CONTENTS

CREDITS

OPAQUE WAR:
UKRAINE, 2014

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

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

1.0 INTRODUCTION

Opaque War: Ukraine 2014 is a simulation of the military conflict between the Ukraine government and the Donbass rebels (the People's Republic of Donetsk and the People's Republic of Luhansk). Game play begins in April 2014 when the Ukrainian government launched the so-called Anti-Terrorist Operation (ATO), to assert its control over the rebel provinces.

There are two players in the game: The Ukrainian Government player (Ukraine) and the Donbass Rebel player (Rebel). The Ukrainian player assumes the role of the commander of the Ukrainian Regular Army and the nationalist militias, police, and border guard forces. The Rebel player assumes the role of the commanders of the breakaway republics of Luhansk and Donetsk and (eventually) Russian support units.

The Ukrainian player must attempt to put down the insurrection by securing Luhansk, Donetsk, and the Donetsk Airport, as well as prevent their capture by Rebel forces. In addition, the Ukrainian player should seek to control all the Russian border crossings into the Donetsk and Luhansk oblasts, if he can.

The Rebel player must attempt to deny control of Luhansk, Donetsk, and the Donetsk Airport to the Ukrainian player, while also seeking to place Novoazovsk, Mariupol, and hex 1006 (the rail links to the Crimea) firmly in Rebel hands.
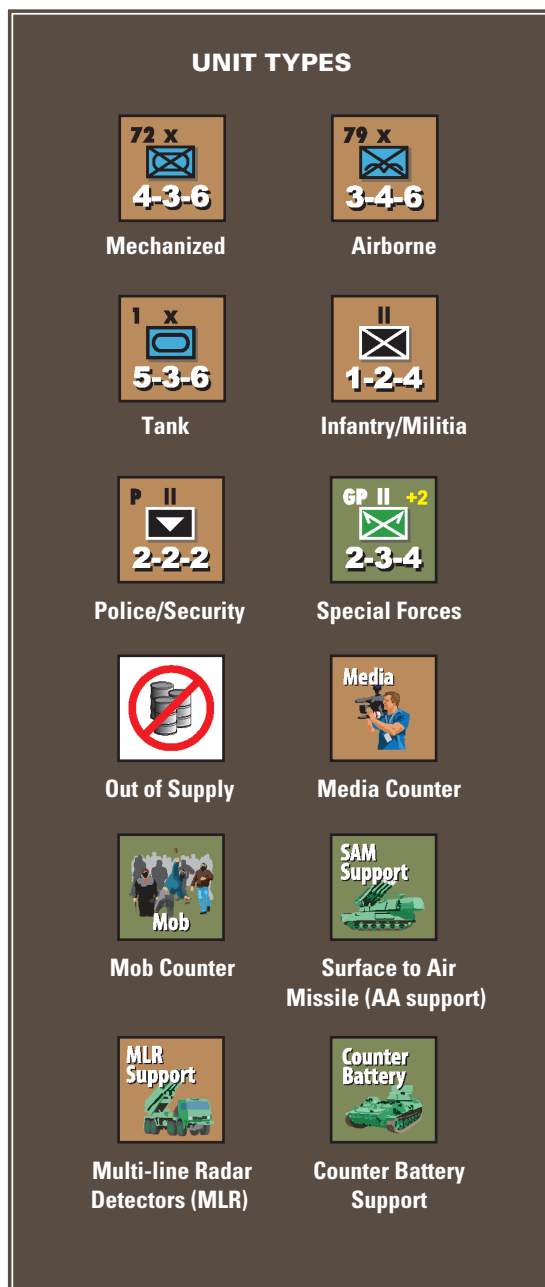
2.0 COMPONENTS

The game is complete if it includes one counter sheet (176 counters) and one 22x34in map of the eastern Ukraine. The map includes all relevant charts and tables necessary for game play. Players will need to provide one six-sided die.

2.1 Unit Counters

There are 176 counters provided for the game, most of them representing combat units. Many other counters are markers used for certain game functions such as indicating supply status and the usage of heavy weapons, etc. Each marker will be explained throughout these rules in the relevant rule section.

2.2 Unit Types

UNIT TYPES

72 X 4-3-6 Mechanized	**79 X** 3-4-6 Airborne
1 X 5-3-6 Tank	**II** 1-2-4 Infantry/Militia
P II 2-2-2 Police/Security	**GP II +2** 2-3-4 Special Forces
Out of Supply	Media Counter
Mob Counter	**SAM Support** Surface to Air Missile (AA support)
MLR Support Multi-line Radar Detectors (MLR)	**Counter Battery** Counter Battery Support

MARKERS

Artillery Support	Air Support
Russian Support Russian Support	**Western Support** Western Support
Game Turn Game Turn	**Victory Points** Victory Points
Tactical Comms Tactical Communications	**Tank Support** Tank Support

2.3 Unit Colors

The nationality of each unit in the game is indicated by the background color of the counter and the color of the unit symbol or factors.

Ukrainian Regular Units: Blue on Brown
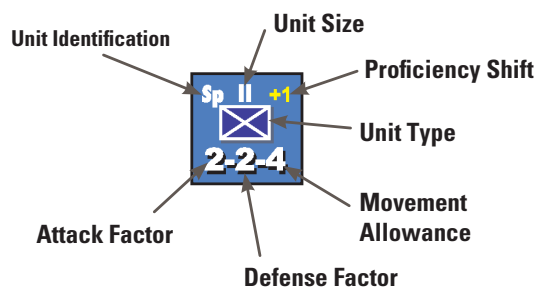**Ukrainian Police, Border Guards and Militia:** Black on Brown
People's Republic of Donetsk: White on dark blue
People's Republic of Luhansk: White on light blue
Russian Support Units: White on Green

2.4 Abbreviations on Units

The unit identification of each unit is printed on the upper left-hand corner of its game piece; this information has no bearing on game play. It is included for historical interest.

Unit Identification · Unit Size · Proficiency Shift · Unit Type · Movement Allowance · Defense Factor · Attack Factor

Sp II +1 2-2-4

2.5 Unit Sizes

II: Battalion
X: Brigade

Ukraine
AZ: Azov Battalion
Bg: Bogdan Battalion
CH: Chernihiv Battalion
DP: Dnipro Battalion
Dn: Donbass Battalion
Du: Dudayev Battalion (Chechen combatants)
Lv: Lviv Battalion
KR: Kremenchug Battalion
P: Misc. Police & Border Guards units
Po: Poltava Battalion
Si: Sich Battalion
SN: Svyaty Nikolay Battalion

People's Republic of Donetsk
IV: International Volunteers
MD: Miner's Division
Op: *Oplot* (Bulwark)
RNU: Russian National Unity (Russian volunteers)
ROA: Russian Orthodox Army
Se: *Sever* (North)
Sec: Security Service
Sm: Smert, "Death"

Chechen Volunteers
SO: Somalia Battalion
Sp: Sparta Battalion (Motorola)
VAR: *Varyag* (Russian volunteers)
Vo: *Vostok* (East)
VS: *Voshod* (Sunrise)

Luhansk People's Militia
CNG: Cossack National Guard
CU: Continental Unit (International Volunteers)
LE: *Leshyi* Battalion (Spirit of the Forest)
Pri: *Prizrak* (Ghost Brigade)
RRG: Rapid Response Group (Batman)
U404: Unit 404 (International Volunteers)
Zar: *Zarya*, (Dawn) (Russian Volunteers)

Russian Support Units
GP: Green People
MD: Miner's Division (Potential Defectors)
KL: Kalmius Battalion
SLO: Sloviansk

2.6 The Map
The map represents the Oblasts (regions) of Donetsk and Luhansk, as well as other nearby areas. Each hexagon encompasses about 10 miles (16 Kilometers) from side to opposite side.

3.0 SET-UP & HEX CONTROL

3.1 Determining Control & Placing Units
Step 1: Determine which side controls each of the town and city hexes in the Donetsk and the Luhansk oblasts by rolling one six-sided die for each such hex.

Die Roll of 1: Hex is controlled by Ukrainian Player.
Die roll of 2-6: Hex is controlled by Rebel Player.

Note: The other oblasts are assumed to be entirely Ukrainian-controlled when the game begins.

Step 2: Determine which side controls the border checkpoint hexes in the Donetsk and the Luhansk oblasts by rolling one six-sided die for each such hex.

Exception: Do not roll again for Krasnodon town hex (2230) determined in step 1.

Die roll of 1-3: Hex is controlled by the Ukrainian side.
Die roll of 4-6: Hex is controlled by the Rebel side.

Step 3: Place all ten of the Ukrainian police type units (2.2) into a draw cup (such as a coffee mug) and then blindly draw one at a time and randomly place them face down in each of the border checkpoint hexes that are Ukrainian controlled (Step 2). Then place one-unit face down in each of the below cities, if not Rebel controlled.
Karkiv (3811)
Donetsk (1919)
Dnepropetrovsk (2304)
Zaporizhia (1705)
Mariupol (1117)

Important: These units are to be placed face down. Neither player is entitled to know their actual strength until the opposing player has a unit adjacent to that specific unit (3.2).

- In the rare circumstance when there are more locations than Ukrainian units, place the Ukrainian units in as many checkpoints and then cities, of the Rebel player's choice as possible.

- Any remaining unplaced units are placed face down in the Ukrainian Force Pool Box. These units become the Ukrainian force pool. The Ukrainian player may examine these units at any time.

Step 4: Place all twenty-five of the Ukrainian militia (infantry) battalions into a draw cup and then blindly draw one at a time. Randomly place them face down, one in each of the town hexes in the Donetsk and Luhansk oblasts that are Ukrainian-controlled (Step 1).

Important: These units are to be placed face down. Neither player is entitled to know their actual strength until the opposing player has a unit adjacent to that specific unit (3.2).

- Any remaining unplaced units are placed face down in the Ukrainian Force Pool Box. These units become the Ukrainian force pool. The Ukrainian player may examine these units at any time.

Step 5: Place all eight Luhansk rebel militia battalions into a draw cup and then blindly draw six of them. The Rebel player places these six units one per hex, face down, in any hex in the Luhansk oblast that is not occupied by a Ukrainian unit or within a Ukrainian unit's zone of control (ZOC). The Rebel player may examine these units after placing them on the map.

- All remaining unplaced units are placed face down in the Rebel Force Pool Box. These units become part of the Rebel force pool. The Rebel player may examine these units.

- The Rebel player then places two Luhansk Media counters and four Luhansk Mob counters (face down) in any rebel-controlled towns in Luhansk oblast. They may be stacked together and/or with other Rebel units.

- In the unlikely event that none of the towns in the Luhansk oblast are rebel-controlled, the Rebel player may pick one Ukrainian-controlled town in that oblast (Rebel player choice) and place these two Media and four Mob counters in that one town (face down). That town immediately becomes a Rebel-controlled town. Remove any Ukrainian unit there and place it in the Ukrainian force pool.

Step 6: Place all eighteen Donetsk rebel infantry battalions into a draw cup and then blindly draw eight of them. The Rebel player places these eight units one per hex, face down, in any hex in the Donetsk oblast that is not occupied by a Ukrainian unit or within a Ukrainian unit's zone of control (ZOC). The Rebel player may examine these units after placing them on the map.

- The Rebel player then places one Donetsk Media counter and four Donetsk Mob counters (face down) in any rebel-controlled towns (Rebel player's choice) in the Donetsk oblast. They may be stacked together and/or with other Rebel units.

- In the unlikely event that none of the towns in the Donetsk oblast are rebel-controlled, the Rebel player may pick one Ukrainian-controlled town in that oblast (Rebel player choice) and place these two Media and four Mob counters in that one town (face down). That town immediately becomes a Rebel-controlled town. Remove any Ukrainian unit there and place it in the Ukrainian force pool.

Step 7: Place four Ukrainian regular mechanized brigades and three Ukrainian regular airborne brigades in any road and/or rail hexes of the Ukrainian player's choice. The road and/or rail hex must be adjacent to the west map edge. Remaining units are placed in the Ukrainian Force Pool.

   Note: Airborne brigades do not have paradrop capability in this game.

Step 8: Set four Ukrainian artillery support markers, and three Ukrainian air support markers in the Ukrainian Support Unit Available Box. They are available for use when the game begins.

Step 9: Set aside all Russian support markers and units in the Russian Holding Box. They are available for use as reinforcements (10.0 & 14.0).

Step 10: Place the game turn marker on the Game Turn Record Track (GTRT) in the Turn 1 April 2014 box. Then place the Russian Support marker on the Russian Support Track in the zero box. Place the Western Support marker on the GTRT in the turn two box.

Important: The western support marker could be moved to a later turn if the Ukrainians massacre mobs (9.1).

3.2 Fog of War

When units are set up on the map, they are set-up face down (flag side up) to conceal their strength and capabilities from the opposing player. Players are not permitted to inspect enemy units until a friendly unit is adjacent to an enemy unit. A player is always entitled to know what specific enemy units are adjacent to his units.

4.0 SEQUENCE OF PLAY

Each game turn is comprised of four phases. The Ukrainian and Rebel Operations Phases are divided into two segments (a movement and a combat segment). Phases and segments must occur in the order listed.

   Note: There are no weather rules applicable to this game.

1. Reinforcement and Support Status Phase

- Beginning on game turn two and continuing until the end of the game, each player must roll one six-sided die for possible reinforcements.

- Beginning on game turn four and continuing until Russian intervention occurs, roll one six-sided die to determine possible Russian intervention (14.0).

2. Ukrainian Military Operations Phase

Ukrainian Movement Segment

- Place all Reinforcements (10.0).

- Ukrainian units that may legally move may be moved. Movement may be limited during a ceasefire.

- After all movement is complete the Ukrainian player may eliminate mob counters (9.1)

- Combat may not occur during this segment.

Ukrainian Combat Segment: Ukrainian units that are adjacent to enemy units may conduct or participate in attacks (if not a ceasefire). Attacks may only occur after all Ukrainian movement is complete.

3. Rebel Military Operations Phase

Rebel Movement Segment:

- Place all Reinforcements (10.0).

- Rebel units that may legally move may be moved. Movement may be limited during a ceasefire.

- Combat may not occur during this segment.

Rebel Combat Segment: Rebel units that are adjacent to enemy units may conduct or participate in attacks (if not a ceasefire). Attacks may only occur after all Rebel movement is complete.

4. End of turn Phase

- Beginning on turn five and continue until a ceasefire occurs, roll for ceasefire (15.0).

- If this is the last game turn, determine the victor (16.0).

5.0. WESTERN/RUSSIAN SUPPORT LEVELS

Both sides are provided with a foreign support marker (Western Support for the Ukrainian player and Russian Support for the Rebel player). Use the track provided at the end of the rules.

- A positive (+) support level will be a positive die roll modifier for that side, whereas a negative (-) support level will be a negative die roll modifier for that side when rolling for reinforcements.

- Support levels can also be affected by ceasefires (15.0).

- The Rebel player will receive the Russian Support counter at the end of game turn one.

- The Ukrainian player will receive the Western Support counter at the end of game turn two unless the Ukrainian player massacred mobs (9.1).

- When placed on the support track, both markers start in the zero box. The marker may go up or down because of various game events throughout each game turn.

6.0 STACKING

Having more than one friendly unit in a hex at the same time is called "stacking." Stacking limits only apply at the end of each unit's individual movement (not during a unit's movement).

- A unit may temporarily violate stacking limits as it moves through a hex that is already occupied by other friendly units.

- A unit cannot end its movement in a hex which would exceed stacking limits.

- The stacking limit for each hex is a maximum of three friendly units (of any type or contingent), regardless of the terrain.

- The stacking limit for a hex containing a city (not a town) is four units.

- Stacking is governed in terms of units. Each unit is counted as one unit when calculating stacking, regardless of its organizational size (whether it is a battalion or a brigade).

6.1 Stacking Irrelevancies

All support, Mob, Media, and out of supply markers are always ignored for stacking limits.

6.2 Stack Movement

Though there is not a necessity to do so, a stack of units may be moved together as a stack, although no unit in that stack may move more than its own movement allowance, even as the other units in that stack moves on.

It is permitted for a stack of units to "drop off" units of that stack as the stack continues to move. In such cases, a dropped off unit may not then continue to move on its own.

6.3 Overstacking Penalty

If, at the end of any unit's movement a hex is found to be overstacked, the owning player must immediately eliminate enough of his units in

that hex to bring that hex back into compliance with the game's stacking limit.

6.4 Stacking and Fog of War

Players are not permitted to inspect each other's stacks except when a friendly unit is adjacent to that enemy stack (even if no attack is occurring).

7.0 MOVEMENT

Units may only be moved during their respective movement segment (enemy units cannot move during the enemy's movement segment.

- Retreat is a special form of movement and thus may be conducted during either player's combat segment.

- Movement for all units is always voluntary (except retreats mandated by combat results).

- Each unit is printed with a movement allowance (MA) (lower right-hand number). This number dictates the maximum number of contiguous hexes, regardless of its direction, that unit is permitted to move during a single friendly movement segment. A unit's MA is expressed in movement points.

- When a unit enters each hex, it "expends" some of the number of MP listed for that hex terrain.

- A unit may continue to move until it has expended all its MP or until the owning player chooses to end that unit's movement. The type of terrain in each hex entered determines how much of a unit's MA must be expended. The cost of each hex and/or hexside is listed on the Terrain Effects Chart (TEC). The TEC is located on the map.

- When moving from one hex containing a road to another hex containing a road via a hexside with a connected road, a unit expends one-half of a movement point. This is true even if crossing a river or moving into a town or city hex.

- Rail movement is covered in 7.7.

- When crossing a non-road river hexside add one to the cost of the terrain in the hex entered.

- The MP cost for towns and cities is used when entering that hex via a non-road hexside.

- The MP cost for a checkpoint is one MP in addition to the other terrain in the hex. This does not apply if the checkpoint is currently occupied by a friendly unit.

- In all cases, a unit must stop once it has expended its last MP.

- Movement points are not transferrable to other units.

- If a unit has not expended all its movement allowance during a movement segment, its remaining MP are lost.

7.1 Minimum Movement

A unit is always permitted to move at least one hex into any otherwise legally- enterable terrain, regardless of the normal terrain cost (but only

if that unit hadn't yet moved), but thereby ending its movement for that movement segment.

7.2 Retreat Movement
Retreat movement does not require the expenditure of movement points; a retreat is always conducted as specified by the combat results regardless of the retreating unit's printed movement allowance.

7.3 Political Movement Restrictions
Ukrainian, Donetsk, and Luhansk units may never enter any hex within the Russian Federation.

7.4 Sea & Coastal Hexes
No unit may enter any all-sea hex. Coastal hexes are always regarded as being the type of land terrain that is printed in that coastal hex.

7.5 Zones of Control (ZOC)
The six hexes surrounding every unit is known as its Zone of Control (ZOC). ZOC affect the movement of enemy units. Unlike most wargames, units in this game only exert ZOC under certain conditions, depending on the ethnic characteristics of the unit's hex, listed as follows:

- Rebel units only exert a ZOC into Luhansk and Donetsk oblast hexes. To exert a ZOC the Rebel unit must be present in a Luhansk or Donetsk oblast hex.

- Ukrainian units do not exert a ZOC into any Russian Federation hexes.

- Russian units exert a ZOC into any hexes that they are adjacent to.

- Mob and media counters never exert a ZOC.

7.6 ZOC Effects
When a unit enters an enemy unit's ZOC (EZOC), it must end its movement regardless of how much movement it had expended (or not expended) up to that time.

- A unit that began its movement segment already within an EZOC may leave that ZOC without effect, but if it subsequently enters any other EZOC, it must then stop its movement for the remainder of that movement segment.

- EZOC do not affect retreat or advance after combat.

7.7 Rail Movement
A unit that begins its movement segment in a rail hex can be moved via rail movement.

- A unit moving by rail movement does not pay a movement cost when moving from one rail hex to an adjacent and connected [by a railroad symbol] rail hex.

- A unit may not move into any inhibited rail hex (i.e., occupied or within an EZOC).

- An enemy controlled city that is not currently occupied nor within an EZOC does not prevent rail movement in any way.

Note: Rail symbols that cross a river are assumed to be bridged and therefore do not require any movement cost for crossing a river.

- Because rail movement requires no movement cost, a unit may move any distance of uninhibited and connected rail hexes.

- A unit that is moving via rail movement may never cross a red border hexside that separates the Ukraine from Russia (via rail movement), nor may ever exit the map to reappear via another rail hex (even if a rail line connects two map-edge rail hexes in real life).

- A unit that is moving via rail must begin his movement in an eligible rail hex and can only end its movement in an uninhibited rail hex.

- A unit that moves by rail cannot move prior to, or after conducting rail movement.

- It is permissible for a unit to move via an enemy's rail line (in that enemy player's territory) provided that no enemy units (of any kind) or EZOC are encountered. It is even permissible for a unit to move via rail along the same rail line that an enemy used to move via rail during his own turn, and through enemy-controlled hexes if there is no enemy unit or EZOC in such hexes.

- There is no limit to the quantity of units that may move via rail movement during the same game turn.

8.0 COMBAT
During a player's own combat segment, he may initiate attacks with any of his eligible units against any adjacent enemy units. Attacking is always voluntary. A player announces which enemy-occupied hexes that any of his own adjacent units are intending to attack. A player does not have to declare all his intended attacks at the outset of the segment. He may choose and even resolve one attack at a time, if he prefers. No more than one attack may ever be conducted against the same hex during a single combat segment.

- To resolve an attack against an enemy hex, the attacking player must indicate all the adjacent units that he intends to attack with and then count their total attack factors. That total is then compared to the total of all the defense factors of every enemy unit that is stacked in that targeted hex. The two totals are then compared as a ratio

Example: The total attacking combat factors is 14. The total defending factors is 7. The odds would be two to one, or 2-1.

- There is no limit on the number of attacks a player may conduct during his combat segment, provided that each attack involves at least one attacking unit and one defending unit.

- A player is always free to resolve any of his intended attacks in any order he prefers, and he may even decline to conduct an attack once he calculates the odds.

- No attacking unit may ever attack more than once per friendly combat segment.

- A defending unit or stack that is being attacked may not avoid nor decline a declared attack.

EXAMPLE OF PLAY (COMBAT)
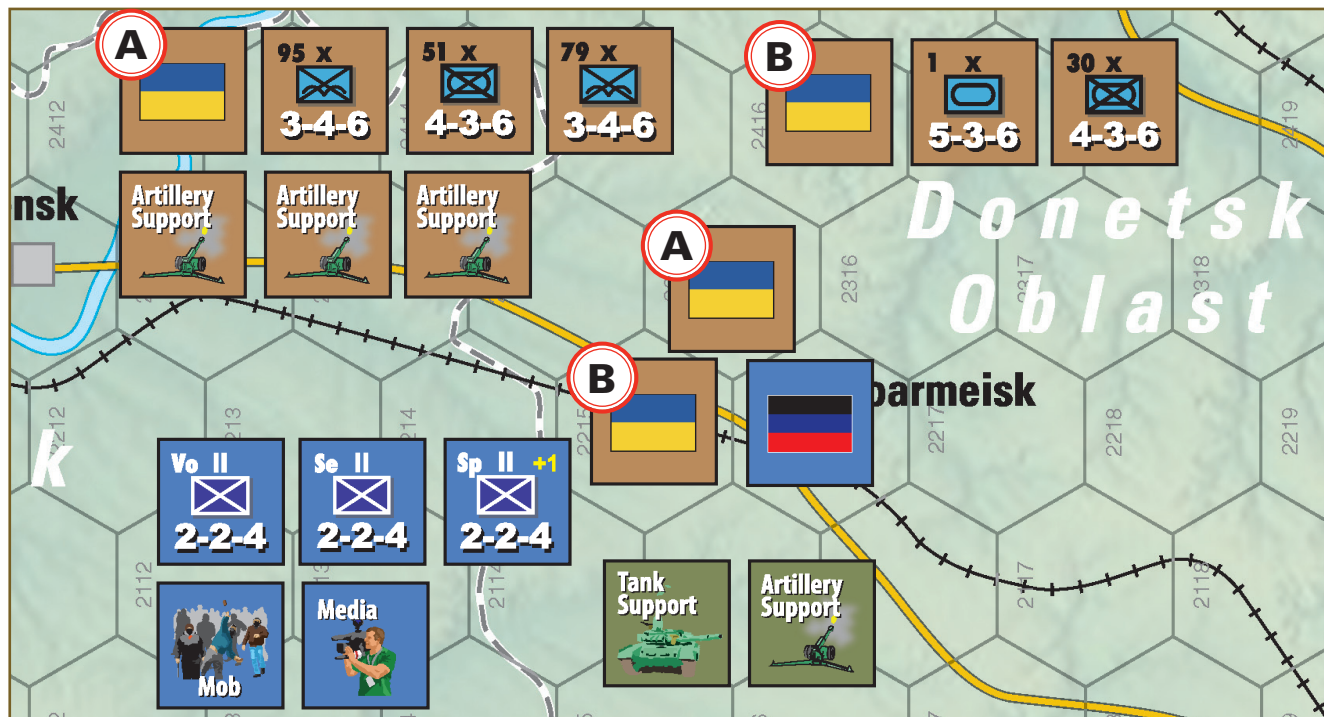
It is the Ukrainian Combat Segment of Turn 6. The Soviets have intervened for the Rebels, and Western Support is in effect for the Ukrainian side.

The Ukrainian forces are conducting a major offensive to take control of Kasnoarmeisk to open the way to Donetsk.

The rebels are holding the town in force. The Rebel force is represented by the Republic of Donetsk Flag. It consists of the units pictured above. The Ukrainians consist of two stacks labeled A and B. Each side has support counters available as shown.

Both players check to determine if all participating units are in supply (12.0). All units are determined to be in supply and do not suffer the penalties for out of supply units described in 12.4.

Note: If Ukrainian stack "B" had been in hex 2217, the Rebel units would still be in supply since they are in a supply source (12.2).

The Ukrainian player first totals all participating unit's attack factors. He has a total of five units adjacent with a total attack factor of 19. The Rebel force consists of three units with a total of 6 defense factors. Using the procedures outlined in 8.0, the combat ratio is "3-1". The players now place support markers (8.4) the Ukrainian player (attacker always places first) places one artillery counter, and the Rebel player then places his tank support counter. The Ukrainian player then places another artillery counter, with the Rebel player deciding to withhold his artillery support counter. The Ukrainian player then places his last artillery support counter. Neither player placed a support counter that

could nullify an enemy counter (8.5), so the Ukrainian player receives a total of two shifts in his favor (right shifts on the CRT). The defender is in a town, meaning the Rebel forces receive one shift in their favor (left shifts on the CRT) and since the Rebel force consists of one unit with a "+1" proficiency modifier, the Rebel player receives one additional shift in his favor. Both sides have a total of two shifts in their favor, resulting in no shifts being awarded.

The Ukrainian player then rolls one die and consults the CRT. The die roll is "6" resulting in a combat result of 0/2. The Rebel player decides to conduct a retreat rather than lose two of his three units. He rolls one die resulting in a "3". He then eliminates one unit (the Vo Battalion) and then retreats the remaining two combat units and the media counter three hexes south east along the road. The mob counter remains in the hex.

Even though, the western support marker has been moved to the support track (5.0), the Ukrainian player cannot advance into the defender's hex (9.1). He will have to wait until the end of his next movement segment until he can eliminate the mob counter and then only if the Rebel player does not move a combat unit back into the town during his ensuing movement segment.

Since the media counter was retreated the Ukrainian player must roll on the Media Counter Effects Table. A mob counter is present, so he would subtract two from the die roll. He rolls a six and subtracts two for a result of four. There is no effect.

UKRAINIAN PLAYER AID CARD

Western Support Level							
-3	-2	-1	0	+1	+2	+3	+4

If MH-17 is shot down increase Western Support by two levels.

If the Ukrainian player modifies a ceasefire attempt reduce Western Support by two levels.

Media Counter Effects may modify Western Support

Whenever a unit that is stacked with at least one media counter conducts an attack against an enemy unit (or declares the elimination of a mob counter), the owning player must roll one six-sided die and consult the Media Counter Effects Chart on the map.

Ukrainian Force Pool

Ukrainian Eliminated Units

Ukrainian Available Support Markers
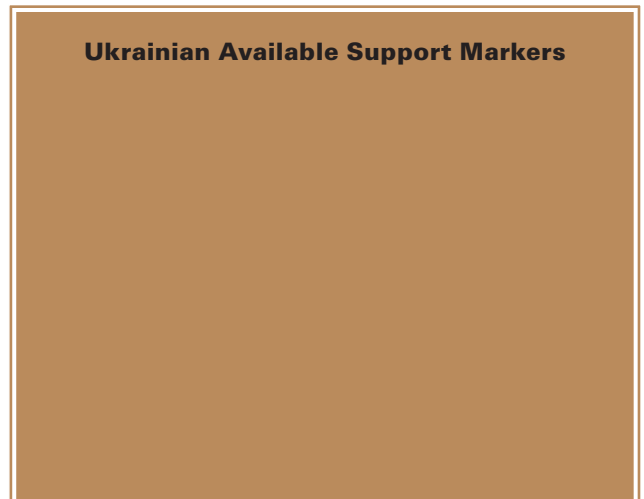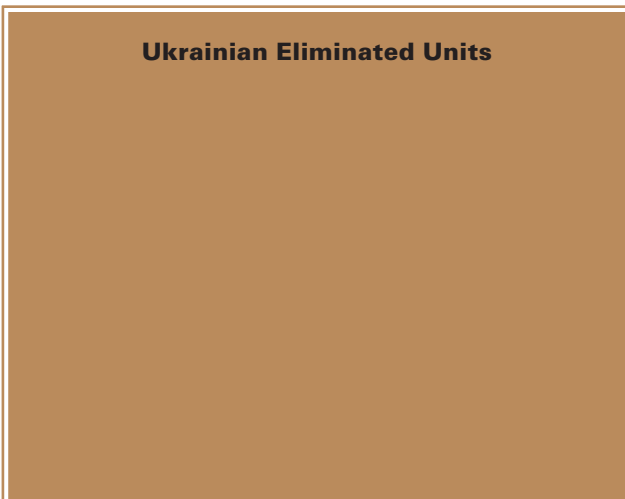
All Ukrainian reinforcements must arrive in any friendly towns and/or cities in the Kharkiv and/or Dnipropetrovsk oblasts (not in any other oblasts).

- Reinforcements cannot be placed in an EZOC.
- Stacking restrictions must be complied with.
- If there are no friendly towns and/or cities available reinforcements must be placed on any western map edge hex(s) that are not occupied by Rebel or Russian units.
- Support counters are placed in the Ukrainian Support Counter Available Box. They are available until used by the Ukrainian player in that or any later game turn.

REBEL PLAYER AID CARD

Western Support Level							
-3	-2	-1	0	+1	+2	+3	+4

Whenever a unit that is stacked with at least one media counter conducts an attack against an enemy unit (or declares the elimination of a mob counter), the owning player must roll one six-sided die and consult the Media Counter Effects Chart on the map.

Rebel Force Pool

Rebel Eliminated Units

Rebel Available Support Markers

All Rebel reinforcements must arrive in any friendly towns and/or cities.
- Donetsk units must arrive in the Donetsk oblast.
- Luhansk units must arrive in the Luhansk oblast.
- Reinforcements cannot be placed in an EZOC.
- Stacking restrictions must be complied with.
- If there are no friendly towns and/or cities available to the Rebel player, then no Rebel reinforcements may arrive.
- Support counters are placed in the Ukrainian Support Counter Available Box. They are available until used by the Ukrainian player in that or any later game turn.

On game turn four, at the beginning of the Reinforcements and Support Status Phase, the Rebel player adds all Russian units to his force pool.
- Beginning that turn if the Rebel player rolls a "6" or greater when rolling for reinforcements he may choose to take Russian units/support counters.
- All Russian reinforcements must be placed on any eastern map edge hex(es) not occupied by enemy units.
- Reinforcements cannot be placed in an EZOC.
- Stacking restrictions must be complied with.
- Support counters are placed in the Rebel Support Counter Available Box. They are available until used by the Rebel player in that or any later game turn.

OPAQUE WAR: UKRAINE, 2014

EXAMPLE OF PLAY (MOVEMENT & SUPPLY)
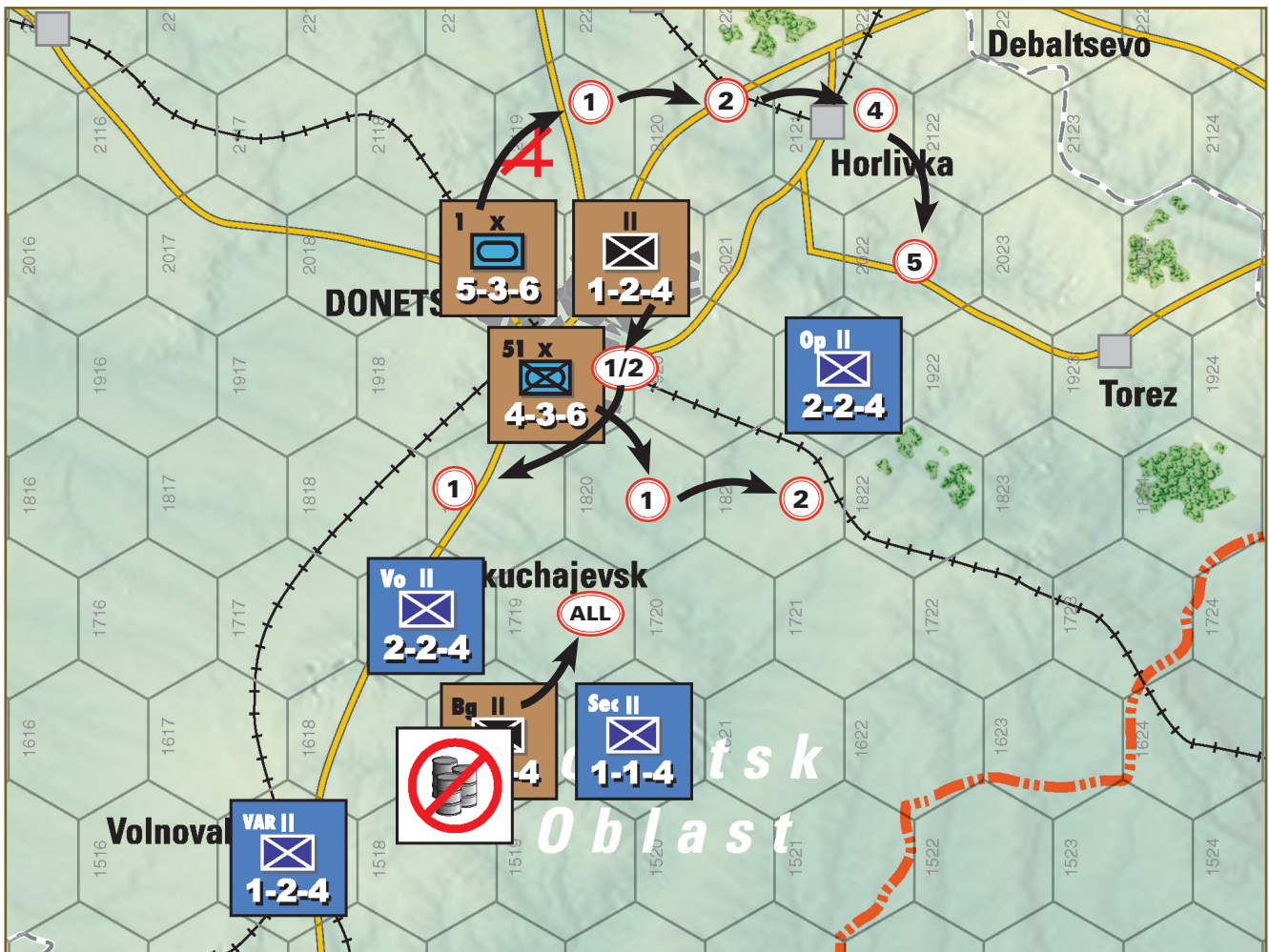
It is the Ukrainian movement segment of game turn 8. The Ukrainians have managed to push through to Donetsk and now are looking to mop up the remaining Rebel forces to the east and south of the city to support their final drive on Luhansk and the checkpoints to the east.

The Ukrainian player checks his units to determine their supply status and finds that the Bg Battalion is out of supply (enemy units and EZOC have the unit surrounded). He places an out of supply marker on the unit. All other units shown are in supply as they can trace a line of supply to either a town or city hex.

First the Ukrainian player moves the 1st Tank Brigade as shown on the map, expending a total of 5 MP. He is required to stop in hex 2022 due to the EZOC projected into that hex by the Op Battalion (7.6). He then moves the militia unit from hex 2020 to hex 1819. By following the road, he expends ½ a MP per hex, for a total of 1 MP expended. That unit is also required to end its movement due to an EZOC. Next, he moves the 51st Mech Brigade as shown on the map expending a total of 2 MP.

The Bg Battalion is out of supply and thus has a MA of 2 (12.4). He moves the unit into hex 1719, and even though he only expends 1 MP, the unit must stop when entering an EZOC (7.6).

At this point the Ukrainian player ends his movement segment. He decides to declare an attack using both the 1st Tank and the 51st Mech Brigades. After declaring the attack both players check for supply and the Rebel player notes that the Op Battalion is out of supply and will thus suffer a one right shift on the CRT (12.4).

Neither player has any support counters available. The Ukrainian player has a total of 9 combat factors compared to the Rebel's 2 combat factors, resulting in a 4-1 combat ratio. The Ukrainian player consults the CRT and rolls one die on the 5-1 column resulting in a 0/2 result. The Rebel player has no choice but to eliminate his unit. He removes it from the map and places it in the Rebel Eliminated Units Box. The unit is permanently removed from the game and not returned to the Force Pool (8.12). The Ukrainian player could advance either or both attacking units into the vacated hex, but in this case decides to leave them in their current hexes.

8.1 Target Limitation
An enemy occupied hex may be attacked in one combat segment by as many units as can be brought to bear from one, some, or all the surrounding hexes, but no more than one hex may be the object of a single attack.

8.2 Indivisibility of Units
No single attacking unit may have its attack factors divided and used in more than one combat. Likewise, no defending unit may divide its defense factor amongst different hexes or other units.

8.3 Stack Attacking
It is not required for every unit in a stack to attack a target hex just because some units in that stack are doing so. Some units in a stack may attack a different adjacent target hex, or not at all, as the owning player prefers.

8.4 Support Counters
At this point, the attacking player may (but is never required to) utilize and apply any of his available support counters.

- To do so, the attacking player announces his intention to use one and only of his support counters (of those that he has available), after which the defending player then announces his intention to use one and only one of his support counters.

- Next, the attacking player announces his intention to apply a second support counter (of those that he has available and remaining). The defending player then announces his intention to apply a second support counter (of those that he has available and remaining). The defender may apply a second support counter no matter if the attacker did or did not apply a second support counter.

- Each side continues applying support counters (attacker then defender) until both players announce that they are not committing any additional support counters.

- Either player may always decline to play a support counter (or they may not have any available) in which case the other player may still play his next support counter normally.

- A player must always be given the opportunity to play his next support counter (if he decides to do so). This does not disallow his opponent from playing his next support counter.

- Once a player has played a support counter, he may not retract it unless his opponent graciously allows it.

- There is no limit to the number of support counters that each side may play (if they are available)

- Support counters that are used during a combat segment are expended immediately regardless the result of the combat they are applied to. An applied support counter is returned to a player's own force pool until it becomes available again.

- Each support counter shifts the currently calculated combat odds ratio one column (rightward if an attacker's support counter, leftward if the defender's support counter). The net result of support counters will determine the final shift on the combat results table.

Example: If there have been three attacker support counters and two defender support counters applied, the net shift to the combat results table would be one odds ratio column rightward in the attacker's favor (three rightward shifts minus two leftward shifts equals one rightward shift).

8.5 Support Counter Nullification
Some support counters, when applied, will specifically nullify other types of support counters.

- A nullified support counter does not shift the combat odds when it is applied and is simply returned to the owning player's force pool for the duration of the current game turn, exactly as if it had been played. This is regardless of which support counter was applied first, so long as they are both applied to the same combat.

- The list of which support counters nullify other support counters is as follows:

  Support Counter Used: Support Counter Nullified
  AA Support: Air Support
  MLR Support: Artillery Support
  Air Support: Tank Support
  Counter Battery: Artillery Support

  Note: *Naval Support is assumed to be warships firing cruise missiles from some distance.*

- A support counter that is nullified is not eliminated, but rather cancelled for the duration of the current game turn.

- No other type of shifts can ever be nullified.

Example: An infantry unit's proficiency/elite shift cannot be nullified by an air support counter.

8.6 City & Town Shifts
- If the defender occupies a city, the combat odds are automatically shifted two columns leftward (in the defender's favor). This is in addition to all other applicable shifts.

- If the defender occupies a town, the combat odds are automatically shifted one column leftward (in the defender's favor). This is in addition to all other applicable shifts.

Map Errata: The Terrain Effects Chart, Town line does not show the one column shift. 8.6 is correct.

8.7 River Shift
If the majority of attacking units are attacking from across a river hexside (regardless of their relative attack factors), the combat odds are automatically shifted one column leftward (in the defender's favor). This is in addition to all other applicable shifts.

8.8 Out of Supply Shift

- If any of the participating attacking units are presently out-of-supply, the odds are shifted two columns leftward in the defender's favor.

- If any of the defending units are presently out-of-supply, the odds are shifted one column rightward in the attacker's favor.

- If an out-of-supply attacking unit is attacking an out-of-supply defending unit, the result would be a shift of one leftward in the defender's favor).

- These shifts are in addition to all other applicable shifts.

8.9 Proficiency/Elite Shift

Certain units have a +1 or +2 printed on the upper right corner of their counters. This simulates units noted for their proficiency, motivation, training, or fanaticism.

- When a "+1" unit is involved in an attack, shift the combat odds one column rightward in the attacker's favor.

- When a "+2" unit is involved in an attack, shift the combat odds two columns rightward in the attacker's favor.

- The inverse is also true. When a "+1" unit is in a hex that is being attacked, it imposes a one column leftward shift upon the attacker

- When a "+2" unit is in a hex that is being attacked, it imposes a two-column leftward shift upon the attacked.

- These shifts are in addition to all other applicable shifts, including multiple units with a proficiency/elite shift.

Example: Two attacking units, each with a +1-proficiency shift are attacking a hex containing one unit with a +1-elite shift and another unit with a +2 shift. The total shifts for elite units in this combat would be one shift in favor of the defender.

8.10 Resolving Combat

After the final odds are calculated (i.e., after all shifts have been added and the net shift determined), the attacker rolls one six-sided die and cross-indexes the die roll result column with the final odds column to determine the outcome (results) of his attack. The attacking player is always free to cancel his attack before he rolls the die, but any support counters that have been played are expended for the remainder of the current game turn. After the combat result is determined implement the effect (8.12).

8.11 Maximum and Minimum Odds

Regardless of the total accumulated shifts, the maximum odds on the combat results table that can be achieved is 5-1, and the minimum odds on the combat results table that can be imposed is 1-3.

8.12 Combat Results

All combat results are expressed as two numbers separated by a slash (e.g., 1/1). The number to the left of the slash always applies to the attacker, and the number to the right of the slash always applies to the defender.

Example: At 4:1 odds, on a roll of three, the combat result is 1/1. That's "1" for the attacker, "1" for the defender.

- The numbers signify the number of "hits" each side must suffer, meaning how many units must be eliminated from amongst their forces involved in that combat.

- The affected player may always choose which one of his participating units is to be eliminated. The type and/or strength of that unit is irrelevant to his decision.

- The attacker must always decide which of his units to eliminate, if any, before the defender decides (if there is more than one unit involved).

- If the result is 0/0, there is no effect to either side.

- Units eliminated due to combat results are removed from the game permanently (they are not returned to the force pool).

8.13 Defender Retreat

The defender (only) has the option to retreat to reduce the number of eliminations that has been inflicted on his own forces (amongst those involved in that combat).

- If he decides to retreat, he rolls one six-sided die and moves all his surviving units (the units that were defending in the attacked hex) a quantity of hexes away from the combat hex equal to the die roll (from "1" to "6").

- A retreating unit or stack must move in the most direct route of contiguous hexes closer to any supply source for that unit, so long as the retreat is the full distance.

   Note: *A decision to retreat must be enforced once a player rolls a retreat die roll. A player cannot, after seeing a retreat die roll, change his mind and not retreat.*

- A retreating unit or stack of surviving units may be moved via any route of the owning player's choice so long as each entered hex is closer to his side's respective map edge than the previously occupied hex. It is permissible for units of a stack to retreat via different routes (so long as each unit is moving closer to its side's map edge). In any case, a retreat must transverse the full distance as indicated by the retreat die roll.

- A retreat may never:
  - Enter an enemy-occupied hex.
  - Enter any prohibited terrain (such as an all-sea hex).
  - Enter a hex where it would become overstacked (after its retreat, not during its movement).
  - Enter an EZOC.

- If any unit is unable to fulfill a retreat without violating the requirements, it is eliminated.

8.14 Benefit of a Retreat

If a player opts to retreat, regardless of the retreat die roll, he may reduce the hits inflicted upon the combat hex by one (-1).

Example: If the combat result is 0/3 (the defender must eliminate three of his units), he is only required to lose two of his units instead of three. The surviving two units would then therefore retreat as explained above.

- The defending player always chooses which of his units will be eliminated and which will retreat, but he must always make this decision before rolling the retreat die roll.

8.15 Advance After Combat

If an attack eliminates or forcibly retreats all defending units, the attacking player may (but is not required to) move one, some, or all the attacking units into that vacated hex.

- Advancing units must comply with stacking restrictions in the combat hex.

- Advance after combat does not cost MP (it is a free move).

- Units that advance after combat can advance only one hex (into the hex formerly occupied by the defender). The number of hexes that the defender retreated has no bearing on advance after combat.

9.0 MOB & MEDIA COUNTERS

Mob and Media counters represent a new dimension in modern warfare.

9.1 Mob Counters

Mob counters cannot move, attack/defend, and do not project a ZOC. They exist in towns (per the set-up) and represent an unfriendly insurgency there. A Ukrainian unit may never enter a town (either as normal movement, an advance after combat, or a retreat) while an opposing mob counter is present in the hex.

- A mob counter has no effect on any normal combat that occurs in its hex, but it is also not affected by combat.

- If a mob counter is not stacked with any Rebel combat units and is adjacent to any Ukrainian combat units at the end of the Ukrainian movement segment. The Ukrainian player may, declare the automatic elimination of the mob counter. This elimination does not constitute an attack.

- If the Ukrainian player eliminates a mob counter, he must move at least one combat unit into the hex. This move does not cost MP.

Example: During the Ukrainian combat segment of turn two, the Ukrainian player attacks a town containing one Rebel combat unit and a mob counter. The combat results in the elimination of the Rebel unit, but since the hex contains a mob counter the Ukrainian player may not advance after combat into the hex. At the end of the Ukrainian movement segment of turn three, the Ukrainian player elects to eliminate the mob counter. He may then move one of his adjacent combat units into the hex.

- Each time that a mob counter is eliminated, the western support marker is moved up the turn track from turn two box, to the next box (i.e., thereby delaying Western support).

Exception: If the adjacent Ukrainian units are stacked with a "Non-Lethal Equipment" counter (13.0) the western support marker is not moved.

Note: After the Western Support Marker is moved from the GTRT, mob counters still effect Ukrainian movement, advance after combat and the Media Counter Effects die roll.

Note: The back of some Ukrainian flag counters are printed with a mob icon; these are for a possible future expansion game in the Ukraine, which is yet to be determined at the time of this game's publication, so ignore them for now.

9.2 Media Counters

The purpose of a Media counter is to sway world opinion towards its own side (represented by victory points). The

- Media counters are available to both sides (either as starting units or reinforcements).

- They may be stacked ("embedded") with and be moved with any friendly unit or stack, but have no other capabilities. They cannot move or conduct any other action if not stacked with a friendly combat unit.

- If a unit or stack that is embedded with a media counter is eliminated or retreated, the attendant Media counter is likewise eliminated or retreated. It may not be used to satisfy combat losses.

Designer's Note: Media counters represent public relations operations which may influence public opinion in the U.S., the European Union, and/ or Russia, which in turn may put pressure on their side to end the war.

- Whenever a unit that is stacked with at least one media counter conducts an attack against an enemy unit (or declares the elimination of a mob counter), the owning player must roll one six-sided die and consult the Media Counter Effects Chart on the map.

- Modify the die roll using the Die Roll modifier at the bottom of the chart if applicable.

- Cross reference the modified die roll with the result and implement the effects.

Note: If combat involving embedded media occurs during the first game turn (before Russian support is available), no die is rolled yet (in other words, the media has not yet figured out exactly what is going on)

10.0 REINFORCEMENTS

Reinforcements are units that enter the game after the initial set-up. Reinforcements are determined during the Reinforcements and Support Status Phase and are placed on the map at the beginning of each player's movement segment.

10.1 Ukraine Reinforcements

After completing the initial set-up, all remaining Ukrainian units and counters are placed face down in the Ukrainian Force Pool. The Ukrainian player may examine the units.

- Beginning on game turn two, during the Reinforcements and Support Status Phase, the Ukrainian player consults the Ukrainian Reinforcements Chart on the map.

- He rolls one die and modifies the result by the current Western Support level to his die roll.

- If the Western Support Level is a negative number subtract the number from the die roll. If it is a positive number, add it to the die roll.

- Cross reference the modified die roll with the Reinforcements Received this Turn.

- The Ukrainian player may choose which reinforcements he receives, provided they are taken from his current force pool.

- A chosen reinforcement can be a unit, support counter, or any other kind of game piece that is currently available in the force pool.

- A player cannot refuse to take available reinforcements (if available).

- If there are insufficient reinforcements available at that time, the excess number of reinforcements are lost.

10.2 Rebel Reinforcements
After completing the initial set-up, all remaining Rebel units and counters (not Russian) are placed face down in the Rebel Force Pool. The Rebel player may examine the units.

- Beginning on turn one, during the Reinforcements and Support Status Phase the Rebel player consults the Rebel Reinforcements Chart on the map.

- He rolls one die and modifies the result by the current Russian Support level to his die roll.

- If the Russian Support Level is a negative number subtract the number from the die roll. If it is a positive number, add it to the die roll.

- Cross reference the modified die roll with the Reinforcements Received this Turn.

Important: When rolling for Rebel reinforcements during turns one through three, if the modified die roll is a six, the Rebel player may not use Russian units as reinforcements.

- The Rebel player may choose which reinforcements he receives, provided they are taken from his current force pool.

- A chosen reinforcement can be a unit, support counter, or any other kind of game piece that is currently available in the force pool.

- A player cannot refuse to take available reinforcements (if available).

- If there are insufficient reinforcements available at that time, the excess number of reinforcements are lost.

10.3 Russian Reinforcement Arrival & Placement
On game turn four, at the beginning of the Reinforcements and Support Status Phase, the Rebel player adds all Russian units to his force pool.

- Beginning that turn if the Rebel player rolls a "6" or greater when rolling for reinforcements he may choose to take Russian units/support counters as part or all his available reinforcements that turn.

- All Russian reinforcements must be placed on any eastern map edge hex(es) not occupied by enemy units.

- Reinforcements cannot be placed in an EZOC.

- Stacking restrictions must be complied with.

- Support counters are placed in the Rebel Support Counter Available Box. They are available until used by the Rebel player in that or any later game turn.

10.4 Ukrainian Reinforcement Placement
All Ukrainian reinforcements must arrive in any friendly towns and/or cities in the Kharkiv and/or Dnipropetrovsk oblasts (not in any other oblasts).

- Reinforcements cannot be placed in an EZOC.

- Stacking restrictions must be complied with.

- If there are no friendly towns and/or cities available to the Ukrainian player, all Ukrainian reinforcements must be placed on any western map edge hex(es) that are not occupied by Rebel or Russian units. The hex cannot be in an EZOC.

- Support counters are placed in the Ukrainian Support Counter Available Box. They are available until used by the Ukrainian player in that or any later game turn.

10.5 Rebel Reinforcement Placement
All Rebel reinforcements must arrive in any friendly towns and/or cities.

- Donetsk units must arrive in the Donetsk oblast.

- Luhansk units must arrive in the Luhansk oblast.

- Reinforcements cannot be placed in an EZOC.

- Stacking restrictions must be complied with.

- If there are no friendly towns and/or cities available to the Rebel player, then no Rebel reinforcements may arrive.

- Support counters are placed in the Ukrainian Support Counter Available Box. They are available until used by the Ukrainian player in that or any later game turn.

11.0 FLIGHT MH-17
Whenever the Rebel player plays an AA support counter, he must roll one six-sided die to determine if he has shot down Flight MH-17.

- Consult the Flight MH-17 Chart on the map and roll one die.

- If MH-17 is shot down, place the MH-17 crash site marker in the combat hex where the SAM was applied.

- If the result is no effect, the AA support counter is used normally (i.e., it nullifies a Ukrainian air support counter).

- When the MH-17 Crash Site counter is placed, that hex thereafter becomes a Ukrainian victory objective (16.0).

- Additionally, and regardless of which side controls the MH-17 crash site hex, the Western Support level is increased by two levels.

12.0 SUPPLY

All units must be in supply to function without penalty. To be "in supply", most units need to have an uninterrupted line of supply from their supply source to the unit being checked for supply.

- Supply status is checked for each friendly unit at the beginning of that player's movement segment. Units found to be out of supply at that time, remain out of supply throughout the movement segment. At the end of the segment friendly units that have a valid line of supply may remove their out of supply marker.

- Supply status is checked (for both the attacking and defending units) at the instant a combat is declared. prior to that unit beginning its move and for all units (both attacker and defender) when conducting combat.

- A line of supply may be of any length.

- A line of supply may not enter an enemy occupied hex.

- A line of supply may not be traced out of a hex in an EZOC but may be traced into a hex in an EZOC unless that hex is occupied by a friendly unit.

- Each faction of the game has a different supply source.

   Note: *Counters, such as mob and media counters, are never subject to supply requirements.*

12.1 Ukrainian Supply Sources
Any Ukrainian towns and/or cities in any oblast that is not enemy-occupied and/or within an EZOC is a supply source for all Ukrainian units.

12.2 Rebel Supply Sources
Any Rebel-controlled towns and/or cities in any oblast that is not enemy-occupied and/or within an EZOC is a supply source for all Rebel (but not Russian) units.

12.3 Russian Supply Sources
Any Russian Federation map edge hex is a supply source for all Russian (but not Rebel) units.

12.4 Out of Supply Penalties
If a unit is, at any time, out of supply per the above stipulations, place an out of supply counter on that unit. A unit that is out of supply suffers the following consequences:

- Its movement allowance is halved.

- Any attack involving an out-of-supply unit suffers a two-column left shift.

- Any attack against a hex containing an out-of-supply unit receives a one-column right shift.

- An out-of-supply unit may not utilize Non-Lethal Equipment counters.

12.5 Supply Line Security
EZOC are negated for supply purposes (both supply lines and supply sources) if occupied by a friendly unit. Mob and/media counters do not negate EZOC.

12.6 Restoring Supply
An out-of-supply unit is in supply again at the instant that it can trace a legal line of supply to a valid supply source.

13.0 SPECIAL MARKERS
Special markers are support markers that have special abilities. They are held in their respective Support Marker Available Box until used. After use they are returned to their respective Reinforcement Pool. The game includes three special markers:

   Non-Lethal Equipment
   Tactical Communications
   Counter-Battery Radar

13.1 Non-Lethal Equipment.
These markers may arrive as reinforcements. Non-lethal equipment counters are placed with Ukrainian units.

- Non-lethal counters are placed prior to the resolution of a declared attack.

- They prevent the delay of western support when an Ukrainian unit is used to eliminate an enemy mob counter.

- They may also modify the Media die roll (9.0).

- When used for either of the above two procedures, return the non-lethal counter to the Ukrainian Reinforcement Pool.

13.2 Tactical Communications
These markers may arrive only as possible Russian reinforcements (as of game turn 4 or later).

- Tactical Communications markers are placed during the Rebel movement segment.

- They are placed by the Rebel player on any enemy occupied hex. All enemy units in that hex are revealed.

13.3 Counter-Battery Markers
These markers only arrive as possible reinforcements (as of game turn 4 or later).

- Counter-battery markers are used by the Rebel player to nullify any Ukrainian artillery support counter (8.5).

- One counter-battery counter, nullifies one artillery support counter.

14.0 RUSSIAN INTERVENTION

Russian intervention depends entirely on the Rebel player's reinforcement die roll.

- Russian intervention cannot happen prior to turn four.

- Starting with turn four, the Rebel player may receive Russian units as reinforcements on any turn when his modified reinforcement die roll is six or greater.

- A maximum of four Russian units may arrive each game turn, but only if the reinforcement die roll is six or greater.

- Russian units, once in play, remain in play until eliminated (even if the Russian Support Level falls into the negative on the support level track). Russian support markers brought in as reinforcements remain with the Rebel player until used.

- Russian intervention does not permit Ukrainian forces to enter the Russian Federation portion of the map. This territory is off limits to the Ukrainians throughout the game.

- Rebel units may not enter the Russian Federation, and cannot trace supply to any Russian supply source. They do not exert a ZOC into a Russian Federation hex.

15.0 CEASEFIRES

A ceasefire may automatically occur at the end of game turn 5 and later.

- During the End of Turn Phase of each game turn starting with game turn four, the Rebel player must roll one six-sided die: if the die roll is 1-3, a ceasefire is imposed at the beginning of the next game turn.

- The Rebel player must roll each game turn to determine if a ceasefire is imposed each following game turn. This is true even if a ceasefire was in effect during the current game turn.

15.1 The Minsk I & Minsk II Agreements

If the Ukrainian player does not want a ceasefire, he may announce his intention to impose a "+2" die roll modifier to the ceasefire roll. If the modifier is applied, the Rebel player immediately:

- Is awarded one victory point (regardless of the result of the ceasefire die roll); and;

- Western Support is immediately reduced two levels on the track.

If the Ukrainian player declines to modify the ceasefire die roll, the Rebel player may then announce his intention to impose a "+2" die roll modifier to the ceasefire roll. If the modifier is applied, the Ukrainian player immediately:

- Is awarded one victory point (regardless of the result of the ceasefire die roll).

- Russian support is not affected by an attempt to end the ceasefire.

15.2 Effects of a Ceasefire

During a turn when a ceasefire is in effect:

- The movement allowance of all units is halved.

- Rail movement is not allowed.

- No units can move adjacent to an enemy unit. Units that begin their movement segment adjacent to enemy units are not required to move away.

- Combat is not allowed for either side.

16.0 VICTORY

At the end of the last game turn, victory is determined by the amount of victory points accrued by the Ukrainian player.

+1: If Luhansk (2427) was last occupied by Ukrainian units.
+1: If Donetsk (all three hexes must be occupied 2019, 2020, & 1919) was last occupied by Ukrainian units.
+1: If all checkpoint hexes were last occupied by Ukrainian units.
+1: If the Donetsk airbase (2119) was last occupied by Ukrainian units.
+1: If the MH-17 crash site was last occupied by Ukrainian units.
-1: Each time the Ukrainian player attempted modify a ceasefire die roll.
+1: Each time the Rebel player attempted to modify a ceasefire die roll.

- If the Ukrainian player has accrued 7 or more victory points at the end of the last game turn, he is the winner.

- If the Ukrainian player has accrued 3 to 6 victory points, the game is a draw.

- Any other result is considered a Rebel victory.

Map Errata: Victory Assessment Chart on the map, incorrectly shows a +1 (to Rebel) line. 16.0 is correct.

16.1 Rebel Automatic Victory.

At the end of the game, the Rebel player wins an automatic victory if Novoazovsk (1120), all three Mariupol hexes (1218, 1117, & 1118), and hex 1006 are all controlled by Rebel or Russian units (that are not out-of-supply).