

REINFORCEMENT/REPLACEMENT COSTS		
Unit	Reinforce	Replace
<b>Russian</b>		
Headquarters	2	4
HQ (Airborne)	4	8
Tank Brigade	1	2
Mech Brigade	1	2
Marine Brigade	1	2
Air Assault Brigade	2	4
Combined Arms Brigade	2	3
Airborne Mech Division	3	6
Special Forces Brigade	2	4
Special Forces Regiment	2	4
Security Brigade	1	1
Paramilitary Brigade	1	1
Cybercadre	3	5
Missile Launch Brigade	2	4
Base	2	3
Fleet	6	N/A
Air Move	2	3
Demonstrator	Via IW	
Increase Air Def. Level by One	3	N/A
Special Weapons	10	N/A
Tactical Reorganization	Via Event	
<b>Ukraine and Moldova</b>		
HQ	2	4
Armor Brigade	2	4
Mechanized Brigade	2	4
Airborne Brigade	3	6
Air Assault Brigade	3	6
Special Forces Brigade	3	6
Infantry Brigade	1	1
Security Brigade	1	2
Paramilitary Brigade	1	1
Cybercadre	4	6
Base	4	6
Air Move	3	4
Demonstrator	Via IW	
Increase Air Def. Level by One	4	N/A
Special Weapons	N/A	N/A

REINFORCEMENT/REPLACEMENT COSTS		
Unit	Reinforce	Replace
<b>US &amp; NATO</b>		
Headquarters	2	4
HQ (Amphibious)	3	5
Marine Division	3	6
Airborne Brigade	2	4
Air Assault Brigade	2	4
Stryker Brigade	2	4
Marine Brigade	2	4
Combined Arms Brigade	2	4
Mech Marine Brigade	2	4
Special Forces Group	1	2
Marine Battalion	1	2
Cybercadre	3	5
Security Brigade	1	2
Peacekeeping Brigade	1	2
Base	2	3
Fleet	5	N/A
Air Move	1	2
Demonstrator	Via IW	
Increase Air Def. Level by One	2	N/A
Special Weapons	10	N/A
FOB	2	3

# UKRAINE 2014 SPECIAL RULES

## COMMAND CONTROL

There are two sides in the game: Russian and Coalition. The Russian player controls Russian and pro-Russian Paramilitary forces. Coalition controls Ukrainian, US, and NATO forces. Moldovan force control depends on the scenario.

## US/NATO INTERVENTION

US or NATO intervention occurs on the turn that the first US or NATO unit, respectively, is placed as a Reinforcement.

## INTEROPERABILITY

Generally, all units on a side are friendly to each other. The following are special cases: Russian, Ukrainian, Moldovan, US, and NATO forces can't draw supply from each other's supply sources.

## MOLDOVA

Russians set up Moldovan units. Then roll one die to see which side Moldova is on:  
 "1-2": Russia.  
 "3": Coalition.  
 "4-6": Neutral.

If Moldova is Neutral, neither side may enter it. See Special Events.

## SPECIAL EVENTS (see Random Events Table)

### #1: Russian Tactical Reorganization

This turn, Russian units may not move, attack, or react in a second or third Impulse. Starting with the next turn, the Russians can make one AirLand Battle attack per combat phase using non-AirLand Battle units. Use the Russian *Tactical Reorganization* marker as a mnemonic. This event can occur only once per game. The Russians can reuse the marker every turn.

### #2: Romania/Moldova

Roll another die:  
 "1-3": Romania Supports NATO: For the remainder of the game, the Coalition may place NATO (but not US) reinforcements in Romanian hexes bordering with Ukraine. They must move out by the end of the turn of placement. The Russians may not move or attack into Romania.  
 "4-5": Moldova becomes a Russian ally.  
 "6": Moldova becomes a Coalition ally.  
 (If Romania or Moldova is already in the game, do not roll for their entry.)

### #3: Crisis Elsewhere

This turn, double the Political Point costs for Russian, NATO, and US Reinforcements and Replacements.

## STARTING POLITICAL INSTABILITY

At the beginning of play, each player rolls two dice. Add the Russian dice total to the starting Political Index and subtract the Coalition total from the starting Political Index.

## STACKING

The ability to stack units in a hex depends on a force's C4I level. The base level for stacking is one. Add to this a number equal to that force's current C4I level. Thus, a force with a C4I of two could stack up to three ground units in a hex.

If a side contains more than one national force, then the stacking limit is that of the lower of the two.

If a force's C4I level is reduced in the course of a turn such that units become over-stacked, then the player must restore the stacking limit by the end of his next ensuing Movement Phase, or those units suffer the normal penalty.

## PARAMILITARIES AND SECURITY UNITS

In the original *Millennium Wars* system, police, guerillas, and mobile militia were grouped together as paramilitaries. This iteration of the game makes a distinction between pure paramilitaries (the latter two) and security units (the former).

Security units require a normal Line of Supply. Paramilitary units do not require a normal Line of Supply.

Security units have a special ability to attack Demonstrators. See below.

## DEMONSTRATORS

Demonstrators represent large numbers of protesters as well as low-level insurrection. Demonstrator counters are not units per se, but rather markers.

## CREATION OF DEMONSTRATOR MARKERS:

A player can create a Demonstrator marker via an Information Warfare attack. Results are:  
**NE, CM, FB:** per the "results" next to the Information Warfare Table.  
**IS1:** the attacking player can place one friendly Demonstrator.

**IS2:** the attacking player can do one of the following: Eliminate one enemy Demonstrator; or Place two friendly Demonstrators.

**ISD:** the attacking player can do both of the following: Eliminate one enemy Demonstrator; and Place two friendly Demonstrators.

## DEMONSTRATOR PLACEMENT

You can place Demonstrator markers on any city or town hexes on the map, regardless of national borders. They can't be placed in Neutral countries.

Demonstrators can be placed in enemy occupied hexes and hexes containing enemy Demonstrators.

Demonstrators may not be placed in hexes other than Cities and Towns.

## DEMONSTRATOR EFFECTS

Enemy units must cease Movement or Advance after Combat when entering a hex containing an enemy Demonstrator. They can move out normally on an ensuing turn.

Units may not retreat into a hex containing enemy Demonstrators.

Ground Lines of Supply may not be traced through, from, or to a hex containing an enemy Demonstrators.

If a force is attacking a hex containing friendly Demonstrators, then shift the CRT column one to the right.

If a force is defending in a hex containing friendly Demonstrators, then shift the CRT column one to the left.

There is a maximum of one shift, regardless of the number of Demonstrators on a side.

If both the attacker and defense have Demonstrators involved, then the shifts cancel out.

A player can't control a hex containing an enemy Demonstrator. A friendly Demonstrator controls a hex as long as there are no enemy units in it.

If both sides have Demonstrator units in hex, or Demonstrators and combat units, then neither side controls the hex.

Demonstrators do not count for stacking. However, you can have a maximum of two Demonstrators in a hex.

Demonstrators are not units. They have no ZOCs, are not affected by supply considerations, etc. They are not affected by combat other than per the section below.

Eliminated Demonstrators may be replaced.

## ATTACKING DEMONSTRATORS

A Demonstrator marker can be eliminated by:

### *Information Warfare*

See InfoWar modified outcomes.

### *A Security attack:*

To conduct a Security attack, a player must have one or more Security units in the hex. (Obviously, there can be no enemy combat units in the hex—the combat is in-hex, not from an adjacent hex.) Each Demonstrator unit has a defense value of “1.” Use only the combat factors of attacking Security units. Resolve combat normally, except:

There are no shifts for terrain.

Combat results are modified as follows:

DE: eliminate all Demonstrators

DD: eliminate one Demonstrator

AE: eliminate one attacking Security unit

All other results: No Effect.

### *Massacres:*

Non-Security units can attack Demonstrators (by themselves or in combination with Security units). Follow the procedure above, except: for each Demonstrator eliminated, shift the Political Index one die roll in favor of the opposing player.

### *Collateral Damage:*

If a hex containing both friendly Combat units and Demonstrators is attacked by regular combat, then a result of DE or BB will cause Collateral Damage. Eliminate all Demonstrators and shift the Political Index one die roll in favor of the opposing player.

### *Special Forces & Peacekeeping Forces:*

For purposes of attacking Demonstrators, Special Forces and Peacekeeping units count as Security units.

## DEMONSTRATOR CONVERSION

You can convert a friendly Demonstrator marker into a Paramilitary during a friendly Reinforcement Phase. Pay one Political Point, remove the Demonstrator, and replace it with a Paramilitary. This works in addition to normal Recruitment of Paramilitaries.

## SPECIAL HQS

The Russians have an airborne HQ and the US an amphibious HQ. These function as normal HQs, with the Airborne and Amphibious Movement special capabilities, respectively.

## BASE UNITS

In the original Millennium Wars, Cities and Towns generally served as Supply Sources. In *Ukraine*, change this to Base units being Supply Sources. Players trace Lines of Supply for each unit to a friendly Headquarters back to a Base. Other supply sources, such as map edges, remain valid.

## RECRUITING

A player can place Reinforcement units on Bases.

## DISRUPTION

A Disrupted Base can provide Supply only to units in its own hex. A Line of Supply can't be traced to it.

A Disrupted base can't be used to place reinforcements.

## PORTS

A base located on a Port (coastal city or town) doubles any Strategic Path traced to it. (For ex: a HQ with a Support Radius of “two” could trace a Strategic Path of four hexes to a Base.)

### *Building/Replacing Bases*

To build or replace a Base, you must have a friendly headquarters in a hex. Expend the Political Points stated below and place the Base.

## FORWARD OPERATIONS BASES (FOB):

A force may have FOB units available as Initial Forces or Reinforcements.

FOBs function as Bases.

Friendly units stacked with or adjacent to a FOB can use the Advanced Intensive Assault rule. This Disrupts the FOB.

US FOBs have Deep ZOCs.

## RUSSIAN MISSILE BRIGADES

When using the Standard rules, Russian Missile Brigades have Deep ZOC.

When using the **Air War** module, each Combat Effective Russian SSM Brigade on the map provides a (+1) die roll modifier to one Russian SSM air-to-ground attack per combat phase. The SSM Brigade must be within six hexes of the target hex.

## NAVIES

The Russians, US and NATO each have one Fleet unit. The Russian Fleet begins the game in play. Remove it from play if either of the following occur:  
Coalition ground units occupy Sevastopol OR  
The Coalition purchases both the US and NATO Fleets.

## Russian Abbreviations

FSB: Federal Security Bureau

Gd: Guards

GRU: Military Intelligence Directorate

OC: Operational Command

ODON: Elite Security Division

OMON: Paramilitary Police

Res: Reserves (Second Echelon Units)

SoMD: Southern Military District

WeMD: Western Military District

## NATO Abbreviations

BR: British

FR: French

JNF: Joint Naval Force

NGO: Non-Governmental Organization

RRC: Rapid Reaction Corps

VG: Visegrad

## US Abbreviations

Avn: Aviation

CD: Cavalry Division (Armored)

FOB: Forward Operations Base

ID: Infantry Division (Mechanized)

JSOC: Joint Special Operations Command

MEB: Marine Expeditionary Brigade

MEF: Marine Expeditionary Force

MP: Military Police

PMC: Private Military Contractors

TF: Task Force

TG: Task Group

## Ukrainian Abbreviations

CWC: Cyberwar Command

NG: National Guard

## SCENARIO NOTES

The militaries involved in the 2014 Ukrainian conflict have changed considerably since OSS published *Millennium Wars* back in 2003. Russia, the Ukraine, and much of NATO have essentially replaced the division echelon with independent brigades. In theory, these operate under corps level joint commands. The US Army still maintains divisions but the practice in the field is to use brigades as independent maneuver formations. This organization was facilitated by advances in networking technology. In order for this to work an army becomes more reliant on network technology. This is modeled by linking stacking to the current C4I level.

I adjusted combat factors to show gradations of abilities and movement factors to reflect better leadership and logistics in certain units.

I added the Demonstrators rules as mass protests have become a part of hybrid war, as has an increased utility of special operations forces. You can also use Infowar to reduce the other side's C4I level and undermining his ability to concentrate capabilities via stacking.

The Russians have combat experience, picked up in various conflicts in the Caucasus since the 1990s, and a much larger industrial base to support military reorganization. The Ukrainians are behind in these regards. The *Tactical Reorganization* event models the trend seen in recent conflicts where the Russians would cease operations in order to reorganize and take advantage of tactical lessons learned.