

## CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP
- 4.0 HOW TO WIN THE GAME
- 5.0 OPERATIONAL CONSIDERATIONS
- 6.0 TURN SEQUENCE
- 7.0 SHOCK EFFECT
- 8.0 GARRISON & GUERRILLA UNITS
- 9.0 STACKING & FOG OF WAR
- 10.0 REINFORCEMENTS
- 11.0 REGROUPING & RECYCLING
- 12.0 GROUND UNIT MOVEMENT
- 13.0 AIRBORNE & AMPHIBIOUS MOVEMENT
- 14.0 GROUND COMBAT
- 15.0 COMBAT RESULTS
- 16.0 HYPERWAR UNITS
- 17.0 ZONES OF CONTROL
- 18.0 AIR OPERATIONS
- 19.0 AIR MISSION EXECUTION
- 20.0 MISSILE & NAVAL UNITS
- 21.0 STAGING AREAS & OFF-MAP BASES
- OPTIONAL RULES (PUBLISHED ONLINE ONLY)
- 22.0 UNIQUE UNITS & MISSIONS
- 23.0 ADDITIONAL AIR MISSIONS
- 24.0 ADDITIONAL SF MISSIONS
- 25.0 LOGISTICS
- 26.0 PREPARED ATTACKS
- 27.0 WMD
- 28.0 MAJOR OBJECTIVES

## CREDITS

**Design:** Joseph Miranda

**Managing Game Developer:** Doug Johnson

**Playtesters:** Joe Admire, Ty Bomba, JR Lawlor, Roger Mason, David Moseley, Chris Perello, Nick Wade, Julian Webb, Gene Wytrykus,

**Proofers:** Hans Korting, Michael C. Neubauer, Brendan Whyte,

**Map Graphics:** Joe Youst

**Counters & Production:** Richard Aguirre

**Photo Credits:** Stock photos by Dreamstime



© 2020 Decision Games, Bakersfield, CA

# PUTIN

# MOVES EAST

**NOTE:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Players should not remove the card.

**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 [modernwarmagazine.com/mwm/e-rules/](http://modernwarmagazine.com/mwm/e-rules/)

### 1.0 INTRODUCTION

**Putin Moves East** is an operational-strategic level two-player wargame covering a struggle for control between the Russian led Eurasian Union and a Coalition of opposing states, led by the People's Republic of China, to gain control of the Far East. Among other things, the game presumes a breakdown in Russo-Chinese relations leading to open belligerence.

Units represent operational task forces of reinforced corps, special forces; airpower; and cyberwar. Additionally, the game builds paramilitary forces into various forces. The game system models operations in a vast theater with limited infrastructure in places, and coalition forces that have divergent political aims. Combat is across the full spectrum of operations. The objective of each player is to seize critical resource, industrial, and communications centers, thereby gaining control of the Far East.

#### 1.1 Game Scale

Each hex on the map represents 100 kilometers from side to side. Each turn of play represents anything from three days of intense combat to a couple of weeks when refitting. Ground units represent corps-sized task forces and divisional formations. 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 period of a turn.

#### 1.2 Sides

There are two sides in the game: the Russian-controlled 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 in the game.

#### 1.3 Weapons of Mass Destruction

This iteration of the system includes weapons of mass destruction as an optional rule (27.0). They are usable under specific conditions.



# PUTIN MOVES EAST

## 1.4 General System Approach

What we are modeling here are 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. The rules cover all these large uncertainties. There are four classes of military units: static garrisons, mobile ground 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:** *The game is part of the series which includes Putin Moves South and Axis of Evil: Iran. There are changes to model a conflict involving the home terrain of the major powers as opposed to prior games concentrating on distant geopolitical fronts.*

## 2.0 COMPONENTS

The components to a complete game include these rules, one 22x34 inch map and one counter sheet containing 176 5/8-inch counters. Players will need to provide themselves with a six-sided die to resolve combat and events during play.

### 2.1 The Game Map

The game map shows the militarily significant terrain of the Russian Far East, Mongolia, and northeast China. The hexagonal grid printed regulates the placement and movement of units across the map. A unit is in only one hexagon (hex) at any one time. Each hex contains natural and/or man-made features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it, provided to help reference places quickly and allow players to record unit positions for whatever purposes.

**Map Errata:** The Terrain Effects Chart, Fortification line, Combat Effects line, should read: 1L, Units defending and attacking in fortifications ignore retreat results (as in mega-cities).

**Sovetskava-Gavav** (hex 4006) should read Sovetskava Gavan.

**Skovordino** (hex 2605) should read Skovorodino.

**Shuiha** (hex 3411) should read Suihua.

**Sayushand** (hex 1916) should read Saynshand.

**Map Clarification:** The line of fortifications dividing North and South Korea also represents the North/South Korean border.

**Inner Mongolia:** Inner Mongolia is part of China for all game purposes (this is only relevant for set-up and victory purposes in scenarios 1 and 4). Inner Mongolia is distinct from the independent country of Outer Mongolia.

**Objectives:** Certain hexes have one or more objective symbols (☆/🏠/🌐/⚓). See the Terrain Effects Chart (TEC) for terrain types and their effect on game functions.

**Military Bases:** Are objectives with an additional function. There are two types of military bases: major (♣) and minor (♠).

**Islands:** Islands are not playable terrain.

**Staging Areas:** Are holding boxes for special forces and air units that are in play but not in use for on-map missions.

**Reinforcement Displays:** Are holding boxes for units that have not yet entered play.

**Eliminated Units Displays:** Are holding boxes for units eliminated in combat. Players may not return these units to play.

**Off-Map Bases:** Are holding boxes for units that are operating from bases outside the map area.

### 2.2 Unit Counters

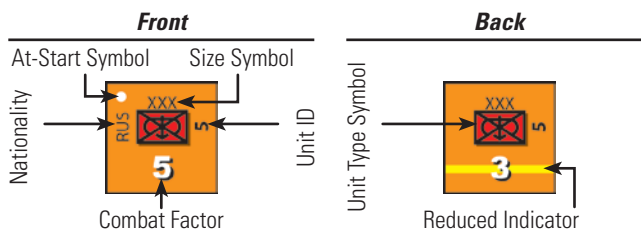
**There are two types of cardboard counters:** units, representing combat formations, and markers, for information purposes. There are three general types of units:

**Combat** (Mobile and Static)

**Special Forces** (SF)

**Strikes** (Air, Missiles, Naval).

### 2.3 Ground Combat Units



**At Start Units:** Units that begin the scenario deployed on the map have a white circle in the upper left corner. Other units are reinforcements (10.0).

**Strength Status:** The front of the counter is the full-strength side of two-step units. The back is their reduced side and has a stripe across the lower half of the counter to indicate that they are at reduced strength. Most ground units have two strength steps.

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

**The below abbreviations and background colors indicate a unit's nationality:**

|  |  |
|--|--|
| <b>NKO:</b> North Korea, Light Purple.                       | <b>PRC:</b> People's Republic of China, Dark Purple. |
| <b>MON:</b> Outer Mongolia, Tan.                             | <b>ROK:</b> Republic of Korea (South), Dark Blue.    |
| <b>NATO:</b> North Atlantic Treaty Organization, Light Blue. | <b>RUS:</b> Russia, Orange.                          |

**Unit Identification:** Units have a unique identifier that represents the possible units involved in the conflict (2.8).

**Unit Type Symbol:** Each unit has a NATO or iconic symbol to distinguish the unit type when implementing specific rules.

**Combat Factor:** The relative strength of a combat unit. Players use combat factors to resolve combat.

**Unit Size Symbol:** Shows the relative size of a unit in standard military designations:

**XXXX:** Army

**XXX:** Corps

**XX:** Division

**Important:** Mobile units represent various commands formed due to specific operational requirements. These can be anywhere from a reinforced division to a corps. Units represent multi-national forces under a single headquarters or combined friendly insurgents. Local defense forces are part of the strength of garrisons.



## 2.4 Hyperwar Combat Units



Hyperwar units function the same as other ground units but have special rules for command control and combat. A “+” sign indicates the unit is a Hyperwar unit.

Hyperwar

## 2.5 Special Forces (SF) Units

SF units are single step units. Use their reverse side when placing them in their staging areas to keep the enemy from seeing their strengths. Deploy SF units on the map only when used in combat. The square behind the value designates it as a support factor.

Front



Support Factor

Back



## 2.6 Garrison Units

Garrisons represent static military units, bases, militia, security forces, and guerrillas. Either side may control them. Garrison units may not attack and use their combat factor when defending only. A circle behind their combat factor indicates it is a defensive factor.

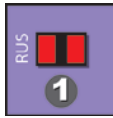
**Important:** Garrison units are in Eurasian Union colors on one side and in Coalition colors on the other (8.0). The combat strengths may be different. The nationality is the same on both sides to remind players to place these units in specific national areas.

Front



Defensive Only

Back



## 2.7 Optional Units (Opt)



Use these units only if using optional rules 22.2 and/or 22.3.

Optional

## 2.8 Unit Abbreviations

**1GTA:** 1st Guards Tank Army

**Counter Errata:** The front of the counter shows GTA only. The reverse side is correct.

**6GW:** Sixth Generation Warriors

**45Gd:** 45th Guards Airborne

**8A:** 8th Army

**24Sp:** 24th Spetsnaz

**AC:** People’s Liberation Army Air Force Airborne Corps (formerly 15th Corps)

**Alfa:** Russian Elite Spetsnaz Unit

**BMR:** Beijing Military Region

**Cauc:** Caucasian Military Command

**CMD:** Central Military District Spetsnaz

**CRRF:** Collective Rapid Reaction Force

**Counter Errata:** The counter shows CCRF; it should read CRRF.

**CW:** Cyberwar

**EARA:** Eurasian Revolutionary Alliance

**FE:** Far East

**FOB:** Forward Operations Base

**G:** (National) Guard

**GIR:** Guards Independent Reconnaissance

**GPF:** General Purpose Force

**JSOTF:** Joint Special Operations Task Force

**JTF P:** Joint Task Force Pacific

**MC:** Marine Corps

**MEF:** Marine Expeditionary Force

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

**MNC:** Multi-National Corps

**MNJTF:** Multi-National Joint Task Force

**NI:** Naval Infantry

**NTC:** Northern Theater Command

**OC:** Operational Command

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

**OE:** Operational Exhelon

**OG:** Operational Group

**OG EA:** Operational Group Eurasia

**OMON:** Special Purpose Mobile Unit (police special forces)

**PFNI:** Pacific Fleet Naval Infantry

**SL/FC:** Snow Leopards plus Falcon Commandos

**SOCKor:** Special Operations Command Korea

**Storm:** Term used to identify special assault units.

**VDV:** *Vozdushno Desantnye Voyska* (air assault forces)

**WT:** Western Theater Command

## 2.9 Game Abbreviations

**AP:** Command Control Points

**C2:** Command Control

**CAS:** Close Air Support

**CRT:** Combat Results Table

**EZOC:** Enemy Zone of Control

**SF:** Special Forces

**TEC:** Terrain Effects Chart

**VP:** Victory Points

**ZOC:** Zone of Control

## 2.10 Nationalities

**There are two sides:** Eurasian Union and Coalition. Each side may have allied nationalities. Rules may require that only units of the same nationality participate in a specific action.

**Eurasian Union:**

**Russia**

**Coalition:**

**People’s Republic of China (PRC)**

**Either Side** (depending on the scenario):

**Outer Mongolia**

**NATO**

**North Korea**

**South Korea**

## 2.11 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).



# PUTIN MOVES EAST

## Ground Combat (Mobile)

|  |                          |  |            |
|--|--------------------------|--|------------|
|  | Infantry or Paramilitary |  | Airborne   |
|  | Combined Arms            |  | Amphibious |
|  | Tank                     |  | Guerrilla  |
|  | Complex Terrain          |  |            |

## Ground Combat (Static)

|  |                         |  |          |
|--|-------------------------|--|----------|
|  | Forward Operations Base |  | Garrison |
|--|-------------------------|--|----------|

## Special Forces

|  |                                    |  |          |
|--|------------------------------------|--|----------|
|  | Strikes                            |  | Missiles |
|  | Tactical Airpower                  |  | Naval    |
|  | Tactical Fifth Generation Fighters |  |          |

**Important:** 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.

### 2.12 Combat Factors & Support Factors

The large combat or support factor printed along the bottom edge of units is a measure of each unit's ability to conduct or support offensive and defensive combat operations. The combat and airstrike rules explain their use (14.0 & 19.0).

### 2.13 Movement Factors

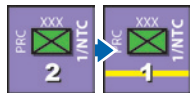
Unlike most wargames, a unit's movement factor is not on the counters.

- The Movement Factor (MF) of all mobile ground units varies from one through six.
- Airborne and amphibious type units can also use special moves.

**Important:** Only units listed as airborne or amphibious type units (2.11) may use the above special movement in 13.1 and 13.3.

- SF and air units do not move across the map but deploy by special procedure.
- Garrison units are static and do not move.

### 2.14 Reverse of Units



**Ground Units:** Most ground units have two steps. The front side is its full-strength and the reverse is its reduced strength. Units may have only one step.

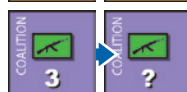
Those units do not have combat factors on the reverse side. A step is a term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its robustness in current US military jargon). If a two-step unit suffers a one-step loss, flip the unit over so the reduced side shows. Reduced units function normally. If a reduced unit suffers a second step loss, remove it from the map (eliminated) and place it into the dead pile or eliminated unit's box. Eliminate a one-step unit if it takes one step loss.



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



**SF & Air Units:** Treat Special Forces and airstrikes differently than ground units; see their respective rules section. They have one step each.



**Guerrillas:** Guerrillas have their unknown status on the reverse side, and their combat strength on the front. The back of the counter is not a reduced step unit. All guerrillas are one-step units.

### 2.15 Markers

The counter-mix includes the following informational markers.



**Game Turn:** (one Russian Eurasian Union, one Coalition (6.0). The back of these markers show reinforcements taken



**Shock:** (7.0)



**Action Points (AP) Remaining:** One for each side (6.3)

**Important:** The marker is labelled C2, however it records the number of AP Expended.



**WMD Strike:** Represents the impact of nuclear, chemical and biological weapons (optional rule 27.0).

## 3.0 SET UP

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

### 3.1 Scenario Selection

The Scenario Table (on the map) provides different scenarios. Players select the scenario to play in any manner they wish, or to randomly determine the scenario, roll one die (1d6) and cross reference the die roll (DR) with the listed scenario.

### 3.2 Scenario Table & Initiative

The Scenario Table provides:

**Scenario Name:** The name of a given scenario.

**Eurasian and Coalition:** Countries controlled by each side. All other countries are neutral.

**Force Modification:** Additional starting forces, which the player selects from units marked as reinforcements. Deploy ground units per the standard rules at full-strength unless otherwise noted. Place air and SF units in the appropriate Staging Area.

**Shock Marker & Initiative:** The player who starts with control of the shock marker. That player is then the first player (7.0).

**Turns:** The number of game turns (GT) in the scenario.

**VP Modification:** Additional VP value of objectives for the designated player.



### 3.3 Start Forces



Ground combat, air strikes, and SF units that start in play have a white circle in their upper left corner. A scenario may modify the number and type of starting units.

- Place combat units on the map.
- Air strikes and SF in their respective Staging Areas.
- All garrisons start on the map, front side up unless otherwise indicated.
- Deploy units at full-strength.
- Stacking limits apply during set up (9.0).

### 3.4 Reinforcements

Units that do not start set up are termed reinforcements. Place these units in their side's Reinforcements Box and enter via the reinforcement procedure (10.0). Reinforcements deploy at their full-strength side.

### 3.5 Initial Deployment

Placing units on the map is deployment.

- The player with the initiative (shock marker) deploys second.
- The player without the initiative deploys first.
- Unless instructed otherwise, deploy units in their home countries.

### 3.6 Special Cases



**NATO Forces in Korea:** If playing the Korean War II or North Korean Collapse scenarios, deploy the starting NATO ground unit in South Korea. If playing the Energy War scenario, place this unit in South Korea if NATO activates. It can only move by conducting amphibious movement out of neutral South Korea. It may not enter North Korea.

**Little Green Men:** The Scenario Table may require guerrillas to deploy in enemy countries. Players cannot place them in or adjacent to hexes containing enemy cities or units.

### 3.7 Deployment

The player controlling each nationality deploys it in the order given below (assuming they are in the scenario):

 **NKO:** North Korea,

 **ROK:** Republic of Korea (South),

 **MON:** Outer Mongolia,

 **PRC:** People's Republic of China,

 **RUS:** Russia,

 **NATO:** North Atlantic Treaty Organization.

Place the units and counters in the locations noted:

**Reinforcements:** Reinforcement Box.

**Special Forces & Air Strikes:** Air and SF Staging Area.

**Garrisons:** Place one garrison in each city and/or objective hex in their own country.

**Errata:** The counter mix includes an extra Russian garrison unit that has the incorrect color on the back. Do not use that counter.

**Mobile Ground Units:** Place these units in cities, bases and fortifications within that country. See 3.6 for special cases.

### 3.8 Belligerents & Neutrals

Countries assigned to players by the scenario are called belligerents. The player controls their forces and both sides' units can enter their territory.

- All countries that are not belligerents are neutrals. Their forces are out of play.
- Belligerent units cannot enter neutral territory nor trace lines of supply (25.1) through it.

**Important:** Neutrals may become belligerents under certain situations. At that point, set up neutral forces as directed.

### 3.9 Administrative Markers



Each player places his own turn marker in the "1" box on the Game Turn Track printed along his side of the map. Keep the AP markers off to the side of the map.

## 4.0 HOW TO WIN THE GAME

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

### 4.1 Victory & Defeat

Victory and defeat are determined at the end of the game, based on the control status (5.0) of objective hexes on the map and the number and type of enemy units in the Eliminated Box.

#### Determine Victory Points:

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

- 1) Determine the total number of VP for each player:
  - a) Each on-map objective symbol, port (⚓), minor (🏰), or major (🏰) base controlled by friendly forces and each objective is normally worth one point. Objectives may be worth two or more points depending on the scenario.
  - b) Each enemy ground combat unit (including guerilla units) in the Eliminated Boxes (eliminated air and SF do not count).
  - c) The player that did not gain the shock marker on GT 1 (7.0) gains 5 VP.
- 2) The side with the highest VP total wins. To determine the winning side's level of victory, subtract the lower VP total from the higher total:
  - 26+:** Strategic Victory
  - 15–25:** Operational Victory
  - 5–14:** Marginal Victory
  - 0–4:** Draw

### 4.2 Multiple Objectives

If a city has more than one objective symbol, count each objective symbol.

**Example:** A city with an energy symbol (🌐), a port (⚓), and a military base (🏰) counts as three VP. If a city has no symbols, it counts as zero.

**Important:** Objectives in countries that were initially friendly controlled also count for VP, unless otherwise stated by scenario. Russia starts with 17 objectives and China with 21.

### 4.3 No Sudden Death

Barring one player capitulating, victory is not determined prior to the end of GT 10. A given objective hex might change hands any number of times during play; all that matters is its status at the end of GT 10.



# PUTIN MOVES EAST

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

## 5.0 OPERATIONAL CONSIDERATIONS

### 5.1 Control

**Nationalities:** A player who controls a nationality commands all its forces.

**Hexes:** A player controls a hex if he has a friendly mobile ground and/or garrison unit in the hex.

**Important:** Special Forces and air/missile units cannot control objectives.

### 5.2 Boots on the Ground

Control status of a hex can change from one side to the other each time a unit of the opposing side moves into it.

- Any given hex's control status may potentially switch back and forth any number of times during play.
- Even if a player controls all cities in an enemy country, the other player continues to control its forces.

**Example:** Outer Mongolia starts controlled by Russia, but Chinese forces conquer all Mongolian cities. The Eurasian Union still controls the remaining Mongolian units and the Coalition could not recruit Mongolian units.

- Friendly forces cannot enter or attack into enemy off-map areas or boxes.
- A player may move his units anywhere on the map and attack into any hexes.

**Exception:** Units (including airborne units (13.1) and air units) cannot move into a neutral country.

## 6.0 TURN SEQUENCE

Each turn of **Putin Moves East** has two phases: First, to determine the number of AP (Command Control Points) each player receives, and second, the players alternate taking actions. Once a player has finished a particular action within a phase, he may not go back to perform an action or redo a poorly executed one unless his opponent graciously agrees to permit it.

### 6.1 Turn Sequence Outline

Conduct phases in the order given below:

#### 1) Action Point Phase

#### 2) Action Phases

- a) First Player Action
- b) Second Player Action
- c) First Player Action
- d) Second Player Action

The above process continues until the conditions in 6.9 or 6.10 occur.

**Important:** Unlike other wargames, there are no discrete movement and/or combat phases. Instead, actions account for such activities.

### 6.2 Action Point Phase

Conduct the following procedure during each Action Point Phase. Each player:

- 1) Rolls two six-sided dice (2d6) and totals the result. **Then:**
- 2) Adds the number of major bases his forces control (5.1). Neutral bases do not count.
- 3) The above total is the number of AP that each player has available that GT. Each player should place his own AP marker in the numbered box equal to the total.

**Example:** The Coalition rolls a 4 and a 3 (total 7) and controls two major bases. The Coalition's final AP total is 9 AP.

**Important:** Include captured enemy bases in (2) above.

### 6.3 Action Point Tracks

Players keep track of remaining AP by using the markers on the AP Tracks. A player can never have more than 20 APs and never expend them such that they go below zero.

### 6.4 Turn-Discrete AP Expenditures

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

### 6.5 First Player Initiative

The player who possesses the shock marker takes (or passes) the first action in every game turn's Action Phase and is the First Player (7.0).

### 6.6 Action Phases & AP Expenditures

Movement of units and combat are both termed "actions". The Action Point Expenditures Chart summarizes the type of actions explained in the rules. In general, during every Action Phase every action is potentially available in any order and any number of times.

**Exception:** Each side may only take one reinforcement action per GT (10.1).

### 6.7 End of Turn

A full turn is complete when both players have either:

- a) Expended all AP; **or,**
- b) Passed consecutively. If this is the last turn of the scenario, the game turn comes to an end (4.3). Otherwise, each player moves his game turn marker to the next box on his turn track and a new turn begins.

### 6.8 Action Procedure

During the Action Step, the player takes an action or passes. If an action is taken:

- 1) State the action to be taken; **and,**
- 2) Expend the AP required for the action; **and,**
- 3) Execute the action.

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

**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.



## 6.9 Passing

If a player decides to pass instead of taking an action, the opponent then conducts an action. A player can have the choice again of acting or passing (and vice versa). If both players pass sequentially (in either order) the game turn ends.

## 6.10 Running Out of AP

When a player has expended all AP available for that game turn, that player can take no further actions. The other player then completes his own AP expenditures, one action at a time, until he either expends all AP or announces that he does not want to conduct any more actions that turn. At this point, the game turn comes to an end (6.7).

## 7.0 SHOCK EFFECT



Determine who controls the shock marker per setup (3.0). Control of the shock marker can change during a game.

### 7.1 Shock Procedure

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:

- 1) When playing a marker, the player rolls one die and then selects that number of units from any friendly nationality that has units in the Reinforcements Box. The player then deploys them per (10.2).

**Important:** This is not an action and costs no AP. It is in addition to the one reinforcement action allowed per turn (10.0).

- 2) During the Action Points Phase of that turn, the player rolls one additional die (for a total of three) to determine the number of AP for that turn.

### 7.2 Shock & Awe

Upon playing the shock marker, that player must roll one die and place the marker on the other player's TRT that number of GTs later. On that GT it becomes available for use by the other player. Upon the second player's use of the shock marker, the marker reverts to the first player per another die roll. The above process continues until the last GT of the game. If placed on a turn after the last game turn, then it is out of play.

### 7.3 Initiative

The player who plays the shock marker becomes the First Player and remains so until the other player gains control of and plays the shock marker.

**Important:** While the shock marker is on the other player's TRT, the original player retains the initiative, but does not receive the additional AP and reinforcements.

**Example:** The Coalition plays the shock marker on GT 1. The Coalition player implements the effects of Shock and Awe on GT 1. That player has the initiative on GT 1. The Coalition player rolls 1d6 and the result is three. Place the shock marker on the Eurasians TRT on GT 4. For GTs 1, 2 and 3 the Coalition retains the initiative. On GT 4 the Eurasians may play the marker, thereby gaining the effects of (7.1) as well as the initiative. Should the Eurasians decide to not play the shock marker on GT 4, the Coalition would maintain possession of the initiative until such turn (if any) that the Coalition plays the shock marker.

## 8.0 GARRISON & GUERRILLA UNITS

### 8.1 Garrison Units



Every city / objective on the map has a garrison unit. Garrison units are combat units, and thus control a city/objective.

**Static:** Garrisons can never move.

**Combat:** Garrisons defend normally. They can never attack. Players cannot destroy garrisons (**Exception:** **Optional rule 27.0: WMD**). Players flip them from side to side, representing a change of control of a city or objective.

**Stacking:** Garrisons do not count for stacking (9.0), but there can never be more than one per hex.

**Initial Deployment:** All garrisons are initially set up on the map. Place them so that the side pertaining to the controlling player is uppermost.

#### 8.1.1 Change of Garrison Control

When a garrison changes sides, it then becomes 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. Flip the garrison to show a change in control if:

- a) If a player launches a ground combat attack (14.0) against a hex containing a garrison, either defending by itself or in conjunction with a friendly unit in the same hex; **and**,
- b) The result would cause the elimination and/or retreat of all defending units in that hex (including the garrison); **and**,
- c) An attacking unit could and does advance after combat into that hex.

**Important:** Players cannot eliminate a garrison until after eliminating all other ground units in the hex.

#### Examples:

- 1) A DE result would cause the elimination of all defending units, and assuming an attacking unit entered the hex, the garrison would flip to the attacker's side. If the attacker chooses to not advance, then the garrison remains in the hex on its original (defender's) side.
- 2) A garrison is defending in a hex with a two-step combined arms unit. The result is DL1. Flip the combined arms unit to its reduced side. There is no effect to the garrison.
- 3) The attacker inflicts a DR result on a regular city containing a garrison. The attacker advances, flipping the garrison over. Had this been a mega-city hex, the players would ignore the retreat (as mega-cities negate retreats) and control would not change.
- 4) A one-step unit attacks a garrison defending by itself. If a result of BB occurs, eliminate the one-step attacker and, since there can be no advance into the city, there is no effect on the garrison. If the attacking unit had been a two-step unit, the reduced unit could advance into the hex, thus forcing the player to flip the garrison.

### 8.2 Guerrillas



Both sides have guerrilla units. These are placed face down in the Reinforcements Box.



# PUTIN MOVES EAST

**Recruiting:** Guerrillas may be deployed as initial forces (via the Scenario Table) or recruited as reinforcements. Pick guerrillas at random, then deploy them face down in any country that started as a friendly belligerent. The player may deploy them in any hex not containing enemy units or EZOC.

**Important:** In certain scenarios, guerrillas may start in enemy countries.

**Reveal:** Players reveal a guerrilla unit the first time it engages in combat. Thereafter, they remain face up.

**Restrictions:** Guerrillas cannot move, retreat, or advance out of their country of deployment. They can attack across borders normally. Guerrillas have no reduced strength.

**Replaceable:** If eliminated, place guerrilla units back in the Reinforcements Box, face down. They are available as reinforcements.

## 8.3 Insurgency

Garrisons may also change sides owing to the optional Insurgency rule (24.2 & 24.3).

## 9.0 STACKING & FOG OF WAR

Stacking is placing more than one friendly unit in the same hex at the same time. Stacking applies only to units on the hex part of the map, not to those on off-map displays (12.9).

### 9.1 Stacking & Movement

Stacking rules are always in effect; however, there is no limit to the number of units that may enter (and remain) or move through a given hex over the course of an action, phase, or turn. There is a limit on the number of units that can attack or defend when stacked.

### 9.2 Stacking Limits

The stacking limit for both sides is as follows:

- One garrison unit; **plus**
- One ground unit; **plus**
- Any number of SF units (during combat); **plus**
- Air units up to the air stacking limit (18.4).

**Important:** Units of different friendly nationalities can stack together.

### 9.3 Over-Stacking

A player can over-stack a hex, but this has the following effects:

- a)** Only one unit can attack out of the stack (owning player's choice).
- b)** Only one unit (plus any garrison) can defend while stacked (owning player's choice).
- c)** In the event of an AL1 or DL1 combat result against an overstacked hex, all attacking or defending units suffer any losses and/or retreats (reduce all units by one step). A BB result is not an adverse result to either side, take losses normally as per 15.0.

### 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, fog of war has little effect. Both players are free to examine all units of both sides deployed on the map. A player cannot examine units on the enemy's TRT, or off-map displays.

## 10.0 REINFORCEMENTS

Reinforcements are ground combat, SF, air, and naval units that begin the game in the Reinforcements Box, per scenario instructions (3.0). Bring reinforcements into play by expending AP to take a reinforcement action. Players may deploy reinforcements on any GT. Once on the map, reinforcements operate normally.

**Important:** All garrisons begin the game on the map.

### 10.1 Reinforcement Procedure

Roll the number of dice indicated below. The result is the number of reinforcement units that the player then selects from any friendly nationality and places them per 10.2.

- Select any combination of reinforcement units and types (ground, air, SF) from any friendly nationality.
- If the number rolled is greater than the number of units available, there is no additional effect.

**Number of dice:** 1d6.

- Once per game, during any game turn that the Coalition player is the first player, the Coalition player may declare a Chinese mobilization.
  - a)** The Coalition player expends 2 AP.
  - b)** The Coalition player rolls 2d6. The total is the number of Chinese (only) units that may deploy.

**Restrictions:** Each side may only take one reinforcement action per GT. Flip the turn marker over to indicate this.

### 10.2 Deploying Reinforcements

Deploy reinforcement units in the Action Phase when a player declares a reinforcement action and expends the required AP. If there are no available hexes, do not deploy the reinforcements.

#### 10.2.1 Ground units:

Deploy ground units from the Reinforcements Box onto the map.

- The hex may not contain enemy units: however, it could be in an EZOC (17.4).
- When deploying reinforcements, units can deploy overstacked (9.2 & 9.3).

#### 10.2.2 National Restrictions

Deploy ground units of each nationality in the locations listed below:

##### Russian:

- 1)** In the Russian Off-Map Base.
- 2)** On any Eurasian Union controlled Military Base objective hexes in Russia or Mongolia (if not neutral).

##### Chinese:

- 1)** In the Chinese Off-Map Base.
- 2)** On any Coalition controlled Military Base objective hexes in China, North Korea, or Inner Mongolia.

##### Mongolian:

On any friendly controlled Military Base objective hexes in Outer Mongolia.

##### NATO:

- 1)** Any friendly controlled port hexes.
- 2)** On any friendly controlled Military Base objective hexes (anywhere).

##### North Korean:

In any friendly controlled city hexes in North Korea.

##### South Korean:

In any friendly controlled city hexes in South Korea.



### 10.2.3 Airborne Unit Deployment



In addition to deploying as ground units (10.2.1), airborne units may enter the map by using airborne movement (13.0). 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 or west map edge hex in Russia.

**Chinese:** Any south map edge hex in China (including Inner Mongolia).

**NATO:** Any east map edge hex.

**Important:** Other nationalities cannot use airborne movement to deploy.

**Important:** In this case, the units can move up to their full airborne movement allowance with the first hex entered costing one MP (13.0). The unit must have enough movement points to reach a playable land hex. Cancel the move if the unit cannot reach a playable land hex.

### 10.2.4 Amphibious Unit Deployment



Amphibious reinforcements can deploy on any coastal hex as follows (13.0):

**Chinese:** Any Yellow Sea coastal hexes.

**NATO:** Any coastal hexes.

**Important:** Other nationalities cannot use amphibious movement to deploy.

### 10.3 Off-Map Bases

Players may deploy Russian, Chinese, and NATO units in their respective off-map bases (21.0). They can move onto the map by railroad, airborne, or amphibious movement if otherwise qualified.

### 10.4 SF & Air Units

Deploy in the Staging Area.

### 10.5 Optional Units

Use units marked "OPT" only when playing with special rules.

## 11.0 REGROUPING & RECYCLING

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

### 11.1 Regrouping Ground Combat Units

This action is available to both players at the cost of one AP per reduced combat unit (**Exception:** Hyperwar units require two AP to regroup).

Designate the reduced unit, expend the AP, and flip the designated unit to its full-strength side.

- Units may not regroup in an EZOC (17.0).
- Regrouped units immediately function normally in all ways.

**Important:** Players may not bring fully eliminated ground units back into play.

### 11.2 Recycling SF Units



When using a SF unit in combat, roll 1d6. Each SF unit's die roll result is the number of GTs before it is available for reuse.

Place it on the friendly TRT, in the GT Box the indicated number of GTs ahead. Whenever the turn marker reaches a box containing any SF units, place those SF in the friendly Staging Area (this is automatic and without any AP cost).

### 11.3 Recycling Air Units



Upon completion of a mission, place all surviving air units in their side's Reinforcements Box. Players may recruit them again (10.0).

**Important:** Air units that have received an elimination result (A1, A2, E1, E2, E3 on the Air CRT) are permanently out of play.

## 12.0 GROUND UNIT MOVEMENT

Mobile ground units move as an action. All mobile ground combat units in the game have a movement allowance (MA) varying from one to six movement points (MP) per action, no matter their nationality, type, or step strength. See airborne, amphibious, and railroad movement for special cases.

### 12.1 Ground Movement Procedure

A single move action consists of:

- 1) Selecting one friendly ground combat unit on the map and expending any required AP.
- 2) Determine the unit's MA.
- 3) Move the unit within the limits of that MA through adjacent hexes.

**Important:** See Railroad Administrative Transport (12.7) and Hyperwar units (16.0) for special cases.

### 12.2 Determining Unit MA

To determine the movement allowance of a unit, roll 1d6. The result (1 through 6) is the number of MP the unit has available for the action.

### 12.3 Limits

Normally you can move one (and only one) ground unit per movement action. (See Railroad Administrative Transport (12.7) and Hyperwar units (16.0) for special cases).

- A movement action is just that, movement and the player cannot then conduct an attack unless he executes another action in a subsequent Action Phase.
- There is no limit on the number of movement actions a player can conduct over the course of each GT's Action Phases if he has the AP.
- A given unit may conduct any number of movement actions during each Action Phase.

### 12.4 Restrictions

Players may not save MP from one action or phase to another, nor may any unit give, loan, or otherwise transfer MP to any other unit.

- Every movement action is a discrete event that the player must fully conduct before beginning another action (of any type) by either player.
- A unit may use any or all the MP rolled. There is no requirement to expend all of them.

### 12.5 Terrain Types

The MP cost for each hex entered by a moving unit varies based on the type of natural terrain in the hex and along the hexsides around it. The TEC provides a description of the number of MP required to enter or cross each type. Certain types of terrain cost more than one MP to enter.

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

**Example:** If a unit receives one MP and it needs two MP to enter a rough terrain hex, then that unit cannot enter that hex.



# PUTIN MOVES EAST

**Complex Terrain:** Complex terrain consists of various types of non-clear hexes. These cost more than one MP to enter.

**Waterway Hexsides:** It costs one additional MP for a unit to cross a river or lake hexside. This is cumulative with the in-hex terrain costs. Ground units cannot cross all-sea hexsides unless using airborne or amphibious movement.

**High Mountains:** Ground units cannot enter high mountain hexes.

**Exception:** If playing with the optional rules, see complex terrain units (22.0). If not using the optional rules, treat complex terrain units as mobile infantry, with no special abilities; ignore the statement in the Other column for complex terrain.

## 12.6 Railroad Movement

A unit moving along connected railroad hexes (+++++) pays one MP per hex entered, regardless of other terrain, and ignoring water hexside crossing costs. A unit can use both railroad and regular movement in the same phase.

**Designer's Note:** This movement does not represent units loaded into trains. It does represent that major roads in the area are usually situated in the same area (at this scale) as major rail lines.

## 12.7 Railroad (RR) Administrative Transport

A RR administrative movement action allows any or all mobile ground units of one nationality to move using RR Admin Movement.

- 1) For each unit making a RR Admin Move, roll 2d6, total them, the result is the unit's MA.
  - 2) The units must move entirely along railroad hexes (i.e., starting, moving along, and finishing in).
- Such units cannot start adjacent to an enemy unit, nor move adjacent to an enemy unit (including both mobile and garrisons).
  - They can only use railroad movement in countries that were friendly controlled at the start of the scenario.

## 12.8 Off-Map Rail Moves

A player can move certain mobile ground units to the friendly off-map Base Display by railroad movement. This does not require a die roll.

- The unit must start its movement in a hex containing a RR that runs to a map edge RR hexside in the unit's home country.
- While moving along RR hexes on the map, units must adhere to the restrictions in 12.7 (2).
- Move the unit into the friendly off-map base then stop.
- The unit cannot reenter the map on the same action.
- A unit in an off-map display can:
  - a) Remain in the display; **or**,
  - b) Move into a rail line hex on the edge of the map adjacent to that starting base. In this case, follow standard railroad movement procedure.

## 12.9 Off-Map Restrictions

Only Russian units can enter the Russian off-map base, and only Chinese units can enter the Chinese off-map base. Units cannot enter off-map displays by other means. Players may deploy units in off-map bases either at set up or as reinforcements.

## 13.0 AIRBORNE & AMPHIBIOUS MOVEMENT

Airborne and amphibious movement are special moves that qualified units can make in place of ground movement. The only units that can use airborne movement are those with the airborne symbol (☎).

### 13.1 Airborne Movement Procedure

Designate an airborne unit. Roll 2d6 and total them. This will be the airborne unit's MA for this movement action.

- The unit can move up to that number of hexes, over any type of terrain, enemy units, and EZOC.

**Important:** EZOC have no effect on units using airborne movement.

- The unit must cease its movement (i.e., land) in a hex that it could normally enter. Terrain has no effect on airborne movement.

### 13.2 Air Defenses

An airborne unit cannot stop its movement (land) in a hex containing an enemy ground unit of any type.

### 13.3 Amphibious Movement

Units with the amphibious symbol (☎) can perform amphibious movement.

- An amphibious unit can move from a friendly port to any coastal hex in the same sea zone.
- An amphibious unit can move from a coastal hex to any friendly port in the same sea zone.

**Important:** EZOC have no effect on units using amphibious movement.

### 13.4 Amphibious Restrictions

The landing hex cannot contain enemy units (although an EZOC is permissible). Amphibious units can only conduct amphibious movement in:

**Eurasian Union:** Sea of Japan.

**China:** Yellow Sea.

**NATO and South Korea:** Sea of Japan and Yellow Sea.

## 14.0 GROUND COMBAT

Units use combat to destroy enemy units and take hexes. The player must conduct a combat action to attack enemy units.

### 14.1 Combat Prerequisites

Combat involves one or more friendly ground units attacking a single hex occupied by enemy ground units.

- All attacking units must be adjacent to the enemy (defending) hex.
- Once a player declares an attack, he must complete that attack. He cannot call it off.
- The defending player cannot decline combat.
- Combat is always voluntary; the mere adjacency of enemy units does not force either player to attack.
- Garrison units cannot attack but do contribute to the defense.

### 14.2 AP Costs & Structures

It costs one AP to conduct an attack for each participating attacking non-Hyperwar unit.

- Each additional participating non-Hyperwar unit costs an additional AP (up to a total of six AP if you were attacking from all six adjacent hexes).
- Players may only make an attack into one defending hex, and all participating attackers must be in hexes adjacent to that one targeted hex.

### 14.3 Unitary Combat Factors

A player must use a unit's full combat strength whenever it participates in combat (attack or defense).

### 14.4 Multi-Nationality Attacks

Within the strictures above, all friendly ground combat, air, and SF units can participate in multi-nationality attacks. SF and air/naval units may support combat for any friendly nationality.

### 14.5 Combat Resolution: Odds Determination

Follow the steps below in the order given.

- a) Total the combat factors of all the attacking units involved in the battle (ignore garrisons).
- b) Total the combat factors of the defending units (including any garrison).
- c) If the attacker's total is greater than the defender's total, divide the attacker's total by the defender's total. Round down any fractions.
- d) If the defender's total is greater than the attacker's total, divide the defender's total by the attacker's total. Round any fractions up.

**Example 1:** If 26 combat factors attack 7 combat factors, this yields an odds ratio of 3:1 ( $27 \div 7 = 3.71$ , that 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," that then corresponds to a column-heading on the Combat Results Table (CRT).

**Example 2:** If a force with 5 attack factors is attacking a force with 11 defense factors, the situation yields an odds ratio of 1:3 ( $11 \div 5 = 2.2$ ) that, rounds up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of 1:3.

**Important:** The column headings on the CRT range from 1:3 to 7:1. Resolve odds greater than 7:1 on the 7:1 column. Resolve odds less than 1:3 on the 1:3 column. Column shifts cannot shift odds to greater than 7:1 or lower than 1:3.

**Example:** The initial odds are 8:1, so the attacking player starts on the 7:1 column. The defender has one left shift and the attacker has two right shifts. The final odds column would be 7:1.

### 14.6 Combat Resolution: Shifts Determination

A shift is an alteration of the combat odds determined above.

- A shift to the right favors the attacker; a shift to the left favors the defender.
- If both the attacker and defender have shifts, subtract the defender's shifts from the attacker's shifts. A negative number shifts the ratio to the left and a positive result shifts the ratio to the right.
- Determine shifts in the order given in 14.6.1 through 14.6.4.

**Example:** An attack is initially determined to have a ratio of 4:1. The attacker has two shifts to the right; the defender has three shifts to the left. The final attack is at 3:1.

### 14.6.1 Terrain

**Regular Cities & High Mountains:** Units defending in city and high mountain hexes receive a one-column left shift.

**Mega-Cities:** Units defending in mega-city hexes receive a two-column left shift. Units (both attacker and defender) ignore any retreat results.

**Major and Minor Bases:** Units defending in a base hex receive a one-column left shift. This shift is in addition to the shifts for a city or mega-city hex.

**Complex and Water hexsides:** Complex terrain and water hexsides have no effect on combat.

*Designer's Note:* At these time, space, and unit scales, the forces engaged have the specialized munitions, cross-country capable vehicles, helicopters, and boats necessary to overcome those effects.

**Prohibited Hexes and Hexsides:** Units can attack a defender in a hex that the attackers cannot move into (e.g., high mountain, or across all-sea hexsides). However, they cannot advance or retreat into those hexes.

**Korean Fortifications:** A unit defending in a hex that contains a fortification symbol (■ ■ ■ ■) receives an additional one-column defensive bonus if at least one of the attacking units is attacking across a hexside printed with the fortification symbol. Units defending and attacking in fortifications ignore retreat results (as in mega-cities).

**Important:** A unit must be of the same nationality as the fortification for this to take effect.

**Example:** A North Korean unit would only gain the bonus in a North Korean fortification (hex 3520, 3620, & 3719); however, a South Korean unit would only gain the bonus in a South Korean fortification (hex 3521, 3621, & 3720).

### 14.6.2 Concentric Attack Column Shift Bonus

The attacker gains a one-column shift to the right if attacking the defending hex from:

- Two diametrically opposite hexsides; **or**,
- Three hexes with an uninvolved hex between each of the attacking hexes; **or**,
- More than three hexes.

### 14.6.3 Close Air Support

See 18.5 & 19.9.

### 14.6.4 Special Forces (SF)

**Commitment:** Players can commit to combat all SF units in their Staging Area on a battle by battle basis.

- Each player chooses (in secret) the SF units he will use and then both players simultaneously reveals them.
- Committing SF units does not constitute an action separate from the battle and thus does not require the expenditure of AP.
- There are no limits (other than availability) to the number of SF units each player may commit to each battle.
- There is no requirement for a player to commit any SF (though he may certainly bluff prior to the reveal).

**SF Effects:** Each SF unit committed to a battle shifts the odds in its side's favor by the number of columns indicated by its support factor (2.5).





# PUTIN MOVES EAST

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

**SF Recycling:** Combat results do not affect SF units. When an SF unit is committed to a battle, no matter the actual outcome, the SF unit must recycle (11.2).

**Multi-National SF Ops:** SF from all nationalities on each side may be committed to support a combat anywhere on the map. There is no requirement that any of the supported units be from the same nationality as the SF unit(s).

## 14.7 Advance After Combat

If an attack clears the defending hex of all enemy units, the attacking player may advance into the defending hex with one attacking ground unit. Advance after combat is:

- Not mandatory.
- Conducted prior to any other action by either player.
- Not a separate action, nor does it require the expenditure of MP.
- Not affected by EZOC (17.0).

**Important:** Defending units never advance after combat.

## 15.0 COMBAT RESULTS

Combat results are on the CRT.

**Important:** Garrison units can absorb a step loss if they are the sole remaining unit in the hex (8.1.1)

**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.

**Defender Eliminated (DE):** Eliminate all defending ground units. 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)

- 1) If the defending hex is a mega-city or contains a fortification (14.6.1) ignore the result (treat it as AS).
- 2) In any other hex, the defender retreats any defending mobile unit one hex.
- 3) If the defending hex contains a city and the attacker chooses to advance into the hex, flip any garrison in the hex over to the attacker's side.

### Hyperwar (HW1)

- 1) If the attacking side has any Hyperwar ground units involved then:
  - a) Apply a DL1 result (per above); **and**,
  - b) If there are any surviving defending units, apply a DR to them (per above).
- 2) If the attacking side has no Hyperwar units then treat this as an AS.

## 15.1 Retreat

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

- The retreating unit may not enter a hex containing an enemy unit or EZOC.
- A retreating unit may not retreat into a hex it could not normally move into.
- If a retreat causes a unit to over-stack, then that unit must retreat additional hexes until the retreating unit reaches a hex that meets stacking limits.

**Important:** Move the retreating unit to enter the first available hex in which it would not cause an overstack situation and meets all the other requirements listed in this section.

- Units may not retreat into an all-sea hex, nor may they use airborne movement.
- Units that cannot retreat at least one hex for any reason suffer a DE result instead.
- A retreat cannot force a unit to retreat into a prohibited hex if there is another alternative.
- Garrison units cannot retreat. See 8.1 to determine the garrison's status. Eliminate all other static units if forced to retreat.

## 15.2 Air, Naval & SF

Ground combat results do not affect air, naval, and SF units. Players recycle them.

## 16.0 HYPERWAR UNITS



Hyperwar combat units (2.4) have the following special abilities:

### 16.1 Joint Maneuver

By expending one AP, a player can move all Hyperwar units from all friendly nationalities during the same action.

- Hyperwar units may move using any type of movement allowed by their unit type. Each unit may move using one type of movement; however, different units can use different types of movement.

**Example:** One Hyperwar unit could move using airborne movement and the next Hyperwar unit could move using amphibious movement.

- Each unit determines its MA separately. Complete the move for one unit before rolling for the next.

### 16.2 Joint Attacks

When conducting an attack, all participating Hyperwar units cost only one AP.

**Important:** Non-Hyperwar units participating in the same attack as Hyperwar units must still pay one AP per unit.

### 16.3 Hyperwar Combat

See 15.0 for the effects of HW1 on the CRT and the participation of Hyperwar units.

### 16.4 Regrouping

It costs two AP to regroup a Hyperwar unit.

## 17.0 ZONES OF CONTROL

The six hexes immediately surrounding a mobile ground unit's hex constitute that unit's zone of control (ZOC).

- All mobile ground units (full-strength or reduced strength) exert a ZOC regardless of the phase, action, or GT.
- ZOCs extend into and out of all types of terrain and across all types of hexsides. They also extend into enemy occupied hexes.

**Exception:** ZOC do not extend into mega-cities.

- Static, SF and strike units do not exert ZOCs.

### 17.1 ZOC & Movement

Ground units must halt their movement when entering an EZOC.

- There is no additional MP cost when entering an EZOC.
- Units may move out of an EZOC only if they:
  - 1) Retreat or advance after combat; **or**,
  - 2) If they move the unit into a hex not in an EZOC. A unit can never move directly from one EZOC to another.
- A unit may not start in or enter an EZOC when using RR Admin Movement.
- Airborne and amphibious units may move out of and into EZOC. EZOC do not block airborne and amphibious movement.

### 17.2 ZOC Effects on Combat

There is no requirement for units in an EZOC to conduct combat.

- A unit cannot retreat into or through an EZOC.
- A unit can advance after combat, out of, and into an EZOC.

### 17.3 ZOC & Reinforcements

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

## 18.0 AIR OPERATIONS



Players conduct airstrikes using tactical airpower and missile units (**Exception: Missiles and CAS (20.1)**). The term "air units" applies to both tactical airpower and missile units.

**Important:** AP cost is for a mission, expend only one AP regardless of the number of air units participating. When conducting bombardment or CAS, an action is one strike into one hex. See 18.4 for limits on the number of air units in each strike.

### 18.1 Air Missions

There are three air missions:

**Air Superiority:** Friendly air units may conduct airstrikes into an enemy Air & SF Staging Area. Conduct this as an action (19.1 through 19.4).

**Bombardment:** Friendly air units can directly attack enemy ground units. Conduct this as an action (19.5 through 19.8).

**Close Air Support (CAS):** Friendly tactical airpower units (not missiles) can support an attack or defense, providing combat shifts to friendly ground units (19.9 & 19.10).

**Important:** CAS is part of a ground combat action; CAS does not cause the expenditure of additional AP.

### 18.2 Assigning Airstrikes to Missions

Air units in the Air & SF Staging Area can be committed to missions. Use the procedures outlined in 19.0.

- Place the air units on the hex or enemy Staging Area in which the mission is to take place.
- Execute the mission (19.0).
- Return surviving air units to the Reinforcements Box.

**Designer's Note:** *Placing air units in the Reinforcements Box at the end of each mission 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. Bring air units back into play using the reinforcement procedure. Players will use up a considerable amount of their reinforcement points to recycle their air force.*

### 18.3 Range

Air units have unlimited range. They can attack any hex on the map and the enemy Air & SF Staging Area.

**Important:** Air units cannot attack other enemy displays.

### 18.4 Air Unit Stacking

Air unit stacking is separate from ground unit stacking. Each type of mission has different stacking limits.

**Air Superiority:** Unlimited.

**Close Air Support & Bombardment:** The number of air units that can conduct a strike into a specific hex depends on the nationality:

**NATO:** 3

**Russia and China:** 2

**All Other Nationalities:** 1

### 18.5 Restrictions

In addition to the stacking limits:

**Air Superiority:** Any or all nationalities may conduct an air superiority mission.

**Bombardment:** Only one nationality can conduct a bombardment mission into hex.

**Close Air Support:** Only one nationality can conduct a CAS mission into a hex, although that CAS mission may support any nationalities' ground units.

### 18.6 Airbases

Air units are not based on the map. They are either in the Reinforcements, Staging, or Eliminated Boxes.

### 18.7 Fifth Generation Fighter (5GF) Air Units



Treat these units exactly like other air units except they have a higher combat factor (and thus are more useful for on-map missions).



# PUTIN MOVES EAST

## 19.0 AIR MISSION EXECUTION

### 19.1 Air Superiority Procedure

It costs one AP to launch an air superiority attack. Designate any number of friendly air units. Execute the attack against enemy air units in the Air & SF Staging Area.

- 1) Total the number of attacking air combat factors.
- 2) Use this total to determine the column used on the Air Combat Results Table.
- 3) Roll 1d6 and cross reference the result with the column (19.2).

**Important:** The zero column is only used in accordance with bombardments (19.5).

- 4) Apply the result immediately.
- 5) Place all surviving attacking air units in the friendly Reinforcements Box.

**Important:** Air superiority attacks only affect enemy air units.

### 19.2 Multiple Die Rolls

The Air Combat Results Table includes columns for one to six factors.

- If the total combat factors are greater than six, then for each additional factor of six (or part thereof) roll an additional 1d6.
- The player controlling the units selects units lost.

**Example:** The Coalition is attacking with eight combat factors. Roll once on the six column and once on the two-column.

**Important:** SF cannot modify air superiority combat.

### 19.3 Air Superiority Results

**A1, A2:** Eliminate one or two attacking air units (no effect on missile units).

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

**R1, R2, R3:** Place one, two, or three defending air units in the Reinforcements Box.

“—”: No Effect.

### 19.4 Air Defenses

Attacked enemy air units do not return fire. **A1** and **A2** results represent the effect of air defense suppression.

### 19.5 Bombardment Offensive Procedure

It costs one AP to launch a bombardment mission into one hex. Place the mission air units in any hex on the map containing enemy units (up to the air stacking limit (18.4)). For each attack:

- 1) Total the number of attacking air combat factors.
- 2) Use this total to determine the column used on the Air Combat Results Table. Make any shifts for any terrain in the defending hex (to the left).
- 3) Roll 1d6 and cross index this with the adjusted column. This will give an air combat result.

**Important:** Only use the zero column if the defending terrain awards a left shift.

- 4) Apply the result immediately.
- 5) Place all surviving attacking air units in the friendly Reinforcements Box.

**Important:** It costs only one AP regardless of the number of air units used in the attack.

### 19.6 Bombardment Results

**A1, A2:** Eliminate one or two attacking tactical air units (no effect on missile units).

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

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

**R1, R2, R3:** Retreat the defending unit one, two, or three hexes (15.1).

“—”: No Effect.

### 19.7 Garrison Immunity

Bombardment does not affect defending garrisons.

### 19.8 Air Defenses

Ground units do not return fire at bombardment missions. A1 and A2 results represent the result of air defense suppression.

### 19.9 Close Air Support (CAS) Procedure

It costs zero AP to commit tactical airpower units to CAS. Prior to committing SF support, place tactical airpower units at the instant of combat (within stacking restrictions, (18.4)). The attacker commits first, then the defender.

- 1) Shift the ground CRT column one to the right for each attacking tactical airpower unit (not combat factor) committed.
- 2) Shift the ground CRT column one to the left for each defending tactical airpower unit (not combat factor) committed.
- 3) If both the attacker and defender commit CAS, then use the cumulative total of shifts.

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

### 19.10 CAS & Ground Fire

Ground combat results do not affect tactical airpower units.

### 19.11 Combat Results against Air Units

The owning player always chooses the air units lost for all types of missions.

- For air superiority A1 and A2 results, the attacker must eliminate tactical airpower units (not missile units).
- Place eliminated units in the Eliminated Box. They cannot return to play. Remember, after using a tactical airpower/missile/naval unit for a mission and, if it survives, you must place it in the Reinforcements box.

## 20.0 MISSILE & NAVAL UNITS

### 20.1 Missile Barrages



Players use missile units in the same manner as tactical airpower units. The two types of air units can make a combined barrage attack. Expend only one AP for the mission.

**Important:** Enemy air superiority attacks do affect missile units (when in their display). A1 and A2 results do not affect missiles.

**The following special rules apply:**

**Missions:** Players may use missiles for air superiority and bombardment missions (not CAS).

**Recycling:** After performing a mission, place missile units in the Reinforcements Box.



## 20.2 Naval Support



Use naval units in the same manner as air units, but only on coastal hexes and hexes adjacent to coastal hexes. Place the naval unit in the hex you wish to support. Naval units can only conduct CAS and award the number of shifts equal to the support factor on the counter.

- Combat does not affect naval support units.
- They cannot conduct air superiority or bombardment.
- Air superiority missions do not affect naval support units.
- After each use, place the naval unit in the friendly Reinforcements Box.

### Restrictions on naval support placement:

**Russian:** Use in the Sea of Japan only.

**Chinese:** Use in the Yellow Sea only.

**NATO:** Use in any sea zone.

## 20.3 Stacking

Missile barrages and naval support units count as air units for stacking. The rules in 18.5 also apply.

## 21.0 STAGING AREAS & OFF-MAP BASES

Each side has a Staging Area and Off-Map Bases.

### 21.1 Staging Areas


This is a convenient area to place SF and air units that are available for operations on the map. Do not place ground units in a Staging Area.

### 21.2 Off-Map Bases

**Russian:** Only Russian units can enter the Russian Off-Map Base. It operates as a minor base.

**Chinese:** Only Chinese units can enter the Chinese Off-Map Base. It operates as a major base and port (adjacent to the Yellow Sea).

**NATO:** The NATO off-map base comes into play only if NATO is a belligerent; otherwise, it has no effect. Only NATO units can enter the NATO Off-Map Base. It operates as a major base and port (adjacent to the Sea of Japan and Yellow Sea).

 **Errata:** Players should ignore the NATO Carriers Box. The intention is to add variant scenarios that will use that box.

**Important:** The Chinese and NATO off-map bases each provide one additional AP to their side. The Russian does not. This is due to the distance from the main Russian mobilization and industrial areas to the Far East.

### 21.3 Combat

You can attack enemy air units in their Staging Area via air superiority combat (19.0). Friendly ground units cannot enter an enemy Staging Area or Off-Map Base. Players may not attack SF units in a Staging Area.

## ACTION POINT EXPENDITURES CHART

| AP Cost | Action   |
|---------|--|
| 1       | Move 1 (non-hyperwar) unit.  |
| 1       | Move all hyperwar units.   |
| 1       | Make a Railroad Admin Move (for all applicable units).                 |
| 1       | Attack with one regular unit (it costs 0 AP to defend).                |
| 2-6     | Multi-Unit Attacks, at 1 AP per ground unit.                           |
| 1       | Multi-Unit Attacks, when all attacking units are Hyperwar.             |
| 1       | Regroup 1 reduced regular unit.  |
| 2       | Regroup 1 reduced hyperwar unit.                                       |
| 1*      | Deploy 1 Reinforcement Group (other than NATO).                        |
| 2*      | Deploy NATO Reinforcements.  |
| 1       | Launch an Air Superiority Offensive.                                   |
| 1       | Launch an Air Bombardment Offensive.                                   |
| 0       | Launch a Close Air Support mission.                                    |
| 0       | Conduct SF Support Operations.   |
| 1       | Conduct SF Insurgency Operations ( <i>optional</i> ).                  |
| 2       | Conduct 1 Airborne or Amphibious Assault ( <i>optional</i> ).          |
| 2       | Conduct 1 Hyperwar Airborne or Amphibious Assault ( <i>optional</i> ). |
| 3       | Launch 1 WMD Strike ( <i>optional</i> ).                               |

\*This action can be taken once per turn.

## REGROUP AND RECYCLE CHART

| Type                                     | Procedure   |
|--|---|
| <b>Reduced Ground Units</b>              | Return to full strength via regroup action.   |
| <b>SF Units</b>                          | After each use, roll 1 die per SF and place on the Game Turn Record Track that number later; automatically return on that turn. |
| <b>Air, SSM, &amp; Naval Units</b>       | Place in the Reinforcement Display; return via reinforcement procedure.   |
| <b>Eliminated Ground &amp; Air Units</b> | Cannot be replaced.   |
| <b>Eliminated Guerillas</b>              | Return to the Reinforcement Display.  |



# PUTIN MOVES EAST

## TERRAIN EFFECTS CHART

| Texture/<br>Symbol | Terrain  | Movement Cost to Enter or<br>Cross  | Combat Effects                        | Other  |
|--------------------|--|---|---------------------------------------|--|
|                    | <b>Clear</b>   | 1   | –                                     | –  |
|                    | <b>Complex Terrain:</b> Forest, Marsh, Desert, Rough | 2   | –                                     | Complex terrain units pay 1 MP to enter.   |
|                    | <b>High Mountain</b>                                 | <i>Normal units prohibited.</i><br>Complex terrain units can enter at a cost of 2 MP. | 3L                                    | Airborne can fly over.   |
|                    | <b>City</b>  | 1   | 1L                                    | –  |
|                    | <b>Mega City</b>                                     | 1   | 2L; Defender ignores retreat results. | –  |
|                    | <b>Major Military Base</b><br>(Objective)            | 1   | 1L                                    | Add 1 AP per Action Point Phase. See 10.2.2 & 23.1 (Optional Rules). Count as VP.                                      |
|                    | <b>Minor Military Base</b><br>(Objective)            | 1   | 1L                                    | See 10.2.2 & 23.1 (Optional Rules). Count as VP.   |
|                    | <b>Objectives:</b> Capital, Energy, Nuclear, Port    | Per City.   | –                                     | Count as VP.   |
|                    | <b>Fortification</b>                                 | <i>Other terrain in hex.</i>  | 1L; Ignore retreat results.           | Column shift applies only to North Koreans in North Korea and South Koreans in South Korea. See 26.0 (optional rules). |
|                    | <b>River/Lake/Canal Hexside</b>                      | +1 to cross (in addition to terrain cost on the other side).                          | –                                     | –  |
|                    | <b>Coastal</b>                                       | <i>Other terrain in hex.</i>  | –                                     | –  |
|                    | <b>Sea</b>   | <i>Ground movement prohibited.</i>  | –                                     | See 13.0   |
|                    | <b>Pass</b>  |   | <i>Ignore, Not used in this game.</i> |  |
|                    | <b>Railroad (RR)</b>                                 | 1 (if moving via railroad hexes).   | –                                     | See 12.7   |
|                    | <b>Off-Map Railroad</b>                              | <i>see 12.8</i>   | –                                     | –  |
|                    | <b>Off-Map Base</b>                                  | –   | See 21.2                              | See 21.2   |



# PUTIN MOVES EAST OPTIONAL RULES

## 22.0 UNIQUE UNITS & MISSIONS

### 22.1 Complex Terrain Units



Units with the complex terrain symbol (▲) and all guerrillas have the following special abilities:

**Movement:** They pay one MF (high mountain costs two MF) to enter any type of land terrain and pay no additional MF to cross rivers. They are affected normally by EZOC. They can enter high mountain hexes.

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

**Errata:** TEC High Mountain should read 3L for Combat Effects.

**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 units cannot advance after combat into high mountains. ZOC extend into and out of high mountains.

**Important:** Complex terrain units do not negate the defensive bonus for entrenchments.

### 22.2 Forward Operations Base (FOB)



Both sides can deploy a FOB unit as part of a reinforcement action (10.0) on any hex occupied by a friendly ground unit (irrespective of the nationality of the FOB unit, ground unit, or hex). The hex cannot contain a city/objective.

**FOB Status:** FOBs are static units and cannot move once placed.

**Operations:** FOBs function as a friendly military base for all game purposes the same as a printed military base (including as a base for air movement). 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 player can demobilize any number of FOBs as part of a reinforcement action (counting as one reinforcement (effectively, the logistical effort to dismantle the FOB). Remove the FOB from the map. It becomes available as a reinforcement on any ensuing Action Phase.

**Stacking:** FOBs do not count against stacking, but there can be a maximum of one per hex.

### 22.3 Sixth Generation Warriors (6GW)



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

- If they are part of an attacking force, all attacking units become Hyperwar qualified (for AP expenditure and combat results, but not for other game rules).
- 6GW units are not received as part of deployment. Each time you make a Hyperwar attack and the result is HW1, you receive one 6GW (if available).
- If eliminated, they go into the Reinforcements Box and can be recruited again per this rule.

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



If a player uses any missile units in an air superiority mission (by themselves or in combination with air 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 Reinforcements Box (in place of eliminating one enemy air or missile strike).

### 22.5 Advance Across Prohibited Hexsides

Airborne and amphibious units that attack across all-sea hexsides may advance after combat across those hexsides.

### 22.6 Airborne & Amphibious Assaults

This is an additional mission.

- Pay two AP and move one airborne or one amphibious unit adjacent to an enemy occupied hex via airborne or amphibious movement (respectively).
- Then immediately execute an attack (the attack is not a separate action). You can add air, naval, and SF support normally.
- The combat is resolved normally, but if the attack fails to clear the defender's hex, then the attacking player must do one of the following:
  - 1) If in a land or coastal hex, there is no further effect.
  - 2) If in a sea hex, the airborne units are eliminated.



**Hyperwar:** You can make airborne and amphibious attacks with more than one Hyperwar unit by paying two AP. All such units must move adjacent to a single enemy hex, which then must be attacked.

### 22.7 Korean Armies



North and South Korean army echelon units can enter only hexes of Korea.

- Korean armies on the Korean Chinese border can attack across the border into China or Russia but not retreat or advance into China or Russia.
- The ZOC of Korean armies extend across border hexes.
- This does not affect Korean corps, SF, and strikes.

## 23.0 ADDITIONAL AIR MISSIONS

### 23.1 Air Transport

A player can move mobile ground units (both non-airborne and airborne) between friendly military bases via air transport. This costs one AP.

- The owning player makes a normal movement die roll and then moves the unit to a friendly military base (via ground movement), expending MF normally.
- If the unit has at least one MF remaining, the unit may then be moved any distance to another friendly airbase, and then continue moving (if it has MF remaining).
- A maximum of one unit per action can use air transport (regardless of Hyperwar status).

### 23.2 Air Transport and Enemy Air Defenses

An air transport move cannot be conducted into or out of a military base hex containing an EZOC.

## 24.0 ADDITIONAL SF MISSIONS

### 24.1 AP Enhancement

A player can use SF units to increase the number of AP gained.

- Prior to the AP determination die roll, the phasing player may assign any available SF units to this mission.
- Add one to the AP die roll for each SF unit committed. This modifier is cumulative with all other modifiers.
- SF used for this mission are recycled normally.

### 24.2 Insurgency Attacks

A player can use insurgency attacks to attempt to create guerrilla units and flip enemy garrisons independent of combat operations.

- The player must expend one AP.
- Place any number of SF markers on any hexes on the map containing enemy garrisons. There is no range limit.



- For each SF combat strength point, roll one die and apply the results on the Insurgency Table. The SF markers are then recycled.
- If a result causes the flipping of a garrison and there are still SF remaining, they cannot be committed elsewhere or withdrawn.

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

| INSURGENCY TABLE |          |   |   |   |             |             |
|------------------|----------|---|---|---|-------------|-------------|
| Die roll         | 1        | 2 | 3 | 4 | 5           | 6           |
| Result           | Blowback | – | – | – | Rebellion-1 | Rebellion-2 |

### 24.3 Insurgency Results

**Blowback:** Enemy gains one AP.

“–”: No effect.

**Rebellion-1:** Flip the garrison to the friendly side if there are no other enemy ground units in the hex. If there is an enemy unit in the hex, then treat this as 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.

**Guerrillas:** If the result is Rebellion 1 or 2, then instead you can deploy one or two guerrilla units (respectively) in or within three hexes of the targeted city.

**Important:** If a guerrilla recruiting action is declared, the player can target a friendly or enemy city.

### 25.0 LOGISTICS

For a ground unit to regroup (flip a reduced unit to full-strength), it must be in a logistically supported position. Logistically supported positions include the following:

- 1) A city in its own home country.
- 2) A military base anywhere on the map.
- 3) For NATO and/or ROK units, a friendly controlled port.
- 4) In a hex which can trace a line of supply (LOS) to a friendly controlled military base, FOB, off-map base, or to a railroad hex which in turn can trace to one of those locations.

#### 25.1 Line of Supply (LOS)

A LOS is a path of hexes traced from the unit attempting a regroup to a military base.

- A LOS cannot be traced through an enemy occupied hex and/or a hex in an EZOC.
- LOS may be traced as follows:
  - 1) The unit is on a railroad and all LOS hexes are along railroads; **or**,
  - 2) The unit is within six hexes of a friendly controlled military base. In this case, roll one die and if the result is less than or equal to the length of the LOS (count the hex with the military base but not the hex occupied by the unit); 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.

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

### 26.0 PREPARED ATTACKS

The following attacks gain an additional plus one (1R) shift:

- 1) One or more North Korean ground units attacking from a fortification across the border into South Korea; **or**,
- 2) One or more South Korean ground units attacking from a fortification across the border into North Korea.

### 26.1 Combined operations

The attack bonus applies whether the attack includes only Korean units, or a combination of Koreans and non-Koreans.

### 27.0 WEAPONS OF MASS DESTRUCTION (WMD)



A player can launch one WMD strike per game turn into an enemy occupied non-city hex as an action by paying the AP cost, if both of the following conditions are met:

- 1) At least one city that was within a country friendly to the launching player at the beginning of the game is occupied by an enemy unit (including garrisons); **and**,
- 2) The targeted hex is within the same country as that city (i.e., in a friendly country; you cannot use WMD in an enemy country).

**Important:** This is determined on a turn-by-turn basis. If the situation changes such that no friendly cities are occupied, then no WMD strike can be launched in a turn. This represents the political conditions of using WMD only when territorial integrity is threatened.

#### 27.1 Procedure

Launching a WMD strike is an action. The launching player designates an eligible hex and consults the WMD Table. Roll one die and immediately apply the result.

| WMD TABLE |  |
|-----------|--|
| Die roll  | Outcome  |
| 1         | <b>Blowback:</b> The enemy rolls one die and receives that number of AP.   |
| 2         | <b>Intercepted:</b> <i>No effect.</i>  |
| 3–4       | <b>Effective Strike:</b> Destroy all enemy units in the hex.   |
| 5–6       | <b>Devastating Strike:</b> Destroy all enemy units in the hex. Place a fallout marker in the hex. The Enemy player loses one AP. |



**Devastating Strike:** Place the fallout marker on the targeted hex. That hex becomes unplayable for all ground purposes (movement and tracing LOS) for the remainder of the game. Air units can fly over it.

### 28.0 MAJOR OBJECTIVES

Major objectives are defined as hexes containing a capital (☆) and/or major base symbol (♣).

- The first time that a player’s forces gain control of an enemy major objective, play temporarily halts and that player checks the Major Objective Capture Table.
- Roll one die and cross index it with the results. (This models the political effects.)

#### 28.1 Restrictions

Check each major objective only once per game (if recaptured than captured again, do not check). Make a note of such hexes.

- If a hex contains more than one major objective symbol, check only once.
- Do not check if you recapture a major objective originally controlled by your side.

| MAJOR OBJECTIVE CAPTURE TABLE |   |
|-------------------------------|---|
| Die Roll                      | Result  |
| 1–2                           | Attacker rolls one die and receives that number of AP.  |
| 3–4                           | Defender rolls one die and loses that number of AP.   |
| 5                             | <i>No effect.</i>   |
| 6                             | Attacker rolls one die and loses that number of AP; Defender rolls one die and gains that number of AP. |