can be attacked by non-complex terrain units, receiving the defensive benefit per the TEC. Attacking non-complex terrain units cannot advance after combat into high mountain hexes. ZOC do extend into and out of high mountain hexes.

### 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.
- FOBs do not count against stacking, however no more than one FOB can ever be in a hex.

### 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 (for AP expenditure and combat results, but not for other rules).
- 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.

### 19.1.5 Russian First Guards Tank Army

The Eurasian player can recruit the 1GTA only as part of a "free" Reinforcement action generated by playing the Shock marker or per scenario. It otherwise cannot be recruited. If used it can only be deployed in one of the off map Russian Military Districts.

### 19.2 Anti-Access/Area Denial (A2/AD)

If a player uses any missile units in an air superiority mission (alone or in combination with air/naval strikes), and the result is E1, E2, or E3, the attacking player may instead move one enemy naval unit in the Staging Area to the Reinforcement Display (in place of eliminating one enemy air or missile strike).

### 19.3 Peshmerga

Peshmerga represent Kurdish insurgents. Their control is set by the Variable Control Table.

- **Deployment & Movement:** Peshmerga units can only be deployed/enter hexes indicated as Kurdistan.
- **Combat:** Peshmerga units can attack into any hexes within or adjacent to Kurdistan. They can advance only into hexes within Kurdistan. If they attack an enemy controlled city and take it, flip the garrison to the friendly side. If they attack a city adjacent to but not within Kurdistan

and would fulfill the conditions for taking it (8.1), flip the garrison to the friendly side (in this case, the Peshmerga unit does not advance).

- **Reinforcement:** a Peshmerga unit which is eliminated is automatically regrouped (without expending a AP). The instant that is eliminated, roll one die and place it on the reinforcement track that number of turns later. At the start of that turn, the controlling player automatically receives it as a reinforcement. Place it in any hex in Kurdistan not containing an enemy unit; if no such hex exists, then delay it until the first turn one is available.

### 19.4 Iraqi Government Forces

Iraqi forces cannot be initially deployed in Kurdistan. They can move into Kurdistan once the game begins (but cannot stack with Peshmerga).

### 19.5 Israelis (ISR)

The Coalition controls Israeli units.

- **Recruiting & Deployment:** The Coalition recruits IDF units by expending two AP. The ground unit can be placed only in a hex in southwest Syria bordering Israeli or Lebanon. The hex cannot contain Eurasian Union units (it may contain a ZOC). SF and air placed in the Staging Area.
- **Combat:** IDF ground units can enter and attack into only the following areas on the map: Syria, Iran. Israeli. Air and SF can be used anywhere.

**Design note:** The IDF Northern Command unit is hyperwar on the front and conventional on the reverse owing to the training situation with reservists

### 19.6 Additional Actions

#### 19.6.1 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 participate in 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:
  - If the attacking units are in a land or coastal hex, there is no further effect.
  - If the attacking units are in a sea hex, they are eliminated.

#### 19.6.2 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 action.
- Expend one AP.
- Conduct a normal movement die roll for the unit (12.3).



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- 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.

## 19.6.3 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.

## 19.6.4 AP Enhancement

This action is conducted during the Action 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 recycled (11.2).

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

## 19.6.5 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.

**Note:** 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).

## 19.7 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 that can trace a line of supply (LOS) to a friendly controlled military base, off-map base, a FOB or to a railroad hex that can in turn trace to one of the below locations (19.7).
- Coalition only: A Persian Gulf port hex controlled by Coalition forces.

### 19.7.1 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 less 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.

## 19.8 Islamists

Islamists represent a wide range of forces, including the Islamic State, Al Qaeda, assorted paramilitaries, rebels etc. Insurgent units are back printed with opposing sides (not reduced steps!). The front shows their control by the Eurasian Union and the reverse by the Coalition. The Initiative player rolls one die and picks at random that number of Islamist units (from a combined pool of combat and SF units). Then the player without the Initiative rolls one die and picks at random that number of Islamist units. Deploy them on the side of the counter controlled by the player, anywhere in Syria, Iraq or Afghanistan. Remainder start in the Islamist Reinforcement Display.

### 19.8.1 Islamist Recruiting Action

Do not use the regular reinforcement procedure. Instead, use the insurgency action (19.6.5). If you roll a "-1" or "-2" you can deploy one or two Islamist guerrilla units (respectively) within three hexes of the targeted city.

**Important:** If you declare an Islamist Recruiting Action, you can target a friendly or enemy controlled city.

### 19.8.2 Islamist Restrictions

- Islamist units and SF cannot participate in an attack or defense with other SF or non-Islamist ground units.
- Islamist bases cannot be used to provide any kind of support to other contingents.
- Islamist units of one side are enemy to those on the other.
- Islamist units can stack with garrisons on the same side.
- Islamist combat units are all one step.
- Eliminated combat units must be recruited again, per above; this can be by either side; they count for VP each time they're eliminated.
- The controlling player can use Islamist SF for support and insurgency attacks. When used, SF are placed back in the Reinforcement Area; either side can then recruit them. During set up, place them onto the map last.