PUTIN'S WAR:
RECLAIMING THE SOVIET EMPIRE IN EASTERN EUROPE

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CREDITS

Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

1.1 In General

Putin's War: Reclaiming the Soviet Empire in Eastern Europe (PW) is a strategic-level, two-player wargame of low-intermediate complexity that covers the campaign that could occur if the Russian dictator decides to give up his strategy of incremental "opaque" warfare and instead simply try for a big win. The game's sub-systems are crafted to present a supreme-commander's-eye-view of such a war. It's therefore almost fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards. *Putin's War* takes two experienced players only about two hours to complete, and it's adaptable for solitaire play.

1.2 Scales

Each hex on the map represents 55 miles (90 km) from side to opposite side. Each full turn of play represents one-tenth of a month, or approximately three days. Every "regular"

(a.k.a. "line") unit in the game represents one corps or army sized formation. The "elite" special forces units are regiments, brigades, or divisions. The combat support aircraft units represent various numbers of sorties needed to accomplish certain missions over the timeframe of a turn.

1.3 Seating & Sides

The Russian player should sit off the map's long eastern edge, while the Allied player sits opposite him. The "Allied player" is termed that because another of the underlying assumptions of the game is that the Polish Foreign Ministry's recently revealed desire to finally create the "Intermarium alliance" is fulfilled. When originally proposed by Jozef Pilsudski in 1919, that was to have been an alliance of all the countries bordering on western Russia between the Black and Baltic Seas, to have been put in place by them in lieu of depending on Western Europe and the US for their security. Our assumption, then, is that effort finally, and at the last minute, succeeds due to the region's growing fear of Russian resurgence. Of course, Pilsudski was never able to make the idea come to fruition in his own time; you'll now decide if it can work in the early 21st century.

1.4 No Nuclear War Rules

Another idea behind this design is that Putin hopes to regain the 1989 western borders of the Soviet Union in a single blitz-like conventional campaign. He wants to reclaim territory, not expand the Chernobyl irradiated zone. He'd therefore be hoping a victorious one-month war would prevent any of the

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nuclear powers of "old Europe" (or the US), from reaching for the atomic button. Given that rationale, we haven't included any rules for nuclear weapons use. However, we've used the blank counters we had available to give you the requisite mushroom cloud markers—in convenient tactical and strategic sizes. So, if you feel you must, deploy them into play as you like, using any mutually acceptable nuclear war rules, either from other games that came with them or of your own devising.

1.5 General System Approach

At the broadest level, this design takes as its reference model the campaigns that opened World War I in 1914. That is, what we're modeling here are relatively huge ground forces that haven't been fully engaged in all-out war in almost three-quarters of a century. As such, they're bold, naïve as to what to expect, and over-armed in that they have more firepower available than they properly know how to handle. There's also a cyberwar going on in the deep background and a social media war going on in the far foreground. All of that is accounted for by the large uncertainties built into the airpower, movement, and Significant Ethnic Russian Population (SERP) rules. Further, the overall military system is divided into three classes: The static militias, the motorized-mechanized line units, and the super-elite special forces. The player who best manages to maintain a viable and moving relationship among all of those forces will win.

2.0 COMPONENTS

2.1 In General

The components to a complete game of PW include these rules, the map, and the sheet of extra-large die-cut counters.

2.2 The Game Map

The game map shows the militarily significant terrain within the former western borderlands of the fallen Soviet Union when portrayed at this scale. The hexagonal (hex) grid printed over it regulates the placement and movement of units across it. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it. They're provided to help you find referenced places more quickly. For example, the "victory city" of Kaliningrad is in hex 1718. They also allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

Map Errata: Movement and combat shifts were modified after the map was printed, ignore the terrain costs and combat shifts on the legend use the Terrain Effects Chart provided in 10.3.

2.3 Unit Counters

Most of the counters (also referred to as "units" and "unit counters") represent combat formations that would be on hand for the war modeled here. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play.

Note: The game includes a Putin counter which serves no actual purpose other than to stare at you menacingly as you play, or to be used as some sort of mnemonic.

2.4 Sample Regular Unit

This unit is a Russian regular (line) unit. Its nationality is shown both by its background color and a three-letter abbreviation. It contains two "strength steps" (or simply "steps"). Thus, when a two-step unit suffers its first loss in combat, either offensively or defensively, it's flipped in place and may continue operating until it suffers a second loss. For more details on that process, and the further significance of strength steps, see sections 7.0 and 9.0.
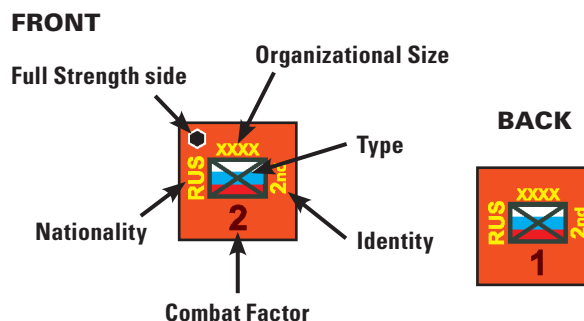
Note that, in order to make the step-strength of the unit more immediately recognizable, the unit has a small black hexagon on its upper-left corner on its full-strength side. Units without this hexagon symbol have no reduced strength side.

2.5 Organizational Sizes

XXXX	Army
XXX	Corps
X	Brigade
III	Regiment
II	Battalion
OC	Operational Command

2.6 Sample Special Forces Unit

The unit shown below is a Russian Special Forces (SF) type unit.
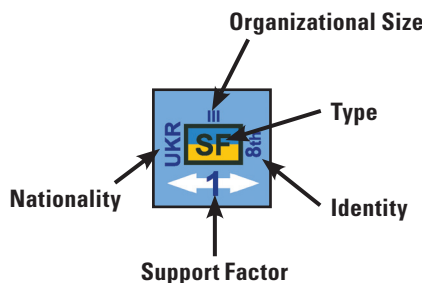
Note: Step strength does not apply to SF units.

2.7 Sample Garrison Unit
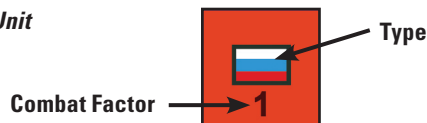
Note that garrison units are printed in Russian colors on one side and in a generalized Allied color on the other. See 3.6 for details on that aspect of their use. Every garrison unit has one strength step.

2.8 Nationality

There are 15 nationalities represented in the game. There are identified by the abbreviations (listed below), unique background colors, and their national flags shown in their unit symbols.

BEL: Belorussian (light orange)
CZR: Czech Republic (light brown)
EST: Estonian (light gray green)
**FIN:** Finnish (medium gray)
GER: German (dark gray)
HUN: Hungarian (bright orange)
LAT: Latvian (dark green)
LTH: Lithuanian (medium green)
MOL: Moldovan (bright green)
POL: Polish (white)
ROM: Romanian (yellow)
RUS: Russian (red)
SLO: Slovakian (brown)
SWE: Swedish (light yellow)
UKR: Ukrainian (blue)

2.9 Specific Unit Identifications

The following abbreviations further identify the various units.

AOD: Air Operations Division
BFM: Baltic Fleet Marine
BSFM: Black Sea Fleet Marine
Formosa: Codename for Polish naval SF regiment
GROM: Polish acronym for Operational Maneuver Response Group
KSDD: Kaliningrad Special Defense District
OC N. West: Operational Command Northwest
OGT: Operational Group Transnistria
OC West: Operational Command West
SOD: Special Operations Division
Utti: Utti Jaeger
Vostok GRU: Russian Military Intelligence

2.10 Unit Types

There are three broad categories of ground units in the game: Regular (a.k.a. "line"), Special Forces (SF), and Garrison (a.k.a. "militia"). SF units, though further 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. Furthermore, aircraft units are simply and generally classified as "combat support," and their various icons are meant to represent mission-specific multi-type packages.

Garrison/Militia

**Combined Arms
Armies & Corps &
Their Equivalents)**

**Combat Support
Aircraft**

Special Forces

Infantry

Tank/Armored

2.11 Combat Factors & Support Factors & Step Strength

The large combat or support factors printed along the bottom edges of regular and SF units (respectively) are the measures of each unit's ability to conduct or support offensive and defensive combat operations. Their uses are explained in detail in section 9.0.

2.12 Movement Factors

Unlike most wargames, the units' movement factors aren't printed on the counters. That's because the movement factor of all line units varies from one through six, while SF and garrison units don't actually move across the map. For more details on that, see section 8.0.

2.13 Step Strengths

All regular units in the game have two "strength steps" (also simply called "steps"). All garrison units have just one step each. That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US military jargon). If a two-step unit suffers a one-step loss, it's flipped over so its reduced side (the one with the lower combat factor) shows. If a two-step unit that's been "reduced" suffers a step loss, it's removed from the map ("eliminated") and placed into the "dead pile." Units of both sides that start play set up on the map do so at their full two-step strength. All Allied units that enter the map as reinforcements after play has begun also do so at their full step strength.

2.14 Markers

The counter-mix also includes the following types of informational memory aid markers. Their uses are explained in appropriate sections of the rules.

Turn Marker (front Russian, back Allied; see section 5.0)

Front

Back

**Allied Action Points (AP)
Expended (see 5.3)**

**Russian Action Points
(AP) Expended (see 5.3)**

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3.0 SET UP & HEX CONTROL

3.1 Preparing to Play
After first deciding who will command which side, both players should sort and set up the units of their own side according to the following instructions. Normal stacking limits apply for both players during set up (see section 6.0).

3.2 Allied Set Up
The Allied player initially commands all units of all seven countries with territory on the map other than Russia: BEL, EST, LAT, LTH, MOL, POL, and UKR.

The Allied player should set up those various national contingents of regular and garrison units within each one's national borders. Every city hex that doesn't have a regular unit set up in its hex should be given an Allied garrison unit.

Those same nations' SF units should be put into a pile located within easy reach off to the side of the map.

All the regular and SF units of those (potentially) Allied seven nations that don't start the game already in the war: GER, SLO, ROM, HUN, CZR, SWE, and FIN are set aside until activated. The Allied player completes the set up of his side before the Russian player begins the set up of the opposing side.

3.3 Russian Set Up
The Russian player commands all Russian (RUS) units in the counter-mix. He shouldn't begin his side's set up until the Allied player announces that he's done with that side's set up. The Russian player should first place the KSDD and OGT units in hexes 1718 and 2612, respectively. He should then place all 10 numbered armies in any 10 hexes in Russia proper. That includes all the hexes lying generally east of the boundary line running from 1111/1112 to 2704/2705.

Every Russian city hex that doesn't have a regular unit set up in its hex should be given a Russian garrison unit.

The Vostok clandestine operations unit and all Russian SF units should be put into a pile located within easy reach off to the side of the map.

3.4 Initial Marker Placement
Players should put the Turn Marker in the "1" box on the Turn Track printed along the side of the mapsheet. Keep the AP Expended Markers off to the side of the map to start.

3.5 Hex Control
At the start of play the Russian player is said to "control" (own) all hexes lying generally east of the Russian border described above in 3.3. Furthermore, he also controls the four hexes of the Kaliningrad Oblast (1618, 1717, 1718, and 1818). He also controls the single hex of Transnistria (2612). The Allied player starts play in control of all the other hexes on the map. The control status of a hex changes from one side to the other each time a unit of the opposing side moves into it. (Opposing ground units will never be in the same hex at the same time).Any given hex's control status may potentially switch back and forth any number of times during play.

3.6 Garrison Units
Every city and victory city on the map will always have in it a regular unit or a garrison unit, but never both at once. At the end of any move or combat action (see section 5.0), if a city or victory city is empty of regular units, immediately place a garrison unit in it with the controlling side's colors showing upward. Whenever a regular unit's move ends in a friendly controlled city or victory city hex, remove that place's garrison unit. Whenever a regular unit is in a city or victory city, the friendly garrison unit you'd otherwise have in that hex is considered to be fully subsumed within the regular unit (but without contributing any step or combat factor values to the occupying unit).Whenever you move a regular unit out of a city or victory city, the friendly garrison unit is immediately and automatically replaced in it at no cost in AP. That process can go on indefinitely for both sides in all cities and victory cities on the map. Garrison units never attack; they defend normally except they may not retreat after combat. A defending Russian garrison unit may make use of the SERP bonus (see 9.19) if it's otherwise normally available in its hex.

Note: There's intentionally no city or victory city in Transnistria (2612).

3.7 Intermarium Alliance
Despite the fact the Allied player's starting units must set up within their own respective countries, once play has begun all of them are free to move across the map as other circumstances permit. There are no nationality restrictions in regard to Allied movement or combat.

4.0 HOW TO WIN

4.1 In General
The Russian player is attempting to win offensively by controlling enough critical territory west of his start line, while also preserving enough of Russia proper's territorial integrity, to convince the Allies to give up the war. Draws are possible.

4.2 Reckoning Victory & Defeat
Victory and defeat are reckoned based on the control status of the "victory cities" on the map at the end of Turn 10. If, at that time, the Russian player controls **six** or more victory cities, he has won the game. If the Russian player controls only four or five victory cities at that time the match ends in a draw. If the Russian player controls fewer than four victory cities, the Allied player has won that match.

Note: At the start of the game the Russian player already controls one victory city: Kaliningrad (1718).

4.3 Allied Control of Russian Cities
When reckoning victory and defeat as described above, subtract one from the Russian total for every city inside Russia proper (the "Russian Federation") that ends the game under Allied control. (Garrison units are sufficient to establish and maintain control of their hexes in this regard). So, for example, if a match ended with the Russian player controlling six victory cities, but the Allied player had meanwhile managed to take control of three cities inside the Russian Federation, that three would be subtracted from the Russian six to get a final victory count of three, meaning the Allied player had actually won that match.

4.4 No Sudden Death

Barring earlier capitulation by one of the players, victory is never reckoned prior to the end of play at the completion of Turn 10. A given victory city might change hands any number of times during play; all that matters is its status at the end of Turn 10 (exception; see 5.3).

Designer's Note: All the above comes together to mean two things: 1) The Russian player can't win by concentrating on just one side of the Pripyat Marsh; and: 2) Neither can he ignore the defense of his own homeland.

5.0 TURN SEQUENCE

5.1 In General

Every turn of *Putin's War* is divided into "phases," which are then further subdivided into individual "actions" conducted by both players. Once a player has finished a particular action within a phase, or an entire phase within a turn that has been completed, neither player may go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously agrees to permit it.

5.2 Turn Sequence Outline

The turn sequence is presented below in outline. Note that the sequence is always the same in every turn and the Russian player always takes (or passes on taking) the first action in every turn's Operations Phase. A full turn is considered to have been completed when its Operations Phase is finished.

Command Point Phase
Air Superiority Phase
Operations Phase

5.3 Command Point Phases

At the start of each Command Point Phase, both players secretly roll two dice, each. Both players may look at their own dice roll total, but they should keep it out of sight of their opponent. That's best done by rolling the dice into two flat-bottomed opaque containers, such as bowls or mugs, and then covering them with a note card or sheet of paper. The total you rolled, from 2 to 12, is your AP allotment for that entire turn (i.e., that entire Operations Phase).At the end of the turn, both players are allowed to look into the other's dice container to examine his until-then-hidden total. If, at that time, it's revealed one player expended more AP than he actually had available, he's thereby lost the game to his opponent. In furtherance of that process, both players should openly keep track of the AP spent by his opponent. Do that using the markers provided (see 2.13), on the AP Expended Tracks on the map.

5.4 Turn-Discrete AP Expenditures

It's never allowed for either player to save AP from one turn for use in a later turn. AP not expended during their turn of accrual are forfeited at the end of that same turn (Operations Phase).

5.5 Russian Initiative

The Russian player always conducts the first action (or chooses to "pass" on conducting it) in every turn's Operations Phase.

5.6 Air Superiority Phases

At the start of every turn's Air Superiority Phase, both players openly roll two dice. The player getting the higher total has air superiority for that turn (reroll ties). If you had air superiority the turn before, add one to your dice roll; though that addition is never more than one, no matter how many turns you may have had air superiority. Subtract the lower roll total from higher roll total: the winning player gets that many combat support aircraft markers (1 through 11).He immediately places all of those markers atop any enemy units that he wants to "interdict." Interdiction markers remain with those enemy units (even if they move) until the end of the Operations Phase.

Note: There will never be a turn in which both player have aircraft units available.

5.7 Aircraft Interdiction Effects

Each aircraft marker causes:

A minus-one movement point adjustment to an interdicted regular unit's movement factor each time its moved during that turn.

Interdicted regular units aren't allowed to regroup.

Each aircraft marker also causes a one column odds shift in favor of the side with air superiority, throughout that turn, both when attacking from, or defending in that hex.

5.8 Operations Phases & AP Expenditures

The entire range of actions is shown in the table below. In general, every action is potentially available, in any order and any number of times, during every Operations Phase, by both players.

Exception: Rolling for off-map nation entries is only available to the Allied player.

AP Cost	Action
	Action Point Expenditures Table
1	**Move** one unit.
1	**Attack** with one regular unit. (It never costs AP to defend.)
2 to 6	**Multi-Unit Attacks**, at one AP per unit.
1	**Regroup** one reduced regular unit.
1	**Roll** on the Off-Map Nation Entry Table.

5.9 Passing during Action Phases

If you decide to "pass" on taking an action, and your opponent then conducts an action, you then have the choice again of acting or passing (and vice versa). If both players pass sequentially (in either order) the turn ends at that instant.

5.10 Running Out of AP

During every Operations Phase, as soon as you've completed the action that used up your last available AP for that turn, you **must** announce that fact to your opponent. He should then first look into your dice roll container to verify your dice roll against your expended

AP for that turn. Next, he should complete his own AP expenditures, one action at a time, until he's either out of AP or announces that he doesn't want to conduct any more actions that Operations Phase.

5.11 Using SF Units to Increase AP Awards

This is an additional non-kinetic-combat use for the SF units introduced in rule 9.20. That is, when going through the AP dice-roll procedure given in 5.3, both players have the option of secretly committing one or more of their available SF units to increase that result by one AP for each SF unit so committed. Do that by dropping into the same flat-bottomed container in which you'll next be making your AP-generating dice roll as many of your available SF units you want to commit to that mission. Feel free to try to fool your opponent in regard the size (if any) of your SF commitment by using blank counters. At the end of the turn, however, both players not only verify each other's dice rolls by looking into their opponent's AP container, they now also count up the SF committed to this mission. No final AP award may ever be increased to more than 12, no matter how many SF units were committed. After that verification, immediately recycle those SF units just as described in 7.4.

6.0 STACKING & FOG OF WAR

6.1 In General

Stacking is the word used to describe the piling of more than one friendly unit in the same hex at the same time. Stacking limits don't in any way pertain to units on the Turn Tracks or in off-map piles.

6.2 Stacking & Movement

Stacking rules are in effect at all times, but there's no limit on the number of units that may enter and pass through a given hex over the course of an action, phase or turn, as long as the stacking limit is met at the end of every action, including retreat and advance after combat.

6.3 Stacking Limits

For both sides the general rule is there may be no more than one regular or garrison unit in any one hex at any one time. (Remember: garrison units only appear in city and victory city hexes). Stacking rules don't pertain to SF units because they're never actually deployed into hexes on the map. For the specifics of their use in combat, see 9.20.

6.4 Over-Stacking

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

6.5 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's relatively little fog of war in *Putin's War*. Both players are free to look over and through all of the units of both sides deployed on the map, as well as those in the Turn Track boxes and off-map piles of units. You're not allowed to look into your opponent's AP dice roll cup, though, except as and when described above in rule 5.0.

7.0 REINFORCEMENTS & REGROUPING

7.1 Allied Reinforcements

Allied reinforcements are regular and SF units that don't start the game set up on the map; Instead, they enter play for the first time during turns after play has begun. There are no Russian reinforcements, as that military begins already fully mobilized. Allied reinforcements are units belonging to those nations not yet in the war at the start of play. When setting up for play, set the Allied player's potential reinforcements off to the side of the map. Move arriving Allied reinforcements (at the rate of one unit per move action) from the Turn Track onto the map via any unoccupied hex along its western edge from 1917 to 2912, inclusive. Once on the map, Allied reinforcements operate immediately and in all ways just as if they'd been in play since the start of the game; all rules apply to them in the same way as starting units. When entering a newly arriving unit, begin counting off its movement allowance with the first map-edge hex entered.

7.2 Reinforcement Procedure

To (potentially) receive reinforcements, the Allied player must chose *as an action* to roll two dice on the "Off Map Nation Entry Table" at the cost of one AP. Within the limits of his AP allotment, he may choose that action any number of times during each turn's Operations Phase (but making just one AP expenditure and one roll on the table at a time). Once the AP expenditure is noted, the Allied player immediately and openly rolls two dice and consults the table in 10.1.

7.3 Reinforcement Strictures

If a reinforcement roll results in a new Allied nation entering the war, all of its regular units become eligible to move onto the map starting with the next turn's Operations Phase. Similarly, all that nation's SF units also become available at that same time. If the result (such as "8") has two nations listed, both countries would immediately be eligible to enter the war. If previously rolled result is again rolled, the Allied player may roll again, if he expends an additional AP point. He may continue to re-roll as many times as he is willing to expend AP, if each of the results have already been rolled. If a seven is rolled, the Allied player may not use this procedure. The Russian player may not assign air interdiction to reinforcement units until the Air Superiority Phase after they have entered the map. It's not necessary for the Allied player to enter available reinforcements as soon as possible; rather, he may do so at his convenience during any of his actions in subsequent turns (simply move them along the Turn Track from box to box as the game progresses). If Germany enters the war, all other nations that have not previously entered the war, do so at that time. There is no need for any further die rolls.

7.4 Regrouping SF Units

At the end of every attack, both players should take the SF units they committed to that battle and openly roll one die for each one of them. Each rolled-for SF unit's die roll result is the number of turns before it's again available for commitment into combat on the map. So, for example, if you rolled a "1" for a given SF unit, it would be available again at the start of the next turn. No AP expenditure is needed in order to reclaim SF units from the track. Potentially, every SF unit in the game can go through the replacement process any number of times. If an SF unit's return would take place after Turn 10, it's out of play for the rest of that game.

7.5 Regrouping Reduced Regular Units

This action is available to both players at the cost of one AP per reduced regular unit. To conduct it, simply designate the reduced regular unit (on the map) that you're regrouping, expend the AP, and flip the designated so its full-strength side again shows upward. Fully eliminated regular units may not be regrouped back into play (they are eliminated permanently when eliminated). Furthermore, units with one or more enemy aircraft interdicting them may not regroup while in that status. Even further, a unit to be regrouped may not ever be immediately adjacent to one or more enemy regular units while it's being regrouped (enemy garrison unit adjacency OK, however). Regrouped units are immediately available to function normally in all ways during the rest of the phase of their regrouping. Within the strictures given here, a given regular unit may potentially regroup any number of times per Operations Phase in every turn.

8.0 MOVEMENT

8.1 Regular Unit Movement in General

Moving one of your regular units is one of the choices available for each of your actions throughout every turn's Operations Phase. It's the method by which regular units on the map move from hex to adjacent hex. All regular units in the game have a "movement allowance" of from one to six "movement points" (MP) per move, no matter their nationality or step strength.

8.2 Procedure

A single regular unit move action consists of you openly selecting one of your side's regular units in any one hex on the map, determining its movement allowance for that move, and then moving it, within the limits of that allowance, through adjacent hexes to (or at least toward) your desired new location for it. There's no arbitrary limit on the number of move actions you may decide to conduct over the course of every turn's Operations Phase. Further, any given regular unit may be used to conduct any number of move actions during each Operations Phase (though always just one action at a time).

8.3 Determining Regular Unit Movement Allowances

To determine the movement allowance of the regular unit you want to move in a move action, roll one die. That result, from one through six, is the number of movement points (MP) it has immediately available for the move. 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 move action is a discrete event that must be fully carried out before another action (of any type) is begun by either player.

> **Note:** You may end up rolling up more MP than you need in order to get your unit where you want it to go. In such cases you're not required to keep moving; just end the unit's move where you want it and the surplus MP are forfeit. Similarly, you might not roll up enough MP to even enter the first hex into which you want your moving unit to go. In that case, you're simply stuck: either move the unit off in some direction you can afford to enter (in terms of available MP) or declare the action to be over while the unit merely remains in place.

8.4 Natural Terrain Types

The MP cost for each hex entered by a moving regular unit varies based on the type of terrain in it and along the hexsides immediately around it. There are three kinds of in-hex natural terrain and, effectively, one kind of hexside water barrier.

The in-hex terrains are:
Clear
Forest
Marsh

The water barriers are river/lake hexsides (one type for all play purposes). For a hex to be considered clear, it must be entirely clear. A hex containing any amount of forest is considered to be entirely forested; a hex containing any amount of marsh is considered to be entirely marshy, etc. No single hex contains more than one type of natural in-hex terrain.

8.5 Manmade Terrains

There are four kinds of manmade terrain shown on the map:

Chernobyl Irradiated Areas
City
Victory city
SERP (Significant Ethnic Russian Population)

Map Errata: The terrain key does not show the symbol for "City". Non-victory point cities show on the map as black squares with the city name printed in the hex (example: hex 2009).

Those terrains exist in hexes along with their movement-defining natural terrain type. There may be more than one type of manmade terrain in the same hex.

8.6 Terrain Costs

The MP costs to enter the various kinds of natural terrains are given 10.2. Note that in-hex and hexside-crossing costs are cumulative.

Map Errata: The terrain key on the map is incorrect, use the chart in 10.2.

8.7 Russian KSDD Unit

The Russian KSDD unit may only move within the four hexes (1618, 1717, 1718 and 1818) of the Kaliningrad Oblast. It may attack from those hexes across the border, but even then it's not allowed to advance after combat across it.

9.0 COMBAT

9.1 In General

Combat is always voluntary; the mere adjacency of enemy units doesn't force either player to attack. Combat occurs when you declare that your action will be an attack, which is always an action conducted from one or more hexes into one other hex immediately adjacent to it (or all of them). It's not allowed for the player owning the defending force to decline to participate in the battle.

9.2 AP Costs & Strictures

It costs one AP to conduct an attack with one of your regular units. Each additional unit that you want to have participate costs an 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.

9.3 Unitary Combat Factors

A single unit's full combat strength must always be used whenever it's involved in combat. No single attacking unit may have its combat factor split in order to be applied in more than attack.

9.4 Multi-Hex Attacks & Enemy Air Interdiction

If you're making a multi-unit attack in the face of enemy air interdiction, the potential combat odds shifts against that action are calculated as follows:

If the total number of enemy aircraft units interdicting your multi-unit attack force is equal to at least half of the number of units in that attack force, your odds suffer a one-column leftward shift on that account.

For each enemy air unit interdicting beyond that half-count, you suffer another column shift. If the number of interdicting enemy air units isn't equal to at least half the number of units in your attacking force, you suffer no odds shifts.

Retrieve all air markers at the end of the Operations Phase. Any number of markers may be placed atop any regular unit you want to interdict; their effects are infinitely cumulative.

9.5 Allied Multi-National Attacks

Within the strictures above, it's permitted for Allied line and/or SF units to participate in multi-national attacks in any combinations. Further, it's not necessary for a given Allied nation to have one or more of its regular units involved in an attack in order for its SF to be involved in it.

9.6 Advance After Combat

If your attack empties the attacked hex of the defending unit, you may occupy the vacated hex with one of your involved attacking line units. Such advances aren't mandatory, but they must be conducted before starting the resolution of another action. Alternatively, if the hex you just won contains a city or victory city, instead of occupying it with one of your participating regular units, you could instead simply place within it one of your side's garrison units to denote your ownership (conquest) of that city. Advancing after combat isn't considered an "action," nor does it require the expenditure of MP. Victorious defenders never advance after combat; they simply hold their place in their original hex.

9.7 Combat Resolution Procedure

Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called "high odds" attacks.

To resolve such fights, the attacking player begins by calculating his "odds." Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle.

Divide the defender-total into the attacker-total and round down any remainder.

Example: If 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 ("three to one"). That is, 27÷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 in section 10.0.

9.8 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures in such situations are modified from what's described above in that you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result. For 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÷5=2.2), and always round up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of 1:3 (aka "one to three").

9.9 CRT Odds Limits

Note that 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 that, due to several reasons (see below, 9.17 to 9.22) 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.

9.10 Defender Retreat (DR)

Retreats after combat—the result abbreviated "DR" on the CRT—are always one hex, and their direction is always determined by the player owning the retreating line unit. They may potentially be made in any direction. The retreating unit may not over-stack at the end of its retreat, and it may not retreat into an enemy occupied hex. nor may it retreat into a hex or across a hexside it couldn't normally move into or across. Units may not retreat out to sea. Units blocked from retreating for any reason remain in place and suffer a DE result instead.

9.11 Bloodbath (BB)

The combat result of BB (Bloodbath) means the attacking and defending force must both have one step eliminated from among them. Each player chooses which of his own steps to sacrifice. If a BB leaves a defended hex empty, the attacker may advance after combat if he has any survivors among his involved attacking force.

9.12 Attack Stalled (AS)

The combat result of AS (Attack Stalled) means nothing happens to or with either side's involved force.

9.13 Defender Eliminated (DE)

A combat result of DE (Defender Eliminated) means one strength step of that defending side's involved unit is removed. The attacker may advance after combat if he has any survivors among his involved attacking force, or simply add a friendly garrison to that hex instead if it happens to be a city hex.

9.14 Attacker Lose 1 Step (AL1)

A combat result of AL1 (Attacker Lose 1 Step) means one strength step (total) from among that side's involved force is removed. The attacking player chooses which of his steps to sacrifice.

9.15 Terrain & Rivers in Combat

Though the natural terrains and water barriers on the map have effects on line unit movement, they have no effect on combat. That's because—at this time, space, and unit scales—the forces engaged here have the specialized munitions, cross-country capable vehicles, helicopters, and boats necessary to overcome those effects. That's not true in regard to the manmade terrains.

9.16 Defending in Cities & Victory Cities

Units defending in city hexes receive a one-column leftward odds shift advantage for doing so. Units defending in victory city hexes receive a two-column leftward odds shift advantage for doing so.

9.17 Concentric Attack Column Shift Bonus

In general, when you attack a defended hex through two diametrically opposite hexsides; or when you do so from three hexes with an uninvolved hex between each of your attack hexes, or when you do so from more than three hexes, you have achieved concentricity. To determine your concentric attack bonus for a given battle, roll a die, divide that result in half and round down any remainder (a formula expressed in abbreviated form as: 1d6/2rd). So the concentric attack bonus may vary from zero to three rightward columns shifts, depending on that die roll.

PUTIN'S WAR:
Reclaiming the Soviet Empire in Eastern Europe

9.18 SERP Hexes

Certain hexes on the map are tinted to show they contain a Significant Ethnic Russian Population (SERP). Also note all hexes within the Russian Federation are automatically SERP hexes. Whenever a Russian unit is defending in, or attacking into, a SERP hex, as the final step in that battle's resolution, the Russian player should roll a die and subtract one from the result (1d6-1). That result, zero through five, is the number of bonus combat factors the Russian player then adds into his involved unit's (units') combat factor total.

Note: In Russian multi-unit attacks you still only roll the SERP die once.

9.19 Russian "Vostok" Clandestine Operations Battalion

Whenever this unit is available, the Russian player may decide (openly) to commit it into any SERP-eligible attack or defense in order to try to enhance that outcome. The effect of committing the Vostok unit is to double the rolled SERP factors.

Note: A zero outcome still remains a zero. The battalion is available (off map) from the start of play, and after each use it must be recycled in the same way as SF units (see 10.21 below).

9.20 Special Forces (SF) Units in Combat.

The SF units of both sides are held off-map and are only secretly committed into play, on a battle-by-battle basis, by both players. Once both players indicate to each other they've chosen the number of SF units that they want to commit to the battle under resolution (by clasping them in their closed hand), they then simultaneously reveal those units to each other. It doesn't cost any AP to commit SF, nor does their commitment in anyway constitute an action separate from the battle being resolved. Each SF unit committed to a battle shifts the odds in their side's favor by the number of columns indicated by its "support factor" (see 2.2). To determine the final number of shifts, and that shift's directionality, net out the two sides' commitment totals.

Example: If the Russian player committed a total of five SF support factors to one of his attacks, and the defending Allied player only committed three SF support factors, that Russian attack would thereby gain a two-column rightward odds shift (in addition to all other applicable shifts). There are no limits—other than actual availability (see below)—to the number of SF units both players may commit to each battle. Similarly, you are not required to commit any (though you may certainly bluff using an empty closed hand prior to the reveal).
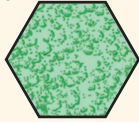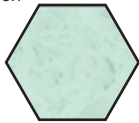
10.0 CHARTS & TABLES

10.1 Off-Map Nations Entry Table

Dice Roll	Enters War
2	Germany
3	Slovakia / Romania
4	Hungary
5	Czech Republic
6	Sweden / Finland
7	No Effect
8	Sweden / Finland
9	Czech Republic
10	Hungary
11	Slovakia / Romania
12	Germany

Note: if the die roll indicates that Germany enters the war, all other Allied nations immediately enter the war. No further die rolls are required.

10.2 Terrain Effects Chart

Terrain Type	MP Cost to Enter or Cross	Combat Effects
Clear	1	No Effect
Forest	2	No Effect
Marsh	3	No Effect
City	No Effect	1L
Victory City	+1 to cost of other terrain in hex	2L
SERP	No Effect	**
Chernobyl Irradiated Area	3*	*
River/Lake Hexside	+1	No Effect

* No unit may end a move action, or a retreat after combat, into this terrain.

Concentric Attack Bonus: 2d6 divided by 2, round down. Result is number of right shifts.

** If Russian units are defending in or attacking out of a SERP roll 1d6, subtract 1, the result is additional combat factors they may add to their attack or defense. Use of the Vostok Btn doubles this affect (see (9.19).

SF combat shifts: Each SF unit committed to combat provides one column shift in favor of the owning player.

See 9.4 when executing a multi-hex attack and either some or all attacking units are stacked with an enemy air interdiction marker.

ADDITIONAL COUNTERS

MODERN WAR #1
RED DRAGON/GREEN CRESCENT

These sixteen bonus counters are optional additions, in their entirety, to be added to the 2016 or the 2021 scenarios. These units represent more complete information than what existed when *Modern War* #1 was in design. The two F-35 units should only be included in the 2021 scenario. In addition, both F-35 units, as well as all previous F-35 units issued in previous issues of *Modern War* should not – as of this date – be printed with "STL." The F-35 program is not proving to exhibit appreciably stealthy characteristics.
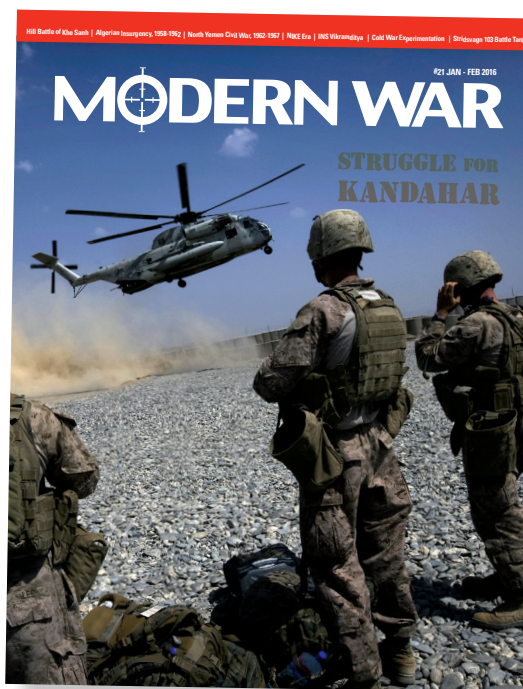
MODERN WAR #21
KANDAHAR

These 23 bonus counters are optional additions that are available for purchase during a game. These additional counters represent a mix of old and new equipment, as well as some tank support. If the "Hero" game piece is purchased, the two "Hero killed" pieces must be added to the casualty pool (until such time that the Hero has been eliminated—which removes those two "Hero killed" pieces along with the hero, until that hero is repurchased, if ever). If playing with these bonus counters, provide an extra 50 purchase points to the player to purchase any of these bonus pieces only. Note that the AK-47 weapon has a cost of "0," meaning that they are free to be purchased at no PP cost.
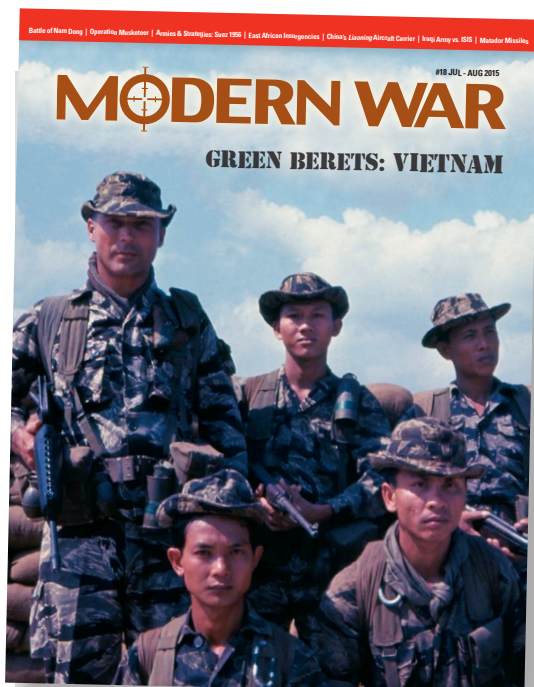
MODERN WAR #18
GREEN BERET

These 25 bonus counters are optional additions that are available for purchase during the game. These additional counters represent a mix of old and contemporary equipment as well as some tank and APC support. If the "Hero" game piece is purchased, the two "Hero killed" pieces must be added to the casualty pool (until such time that the Hero has been eliminated—which removes those two "Hero killed" pieces along with the hero, until that hero is repurchased, if ever). If playing with these bonus counters, provide an extra 50 purchase points to the player to purchase any of these bonus pieces only. Note that two M-16 weapons have a cost of "0," meaning that they are free to be purchased at no PP cost.

DESERT FOX GAMES

Many titles now available on the Decision Games online shop in the Desert Fox tab.
Some games are one of a kind, list of alternate games is appreciated.

MFG	Title	Price
3W	Dark Crusade	45
3W	Never Call Retreat	50
ACIES	Braccio da Montone	70
ADMW	Joshua's Hebrews vs The Pagans	60
ADTCH	Fighting Gen Patton	150
AEG	Abandon Ship	25
AEG	Arcana	15
AEG	Monkey Lab	25
AEG	Straw	15
AH	Foreign Exchange	35
AH	Gladiator (zip)	50
AH	Napoleon's Battles Module #1 (zip)	40
APL	Avalanche: Invasion Italy	38
APL	Bitter Victory: Sicily	20
APL	Digging (card game)	15
APL	Granada	40
APL	GWAS: Airships (booklet)	10
APL	GWAS: Med (2nd ed)	60
APL	GWAS: Med, vol I	60
APL	Napoleon in the Desert	35
APL	Op. Cannibal	30
APL	PG: Beyond Normandy	65
APL	Red God of War	30
APL	Red Steel	38
APL	Res Publica (card)	15
APL	Soldier Emperor	60
APL	Strange Def-France 44	20
APL	SWWAS: Great Pacific War	65
ASM	Frontiers: Liberty or Death	30
ASM	Werewolves-Millers:	13
ATG	Beer Money	20
ATG	Lunch Money	20
ATG	Lunch Money Sticks Exp	10
ATG	Recess	25
AYG	Co Heroes Russia 1941-42	80
BRO	The Cossacks are Coming	60
BTL	Airforce	40
BTL	Flattop	40
CAF	Tempus	55
CB7	Dr Who card game	30
CG	EuroFront	35
CG	MasterFront	25
CG	WestFront	50
COA	Baltic Arena	35
COA	BAR Primer (booklet)	36
COA	Baron's War	40
COA	Borodino 41	36
COA	Bywater's War (booklet)	40
COA	Clash of Armor Rules (booklet)	19
COA	Dawn of Rising Sun	80
COA	Devil to Pay (zip)	18
COA	Fear God/Dreadnaught	95
COA	Fires of Midway	65
COA	Golan to Sinai (booklet)	20
COA	Hell of Stalingrad	65
COA	La Bat D' Orthez	45
COA	La Bat. Lutzen	70
COA	La Bat. Moscowa	150
COA	Landships	46
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COA	No Sailor but a Fool (booklet)	32
COA	Operation Spark	45

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	WW2 Camo (booklet)	20
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COA	SFE: Mediterranean	60
COA	Shattered Armada (booklet)	40
COA	Speed of Heat	60
COA	Supermarina I-Vol II	56
COA	Supermarina II (booklet)	20
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CST	Marcher Lords	23
CST	The Final Frontier	23
CST	War Plan Crimson	23
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DVG	BANG! Dodge City expansion	15
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EGD	Armada	40
EGD	China Moon	25
EGD	Europa	50
EGD	Knights Brave & Bold	25
EGD	Lawless	18
EGD	Savanah Cafe	15
EGD	Tony & Tino	15
EGL	Age of Mythology	60
EGL	Attack!	30
EGL	Conquest of Empire	90
FBI	Berserker	30
FFG	BSG: Daybreak Expan	40
FFG	Netrunner Core Set	40
GAL ATC	Moonshot	25
GMT	1846 Race to Midwest	69
GMT	A Distant Plain	78
GMT	Africanus (zip)	20
GMT	Battle for Normandy Exp (zip)	59
GMT	Blackbeard	60
GMT	Blue Cross White Ensign	35
GMT	Bomber Command	40

Command & Colors

MFG	Title	Price
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GMT	C&C Napoleonic Basic	70
GMT	C&C: Ancients	65

Combat Commander

MFG	Title	Price
GMT	CC: Europe	79
GMT	CC: Sea Lion Pack (zip)	27
GMT	CC: Stalingrad Pack (zip)	35
GMT	Conquest of Paradise	25
GMT	Cubra Libre	69
GMT	Dead of Winter	79
GMT	Dominant Species Card Game	29
GMT	Fading Glory	60
GMT	Falling Sky	80
GMT	Flagship: Coyote (cards)	15
GMT	Flagship: Promo. (cards)	15
GMT	GD: Fighting Formations	85
GMT	Genesis	69
GMT	Grand Prix	69

MFG	Title	Price
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GMT	Leaping Lemmings	35
GMT	Mr Madison's War	57
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GMT	Next War India-Pakistan	85
GMT	Next War Taiwan	85
GMT	Night Fighter	55
GMT	No Retreat Italy	65
GMT	No Retreat: North Africa	65
GMT	Operation Dauntless	59
GMT	Pacific Typhoon	40
GMT	Pax Baltica	55
GMT	Rebel Raiders	69
GMT	Roads to Moscow	55
GMT	Samurai	64
GMT	Sekigahara (3rd)	69
GMT	Silver Bayonet	45
GMT	Stalin's War	55
GMT	Twilight Struggle Deluxe	60
GMT	Twin Peaks	35
GMT	Tyrant (zip)	10
GMT	US Civil War	75
GMT	Winds of Plunder	45
GMT	Wing Leader	69
GMT	Zero	45
GREN	Journey	25
HEX	Sparatcus Imperator	51
JEG	Fightball: Aztec vs Dark	10
JEG	Fightball: Cav vs T Sport	10
JEG	Fightball: Wildcats vs Cruisers	10
JKL	Scanderoon	30
JKL	Treasure Island	40
Lion Rmp	Challenge	25
MAT	Desert Bazaar	25
MAT	Voltage	25
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MFG	SoC/Great River Exp	3
MFG	SoC/replacement cards	9
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MMPG	Austerlitz (zip)	45
NES	Napoleon on Danube (zip)	35
OMGA	Desert Victory	35
OSG	100 Days Battle (zip)	20
PHA	Chicago Poker	30
PHA	Heart of Africa	35
PHA	Marajaha	45
PHA	Mesopotamia +card	45
PHA	Sutter's Mill	45
PHA	Waterloo	45
QD	Royal Navy	85
QNG	Alhambra	40
QNG	Alhambra Dice Game	40
QNG	Alhambra Gardens	40
QNG	Aqua Romana	60
QNG	Architekton	25
QNG	Chicago Express	60
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MFG	Title	Price
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QNG	Enuk	35
QNG	Flandern	25
QNG	Fresco	63
QNG	Fresco: The Scrolls Expansion	25
QNG	Highland Clans	35
QNG	Indus	35
QNG	Industria	35
QNG	Inka	30
QNG	Lucky Loop	35
QNG	Montego Bay	60
QNG	Robber Knights	30
QNG	Samarkand	63
QNG	Shogun: Tennos Court Expan	25
QNG	Show Manager	63
QNG	Thebes	60
QNG	Tombouctou	60
QNG	Turbo Taxi	25
RALP	Caverns Deep	75
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RGG	20th Century Limited	45
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RGG	Alan's Adventureland	50
RGG	Albion	40
RGG	Alexandros	33
RGG	Arctic Scavengers Recon Exp	30
RGG	Arctic Scavengers w/Recon	50
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RGG	Asteroyds	55
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RGG	Australia	40
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RGG	Bean Trader	38
RGG	Big Manitou	25
RGG	Black Friday	45
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RGG	Bohnanza Princes & Pirates Expansion	25
RGG	Bohnanza, High Bohn & Bohnaparte	25
RGG	Bolide Tracks 1	25
RGG	Cabale	35
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RGG	Castle For All Seasons	55
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RGG	Caylus Magna Carta	30
RGG	Celtica	40
RGG	Coloretto	15
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RGG	Dominion	45	RGG	Phoenicia	50	RGG	Ystari Treasure Box	35	WDG	Bosworth Field 1485	38
RGG	Dominion Big Box	100	RGG	Pinata	30	RGG	Zooloretto Gorilla Expansion	10	WDG	Confederate Rebellion	42
RGG	Adventures Expansion	45	RGG	Ponte del Diavolo	25	RGG	Zooloretto Polar Bear Expansion	10	WDG	Don't Tread on Me	35
RGG	Alchemy Expansion	30				RGG	Zooloretto XXL Expansion	35	WDG	Lodz	30
RGG	Base cards	18	**Power Grid**			SG	Aleutian Campaign	30	WDG	Pavia	30
RGG	Cornucopia/Guilds Expansion	45	RGG	Power Grid	45	SG	Czechoslovakia Defiant	30	WDG	Red Menace	35
RGG	Dark Ages Expansion	45	RGG	Power Grid Deluxe	80	SG	Eureka Stockade (box damage)	25	WDG	Vietnam Solo	30
RGG	Empires Expansion	45	*Power Grid Expansions*			SG	Fall of France	30	WDG	We Shall Fight on the Marne	33
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			RGG	Benelux/Central Europe	15	SG	Illusionary fortress	30	WOG	Blood of Noble Men	40
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RGG	Duell	20	RGG	China/Korea	15	SG	Milne Bay	25	WOG	Cowboys	50
RGG	Edison & Co	30	RGG	Northern Europe/UKi/Ireland	20	SG	Poland Crushed	30	WOG	For Honor & Glory	50
RGG	El Cabellero	35	RGG	Russia/Japan	15	SG	Pusan Perimeter	25	WOG	Forged in Fire	50
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RGG	Evergreen	20	RGG	Stock Companies	30	SG	Struggle New France	35	WOG	MedWar Sicily	45
RGG	Famiglia	12	RGG	Power Grid: Factory Manager	45	SG	Terror War	25	WOG	Prussia's Defiant Stand	60
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RGG	Furstenfeld	60	RGG	Rebel vs Imperium Expansion	25	SMCN	Man of War (zip)	25	ZVE	Barbarossa 41	70
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