

VISEGRAD 4

The Coming War in Eastern Europe

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

1.0 INTRODUCTION

Visegrad is a speculative, near-future scenario about a resurgent Russia following President Putin's military occupation of the Ukraine in 2014. In a broader sense, *Visegrad* is simply a hypothesis of history repeating itself; i.e., similar to what occurred after World War One, the premise here is that the United States will - sooner or later - undergo another severe recession brought about by its own compounding debt, eventually resulting in the decline of worldwide financial markets. And, just as had occurred in Germany between the world wars, it is also presumed that Russia will have rebounded since the end of the Cold War (indeed, by 2014, Russia's GDP had already doubled since 1998) and shall begin to reassert hegemony over the other neighboring commonwealth states. The Americans, meanwhile, amidst their own economic crisis, will have no

wherewithal to intervene in Russia's sphere of influence beyond feckless grandiloquence in the United Nations General Assembly.

Moreover, the Western Europeans, being largely dependent on Russia for much of their imported energy, will be disinclined to confront the Russians over such matters, especially while they are wrestling with their own financial difficulties. The Germans will be especially sensitive to the political implications of challenging Russia's resurgence, and so it would only be a matter of time before the Poles are left isolated yet again. As the main competitor to Russia's export of energy, especially once Poland's fracking industry is able to significantly undercut Russian prices, the presumption of this game is that the Polish then become increasingly pressured by the Russians (and even Germans) to sign a new energy cooperative agreement that benefits Poland very little and is merely embellished with vague promises that the Poles cannot ever hope to actually enforce. From this, the tension escalates further after the Poles have shut down the Yamal-Europe pipeline delivering Russian natural gas through Poland. The Polish claim shall be that the Kondratki compressor station "required repairs," but the Russians will insist this to be a Polish retaliatory ploy and then demand access to the compressor station to inspect the supposed repairs. The Poles will, of course, refuse outright and then extend the estimated repair time to a full

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month, though it will become obvious to all that this is intended as a punitive response to the Russians’ repeated provocations.

Each week thereafter, the Russians will lose billions in revenue due to the closure of the pipeline; Faced with the dilemma that the emerging Polish fracking industry will continue to undercut Russian energy exports, as well as the demonstrable threat that the Poles can shut down the pipeline at any time and for any contrived reason, the Russians will be compelled to insist that the pipeline be re-opened immediately. Again, a Polish refusal to do so (unless the Russians renounced their demand for any new energy agreements) will result in a sudden and ominous end to the tetchy rhetoric from the Russians; After which, the Russians shall launch a military expedition through Belarus to seize the Kondratki compressor station in Poland to “expose the Poles’ duplicity to the world.” The Russians will know well enough that the Poles would mobilize their army in response to this blatant violation of sovereignty, but this will be the *casus belli* that the Russians need to escalate the conflict and overrun the fracking sites. International pressure, they also know, will eventually bring the conflict to an end, but - by then - the Polish fracking sites would be wrecked and rendered useless for decades, assuming that the Poles did not relent before then and agree to a new energy cooperative agreement. The only gamble in this scenario is whether the U.S. would become directly involved in time to affect the outcome of the conflict. If the Russians can get to the fracking sites before then, the eventual peace talks that shall inevitably follow will bring the war to a conclusion, but only after it is too late for Poland.

1.1 Scale

Each hex on the map equals ~35 miles (56 kilometers) from side to opposite side. Each game turn represents a week. Playing pieces represent combat brigades, or their equivalent, in most cases.

1.2 Scenario Applicability

Any given rule applies to the play of all scenarios (see section 3.0) unless otherwise specified.

2.0 COMPONENTS

The components to a complete game of *Visegrad* include these rules, one map sheet, and one counter sheet of 176 game pieces (48 of which are expansion game

pieces for Red Dragon/Green Crescent, Modern War issue #1). Players must provide themselves with a standard six-sided die to resolve combat and other probabilistic events that occur during play.

2.1 Map

The game map represents the militarily significant terrain of Poland and neighboring states in the near future. A hexagonal (“hex”) grid has been printed over it to regulate unit placement and movement similar to the way squares are used in *Chess* and *Checkers*. A unit is always in only one hex at any one time.

Each hex contains natural and/or manmade terrain features that may affect movement and combat. Some of the map’s terrain representations have been altered slightly from their exact real-world configurations in order to make them conform to the hex-grid, but the terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space-time dilemmas that would be faced by the actual participants.

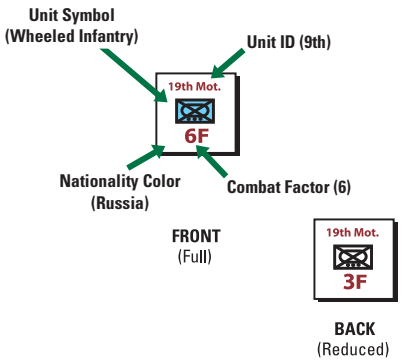
Each hex on the map also has a unique four-digit number printed in it which is provided to help you find specific locations referred to in the rules (for example, the city of Warsaw is in 2017), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.2 Counters

There are 128 counters in the game (also referred to as “units” and “unit-counters”), most of which represent combat formations; Others are provided as memory aids and informational markers. Carefully punch out the counters. Each combat unit is printed with several pieces of information:

2.3 Sides and Nationalities

A unit’s nationality, and therefore its “side,” is indicated by its color scheme:



RUSSIAN UNITS

Main Front: Blue units on a white background

Ukrainian Army: Pink units on a purple background

Belarus Army: Maroon units on a green background

ALLIED (V4) UNITS

Polish Units: Red units on a camouflage background

Lithuanian Units: Purple unit on a mustard background

Czech Units: White units on a red background

Slovak Units: White units on a salmon background

Hungarian Units: Green units on a brown background

***Note:** “V4” refers to the alliance of four Eastern European powers (Poland, the Czech Republic, Slovakia, and Hungary), more commonly known as “Visegrad 4”. All nations of the V4 alliance are assumed to be at war with Russia when the game begins, and moreover 32remain at war with Russia throughout the game.*

OPTIONAL UNITS

US Intervention: Red units on a blue background

Italian Intervention: Green units on a orange background

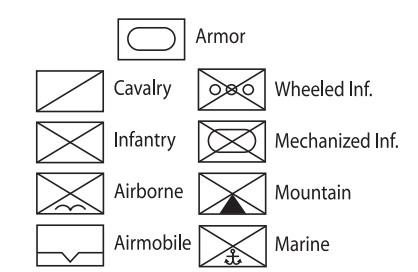
Romanian Units: Blue units on a yellow background

2.4 Unit Types

Units are distinguished by their specific type, listed as follows:

2.5 Combat Factor

Any unit printed with an “F” number is a unit that is capable of conducting land combat attacks, and defending itself against enemy land combat attacks. For example, the Lithuanian Iron Wolf brigade is printed with “7F,” meaning that it possesses a firepower of “7” during combat.



2.6 Movement Factor

Unlike most war games, the movement factor of most units in the game is simply seven (7). The movement factor of US units in the game is nine (9) instead.

The movement factor or Airborne and Air Assault units in the game is only five (5) while moving like a normal land unit, but they are capable of a special airmobile movement (see 8.2 and 9.0)

***Exception:** The movement factor of the Lithuanian Iron Wolf unit is zero (0); it may never leave Vilnius. It also does not ever retreat, and if forced to retreat, it must be reduced instead (eliminated if already reduced).*

2.7 Step Strength

All units in the game are two “strength steps” units; 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 Army jargon). If a unit suffers a step loss, it’s flipped so its reduced side (the one with the lower combat factor) shows upward. If an already-reduced unit takes a step loss, it’s removed from the map (“eliminated”) and placed in the “dead pile.” All units of both sides start the game, or enter play later, at their full two step strengths. No single unit has more than two steps, and no unit may ever give or loan a step to any other unit.

2.8 Other Counters

The uses of the following counters are explained at appropriate points throughout the rest of the rules.



3.0 SET UP

After determining who will play which side, both players should set-up the game according to the deployments listed below. All of the

“set-up” units must be placed on the map as indicated (players may not choose to enter any set-up units during later turns) and in the hexes indicated, if any. Units that are merely required to be set up anywhere in a particular region may be placed in that region only, but never outside of that region (although such units may be stacked together during set-up, if not in excess of stacking limits; see 6.0).

Place the later-entering reinforcement units on the Turn Track printed on the map. Put each reinforcement unit in the numbered box corresponding to its turn of reinforcement entry. Place all Allied reinforcement units on the Turn Track first, and then all Russian reinforcement units on the Turn Track second (because the Russians go first each game turn, and will always be drawing their reinforcements first).

Poland Set-up

10th Armored Cavalry = 1620
34th Armored Cavalry = 2015
17th Mechanized Infantry = 1716
2nd Mechanized = 1823
7th Coastal Defense = 1723
12th Mechanized = 2214
1st Armored = 2413
9th Armored Cavalry = 2614
15th Mechanized = 2518
20th Mechanized = 2017

Polish Turn 2 Reinforcements

6th Airborne = Arrives in any Polish city or capital.
21st Rifles = Arrives in any Polish city or capital.
25th Air Cavalry = Arrives in any Polish city or capital.

Hungary Set-up

5th Mechanized = 3118

Hungarian Turn 3 Reinforcement

25th Infantry = 3118

Slovakia Setup

None

Slovakian Turn 2 Reinforcements

1st Mechanized = 2920
2nd Mechanized = 2920

Lithuanian Set-up

Iron Wolf Mechanized = 1415

Czech Republic Set-up

None

Czech Republic Turn 1 Reinforcement

4th Rapid = 2623

Czech Republic Turn 3 Reinforcement

7th Mechanized = 2623

Russia Set-up (anywhere in Russia)

27th Motorized (reduced)
25th Motorized
138th Motorized
9th Artillery (reduced)
288th Artillery

Russia Set-up (1718)

Airborne (reduced)

Russian Turn 1 Reinforcements (enters via east map edge, if not Ukraine)

17th Motorized
18th Motorized
19th Motorized
136th Motorized
205th Motorized
4th Armored
5th Guards Mechanized
6th Armored
9th Motorized
336th Naval Infantry

***Note:** Except for the 336th Naval Infantry, these units represents the 58th Army of the Southern Military District entering the theater.*

Russian Turn 2 Reinforcements (enters via east map edge, if not Ukraine)

7th Armored
15th Motorized
21st Motorized
23rd Motorized
28th Motorized
32nd Motorized
35th Motorized
74th Motorized
120th Artillery
385th Artillery

***Note:** These units represents the 4th Army of the Central Military District entering the theater.*

Ukraine Set-up (anywhere in Ukraine; See 14.0)

1st Armored
17th Armored
24th Mechanized
79th Air Cavalry

Belarus Set-up (anywhere In Belarus)

38th Mobile

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6th Mechanized
11th Mechanized
120th Mechanized
103 Mobile

U.S. Set-up (off map)

Place all U.S. units off of the map during initial set-up; they may become available later (see 12.0).

3.1 Close Air Support (CAS) Markers

The Russian and Allied (but not US) player may purchase CAS air units during the Replacement Phase of their own respective player turn, spending one of their own replacement points from the Replacement Chart (printed on the map) per each CAS air unit that he would like to have available for operations during the game. The maximum quantity of CAS markers that the Russian player may possess at one time is ten (although the Russian player is only provided enough replacement points on the first turn to purchase eight). The maximum quantity of CAS markers that the Allied player may possess at any one time is six (although the Allied player is only provided enough replacement points on the first turn to purchase four).

Note: Once US Intervention occurs, the Allied player will automatically receive six more (CAS and SAC) air units, and therefore the maximum quantity of air units that the Allied player may possess is twelve. US air units, if eliminated, may be repurchased normally.

During the Replacement Phase of each subsequent player's turn, he will have the opportunity to purchase additional CAS air units that had not been purchased during his previous turn, or were eliminated in combat during the previous turn. The Replacement Chart indicates how many replacement points that each player will receive to purchase additional and/or eliminated CAS air units, per turn, per side (for example, on Turn 1, the Russian player receives "8" CAS replacement points; thus he may use up to eight of those points to purchase Russian CAS air units).

Replacement points cannot be accumulated from turn to turn, and so any replacement points that are not spent (or cannot be spent because that player already possesses his maximum quantity of air units) are forfeited permanently. Nevertheless, there is no limit to how often any eliminated air unit may be repurchased during each Replacement with his available replacement points.

Design Note: The Russians possess ten times more fighters and bombers than the Polish, and so the real question is whether the Poles would actually commit their air force against such overwhelming Russian air superiority, or fly them out of the theater to avoid their destruction, instead (much like what Saddam Hussein attempted to do with his outnumbered air force during the Gulf War), especially before the U.S. intervenes on behalf of Poland.

3.2 Cyberwar Markers

The Allied and the Russian player are each provided with seven Cyberwar markers at the beginning of the game. Cyberwar markers represent the newest dimension of modern warfare, and can affect land combat and/or air combat (depending on how they are apportioned).

Each player must decide how his Cyberwar markers will be used during a game turn; He can either assign them to the Cyberwar (CW) Table for his own side (printed next to the Terrain Key) during the Administrative Segment to influence land combat (see 11.0, procedure 5), or he can place them onto the Cyberwar Track (printed below the Turn Track) to be available for usage to modify air combat (see 13.2). Each Cyberwar marker can only be used for one purpose during a game turn.

Cyberwar markers that are assigned to the Cyberwar (CW) Table reside there to possibly influence land combat. In other words, if the attacker has the higher Cyberwar Level, he may use the Cyberwar Combat Table - instead of the Assault Combat Table - when he resolves

a land combat attack). Neither player may assign more than six Cyberwar markers to the Cyberwar (CW) Table, and therefore the maximum Cyberwar Level is "6" (the seventh Cyberwar marker, if not expended, must remain on the Cyberwar Track).

Cyberwar markers are not expended while they are assigned to the Cyberwar (CW) Table; they merely exist there at a "Level" equal to the quantity of Cyberwar markers assigned to it (from each side's allotment of Cyberwar markers). However, during the Administrative Segment, Cyberwar markers can be removed from the Cyberwar (CW) Table to be reassigned to the Cyberwar Track. A Cyberwar marker on the Cyberwar Track can be expended during air combat, or reassigned to the Cyberwar (CW) Table during the next Administrative Phase.

Any Cyberwar markers that are used (by either side) during air combat are expended (from the Cyberwar Track) during that air combat engagement. When a Cyberwar marker is expended, it is removed from the map (regardless of the result) and placed off to the side as "expended. Expended Cyberwar markers can only be reclaimed during a player's own Replacement Phase (see 10.4), and must be returned to the Cyberwar Track directly, not the Cyberwar (CW) Table.

3.3 Reinforcement Arrival

Reinforcements, when they arrive on the map, must arrive where indicated. If a reinforcement unit cannot arrive where indicated due to the presence of any enemy unit(s), or stacking restrictions, its entry is delayed until the next game turn when it can enter the map, legally.

3.4 Free Deployment Set-up (Optional)

Representing the fact that current deployments could very well be different in the future, especially after some mobilizations have occurred in response to the present crises, players may utilize this optional free deployment set-up, if both sides agree, within the strictures as follows:

Poland Set-up

All Polish units (except reinforcements) may be set up anywhere within Poland, except hex 1718 (the Kondratki compressor site). Furthermore, no Polish unit may be stacked together during this initial set-up.

Polish Turn 2 Reinforcements

6th Airborne = Arrives in any Polish city or capital.
21st Rifles = Arrives in any Polish city or capital.
25th Air Cavalry = Arrives in any Polish city or capital.

Hungary Set-up

The Hungarian 5th Mechanized may be set up anywhere within Hungary.

Hungarian Turn 3 Reinforcement

25th Infantry = Arrives in hex 3118.

Slovakia Set-up

None

Slovakian Turn 2 Reinforcements

1st Mechanized = Arrives in hex 2920.
2nd Mechanized = Arrives in hex 2920.

Lithuanian Set-up

The Lithuanian Iron Wolf Mechanized must be set up in hex 1415.

Czech Republic Setup

None

Czech Republic Turn 1 Reinforcement

4th Rapid = Arrives in hex 2623.

Czech Republic Turn 3 Reinforcement

7th Mechanized = Arrives in hex 2623.

Russia Set-up (in Russia)

All Russian units (except reinforcements) may be set up anywhere within Russia, Belarus and/or Ukraine (except per 14.0). However, the Russian Airborne unit must be set up in hex 1718 (the Kondratki compressor station).

Russian Turn 1 Reinforcements (all enter via east map edge)

17th Motorized
18th Motorized
19th Motorized
136th Motorized
205th Motorized
4th Armored
5th Guards Mechanized
6th Armored
9th Motorized
336th Naval Infantry

Note: Except for the 336th Naval Infantry, these units represent the 58th Army of the Southern Military District entering the theater.



Russian Turn 2 Reinforcements (all enter via east map edge)

7th Armored
15th Motorized
21st Motorized
23rd Motorized
28th Motorized
32nd Motorized
35th Motorized
74th Motorized
120th Artillery
385th Artillery

Note: These units represents the 4th Army of the Central Military District entering the theater.

Ukraine (in Ukraine)

All Ukrainian units (except Ukrainian defectors; see 14.0) may be set up anywhere within the Ukraine.

Belarus (In Belarus)

All Belarusian units may be set up anywhere within Belarus.

U.S. Set-up (off map)

Place all U.S. units off of the map during initial set-up; they may become available later (see 12.0).

4.0 HOW TO WIN

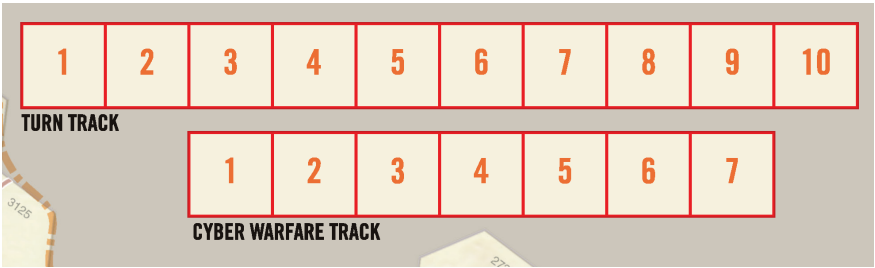
The Russian player wins the game based on the number of Industrial Center (fracking site) hexes he has captured at any point during the game, even if subsequently recaptured (it is assumed that the Russians will immediately wreck any fracking site that they can get to).

Design Note: Warsaw is not a victory objective simply because the Russians are expecting a quick war, not a protracted conflict that degenerates into city fighting. Besides the obvious political consequences of fighting for Warsaw itself, it is the fracking sites that the Russians are really after.

Victory is not actually assessed until after the last turn of the game, but the Russian player must simply roll two six-sided dice; if the result of that dice roll is less than (<) the number of Industrial Center hexes that have ever been occupied by any Russian units, the Russian player wins the game. Any other dice roll result is a Russian defeat (except per 4.1).

4.1 Russian Automatic Victory

The Russian player wins the game automatically as of the instant that he has ever occupied all of the Industrial Center



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hexes within Poland, regardless of which game turn that this happens, and regardless of victory points achieved by Poland.

4.2 Allied Automatic Victory

The Allied player wins the game as of the instant that he has ever occupied Minsk, Kiev, or Moscow.

5.0 SEQUENCE OF PLAY

Each game turn is divided into two distinct “player turns,” one Russian and one Allied (Polish). That sequence makes up one full “game turn,” of which there are a maximum of ten in an entire game of *Visegrad*. The Russian turn is always the first player turn in every game turn. At the very end of every completed game turn, move the Game Turn marker forward one box on the Turn Track.

Every allowable action performed by a player must be carried out during the appropriate part of the sequence outlined below. Once a player has finished a particular activity, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.1 Game Turn Sequence

The game turn sequence is tabulated below. The sequence of play must be followed in strictly the order presented, as follows:

Administrative Segment

A. Flip all surviving CAS and SAC air units from their OOS sides to their front support side.

B. Each player secretly decides how many of his own Cyberwar markers, if any, to assign to the Cyberwar (CW) Table (printed on the map) to increase his own side’s Cyberwar “Level”; Each Cyberwar marker that is assigned to the Cyberwar (CW) Table raises it to the next level (starting at Level 1, up to Level 6).

C. If no enemy Cyberwar markers were assigned to the Cyberwar (CW) Table, a player may (but is never required to) remove any of his own Cyberwar markers from the Cyberwar (CW) Table and return them to the Cyberwar Track instead.

Russian Player Turn

A. Russian Replacement Phase
The Russian player may replace eligible units (see 10.2).

B. Allied Interdiction Placement Phase

The Allied player may place CAS and/or SAC units atop Russian land units to interdict their movement. Pending reinforcements may not be interdicted, however (see 13.7). Then resolve interdictions.

C. Russian Movement & Reinforcement Phase

Move eligible Russian units at this time. Then, when this phase is complete, determine if any Russian units are out of supply (see 7.0).

The Russian player may move any Russian land units that are present on the map up to their full movement allowance (unless interdicted; see 13.7), and enter any reinforcements scheduled to arrive this game turn per 3.0. Reinforcements that arrive in specific hexes may move their full movement immediately.

Remove interdiction markers once all units have moved.

D. Russian Combat Phase

The Russian player may designate any of his land units to attack any enemy land units that they are currently adjacent to (see 11.0).

Allied Player Turn

A. Allied Replacement Phase
The Allied player may replace eligible units (see 10.2).

B. Russian Interdiction Placement Phase

The Russian player may place CAS units atop Allied land units to interdict their movement. Pending reinforcements may not be interdicted, however (see 0.0).

C. Allied Movement & Reinforcement Phase
Move eligible Allied units at this time. Then, when this phase is complete, determine if any Allied units are out of supply (see 7.0).

The Allied player may move Allied land units that are present on the map up to their full movement allowance (unless interdicted; see 13.7), and enter any reinforcements scheduled to arrive this game turn per 3.0. Reinforcements that arrive in specific hexes may move their full movement immediately.

Remove interdiction markers once all units have moved.

D. Allied Combat Phase

The Allied player may designate any of his

land units to attack any enemy land units that they are currently adjacent to (see 11.0).

E. End of Game Turn Phase

Check for U.S. Intervention (see 12.0), Romanian Intervention (see 12.1), and Italian Intervention (see 12.2).

Move the Game Turn marker on the Turn Track to the next higher box.

6.0 STACKING

“Stacking” is the term used to describe the piling of more than one friendly unit in a hex at the same time. The general rule is, both players may stack no more than *three* land units of any type in any hex at one time. Stacking may be temporarily exceeded during movement only (as in when a unit is simply moving *through* another friendly stack’s hex, whether during normal movement or during a retreat). However, if the stacking limit in any hex is exceeded after a unit’s movement or retreat is complete, the owning player must then immediately eliminate enough units (of his choice) from that hex to be within stacking limits.

Note: Terrain has no effect on stacking.

6.1 Stack Movement

Units may move as stacks, and may even move *through* other friendly units and/or stacks without violating stacking limits per 6.0 above. Units moving as a stack are not required to move together as a stack, nor are required to remain together as a stack during their movement; Some units in a stack may be stopped as other units continue moving on, and/or some units in a stack may even split off and move in multiple directions (moving players must be careful to remember each unit’s movement point expenditure as they split off). However, no stack may ever pick up another unit as it is moving; Units moving as a stack must begin their movement as a stack.

6.2 Stacking Irrelevancy

Stacking limits never apply to CAS, SAC, Cyberwar, or other play aid or informational markers (such as Out of Supply markers); Only land units are subject to stacking restrictions.

6.3 The Digital Era (No Fog of War)

It is very difficult to maintain secrecy in the digital era, and so both players are always free to know exactly what comprises any stack of units.

6.4 Russian Stacking Restriction

Because of the fragile political dynamic in the states that were part of the former Soviet Union, under no circumstances may Russian units ever stack with units of the Ukraine, Belarus, or Lithuania (except temporarily during movement).

7.0 SUPPLY

All land units on the map must be in supply to avoid penalties. To qualify as “in supply”, the owning player must be able to demonstrate a path of contiguous hexes from each of his own units to any friendly city or capital hex (only as of the end of his own Movement Phase, not during the course of a game turn; This means that a unit can be technically out of supply at, say, the moment of combat, but is still considered to be “in supply” until the end of his own Movement Phase). A supply line (the path of hexes) may follow any route of any length to a friendly city or capital hex, but only if it does not enter any enemy land unit’s hex or any enemy unit’s Zone of Control.

Exception: A supply path may always enter a friendly unit’s hex, even if that hex is within an enemy unit’s Zone of Control.

7.1 Terrain

A supply path may not enter any mountain hex or Pripyat marsh hex except via a path of connected highways.

7.2 Out of Supply

If, at the end of a unit’s own Movement Phase, any particular unit(s) cannot demonstrate a supply path per 7.0 above, place an Out of Supply marker on any such unit at that time. That unit will be considered out of supply (with all attendant effects; see 7.3) until the moment that a valid path of supply can be demonstrated.

Each unit is subject to its own out of supply circumstance. Multiple out of supply units in the same hex don’t affect each other negatively or positively.

7.3 Out of Supply Effects

If a unit is currently out of supply (marked with an Out of Supply marker), its movement is simply halved (rounded down) to three (3), or two (2) for Airborne and Air Assault units, or four (4) for U.S. units.

If an out of supply unit attacks or is attacked, its combat factor is also simply halved (rounded down) during that combat.



A unit that remains out of supply suffers no further effects; no unit becomes reduced or eliminated solely because it is out of supply.

7.4 Air Supply

If a unit or stack becomes out of supply during its own Movement Phase (marking it with an Out of Supply marker), the owning player may immediately declare a “supply drop” by voluntarily eliminating one of his own CAS (only) air units during that same Movement Phase. That eliminated air unit is removed from the game permanently, and that Out of Supply marker is removed from that out of supply land unit or stack. That out of supply land unit or stack is therefore considered to be in supply until the next friendly Movement Phase despite no demonstrable supply path to a friendly supply source.

As of the next friendly Movement Phase, if that unit or stack cannot demonstrate a supply path, it will become out of supply again normally. However, the owning player may eliminate yet another friendly CAS air unit to declare another supply drop, if he has any CAS air units available to do so.

A player may declare as many supply drops as he desires, assuming he has enough CAS air units to do so.

7.5 Friendly Supply Sources

All cities and capitals in Russia, Latvia, Belarus, and Ukraine are considered friendly supply sources to all Russian and compatriot units. All Polish cities and Warsaw are considered friendly supply sources to all Polish units.

If U.S. intervention has occurred, all cities and capitals in Poland, Germany, Czech, Slovakia, Austria, and Hungary are considered supply sources to all Polish and Allied units. Likewise, if any Russian game piece enters any German, Czech, Slovak, Austrian, and/or Hungarian hex, all cities and capitals in all of those nations are considered supply sources to all Polish and Allied units.

Captured enemy supply sources never provide supply while captured.

8.0 ZONES OF CONTROL

The six hexes immediately surrounding any hex containing one or more land units constitute the “Zone of Control” (ZOC) of the unit(s) in

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that hex. Zones of Control extend across all hex sides and into all types of terrain. All land units of both sides project their ZOC at all times and in all supply states. There's no difference in effect between Zones of Control projected by units of different sides or nationalities into the same hex; Opposing units always simultaneously project their ZOC into the same adjacent hexes.

Note: *CAS and SAC air units never project any ZOC, but are likewise never affected by an enemy ZOC.*

8.1 Effect of Enemy Zones of Control
When any land unit enters an enemy unit's Zone of Control, it must end its movement immediately (regardless of its movement before then) for that Movement Phase. If a unit begins its movement within an enemy unit's Zone of Control, that unit may exit that ZOC without effect, but it must then stop immediately if it subsequently enters any enemy unit's Zone of Control. This applies if moving directly from an enemy unit's ZOC to an adjacent ZOC, or if first moving out of an enemy unit's ZOC and then into an enemy unit's ZOC later during that same movement.

8.2 Airborne/Airmobile Exception
Units printed as Airborne or Airmobile types may always ignore the Zone of Control of all other enemy units *except* enemy Airborne or Airmobile units.

8.3 ZOC Effect upon Supply
A supply path may not be demonstrated into or through any enemy unit's ZOC unless that hex is also occupied by any friendly land unit.

9.0 MOVEMENT
During a friendly Movement Phase, friendly land units may be moved individually or as stacks from their current hex (the hex they began the Movement Phase occupying) to an adjacent hex or a path of connected hexes up to the limit of each unit's movement allowance. No unit is ever required to move, or even move the full distance of hexes it is capable of moving (except when retreating; see 11.1), and the owning player is free to move only some or all of units own land units, assuming they are otherwise capable of legal movement.

The movement allowance of every land unit in the game is expressed as "movement factors". Each unit possesses a movement factor of seven (7), or five (5) if it is an Airborne or Airmobile unit.

Exception: U.S. land units in the game possess a movement factor of nine (9), and the Lithuanian Iron Wolf unit in hex 1414 possesses a movement factor of zero (0), even if required to retreat (in which case it is eliminated instead).

As each unit is moved on the map, it must expend movement factors; the amount of movement factors it must expend depends on the type of hex (terrain) it enters (and crosses, if crossing a river hexside). The movement cost for each type of hex is listed on the Terrain Key printed on the map.

Exception: Airborne and Airmobile type units always ignore terrain movement costs when moving.

If a hex contains multiple types of terrain, the terrain that imposes the highest movement cost is used to expend movement factors (except in the case of highways; see 9.1 below). In some cases on the Terrain Key, a certain terrain type will list "Other Terrain" under the Movement Cost column; this indicates that the background terrain or highway terrain is used to expend movement factors when a land unit enters that hex).

No land unit is ever required to expend all of the movement factors it possesses during movement, but once its movement is completed, it may not move again later during that same Movement Phase (such as when a land unit had moved up to - but was blocked by - some other friendly stack that subsequently moved). For this reason, players should consider the order of their units' moves carefully each Movement Phase.

9.1 Highway Movement
Hexes that are printed with highways permit land movement per the *highway* movement cost rather than the other terrain feature(s) printed in that hex. However, the highway movement cost only applies to a unit that is moving from a highway hex to an adjacent hex with a *connected* highway symbol.

Note: *The additional river movement cost doesn't apply when crossing a river via a highway.*

In those instances in which a hex contains two types of highways (Highway and Major Highway), the movement cost to enter that hex is determined by the type of highway that the moving land unit entered *from* (for

instance, if a moving land unit was moving from a Major Highway hex into a hex that is printed with both a Highway and a Major Highway, the movement cost to enter that hex would be per the Major Highway cost).

Similarly, if a land unit enters a highway hex from a non-highway (or disconnected highway) hex, the terrain cost to enter that highway hex is per the other type of background terrain in that hex.

9.2 Movement Restrictions
Movement factors may not be accumulated from turn to turn, nor may they be shared or loaned by any unit to another. If a land unit lacks enough movement factors to enter a particular hex, it cannot enter that hex, and any movement factors that are not used by a land unit during a Movement Phase are simply lost.

As any land unit is moved, it may not ever jump or skip hexes along its movement route; a land unit may only move by entering a succession of connected hexagons, paying the movement cost for the type of terrain in that hex (see the Terrain Key printed on the map)

Under no circumstances may any land unit ever enter any enemy land unit's present hex. Furthermore, if a land unit (except Airborne and Airmobile type units) enters any enemy land unit's ZOC, it must end its movement immediately for the remainder of that turn.

Units that have been successfully interdicted (see 13.7) are limited to a one-hex minimum move during that ensuing Movement Phase. Interdiction does not affect a unit's ability to retreat, however.

No land unit may ever exit the map once it is on the map. If any land unit is forced to retreat off of the map, it is eliminated permanently instead.

9.3 Minimum Movement
A land unit is always entitled to move at least one hex even if its movement factors have been reduced below the movement cost of surrounding or accessibly terrain.

9.4 Rivers
When moving across a river hexside, an additional movement factor (+1) must be expended by the moving land unit (in addition to the movement cost to enter the terrain in the hex on the other side of

that river hexside) except where a highway is printed astride that river hexside.

9.5 Retreats
Retreat movement only occurs during the Combat Phase, and doesn't require the expenditure of movement factors. Terrain movement costs are ignored, as well, although all other movement restrictions apply nonetheless (see 9.2).

9.6 The E77 Motorway
The blue-printed highway on the map coursing from Budapest (3118) to Krakow (2518) represents a stretch of the E77 Motorway which is only one lane at certain points, and is also more susceptible to the effects of inclement weather than most other highways in the region. It is considered to be a normal highway in every respect (a movement cost of "1" to enter from a connected highway), but any non-airborne/airmobile unit (of any nationality) that enters any E77 Motorway hex from an E77 Motorway hex is immediately subject to a single six-sided die roll; If that die roll is a "1". that entering unit must stop its movement in the hex it entered for that game turn.

10.0 REINFORCEMENTS
Reinforcements arrive during a player's own Movement Phase, either by entering the map (in which case they begin paying movement costs as of the first hex they enter) or by arriving on the map in a specific hex (in which case they can begin moving from there, although they don't pay movement costs for the hex they arrive in).

Reinforcements, when they arrive on the map, *must* arrive where indicated by the reinforcement schedule (furthermore, reinforcement arrivals may not be purposefully delayed). If a reinforcement unit cannot arrive where indicated due to the presence of any enemy unit(s), or stacking restrictions, its entry is delayed until the next game turn when it can enter the map, legally.

Reinforcements always enter the map supplied, even if they move into position that puts them out of supply immediately (such as could occur with Airborne or Airmobile units).

Both players may generally enter reinforcements via any friendly controlled and overland-supplied city hexes that have no enemy units adjacent to them at the time. Both players may also enter the Marine units

via any port (even enemy occupied ports); even if enemy units are adjacent at the time.

10.1 Marines
The Russian 336th and U.S. M.E.U. (Marine Expeditionary Unit) are each permitted (but are not required) to enter the map along any Polish northern map-edge hex (hex 1724 to 1418), but are not required to. However, their entry may only be into an unoccupied hex, and their movement is ended in that hex for the duration of that Movement Phase.

10.2 Replacements
Once per game turn, during his own Replacement Phase, a player is permitted to rebuild reduced and/or eliminated land units and CAS air units. Replacements are always expressed in terms of "steps" and vary for each side from turn to turn (see the Replacement Chart printed on the map). For instance, during the Russian side's Replacement Phase of the first game turn, the Russian player receives two replacement steps to rebuild friendly reduced units (three Russian units begin the game reduced, and so the Russian player may choose two of them to be immediately rebuilt).

Replacements cannot be accumulated from turn to turn, nor can they be reapportioned once they are received, and any eligible replacement that is not used is forfeited permanently (as might happen if there are no reduced or eliminated units to rebuild that turn).

Note: *No unit that is within any enemy land unit's ZOC, or marked with an Out of Supply marker, may be rebuilt while that condition exists.*

To rebuild a friendly reduced unit, the owning player simply flips it over to its front side in its present hex (and thus this would require one step from among the replacement steps allotted for that side on the Replacement Chart for that turn). To rebuild an eliminated unit, the owning player simply places that unit in any friendly capital hex that is not within any enemy land unit's ZOC (and only if this would not exceed the stacking limit in that hex). An eliminated unit may be rebuilt as a reduced unit (thus requiring one step) or a full-strength unit (thus requiring two steps). In any case, once a unit is rebuilt, it continues to function normally immediately thereafter.

10.3 CAS Replacements
Each side (Russia and V4) is provided with an allotment of CAS replacement points

which may be used to rebuild their eliminated CAS and/or SAC air units during a player's own Replacement Phase. Each replacement point permits the rebuilding of one friendly eliminated CAS (or SAC) air unit, regardless of the causality (air supply, a land combat result, or air combat). When any CAS or SAC air unit is rebuilt, it will become available for use again during that same game turn (until it is eliminated again).

CAS replacement points cannot be saved or accumulated from turn to turn. They are only available during the Replacement Phase of the turn indicated on the Replacement Chart. If some or any of them are not used, they are simply forfeited permanently.

10.4 Cyberwar Marker Replacement
Cyberwar markers that are used to influence air combat represent everything from EW (electronic warfare) to new weapons systems, and are expended when applied to an air combat engagement, regardless of the result. Once expended, Cyberwar markers are removed from the map and placed to the side, but may be replenished in the same way that CAS air units are rebuilt (during a player's Replenishment Phase). Each CAS replacement point on the Replacement Chart permits the replenishment of one friendly Cyberwar marker that had already been expended.

A single replacement point can never be used to both rebuild an eliminated air unit and replenish a Cyberwar marker, but a player is permitted to use some of his allotted replacement points (for that turn) to rebuild eliminated air units, and some to replenish expended Cyberwar markers. A player may replenish as many expended Cyberwar makers as he has in unused replenishment points, but no replenished Cyberwar marker may be placed directly onto the Cyberwar (CW) Table. Instead, all replenished Cyberwar markers must be placed onto the Cyberwar Track, but are then available to be used again during any air combat that occurs thereafter. Or, any Cyberwar markers that are not used during air combat may be assigned to the Cyberwar (CW) Table during any Administrative Segment thereafter.

11.0 COMBAT
During a player's own Combat Phase, that player may (but is never required to) announce an attack with any of his own eligible land unit(s) that are presently adjacent to any enemy land unit(s) that are occupying any hex(es) on the map (if otherwise legal to do

so). That player may announce as many such attacks as he desires, but he is not required to commit to all of his intended attacks at the outset of his Combat; he may simply declare one attack at a time (in any order he chooses). Indeed, when any attack is declared, the announcing player must resolve that attack to completion before beginning the next attack, if any. Moreover, a player may cease attacking at any time during his own Combat Phase, at which time his Combat Phase ends.

Note: Any attack that has been announced can never be cancelled once either player has committed any CAS or SAC to that attack, or once the attack die roll has been rolled, whichever occurs first.

To declare an attack, the attacking player declares which unit(s) from his own side will be attacking, and into which enemy-occupied hex. All units that will be attacking an enemy-occupied hex must be currently adjacent to that hex at the moment that the attack will occur, but any particular enemy-occupied hex can be attacked by a combination of any or all of the attacking units in any of the hexes that are next to that enemy-occupied hex, assuming the attack is otherwise legal.

To resolve an attack, the attacking player’s must follow the attack procedure, listed as follows:

1) Determine the Attack Odds

Count and add up all of the defending unit’s combat factors in the hex where the attack has been declared. Then, count and add up all of the combat factors of every eligible attacking unit that will be attacking that hex (which may include stacks, if any). No unit is ever required to attack (even if in the same stack), and so the attacking player may choose to attack with some of his adjacent units and not others, if he prefers. However, every defending unit that is stacked together in the same hex must be attacked as one combined total (the attacker may not choose to only attack some of the defending units in a hex, but not others).

Note: Each land unit’s combat factor is always entirely retained to itself. No land unit’s combat factor may ever be shared, divided, loaned, or given to any other land unit than itself, or assigned to any other hex than the hex it presently occupies.

Next, divide the attacker’s total combat factors (that will be attacking the defender’s hex) by the defender’s total combat factors (round down any fractions), and then multiply that value by 100; The net result is the combat odds, which is expressed as a percentage.

Example: If the total attacking combat factors equal 35, and the total defending combat factors equal 10, divide the attacker’s factors by the defender’s factors [35 is divided by 10], which equals 3.5. The fraction is rounded down [3.5 is rounded down to 3], which equals a total of “3”. That total is then multiplied by 100 [3 is multiplied by 100], which is a final result of 300 (which is translated to 300% on the Combat Table, which uses the 300-399% odds column).

Remember that the combat factor of any unit that is marked with an Out of Supply marker is halved (see 7.3).

Regardless of the actual combat odds (and shifts; see below), no attack can ever be resolved at more than 600% (the ≥600% column) on either Combat Table. Conversely, however, an attack is always resolved at 49% (the 49% column) if the actual combat odds (and shifts) is less than that.

2) Declare Air Support

Once the combat odds have been determined, the attacker and then the defender may choose to add a single CAS air unit from their off-map inventory of air units (if any remain) directly atop the land combat hex (whereupon the attack has been declared) provided that the CAS air unit has not already been used during that game turn for any reason. The attacker must always decide before the defender, and he cannot alter his decision after the defender has decided (see 13.0). If both players have added air support to an impending combat, air combat must be resolved (see 13.1). Next, if an air unit from either side has survived that combat, that surviving air unit may shift the combat odds one column in the favor of his compatriot land units (shift one column left if the surviving air unit is friendly to the defender, or shift one column right if the surviving air unit is friendly to the attacker). This is known as the supported combat odds.

3) Terrain Combat Shift

After determining the supported combat odds, if any, the players must determine what type of defensive terrain exists in the

combat hex. The type of terrain in that hex may impose leftward combat shifts upon the attackers; consult the Terrain Key and cross-reference the same terrain symbol row with the “Combat Shifts” column to determine what additional leftward combat shifts must be applied to the combat odds (or the supported combat odds, if any surviving air unit is present in that combat hex). Use the single most defensible terrain if there are multiple types of terrain within the same hex. This is known as the terrain-adjusted combat odds.

Note: If there is also a river symbol between any attacking unit (even only one attacking unit) and the defender’s hex, an additional leftward column shift must be added to whatever terrain is in the defender’s hex.

Example: If a force is attacking a defending force occupying an Industrial Center hex, the combat odds is shifted one column to the left. Thus, a supported combat odds of 300-399% would be shifted leftward to the 200-299% column of the Combat Table when attacking an Industrial Center hex. Now, if a river symbol is also between any of the attacking units and the Industrial Center hex, and additional one-column leftward shift is also imposed. Therefore, a combat odds of 300-399% would be shifted leftward to the 100-199% column because of the Industrial Center and the river symbol.

Note: The combat shift for attacking an Industrial Center applies even after it has been captured.

4) Surrounded Shift

If there are at least two adjacent attacking units on exactly opposite sides of a defender’s hex (and if it is legal to attack from both sides), that defender is considered surrounded, regardless of the terrain, shifts or combat factors. If the defender is surrounded, the attacker automatically imposes a one-column rightward shift (in addition to all other aforementioned applicable shifts) to the Combat Table.

5) Combat Table Selection

The game provides two combat tables, an Assault Combat Table and a Cyberwar Combat Table. The attacking player must use the Assault Combat Table unless his Cyberwar Level is currently higher than the defender’s Cyberwar Level (as indicated

by the Cyberwar Table that is printed on the map). If the attacker’s Cyberwar Level is higher, that attacker may use the Cyberwar Combat Table instead (which is generally more favorable to the attacker), but he must immediately expend one of his own available Cyberwar markers to do so (although he is never required to use the Cyberwar Table if he prefers to save his Cyberwar marker, or simply has no more available to use). In either case, the same final combat odds column is used.

6) Resolve Combat

Once the final combat odds column has been determined, and the Combat Table has been chosen, combat is ready to be resolved. The attacking player now simply rolls a single six-sided die and then cross-references that die roll result (as listed along the leftmost column of the Combat Table) with the final odds column. This cross-referenced letter code is known as the combat result, and it dictates the outcome of that attack. Each type of letter code is different, and each is explained as follows (in alphabetical order):

AE: Attacker Eliminated: Every attacking unit that participated in the attack must be eliminated immediately.

AD: Attacker Defeated: Every attacking unit must be reduced (or must be eliminated if already reduced) immediately and then retreated to an adjacent hex of the attacking player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

AP: Attacker Panics: Every attacking unit must be retreated to an adjacent hex of the attacking player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

AT: Attacker Trowned: At least half of the attacking units (of the attacking player’s choice) must be eliminated (whether already reduced or not) and all of the surviving units must be retreated to an adjacent hex of the attacking player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

AW: Attacker Withdraws: Every attacking unit must be retreated to an adjacent hex of the attacking player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

BB: Bloodbath: At least half of the attacking *and* defending units (of the owning player’s choice) must be eliminated (whether already reduced or not) and all of the surviving units must be retreated to an adjacent hex of the owning player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

DD: Defender Defeated: Every defending unit must be reduced (or must be eliminated if already reduced) immediately and then retreated to an adjacent hex of the defending player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat. The attacker is eligible to Advance After Combat (see 11.2).

DE: Defender Eliminated: Every defending unit in the combat hex must be eliminated.

Note: No Advance After Combat is permitted in this case.

DP: Defender Panics: Every defending unit must be retreated to an adjacent hex of the defending player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat. The attacker is eligible to Advance After Combat (see 11.2).

DW: Defender Withdraws: Every defending unit must be retreated to an adjacent hex of the defending player’s choice (if not in enemy ZOC). Eliminate every unit that is unable to retreat.

Note: No Advance After Combat is permitted in this case.

MA: Mobile Assault: Every defending unit must be reduced (or must be eliminated if already reduced) OR must be retreated to an adjacent hex of the defending player’s choice (if not in enemy ZOC). The attacker is eligible to Advance After Combat (see 11.2) if the defender opted to retreat (but not if the defender opted to be reduced instead, even if the reduction eliminated the defending units in the combat hex).

OR: Overrun: Every defending unit in the combat hex must be eliminated. The attacker is eligible to Advance After Combat (see 11.2).

7) After the Battle

When combat is concluded against a particular enemy-occupied hex, after the results

have been implemented, any surviving attacking units are not eligible to conduct any further attacks during that same game turn. Likewise any surviving defending units are not eligible to be attacked again during that same game turn (not even by other enemy units that had not yet conducted any attacks that turn). Any retreats that were required by a combat result must be implemented immediately (see 11.1), and any advances after combat that the attacker intends to conduct must be implemented immediately after that. Then, another combat elsewhere on the map, if any, can begin per 11.0.

11.1 Retreating

If the attacking or defending player is required (or permitted) to retreat, that retreat must be to an adjacent hex (of the owning player’s choice) immediately after the combat resolution. The adjacent hex must be legally enterable by that unit (for example, it must not be occupied by any enemy land unit, not into a hex that will become over-stacked as a result of that retreat, not off the map’s hex grid, and not into a hex within any enemy land unit’s ZOC, even if a friendly ZOC is also present in that hex), and must be into terrain that is not prohibited to that unit. A retreat requires no movement expenditure; it is simply an automatic move into a legally adjacent hex, but any unit that is unable to retreat for any reason—if required to retreat—must be eliminated immediately instead.

If a stack of land units is retreating, that stack may retreat together into the same hex, or each land unit may retreat into a separate hex, assuming each such hex is legally enterable.

11.3 Advance After Combat

In some cases when all of the defending units have been removed from a combat hex (either as a result of an elimination or a retreat), any of the surviving attacking units (that participated in the attack) may be eligible to enter that combat hex as an advance-after-combat, thereby possessing and controlling that hex (regardless of enemy ZOC, if any). An advance after combat, if it is permitted by the combat result, requires no movement expenditure; it is simply a voluntary move into a vacant combat hex, but it must occur immediately after that hex has been vacated.

Only as many surviving land units as could legally stack in that hex may advance after combat there. No advance after

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combat is eve required, but if a combat result allows an advance after combat, the owning player always decides which of his units, if any, will advance into the combat hex. If a player chooses to not advance some or any of his units, he cannot subsequently change his mind later.

12.0 U.S. INTERVENTION

To determine if the U.S. intervenes on behalf of Poland, the Polish player must roll one six-sided die during the End of Game Turn Phase of each game turn. If that die roll is less than (<) the current game turn, the U.S. intervenes, and the Polish player automatically receives various U.S. forces (see below). However, a -1 modifier is applied to the intervention die roll per each country other than Poland (in other words, Hungary, Slovakia, Austria, Czech Republic, and/or Germany) that is or has ever been entered by any Russian land unit or any Russian CAS air unit attempting and interdiction mission (whether successful or not).

Once the U.S. intervenes, the Allied player receives the following units:

- M.E.U. Marine unit
- 1st Armored unit
- 2nd Marine unit
- 1st CAS unit
- 2nd CAS unit
- 3rd CAS unit
- 4th CAS unit
- 1st SAC unit
- 2nd SAC unit

All of the U.S. air units are placed off the map, but are available for use normally. The three U.S. land units (M.E.U., 1st Arm., and 2nd Mar.) may arrive on any Major Highway or Highway hex in Austria and/or Hungary (if not occupied by an enemy land unit). However, their movement is ended in that entry hex for the duration of that Movement Phase.

Exception: The U.S. M.E.U. unit may enter the map along any Polish northern map-edge hex (hex 1724 to 1418), but is not required to. However, its entry may only be into an unoccupied hex, and its movement is ended in that hex for the duration of that Movement Phase (see 10.1).

U.S. units are not subject to interdiction but before their arrival on the map.

12.1 Romanian Intervention

Romania will only *possibly* intervene if the

U.S. has intervened per 12.0. If no more than two of the Polish Industrial Center hexes have ever been occupied by any Russian land unit, and if the U.S. has intervened in the conflict, the three Romanian land units will arrive along any Hungarian southern map-edge hex (3419 to 2813). However, their entry may only be into an unoccupied hex, and their movement is ended in that hex for the duration of that Movement Phase.

12.2 Italian Intervention

Italy will only *possibly* intervene if the U.S. has intervened per 12.0. If any Russian unit has ever occupied Budapest, Bratislav, Vienna, Prague and/or Berlin, and if the U.S. has intervened in the conflict, the four Italian land units will arrive along any Austrian western map-edge hex (3423 to 3024). However, their entry may only be into an unoccupied hex, and their movement is ended in that hex for the duration of that Movement Phase.

13.0 COMBAT AIR SUPPORT (CAS)

Both sides are provided with Close Air Support (CAS) markers that represent air combat assets to support operations. The quantity of CAS air units that each side will receive at the beginning of the game is listed under rule 3.1. Additional CAS air units will be received as replacements (see 10.2).

Note: References to CAS air units here also applies to SAC air units, except per 13.5.

All CAS air units are kept off the map until they are used (they have no range limit because most of the aircraft possess enough range to reach the battlefields from their presumed forward airfields). Whenever a land combat is announced by either player, both players may choose to use one of their own CAS air units (and never more, simply representing the maximum tempo of operations) to support that land combat on behalf of their own land units there. The attacker must always decide first if he will be using a CAS air unit to support his attack, followed by the defender.

Note: CAS air units, when they appear on the map, do not affect stacking, nor do they project any ZOC.

When a particular land combat is announced, but before a land combat die roll is rolled, the attacker and then the defender may choose to add a single CAS air unit from their off-map inventory of air units (if any remain) directly

atop the land combat hex (whereupon the attack has been declared) provided that the CAS air unit has not already been used during that game turn for any reason. The CAS air unit does *not* move to that land combat hex per 9.0, and terrain has no effect upon the placement of the CAS air unit whatsoever.

Once both players have added a CAS air unit to support a land combat, air combat must be resolved (see 13.1). If only one player has added a CAS air unit to a land combat, there is no air combat, and that sole CAS air unit may contribute to that land combat immediately as air support (see 13.4).

Any CAS or SAC air unit may support any friendly land combat, regardless of its nationality. However, NATO CAS and SAC air units only become available if NATO has intervened in the conflict.

13.1 Air Combat

If two opposing CAS air units are present in the same land combat hex, air combat must then be resolved before land combat can begin. To resolve air combat, both players must simply roll one six-sided die; The higher rolling player wins air combat, and the lower rolling player must eliminate his own CAS air unit immediately. If both players have the same die roll result, then both players must eliminate their CAS air unit.

13.2 Air Defenses and Cyberwar

To represent ever-present SAMs, AAA, and MANPADs, as well as cyber warfare attacks, each player may add +1 to his air combat die roll per each Cyberwar marker that he expends from the Cyberwar Track (not the Cyberwar Table) and plays with his own air combat die roll.

Each player, starting with the attacker, announces and expends one Cyberwar marker at a time (from the Cyberwar Track), both players taking turns until they have played and expended as many of their own Cyberwar markers as they desire (from among their current allotment of Cyberwar markers). When playing Cyberwar markers, each player may play one Cyberwar marker at a time, but when a player has stated that he will not play any more Cyberwar markers, he may not play any more thereafter during that air combat. The other player may continue to play his own Cyberwar markers, if he desires.

Regardless of the outcome of the air

combat, any Cyberwar markers that had been played are expended nonetheless.

13.3 Aborts

Representing everything from inclement weather to misadventures, if any player rolls a “1” during his air combat die roll, regardless of Cyberwar modifiers, that player’s CAS air unit is considered aborted and returned to off the map (though unharmed), and is flipped to its OOS (Out of Support) side for the remainder of that game turn.

In such a case, any Cyberwar markers that had been played are expended nonetheless.

13.4 Air Support

If there is one remaining CAS air unit supporting a particular land combat, the owning player may shift the final calculated land combat odds one column on the current Combat Table in his favor (shifted to the right if that surviving CAS air unit is supporting the attacking land units, or shifted to the left if that surviving CAS air unit is supporting the defending land units). If an air unit was eliminated or aborted during air combat, it cannot support the instigating land combat one way or another.

13.5 SAC (Strategic Air Command)

SAC (Strategic Air Command) air units represent stealth (or stealthy) bombers and fighter escorts, and are unique insofar as they prevent the enemy player from expending and playing any Cyberwar markers during air combat, if any. The owning player may still expend and play Cyberwar markers on behalf of his SAC air unit, however, if air combat occurs (in which case he may simply play as many as he desires), although a die roll of “1” is considered to be an abort result nonetheless. Furthermore, a SAC air unit is returned off-map (see 13.6) normally after it has completed a mission.

The two SAC air units only become available to the Allied player if NATO intervenes in the conflict (see 12.0).

13.6 Returning Off-Map (Out of Support)

After an air unit has been used to support land combat, it is returned off-map (assuming it survived) exactly as if it was aborted. As such, it is flipped to its reverse OOS (Out of Support) side, indicating that it is not available to be used again during that same game turn (during the friendly or enemy player’s turn), but will become available again

automatically as of the beginning of the next game turn (during the Administrative Phase).

13.7 Interdiction Missions

During a player’s own Interdiction Phase, he may assign available (not OOS) CAS and/or SAC air units to specific enemy land units or stacks present on the map, placing the air unit in that enemy land unit’s or stack’s hex. In doing so, the enemy player is permitted to assign his own available (not OOS) CAS and/or SAC air units to that same land unit or stack (solely for the purpose of instigating air combat, not to affect the interdiction attempt), exactly per 13.0.

After air combat has been resolved, if any, the interdicting CAS or SAC air unit, assuming it survived air combat (neither eliminated nor aborted) may conduct an interdiction attempt in the hex wherein they’ve been placed. To resolve an interdiction attempt, the interdicting player must roll one six-sided die; If that die roll is greater than (>) the Movement Cost of the predominant terrain in that hex (or any Highway, if present), all of the land units in that hex have been successfully interdicted. Place an “Interdicted” marker atop the units in that hex. The effect of interdiction is to limit the movement of every unit in the interdicted hex to a one-hex minimum move (regardless of terrain, if otherwise legal).

Note: Notwithstanding the influence of Cyberwar, this means that it is not possible to fail an interdiction attempt against enemy units that are occupying a Major Highway hex, representing how easy it is to disrupt units strung out on a major road, just as had occurred to the Iraqis during the Gulf War, and the Germans in France before that.

Note: If a hex contains both a Highway and a Major Highway, the Major Highway is always considered to be the predominant terrain there.

However, an interdiction die roll is subject to the current Cyberwar Level; If the side that is being interdicted currently has the *higher* Cyberwar Level (see the CW Table printed on the map), he may subtract the difference between the two opposing levels from the interdicting player’s interdiction die roll.

Example: If the Russian player is attempting to interdict a Major Highway hex with several Polish units, but the Allied side’s Cyberwar Level is “6” and the Russian side’s Cyberwar

Level is “3” (a difference of three between the two), the Russian player must subtract three (-3) from his interdiction die roll. Per this example, the Russian player rolls an interdiction die roll of “1” with a minus three, for a total of negative two (1—3 = -2). Because that negative two is not greater than the movement cost of a Major Highway, no interdiction occurs.

Once an interdiction mission is complete, regardless of the results, all surviving CAS and/or SAC air units that participated in that interdiction mission are immediately returned off-map per 13.6 and marked OOS normally.

14.0 UKRAINIAN DEFECTIONS

To represent the possible dissent among the Ukrainian armed forces, the Russian player must roll one six-sided die per each Ukrainian unit at the beginning of the game (after set-up, before the first game turn begins); If that die roll is odd, that Ukrainian unit remains a Russian-controlled unit for the remainder of the game, and there is no further effect. If, though, that die roll is even, that Ukrainian unit has defected and is removed from the game immediately and permanently.

15.0 RED DRAGON/GREEN CRESCENT BONUS COUNTERS



Forty-eight optional bonus counters are provided to be added to Red Dragon/ Green Crescent (*Modern War#1*) for any 2021 scenario, or for players to create their own scenario set during a future hypothetical date. Players may agree (and are encouraged) to negotiate which units to include, but two PRC units (of the Chinese player’s choice) must be added for each single non-PRC unit added. The Russian units are added automatically in any case.

When adding additional unit, both players must agree to this optional rule. In doing so, the two players can agree to add some or all of the bonus units. If adding only some, the US player always chooses to add one unit first, which the PRC player can match by adding two units. Then, the PRC can add two additional units, which the US player can match by adding one unit. Both players alternate in this way, adding units until one player decides not to add additional units, at which time the negotiation ends, and no more additional units are added

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(although a player is always entitled to add his matching units before forgoing adding additional units). In any case, when adding additional or matching units a player is always free to choose whatever units from his own side that he prefers, notwithstanding the Russian units which are added automatically, unless this optional rule is not implemented.

A list of each unit and its description is tabulated as follows:

B52	These represent additional US B-52 SAC units.
F15	This represents US F-15 Air National Guard units absent from the original game.
F18	This represents US F-18 Marine Aviation units absent from the original game.
Drone	This represents US drone units of various types increasingly being fielded.
AC130	This represents US AC-130 gunships employed as close air support.
AH64	This represents US AH-64 Army helicopter units of the newest, most lethal type.
SSN	These represent US Improved LA class submarines absent from the original game.
Rail	These represent US railgun-armed Navy surface ships.
Ford	This represents US Ford class aircraft carrier.
F22	This represents US F-22 5 th Generation fighters.
SAM	These represent US Patriot surface-to-air missile batteries.
ASM	This represents US prototype LRASM shore-based anti-ship missiles.
F4	This represents Japanese F-4 fighters absent from the original game.

Typhoon	This represents Japanese Typhoon fighters absent from the original game.
Rafale	This represents French Rafale fighters absent from the original game.
T50	This represents Russian T-50 and Pak-FA 5 th Generation fighters.
SSN	This represents Russian 3 rd Generation submarines absent from the original game.
ACV	This represents PRC amphibious assault ships.
SH5	This represents PRC SH-5 anti-submarine patrol aircraft.
J31	These represent PRC 5 th Generation fighters.
JH7	These represent PRC strike aircraft.
CVG	This represents PRC ex-Soviet aircraft carriers.
AMDV	This represents PRC air-to-air missile delivery vehicles (converted AAM airliners).
SSM	These represent PRC surface-to-surface missile batteries.
SAM	These represent PRC surface-to-air missile batteries.
Airborne	These represent PRC airborne units, with airborne capability.
Izumo	This represents Japanese Izumo class aircraft carrier conversion.

15.1 Chinese Militarism: A Geostrategic Analysis
 Envisioning an impending war between China and the United States requires, first, the presupposition of a thoroughly deteriorated political environment in the Asiatic Theater, as well as reciprocal escalation to such an extent that neither China nor the United States can pragmatically deescalate without incurring the severest of geostrategic and/or political consequences. At the present, there are no imminent circumstances that foreshadow such a scenario, but the potential theoretically exists, nevertheless, and indeed

has existed since China’s intervention in the Korean War. The prevailing détente over contemporary matters such as Taiwan or North Korea naturally do not currently extend to unforeseen incidents or crises that may evolve in the future, but if history has taught us anything, it is that wars are the unexpected - and often rather sudden - culmination of irrevocable misjudgments by both sides.

Assuming, therefore, some hypothetical collapse of tenuous relations with the Chinese over any one of numerous weighty issues (culminating in a political crisis) is basis enough for the premise of a limited war between China and the United States. ‘Total war’, in the context we understand it from the last century (i.e., the Second World War), is not a realistic possibility; The United States does not have the wherewithal to actually invade China proper under any circumstances, and the Chinese certainly lack the logistics necessary to do much of anything beyond their own immediate hemisphere; Even an invasion of Japan is beyond Chinese capabilities (though this is not to suggest that the Chinese would consider such a course, which would be fraught with all of the same difficulties that Napoleon experienced in Spain, and more besides).

And so, a limited war is the only likely corollary, and this limited war would be primarily a naval clash...the results of which would decide its outcome; Whichever nation could inflict a decisive defeat upon the other would settle the issue—whatever it was all about—quite quickly. Although, Ironically, a severe U.S. naval defeat would probably actually extend the war, initially, insofar as neither political party in the U.S. could remain in power after such a disaster, and would therefore endeavor to reconcile it as quickly as practicable. But, multiple naval defeats, if severe enough, would be strategically fatal; For instance, the loss of a super carrier would invite a swift and energetic rejoinder from the U.S. Navy, but the loss of *multiple* super carriers (at ~ten billion dollars each, plus compliment) would compel a strategic withdrawal to safer waters, at least for the time being (unless the Chinese were actually threatening to invade Japan, or so.) That said, this formula also applies to the Chinese even more-so; a single thorough defeat would convince the Chinese that the United States, or at least the United States Navy, is not a paper tiger, and this would probably bring about some kind of political settlement, sooner or later.



It should be mentioned, incidentally, that there is actually probably very little possibility of a nuclear exchange between China and the United States. The consequences of a nuclear first-strike, even if limited to select military targets in-theater, would be incalculable. True, it could be argued that any Chinese outright invasion of Japan, for example, could compel the United States to resort to nuclear weapons, but the likelihood is that the U.S. would merely need to *threaten* their use to check a Chinese move across the Yellow Sea (though, as mentioned earlier, it is doubtful that the Chinese would ever undertake such an overambitious venture.) Operationally, the United States would simply not need to employ nuclear weapons, relying instead on the superiority of its carrier battlegroups, for which billions of dollars were invested to obviate any need to employ nukes. Likewise, the Chinese could not possibly consider using nuclear weapons to achieve any aims, realizing that China is appreciably more vulnerable to all manner of retaliatory strikes than the United States. Ergo, in that regard, China must win a war with the United States conventionally, or not at all.

Whatever the character of a conventional, limited Sino-U.S. war, which naturally depends upon the causality, the unfolding conflict would probably escalate incrementally, initially, until a miscalculated threat or ‘incident’ started the proverbial snowball rolling. To wit, as of

the moment that any kind of overt hostile action began (such as a Chinese invasion of Taiwan), or a capital ship is attacked and sunk, for example, a series of direct engagements would almost certainly follow, until such time as the United States reverses the course of events that triggered the conflict, or realizes that the cost to do so—in terms of treasure and lives—would be unaffordable militarily and/or politically. In either case, it’s probable that an open military conflict with China would be strictly limited to military settings, at least initially. The United States would doubtfully attack Chinese ports directly, for example, believing that such an escalation would not be necessary...confident that the US Navy would be quite capable of decimating the Chinese navy (this being enough to decisively settle the matter, in and of itself.) Conversely, the Chinese would limit the scope of its belligerency to whatever aims it was hoping to achieve, one being the toppling of U.S. hegmonism in Asia (which would hence be supplanted with a Chinese hegemony, of a sort, in theory).

By whatever method the Chinese set out to accomplish their military objectives, they would have to do so quickly; Any protracted war would hurt China economically, and the Chinese could not compete industrially with the United States, and would certainly be hard-pressed to sustain any kind of military momentum against the multiplicity of capitalist nations arrayed against them, should a full-blown war occur.

However, this contemporary assessment is altogether momentary, potentially. Consider Japan, for instance: As of 1903, the Japanese had only begun to construct domestically-built warships; yet, in less than forty years, the Imperial Japanese Navy was sailing the most potent navy—pound for pound—in the world, fielding the most powerful battleships ever put to sea (the two ships of the *Yamato* class), then or since, with more under construction until the Pacific war ended. And so it is that China could very potentially emerge to be a much more formidable military presence in the Pacific within a generation or so, especially if the United States finds itself in the throes of economic ruin as a result of its compounding debt, much of which is primarily held by China, presently.

If, as Cicero said, money is the sinews of war, the U.S. Navy’s dominance in the Pacific may become eclipsed within the century, as had occurred after the attack on Pearl Harbor, only forty three years after Commodore Dewey sank the Spanish fleet in Manila Bay.

- Eric Harvey

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