

MW27 MODERN BATTLES KALININGRAD & MOSUL

Total Counters: 6

All counters are variant counters for the Mosul Scenario. They are Truck Bomb units. They are treated as standard ground combat units (2.3). They start the scenario in ISIS command boxes as labeled on the counters.

Exception: After conducting an attack, they are permanently eliminated, no matter the result.

MW29 PUTIN'S WAR

Total Counters: 37

Garrison Units: 20 counters. Replaces original counters that were not back printed.

German Army: One counter. The German Army should be substituted into the Allied order of battle in place of the version of that counter that came with the game. That is because the Germans recently demobilized one of the three divisions (13th Panzer Grenadier) that made up that formation.

Russian OGT Division: One counter. Replaces original counter to show correct organizational structure.

76th, 98th SF Divisions and 83rd SF Brigade: Three counters. Replaces original counters.

Add the following counters to the Russian Order of Battle: Seven counters.

- 1st Guards Red Banner Tank Army (1GRBT): Placed as outline in 3.0.
- 8 and 40 Combined Arms Armies: Placed as outline in 3.0.
- 45th SF Brigade and the 106th SF Division: Placed as outline in 3.0.
- Donets People's Republic Army (DPRA). Sets up in hex 2605. This hex is now Russian controlled. The DPRA may only move and attack not hexes of the Ukraine.
- Black Sea Fleet Coastal Defense Command (BSFCDC). Sets up in hex 2908. This hex is now Russian controlled. The BSFCDC may only move and attack into Black Sea coastal hexes (including hex 2907).

Make the following changes to the Allied Order of Battle: Five counters.

- Remove the three Ukrainian corps counters that came with the game. They have been superseded by the organizational scheme represented by the new Operational Commands East (OCE), North (OCN), West (OCW) and South (OCS). Substituted these units into the Ukrainian order of battle in place of the deleted corps.
- Add the Ukrainian ad hoc AZ (Azov) regiment into the Allied SF order of battle. This unit may only be used to support battles inside Ukrainian territory (including 2908 & 2605).

Optional US Units: Two counters. Due to popular demand, we have provided two US units that can be added to the counter-mix: a Marine Corps Expeditionary Force (MEF) and the US Army Europe (EU). Players should feel free to devise their own optional rules for their deployment.

11.0 Optional Russian Nuclear Attacks

Official Russian doctrine is that they will, if necessary, use tactical nuclear weapons to ensure the defeat of any invasion of their homeland. The following rules are written so as to model that doctrine and its effects in this potential war. Only the Russian player may make nuclear attacks. The assumption is, if both sides started doing so the game would effectively be over.

11.1 Targeting Eligibility

The Russian player is allowed to target any non-city hex on the map inside Russia proper that doesn't at that moment contain any of his own side's ground units. No city will ever be nuked during play.

11.2 Attack Resolution

Nuclear attack is an action that cost 1 AP each time it's used (5.8). When he announces he wants to make one, the Russian player openly rolls one die and then both players consult the Nuclear Attack Table to find the row corresponding to the terrain in the hex being attacked. The die roll result is cross-indexed with that line. Apply those results and the action is over.

Nuclear Attack Outcomes Table

Terrain Type <input type="checkbox"/>	Die Roll <input type="checkbox"/>	1	2	3	4	5	6
Forest	No Effect	R	R	R	E	E	E
Marsh	No Effect	R	R	E	E	E	E
Clear	No Effect	R	E	E	E	E	E
							Outcome <input type="checkbox"/>

No Effect = Nothing happens; the targeted forces survived intact.

R = Eliminate one-step from the unit in the hex. That unit may not move or attack for the remainder of this turn. If

attacked conventionally, that attack gains a 1R column shift advantage. To indicate that disrupted status, put the blast marker atop the unit until the end of the turn and then move it beneath the unit.

E = Eliminate the unit in the target hex, no matter its step strengths.

11.3 Strategic Nuclear Exchange or Putin Overthrown

As a last step in the resolution of every nuclear attack, the Russian player rolls two dice. If the total rolled is two, the game is over due to the fact his tactical nuclear strike triggered an all-out strategic nuclear exchange between the two sides. All human life on Earth ends, and the Allied player is considered to have won the game on moral grounds. If the result is a 12, the game is also over, this time due to the overthrow of the Putin regime by dissident elements within his government and the military. Again, the Allied player is considered to have won the game, but this time on practical grounds.

11.4 Blast Markers

Within the strictures given above, there is no limit on the number of times any given hex may be nuked per AAP or over the course of a game. Each time a strike is made into a hex, no matter the result, place a mushroom cloud blast marker there (players will have devise their own markers). If there are one or more blast markers in a hex, the normal entry costs for the in-hex terrain there are increased by one.

MW32 OPERATION MUSKETEER

Total Counters: 4

Replace original counters (same unit IDs) with the corrected counters. Original counters printed with incorrect unit type symbols.

MW33 ISIS WAR

Total Counters: 2

IX Turk Infantry Corps: Replaces one of the IX corps reduced counters originally with 2 strength.

G+B Kurd Static Garrison Brigade: Replaces original counter with incorrect unit ID.