

Player's Manual

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1.0 INTRODUCTION

On June 23, 2023, the world was transfixed as the first major challenge to Putin's regime took place. The leader of the Wagner mercenary group, Yevgeny Prigozhin, for months has been loudly complaining about the incompetency of the Russian Army (GRU) leadership, specifically Sergei Shoigu and Valery Gerasimov, generals put in charge of the Ukrainian war effort by President Putin. While most had assumed that Prigozhin's rhetoric had Putin's approval in order to promote a 'healthy' competition between Wagner and the GRU, Prigozhin shocked Russia and the world by publicly proclaiming that the pretext for invading Ukraine was a lie, insisting that Shoigu and others had lied to Putin. All of this was brought on after Prigozhin published a video proclaiming to show evidence of a Russian bombing against Wagner forces as retaliation for refusing to allow the private mercenary force to be absorbed by the GRU.

After rhetorically eviscerating GRU leadership, Prigozhin took his forces out of Ukraine and took over the HQ and logistics hub of the southern Ukrainian war effort in Rostov on Don. His forces met no resistance from border guards nor troops stationed in Rostov as they laid down their weapons. Citizens of Rostov welcomed the Wagner forces with both water and candy, Wagner was able to take over the city. After this, Prigozhin started moving his forces north declaring that they would take on the Ministry of Defense in Moscow itself in what essentially was an implicit threat to Putin's regime. Within a short period of time, Wagner had made it to and taken over Voronezh on top of downing 6 Russian helicopters and a command plane (something that even Ukraine has failed to do in over a year of war).

The Kremlin seemed to be caught completely flat-footed by the rebellion, numerous denunciations of Wagner from the civil service and military were publicized but notably, there was no groundswell of popular support for Russian forces, eerily similar to when the Russian people failed to consolidate their support behind the Tsar in 1917 (something that Putin himself pointed out in a televised address to the country and casted as a betrayal). Security services like OMON and the FSB were quickly mobilized to help prepare positions outside of Moscow along with single regiments from 2nd Guards Motor Rifle Division along with the 4th Guards Tank Division, the remainder of those organizations being deployed to Ukraine.

Ultimately, Prigozhin appeared to chicken out upon reaching the Oka River south of Moscow, the first real significant obstacle and solid position he would have to contest. No one is able to currently confirm the number of men available to the Wagner group, while Prigozhin has claimed it is as much as 25,000, other estimates have it closer to 10,000 (the US estimates that around 20,000 members of Wagner were killed during the Bakhmut offensive, those casualties predominantly being made up of former convicts offered amnesty in exchange for military service with Wagner). Most ominously, general Sergei Surovikin of the GRU, who was reported by the New York Times to have known about the rebellion in advance, has since been arrested and hasn't spoken with family since.

In what amounted to another surprise, Belarusian leader and Putin satrap Aleksandr Lukashenko came out publicly to announce that he had brokered an end to the brewing conflict by offering Prigozhin and his army amnesty inside of Belarus in exchange for standing down. While multiple sources have since come out to corroborate this information, at the current moment in time, Prigozhin has not been seen in Belarus and notably, the multiple charges of mutiny and treason against him inside of Russia have not been nullified. The level of amnesty and safety Lukashenko can guarantee for Prigozhin is arguable given Lukashenko's dependency on Putin.

Most commentators have argued that Prigozhin's coup attempt was doomed from the outset, but I think it also was wildly more successful than anyone would have been able to predict otherwise. It's not known how forces would have reacted had Wagner reached Moscow, while it's widely assumed that most of the security forces would stay loyal, there was a real possibility of other units switching sides, and there was no groundswell of popular support for the Kremlin let alone the problems they had mobilizing what forces they did have available. To quote Pushkin's Boris Godunov, "The people are silent", and Putin is likely more worried about this silence than any other "threat" from NATO or Ukraine.

1.1 Materials

- 1 x Rulebook
- 1 x 8.5x11" map
- 20 x 5/8" counters.
- You will need at least one six-sided die to play Prigozhin's March of Justice (PMJ).

1.2 Designer Note

This game is not meant to be a serious simulation of the attempted coup, but a possible/credible model which is enjoyable/humorous to play. Please see the Designer Notes at the end for more serious thoughts about this game.

2.0 GLOSSARY

1d6 – One six-sided die	MA – Movement Allowance
CD – Contact Differential	MCT – Maneuver/Combat Track
CRT – Contact Result Table	MP – Movement Points
DRM – Die Roll Modifiers	RAPT – Russian AI Priority Table
HL – Home Location	SP – Strength Points
LOC – Line of Communications	

3.0 IMPORTANT CONCEPTS

The following concepts are essential to comprehend in order to play PMJ.

3.1 Units

The game features several types of combat units either belonging to Wagner or Russia. Some units have both a Russian and Wagner side because they can switch sides. Other units have reduced strength on their backside along with a translucent white bar to visually indicate the reduced strength to the player.

Wagner units feature only a Strength Point (**SP**) value along with their unit ID (units which have switched sides are an exception as they include SP and Movement Points [**MP**]). Their backside is their reduced strength side used after taking losses in combat.

Russian units feature both a SP and MP value along with their unit ID or generic type and with the exception of the 3 units that can switch sides, a reduced strength version on their backside. If the backside of a unit is blank or belongs to the opposite side, then the unit is eliminated when step reduced (see 6.2.2). Note that once units have switched sides from Russia to Wagner, it is impossible for them to switch back to Russia. See back of the manual for illustrations.

There are two Russian Police units with their SP underlined. These units have no offensive capability and can only defend from attacks.

3.1.1 Strength Points

SP are used to determine which Contact Differential (**CD**) column to use on the CRT when initiating Contact (see 6.2). SP are an abstraction of combat effectiveness relative to equipment.

3.1.2 Movement Allowance

A unit's Movement Allowance (**MA**) is used to spend MP when moving from location to location on the map. Whereas the Wagner units do not have a MA printed on their counter, the player sets the MA of each of their units along with an additional SP modifier during the Administration Phase on the Maneuver/Combat Track (**MCT**, see 3.5).

3.2 Markers

Included in the game are several markers which are mnemonic devices to relay relevant information to the player. Markers are not units and all except the Roadblock markers are not used on the main map, but used with the game tracks printed on the map.

There is one special Event Marker *The People Are Silent* which is explained in the Russian AI Turn chapter (see 6.0).

3.3 Locations

The map is presented as a point-to-point diagram of the relevant locations to the game. Each location features a box where units are placed during the game. Only units from one side can occupy a location at any given time. During the game, units will spend variable amounts of MP to move from location to location.

3.4 Line of Communications

A Line of Communications (**LOC**) refers to a consecutive chain of locations along M4 (the road highlighted in blue) which leads from Rostov to Moscow. All the locations must be free of enemy units and Moscow must be occupied by a friendly unit in order to trace a LOC. A LOC is traced for purposes of Automatic Victory for Wagner at the end of the Wagner Player Turn (i.e., before the start of the Russian turn).

3.5 The Maneuver/Combat Track

The MCT is used by Wagner to determine SP and MP modifiers for each of their three units during the Administration Phase. All Wagner units start the game with their associated Maneuver/Combat Markers on the 2-2 space on the MCT. During the Administration Phase, each unit's Maneuver/Combat marker may be shifted one space up or down on the MCT.

SP values from the MCT are added to an associated unit's SP rating and units use the unit's current MA chosen on the MCT. Only core Wagner units use the MCT. The format of the MCT is SP-MP.

3.6 The Momentum Track

The Momentum Track keeps track of Wagner's current level of Momentum against the Kremlin. Momentum starts at +1 but can be raised or lowered depending on events and circumstances in-game. Use the Momentum Marker (it features Prigozhin's face) to keep track of the current Momentum.

When Wagner is making attacks, the current Momentum value serves as a DRM. When Russia is making attacks, the Momentum is inverted and used as a DRM (i.e., If the Momentum was +2, Wagner would make attacks with a +2 DRM. If the Momentum were -2, Russia would make attacks with a +2 DRM).

3.7 The Game Turn Track

The Game Turn Track (**GTT**) keeps track of the current game turn using the Game Turn marker. The game consists of 6 turns roughly representing 4 hours each.

3.8 Moscow Mobilization Cup

Other than the OMON, FSB SOBR and one Russian Roadblock marker, all other Russian units (including *The People are Silent* Event marker) are placed in an opaque cup. Place the Roadblock marker to the side for now as it will not be used until the Russian AI turn.

3.9 Stacking

Stacking refers to more than one friendly unit occupying a single location. There are no stacking limits in PMJ.

3.10 Moscow, Rostov and Grozny

The Moscow, Rostov and Grozny locations are Home Locations (**HL**) in that they are base HQs for their side. Whenever a unit belonging to the side of a Home Location is forced to retreat while already occupying their HL, they are instead Dispersed (see 3.11). **EXCEPTION:** Russian units forced to retreat in Moscow do not disperse, but instead the defending unit with the highest SP value in the location is step reduced or eliminated if already step reduced.

3.11 Dispersal

Whenever units are forced to retreat while occupying their HL (with the exception of Moscow), they are then Dispersed and are placed on the next turn on the GTT. Before each player's movement on the next turn, these units are placed in a location in or adjacent to their HL (note that Wagner units cannot reenter the map at Grozny even if its empty). If unable to place any units, the player must wait another turn to bring them back on. Only the Russian Akhmat unit can (and must) enter the map at the Grozny location. If a unit is dispersed on the 6th turn of the game, it does not re-enter the game.

4.0 SEQUENCE OF PLAY

1. **Administration Phase**
 - a. Adjust MCT.
 - b. Spend Momentum.
2. **Wagner Player Turn**
 - a. Move friendly units.
 - b. May initiate contact against enemy units in an adjacent location.
 - c. Check LOC From Rostov to Moscow along the M4 for Automatic Victory.
3. **Russian AI Turn**
 - a. Pull 1 unit from the Moscow Mobilization Cup, place pulled unit in Moscow unless they are either of the regimental units, which are placed in Kaluga when entering the game or the Akhmat unit which is placed in Grozny.
 - b. Spend Momentum if eligible.
 - c. Deploy Roadblock
 - d. Move Russian units according to the Russian AI Priority Table (RAPT).
 - e. Conduct Russian contact against eligible Wagner units.
4. **End Turn Phase**
 - a. Check for changes to the Momentum track.
 - b. Move the Game Turn marker to the next turn on the GTT.

5.0 ADMINISTRATION PHASE

The first phase of every game turn features the Administration Phase.

5.1 Adjust MCT

During the Administration Phase, the player may shift their Maneuver/Combat markers for each Wagner unit on the MCT a maximum of one square up or down. The associated unit will receive the listed number of SP and MP during the Wagner Player Turn. Note that the player may spend 1 Momentum at this time to move one Maneuver/Combat marker 2 spaces (see 5.2).

5.2 Spend Momentum

If the current Momentum is greater than or equal to +1, the Wagner player may choose to spend their Momentum on various boons.

- **1 Momentum**
 - Move one MCT marker 2 spaces.
- **2 Momentum**
 - False Flag: The player may disperse one Russian unit of their choice.
- **+3 Momentum**
 - Flip a step reduced Wagner unit to its full-strength side or rebuild an eliminated Wagner unit at reduced strength and place it in Rostov (if possible).

Players cannot spend more Momentum than they have, for example, the player may not spend 3 Momentum if the Momentum marker is on the +2 square on the Momentum Track.

6.0 WAGNER PLAYER TURN

The Wagner player gets to move friendly units and initiate contact with enemy forces.

6.1 Move Friendly Units

Units may move one at a time or in stacks and use the MA their Maneuver/Combat marker indicates on the MCT. Units which have switch sides have their own MA and do not use the MCT.

Moving from one location to another costs 1 MP. If the location is occupied by a Russian Roadblock it costs an additional +1 MP for Wagner units to move into those locations.

Some locations have blue sides denoting river crossings along various routes. When crossing a river during movement it costs the player +1 MP.

The Russian Helicopter unit ignores extra MP costs for river crossings.

6.2 Contact

The player may choose to initiate Contact against an adjacent enemy occupied location from one or more adjacent friendly occupied locations. The side initiating the Contact is termed the attacker while the other side is the defender. It's important to note that all units may only initiate Contact once per turn, however there is no limit to the number of Contact attempts players can initiate against a location. (I.e., Two separate Wagner units can make 2 separate attacks against Moscow).

6.2.1 Contact Procedure

When initiating contact, each side totals the SP of the involved units. Subtract the total number of defending SP from the total number of attacking SP, the resulting number is called the Contact Differential (CD). After finding the appropriate CD Column and checking for Force Ratio Column Shifts (see 6.2.3.1), the resulting CD column on the CRT is then cross referenced against a d6 roll modified by any relevant DRM for the Contact result. (For example, if the Wagner player initiates contact in a hex where they have a total of 6 SP and the enemy has a total of 5. After a Force Ratio Column Shift (see 6.2.3.1) of 1L because of the 1:1 ratio, the Wagner player would roll 1d6 on the 0 column of the CRT, cross referencing the result for the outcome of the Contact (see 6.2.3).

6.2.2 Contact Result Table Explanation

See the back of the manual for the CRT itself.

- **AR** – Attacker Routed: The highest SP Attacking unit involved in the contact is eliminated. All remaining units must retreat toward their HL (if impossible, they are instead dispersed).
- **Ar** – Attacker Repulsed: All Attacker units in the location must retreat toward their HL (if impossible, they are instead dispersed).
- **Rp** – Repulsed: Defending units must retreat 1 space towards their HL unless impossible or already occupying their HL wherein they are instead dispersed, (except Moscow, where instead the highest SP unit is step reduced).
- **NE** – No Effect
- **EX** – Exchange, the attacking and defending force must both step reduce their highest SP unit and remain in place. **Important:** If **defending** units include units capable of switching sides, those units instead switch to the Wagner side and automatically move into the Wagner location.
- **R** – Routed: The highest SP defending unit in the location is eliminated and all remaining forces must retreat as if Repulsed.
- **S** – Surrender: the largest SP defending unit in the location lays down its arms and is removed from the game permanently. Remaining defending units must retreat as if repulsed. **Important:** If **defending** units include units capable of switching sides, those units instead switch to the Wagner side and automatically move into the Wagner location.

6.2.3 Contact Modifiers

Various circumstances can affect which CD column is used or modify the die result determined in combat.

6.2.3.1 Force Ratio Column Shifts

Whenever one side initiates Contact with another, when determining the Contact Differential column, divide the total number of attacking SP by the total number of defending SP and reference the Force Ratio Column Shift Table on the back of the manual (round down in favor of the defender). (For example, if an attacking group of units has 6 SP vs an opponent's 3, the initial CD is determined to be +3 but because there is a ratio of attacking to defending SP of 2:1, there is one column shift right (1R). Contact is resolved using the +4 CD column on the CRT.)

6.2.3.2 Die Roll Modifiers

There are several circumstances where the players modify their CRT die result with Die Roll Modifiers (DRM) by adding (or subtracting) the modifier to (from) the result. All DRM are cumulative.

- **Momentum DRM:** Whenever the Wagner player is the Attacker while initiating Contact, they must apply the current Momentum as a DRM to their die result. Whenever Russia is attacking, they invert the current Momentum rating to use as a DRM (IE -2 Momentum would be a +2 Russian attacking DRM, where is +2 Momentum would be a -2 attacking DRM for Russia.)
- **River DRM:** Attacking via a route with a River crossing penalizes the attacker with -1 DRM. This DRM does not apply to the helicopter units. Note that this penalty still applies even if additional units are attacking from a location without a River crossing during the same Contact.
- **Moscow DRM:** Whenever attacking Russian units occupying Moscow, Wagner suffers a -2 DRM.
- **Flanking DRM:** Each additional attacking unit from another location grants the attacker a cumulative +1 DRM (max of +2).

6.2.4 Advance After Contact

If after Contact the target location is free of enemy units, the attacking player may choose to immediately advance any attacking units of the player's choosing into the defender's former location.

7.0 RUSSIAN AI PHASE

The Russian AI will attempt to engage Wagner units in the most advantageous way possible or if unable to do so – reinforce Moscow, or interdict Wagner.

7.1 Moscow Mobilization

At the start of the Russian AI phase, the player chooses a unit at random from the Moscow Mobilization Cup and places it in the Moscow location. **Exceptions:** When the Akhmat unit is pulled, it is placed in the Gronzy location. When either the Russian tank or mechanized regimental unit is pulled they are placed in Kaluga (if either of these locations are occupied by enemy units, they are placed in an adjacent location, if impossible, they are placed on the following turn on the GTT as if dispersed).

7.1.1 The People Are Silent

If this event marker is pulled, Russian units on the map may get reduced depending on the current level of Momentum. (Note that Momentum does not get spent as a result of this event, rather the effects of the event are dictated by the current level of Momentum). A unit cannot be eliminated as a result of this event. Once pulled, the event is removed from the game. The Russian player does not receive a unit this turn if this marker is pulled. Finally, any step reductions suffered by Russia count for Momentum determination at the end of the turn.

- **0 or less Momentum:** No Effect (other than not getting a new unit this turn)
- **+1 Momentum:** 1 on-map Russian unit of the player's choice is flipped to its reduced strength side.
- **+2 Momentum:** 2 on-map Russian units of the player's choice are flipped to their reduced strength side.
- **+3 Momentum:** in addition to the effects of +2 Momentum, the player may force any Russian on-map unit capable of switching sides to switch sides. If the unit switching sides is currently stacked with other units, the new Wagner unit automatically moves to the closest occupied Wagner location.

7.2 Russian Momentum Expenditure

If the Momentum marker is in the negative range, the AI will spend its negative momentum on one of three boons. Move the Momentum marker to the right for each point of Momentum spent by the AI (when Momentum gets spent, it always shifts back to 0).

- **-1 Momentum**
 - Restore one reduced Russian unit to full strength.
- **-2 Momentum**
 - Restore two reduced Russian units to full strength or rebuild an eliminated Russian unit to reduced status and place the unit in Moscow.
- **-3 Momentum**
 - Restore an eliminated unit to full strength and place it in Moscow.
 - Restore up to three reduced Russian units to full strength.

7.3 Deploy Roadblock

The Russian AI will move its Roadblock Marker to a location in between the Wagner unit closest to Moscow or Rubelo. The Roadblock may never be deployed in Rostov or Gronzy. Once the second Roadblock is pulled from the Moscow Mobilization cup, the Russian AI may then deploy 2 Roadblock markers during this step. Only 1 Roadblock may be placed per location (two Roadblocks may not occupy the same location). A good rule of thumb to follow here is to place Roadblocks along routes you intended to follow.

7.4 Russian AI Priority Table

The following logic table is used to determine which Wagner units to attack if any. Alternatively, if you trust your own judgement as a wargamer, you can move the units on your own ignoring the table.

1. Determine if any Wagner units can be attacked with a CD of at least 3+ and include all possible modifiers.
 - a. If there are no Wagner units which meet the above criteria, move all units towards Moscow and/or the Oka River.
2. Move units capable of +3 attacks against Wagner into position .
 - a. If the Russian units cannot reach the targeted unit on the current turn, they wait and try on the following turn.

3. Once the Akhmat unit is mobilized and while in Gronzy, roll 1d6. On a 1-5, the Chechens are too busy making Tik Toks. On a 6, the Akhmat unit will move toward or attack the Rostov location regardless of its chances in combat.
4. Where possible, attempt to use River crossings to your advantage.
5. If Rubelo is occupied by Wagner units, Russia instead will attack Rubelo if they can get a CD of at least +2 (including modifiers) against the units occupying Rubelo.

Design Note: Rubelo is an elite suburb of Moscow where Putin apparently has a massive estate. Given all of Prigozhin's rhetoric surrounding various oligarchs, it is conceivable that Wagner units could have been sent there to cause panic.

7.5 Russian Attacks

All Russian units initiating combat at this time will do so now.

8.0 END TURN PHASE

After all Russian attacks, the player checks for changes to Momentum and then moves the Game Turn marker to the next turn unless it is turn 6 after which the game is over.

8.1 Momentum Adjustments

The player adjusts the Momentum Track using the following questions.

- Does Wagner Occupy Rubelo? If yes, +1 Momentum.
- Was a Russian unit Reduced this turn? If yes, +1 Momentum.
- Does Wagner Occupy Moscow? If yes, +2 Momentum.
- Was a Russian unit Eliminated this turn? +2 Momentum
- Does Russia Occupy Rostov? If yes, -1 Momentum.
- Was a Wagner unit repulsed this turn? If yes, -1 Momentum.
- Was a Wagner unit reduced this turn? If yes, -2 Momentum.
- Was a Wagner unit eliminated this turn? If yes, -3 Momentum.

9.0 SETUP

Place all Wagner units in the Rostov location, place the Russian OMON, FSB and SOBR units in Moscow and all remaining Russian units except 1 Roadblock marker (put to the side for now) into the Moscow Mobilization cup. The game starts with the first Administration Phase. All the Maneuver Combat markers start on the 2-2 box and the Momentum marker starts on the +1 box.

10.0 VICTORY

The player only wins if the player triggers an Automatic Victory being able to trace a LOC from Moscow to Rostov along

the M4 after a Wagner player turn, otherwise it is assumed Lukashenko intervenes to offer Prigozhin 'amnesty' in Belarus.

11.0 TWO-PLAYER RULES

Two players can play PMJ with another player taking over the Russian side. There are no requirements to follow the AI Priorities and the Russian player may spend momentum however they see fit. Additionally, the Russian player can now get an Automatic Victory of their own by occupying Rostov with a LOC back to Moscow free of enemy units at the end of a Russian player turn. Neither player wins if an Automatic Victory is not achieved by the end of turn 6.

12.0 DESIGNER NOTES

I want to make clear that I hold absolutely no admiration toward Prigozhin, who himself is a fascist, but watching his feud with the GRU play out was kind of like watching two people you hate beating the snot out of one another. All of this said, the Wagner rebellion managed to expose the shaky foundation on which the Kremlin bases its authority. To paraphrase a Ukrainian cabinet member on twitter, "The state no longer has a monopoly on violence."

The fact that Putin was either unwilling or unable to defuse this situation on his own is indicative of other more serious issues within Russian leadership. Prigozhin clearly displayed complete ambivalence to the possible consequences which pierces the Kremlin's façade of both absolute authority and wide popular support.

Some of you are probably wondering why I chose to use the term Contact instead of Combat in game, and while it is arguably a semantic difference, I would contend that units were not engaged in what would be traditional combat, but a number of possible outcomes outside of combat were plausible such as units putting their weapons aside, doing nothing, or outright dispersing. At the same time, the number of forces present clearly still has an influence on the outcome of the contact through the effects of the force ratio column shifts. The main mechanic of this game would be the MCT which basically represents the moving of assets around at a corps level.

Quite frankly, I think this scenario would be best modeled by using a Role-Playing Game (or Matrix Game) such as *Twilight 2000* to gain a better appreciation for the situation. A lot more is going on here than just operational considerations. Prigozhin clearly spent some time planning this and in preparation attended numerous funerals for fallen soldiers, acting as a spokesman for the average young Russian soldier thrust into a war they were completely unprepared for. A quick check of Russian right-wing nationalist spaces shows that Prigozhin's comments and actions enjoy wide support within that demographic.

I think it is also important to note that two of the Wagner units in the game are fairly infamous for their actions in previous conflicts along with the soldiers themselves. The Rusich unit is a neo-nazi formation which uses a Slavic swastika as its icon. The Serb unit is led by a former member of Arkan's Tigers, the paramilitary Serbian outfit proven to have taken part in numerous war crimes throughout the 90s during the breakup of Yugoslavia. The player should take note of these facts while playing the game to keep in check the reality of the situation. Although it is also arguable that these designations or backstories are PR and at this point Wagner is mostly populated by ex-convicts. That said – apart from the absurdity of the situation itself, even the democratic Russian opposition, who clearly has no admiration for fascist oligarchs like Prigozhin, came out in support of Prigozhin's rebellion as the event itself laid bare the rotten foundation on which the Kremlin bases its legitimacy and authority.

13.0 Credits

Game Design
Map & Counters
Manual Formatting

Ray Weiss
Ilya Kudriashov
Ryan Heilman

Contact Result Table

1d6/ CD	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
0-	AR	AR	AR	AR	AR	AR	Ar	Ar	Ar	EX	EX	EX	NE
1	AR	AR	AR	AR	AR	Ar	Ar	Ar	EX	EX	EX	NE	Rp
2	AR	AR	AR	AR	Ar	Ar	Ar	EX	EX	EX	NE	Rp	Rp
3	AR	AR	AR	Ar	Ar	Ar	EX	EX	EX	NE	Rp	Rp	Rp
4	AR	AR	Ar	Ar	Ar	EX	EX	EX	NE	Rp	Rp	RP	R
5	AR	Ar	Ar	Ar	EX	EX	EX	NE	Rp	Rp	Rp	R	R
6	Ar	Ar	Ar	EX	EX	EX	NE	Rp	Rp	Rp	R	R	S
7+	Ar	Ar	EX	EX	EX	NE	RP	Rp	Rp	R	R	S	S

Force Ratio Column Shifts

1:3	1:2	1:1	1.5:1	2:1	3:1	4:1
3L	2L	1L	0	1R	2R	3R

Momentum Questions

- Does Wagner Occupy Rubelo? If yes, +1 Momentum.
- Was a Russian unit Reduced this turn? If yes, +1 Momentum.
- Does Wagner Occupy Moscow? If yes, +2 Momentum.
- Was a Russian unit Eliminated this turn? +2 Momentum
- Does Russia Occupy Rostov? If yes, -1 Momentum.
- Was a Wagner unit repulsed this turn? If yes, -1 Momentum.
- Was a Wagner unit reduced this turn? If yes, -2 Momentum.
- Was a Wagner unit eliminated this turn? If yes, -3 Momentum.


Contact DRM

- Wagner Attacks: +/- Momentum
- Russian Attack: +/- Momentum
- Attacking through River crossings: -1 DRM (Exception: Helicopter Unit)
- Attacking Russians defending Moscow: -2 DRM
- Flanking Attacks: +1 (max of +2)


Sequence of Play


1. Administration Phase
2. Wagner Player Turn
3. Russian AI Turn
4. End Turn Phase

Unit Illustrations

Strength Points  Unit ID

Wagner Unit

Unit Type  Unit Type

Strength Points  Movement Points

Russian Unit