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

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 @ 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
The Coming War in Eastern Europe

1. 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. Map

The game map represents the military significance of Poland and neighboring states in the near future. A hexagon (“hex”) grid has been printed over it to regulate unit placement and movement similar to the way squares are used in Checkers and Chess. But an area 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 #2017), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.1 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.

2.2 Counters

There are 128 counters in the game (also referred to as “units” and “unit counters”), 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: Pale units on a purple background
  - Belarus Army: Maroon units on a green background
- **POLISH UNITS**: Green units on a brown background
- **ITALIAN UNITS**: White units on a orange background
- **ROMANIAN UNITS**: Blue units on a yellow 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, Slovakia at war with Russia throughout the game.

**Optional Units**

Red units on a blue background

**Italian Interventions**: Green units on a orange background

**Romanian Unites**: 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 Involk Wolf brigade is printed with “7W,” 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 Assault units in the game is only five (5) while moving like a normal land unit, but they are capable of a special airborne movement (see 8.2 and 9.0).

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

2.7 Strong Step

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** = 1923
- **7th Coastal Defense** = 1723
- **12th Mechanized** = 2214
- **9th Artillery** = 2431
- **19th Mechanized** = 2518
- **20th Mechanized** = 2017

**Polish Turn 2 Reinforcements**

- **15th Mechanized**
- **9th Mounted**
- **330th Naval Infantry**

**Note**: Except for the 238th Naval Infantry, these units represents the 58th Army of the Southern Military District entering the theater.

**Belarus Set-up (anywhere in Belarus)**

- **5th Mechanized**
- **22nd Mechanized**
- **31st Mechanized**
- **21st Armored**
- **21st Mounted**
- **20th Mounted**
- **19th Artillery**
- **20th Artillery**
- **78th Air Artillery**

**Note**: These units represent the 5. Army of the Central Military District entering the theater.

**Czech Republic Set-up**

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

**Ukraine Set-up (anywhere in Ukraine)**

- **1st Armorled**
- **17th Armored**
- **24th Mechanized**
- **78th Air Artillery**

**Belarus Set-up (anywhere in Belarus)**

- **38th Mobile**

**Belarus Set-up**

- **5th Mechanized**
- **22nd Mechanized**
- **31st Mechanized**
- **21st Armored**
- **21st Mounted**
- **20th Mounted**
- **19th Artillery**
- **20th Artillery**
- **78th Air Artillery**

**Czech Republic Set-up**

- **4th Armored**
- **2623**

**Czech Republic Set-up**

- **7th Mechanized**
- **2623**

**Russia Set-up (anywhere in Russia)**

- **27th Motorized** (reduced)
- **20th Motorized**
- **19th Mounted**
- **9th Artillery**
- **28th Artillery**

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

- **12th Motorized**
- **16th Motorized**
- **16th Motorized**
- **205th Motorized**
- **4th Armored**
- **5th Guards Mechanized**
- **6th Mounted**
- **9th Motorized**
- **330th Naval Infantry**

**Polish Turn 2 Reinforcements**

- **8th 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**

- **9th Mechanized** = 3118

**Hungarian Turn 3 Reinforcement**

- **25th Infantry = 3118**

**Slovakia Setup**

None

**Slovakian Turn 2 Reinforcements**

- **1st Mechanized = 2501**
- **2nd Mechanized = 2502**

**Lithuanian Set-up**

- **Iron Wolf Mechanized = 1415**

**Czech Republic Set-up**

None

**2.8 Other Counters**

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

**GAME TURN**
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 many any eliminated air unit may be repurchased during each Replacement with his available replacement points.

**Figurine Note:** Once US intervention occurs, the Allied player will automatically receive six more (CAS and AAC units, 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 many Cyberwar markers for each purpose 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 any 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 AAC units, 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.

### **3.3 Replacement Arrival**

**Replacements**, when they arrive on the map, must arrive where indicated. If a replacement 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 may be repositioned during the Gulf War), especially before the U.S. intervenes on behalf of Poland.

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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 the next player’s own Replacement Phase (see 10.4), and must be returned to the Cyberwar Track directly, not the Cyberwar (CW) Table.

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Representing the fact that current deployments may be repositioned during the Gulf War), especially before the U.S. intervenes on behalf of Poland.
The Coming War in Eastern Europe

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. Each turn is divided into two distinct phases: Allied Player Turn and Russian Player Turn.

5.1 Game Turn Sequence

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 (or 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 (or the map to increase his own side’s Cyberwar “Level”), each player may activate any of his own land units to attack any enemy land units that 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. Allied Interdiction Placement Phase

The Allied player may place CAS units atop any Russian land units to interdict their movement. Pending reinforcements may not be interdicted, however (see 13.7).

C. Allied Movement & Reinforcement Phase

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

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 ended 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 stepped out of the stack at any time (see 6.2), 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 Stack 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 continuous highways from each of his own units to any friendly city or capital hex (only as of the end of his own Movement Phase). Stacking may not be interdicted here, 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 unit at all (including any units that have not moved at all) 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 supply path 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 simply out of supply (marked with an Out of Supply marker), its movement is simply halted (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 eliminated 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, or/and 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 boxes immediately surrounding any hex containing one or more land units constitute the “Zone of Control” (ZOCS) of the unit(s) in
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 of different players 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, it must end its movement immediately and cannot move into the hex occupied by any friendly land unit. The movement of a land unit that enters any E77 Motorway hex from an E77 Motorway hex is also immediately affected, 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’ movement carefully, and always move an E77 Motorway hex at the beginning of a Movement Phase.

### 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 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 as it is capable of moving (except when retreating, see 11.1), and the owning player is free to move or some or all of its own 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.

#### 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 war movement cost does not 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 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 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, 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 enter any enemy unit’s present hex. Furthermore, if a 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 one hex minimum during that ensuing Movement Phase. Interdiction does not affect an unit’s ability to retreat, however.

If any land unit may ever exit the map once it is on the map, it 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 to at least one hex even if its movement factors have been reduced below the movement cost of surrounding or accessible 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 that hex in the terrain on the other side of that river hexside except where a highway is printed astride that river hexside.

#### 9.5 Retreats

Rearm movement only occurs during the unit’s Movement Phase. Once a movement has been initiated, it cannot be reversed and no expenditure of movement factors is required. Terrain movement costs are ignored, as well, although all other movement restrictions apply nonetheless (see 9.2).

#### 9.6 The E77 Motorway

The blue print (highway) on the map coursing from Budapest (3118) to Krakow (3158) 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 an E77 Motorway hex from an E77 Motorway hex is immediately subject to a single six-sided die roll. If that roll is a “1” that entering unit must stop its movement in the hex it entered for that game turn.

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

A single replacement point can never be used to both rebuild an enemy air unit and replenish a Cyberwar marker, but a player is permitted to use some of his allotted replacement points (for the air unit) and some to replenish expired Cyberwar markers. A player may replenish as many Cyberwar markers as he has in unused replacement points, but no replenished Cyberwar marker may be placed directly onto the Cyberwar (CNW) 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 (CNW) Table during any Administrative Segment thereafter.

#### 10.1 Marines

The Russian 33rd and U.S. M. E.U. (Marine Expeditionary Unit) each permitted (but are not required to) enter the map along any Polish northern map-edge hex (1724 to 1480), but are not required to. However, their entry may units into an occupied 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 each 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 repositioned once they are received, and any eligible replacement that is not used (such as might happen if there are no reduced or eliminated units to rebuild that turn).

#### Note:

*No unit is within any enemy land unit’s ZOC, or marked with (1-12) is limited to one hex minimum during that ensuing Movement Phase. Interdiction does not affect an unit’s ability to retreat, however.

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#### Note:
so). That player may announce as many such attacks as he desires, but he is not required to commit all of the combat factors that he rolls during this sequence to the battle at the outset of his Combat Phase; he may simply declare one attack at a time (in any order he chooses). Indeed, the defending player may announce multiple attacks at any time during his 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 hexes. 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 a unit may only be attacked if it 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 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, and add up all of the combat factors of every eligible attacking unit that will be attacking the enemy hex (which may include stacking, 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 a 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 is presently occupying.

2. Divide the attacker’s total combat factors (that will be attacking the defender’s hex) by the defender’s total combat factors (rolling the combat factor game 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 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.” This total is then multiplied by 100 (3 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%-699% 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.

3. **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 combatant 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.

4. **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, or may impose rightward combat shifts. The Terrain Key and cross-reference the same terrain symbol now with the “Combat Shifts” column to determine any 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-adjused 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 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.

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 currently higher than the defender’s, then the attacker may use the Cyberwar Combat Table instead (which is generally more favorable to the attacker, but only if he 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 markers, or simply to have 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 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. The attacker is eligible to Advance After Combat (see 11.2).
   - **AW:** Attacker Withdraws: Every attacking unit must be retreated to an adjacent hex of the attacker’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).
   - **BB:** Bloodbath: At least half of the attacking and defending units (of the surviving 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 defender 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. No Advance After Combat is permitted in this case.
   - **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. The defender is eligible to Advance After Combat (see 11.2).
   - **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). Eliminate every unit that is unable to retreat. No Advance After Combat is permitted in this case.
   - **OR:** Overrun: Every defending unit in the combat hex must be eliminated. The attacker is eligible to Advance After Combat (see 11.2).

   - **AW:** Attacker Withdraws: Every attacking unit must be retreated to an adjacent hex of the attacker’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).

   - **BB:** Bloodbath: At least half of the attacking and defending units (of the surviving 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 defender 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. No Advance After Combat is permitted in this case.
   - **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. The defender is eligible to Advance After Combat (see 11.2).

   - **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). Eliminate every unit that is unable to retreat. No Advance After Combat is permitted in this case.
   - **OR:** Overrun: Every defending unit in the combat hex must be eliminated. The attacker is eligible to Advance After Combat (see 11.2).

   - **AW:** Attacker Withdraws: Every attacking unit must be retreated to an adjacent hex of the attacker’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).

   - **BB:** Bloodbath: At least half of the attacking and defending units (of the surviving 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.
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 that die roll is less than (−1) 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 or SAC air unit in the intervention mission (whether successful or not).

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

- M.E. U. Marine unit
- 1st SAC unit
- 2nd SAC unit
- 3rd SAC unit
- 4th SAC unit
- 5th SAC unit
- 6th SAC unit
- CAS unit
- Airfield

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 Arm.) may be dropped forward of any road (or highway) edge in Austria and/or Hungary (if not occupied by an enemy land unit). However, their movement is ended in that 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 1748), 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 before their arrival on the map.

12.1 Romanian Intervention

Rumania 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 2193). 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 Budapesht, Bratislava, 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 (3432 to 3040). 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 receives at the beginning of the game is listed under rule 3.1. Additional CAS air units will be received as replacements (see 12.9).

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

All CAS air units are kept off the map until they are used. Any CAS air unit or territory, the movement of most of the aircraft possess enough range to reach the battlefields from their presumed forward air bases). Whenever a land combat is announced by either player, both players may choose to use one of their own CAS air units to support the combat宣布 anyone, 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 standing. Nor do they project any ZDC.

When a particular land combat is announced but before a land combat die roll is rolled, the attacking player may choose to place and use a single CAS air unit from their off-map inventory of air units (if any) that may automatically as of the beginning of the next game turn (during the Administrative Phase).

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-map (asumed destroyed), and it 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 losing land combat one way or another.

13.5 SAC (Strategic Air Command)

SAC is commonly known as Air Force Bomber Command. SAC 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 play their CAS air units (regardless of who fired the first shot), but any Cyberwar markers that had been played are expendable and may be played again as a replacement. If, in accordance with the above rule, a dead SAC air unit is supporting the defending land units, any Cyberwar markers that had been played are expended regardless.

To represent everything from inclement weather to harassment, if any player rolls a “1” during his air combat die roll, regardless of Cyberwar modifiers, that player’s SAC air unit is considered aborted and returned to off-map (asumed destroyed), and it 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.

13.6 Returning Off-Map (Out of Support)

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 land 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, however, that die 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 scenarios, or for players to create their own scenario set during a future Modern War expansion. They may be added to any or all bonus counters and are encouraged to negotiate which units to include, but two PRC units (of the Chinese player’s choice) and two Soviet units (of the American player’s choice) are 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 roll.

Example: If the Russian player is attempting to interdict a Major Highway, the U.S. and 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 (from his interdiction die roll). For this example, the Russian player rolls an interdiction die roll of “1” with a minus three, for a total of negative two (−3 + 2). Because the 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.
Russian units which are added automatically, free to choose whatever units from his own additional or matching units a player is always entitled to add (although a player is always entitled to add his matching units before forgoing adding them). This represents Japanese F4 fighters absent from missile batteries.

Assuming, therefore, some hypothetical collapse of tensions 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 seize the initiative—whatever it was all about—quite quickly. Although, ironically, a severe U.S. naval defeat would probably actually expand the war, initially, inssofar as neither political party in the U.S. could remain in power after such a disaster, and would therefore have 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, should a full-blown war occur. If, as Cicero said, money is the sinews of war, the U.S. Navy's dominance in the Pacific may have been 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.

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), than or since, with more under construction until the Pacific war ended. And so it is that China could 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.

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 inescapable. 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 ambiguous venture.) Operationally, the United States would simply need not 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 nucle. 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. Ever, 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 on 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 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 doubtless attack Chinese ports directly, for example, believing that such an escalation would not be necessary...confident that the U.S. 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 itselligences to whatever aims it was hoping to achieve, one being the topping of U.S. hegemonia 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.
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