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PUTIN'S

WAR

**THE STRUGGLE FOR
UKRAINE**

SOLITAIRE WARGAME

Putin's War

At dawn on 24 February 2022, the Russian armed forces launched an offensive into Ukrainian territory. What Russian President Vladimir Putin defined as a "special military operation" turned out to be open war.

1.0 THE GAME. The player commands the Russian forces, and must attempt to defeat the Ukrainian resistance (controlled by the game system) in most areas of the board within 10 turns. The player controls Russian 16 mobile units and four Russian garrisons. Ukrainian units number 17 plus two optional air force units.

2.0 PREPARATION. Get yourself a die. Glue the pieces on cardboard and cut them out. Place the "Turn" marker on the "February 2022" space of the turn track. Arrange the starting units (**4 Armored Divisions, 1 Air Force, 1 Special Forces Brigade**) among the areas of *Russia 1, Russia 2, Russia 3, Respublika Krym* and *Belarus*.

You may never have more than 3 Russian units in the same area: any excess units must be eliminated at the end of the turn.

Place the remaining Russian units in the Reserve area. Those units will enter play later as reinforcements (5 Armored Divisions, 3 Air Force, 2 Special Forces Brigades).

Garrison markers are placed in Russian-controlled that contain no Russian mobile units: they do not move, have no combat value and can be repositioned at the end of each turn. Place the Ukrainian units in the Reserve box, from which to draw them at random when required by the "Invasion Table." The Ukrainian forces have combat values from 2 to 4.

3.0 HOW TO WIN. The Russian player wins if he reaches the score of 21 points by controlling various areas. An area is controlled when it is occupied only by Russian mobile units or garrisons. The game ends at the end of turn 10 or when Russia has met the victory conditions.

4.0 SEQUENCE OF PLAY. The game is divided into turns. From the second turn you can, first of all, choose 3 units from the Reserve and place them in one or more Russian starting areas. The game proceeds by activating Russian units in the various areas of the map, chosen in the order you prefer. You can activate one or more units in a single area and move them into an adjacent one (as a reminder, you can turn over activated units).

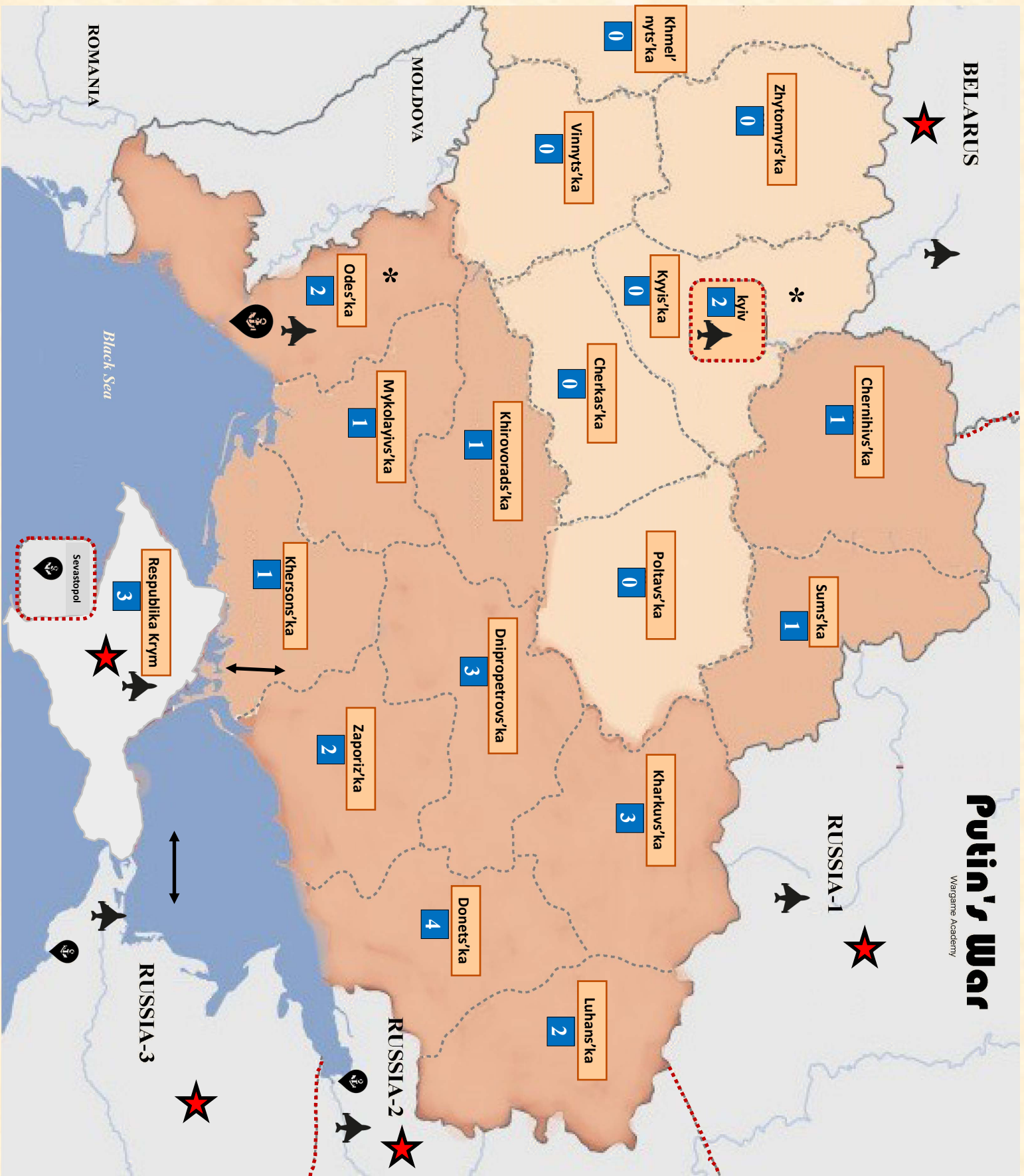
Exceptions: the Air Force units can be placed in any area of the map with the Airport symbol and move up to a distance of 3 areas, fighting only in the target area. Any entry into an empty and uncontrolled area (one without Russian units or garrisons) causes the immediate reaction of the Ukrainian units, whose number of units is determined by rolling the die and consulting the "Invasion Table". +2 is added to the roll if the area is Kyiv or Odes'ka. In case there are no Ukrainian units left, take them from the area where there are the greatest number of such units. Ukrainian units only move when required by the "Combat Result."

5.0 COMBAT. Once the strength of the Ukrainian resistance has been determined, conduct combat immediately. Add up the attack values (black numbers) of the Russians and divide them by the sum of the values of the Ukrainian units: the ratio obtained (rounded down) indicates the column to use in the "Combat Table". Refer to the "Effect" column and carry out what is indicated. Once the combat is over, if there are any Ukrainian units left in the area, carry out what is indicated in the "After the fight" column. Any Russian entry into a zone with Ukrainian units already present causes immediate combat, without using the "Invasion Table." If forced by the outcome of the combat, the units must retreat to a single adjacent area, or are eliminated. If it is Russian units, that area must be controlled by the Russian. Exception: with the event "Homeland" the attacker is the Ukrainian units and the defender is the Russian.

6.0 CONTROL OF TERRITORY. To be controlled, the area must contain a Garrison or at least one Russian unit (excluding Air Force units). At the end of a fight the area passes under Russian control if it contains only Russian units. You can place one of the garnishes in it to allow Russian units to move to other areas in subsequent turns. The garrison will be removed as soon as a Ukrainian unit enters its area. When you have activated all the desired Russian units and resolved their combat, the turn ends and you move on to the next: advance the "Turn" marker to the next box of the turn marker.

Riccardo Affinati

English translation by Ty Bomba



Putin's War

Wargame Academy

RUSSIAN RESERVE



I
February 2022

II
March 2022

III
April 2022

IV
May 2022

V
June 2022

VI
July 2022

VII
August 2022

VIII
September 2022

IX
October-February

X
November 2022

UKRAINE RESERVE



T U R N

Invasion Table			
Die	Event	Effect	Effect after combat (if enemy units remain)
1	Defense to the bitter end	Draw and place 1 Ukrainian unit.	Return the Ukrainian unit to the Reserve.
2	European military aid	Draw and place 1 Ukrainian unit (+1 in Combat).	The Ukrainian unit remains on the map.
3	American military aid	Draw and place 2 Ukrainian units.	Randomly pick 1 Ukrainian unit and return it to the Reserve..
4	Foreign volunteers	Draw and place 1 Ukrainian unit (-1 in Combat)	Return the Ukrainian unit to the Reserve.
5	Western military aid	Draw and place 3 Ukrainian units.	Randomly draw 2 Ukrainian units and return them to the Reserve.
6	Ukrainian Homeland Counterattack	Roll the die again: draw and place a corresponding number of Ukrainian units. In this case the Attacker are the Ukrainian units.	Randomly draw Ukrainian units in excess of 3 and put them back in the Reserve.

Combat Table

Die	1:1*	2:1	3:1	4:1 & Higher
1	The Attacker retreats	The Attacker retreats	Each side loses 1 unit; the Attacker retreats	Each side loses 1 unit; the Attacker withdraws
2	The Attacker retreats	Each side loses 1 unit; the Attacker retreats	The Defender retreats	The Defender retreats
3	Each side loses 1 unit; the Attacker retreats	Each side loses 1 unit; the Attacker retreats	The Defender retreats	The Defender retreats
4	Each side loses 1 unit; the Attacker retreats	The Defender retreats	The Defender retreats	The Defenders are eliminated
5	The Defender retreats	The Defender retreats	The Defenders are eliminated	The Defenders are eliminated
6	The Defender retreats	The Defenders are eliminated	The Defenders are eliminated	The Defenders are eliminated

* Any ratio less than 1:1 results in the immediate retreat of Russian units to an adjacent controlled area; if there are no controlled areas available, these units must be eliminated

RUSSIAN & UKRAINIAN UNITS

4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	4 <i>Armored Division</i>	 <i>GARRISON</i>
4 <i>Air Force</i>	3 <i>Air Force</i>	3 <i>Air Force</i>	3 <i>Air Force</i>	3 <i>Special Brigade</i>	3 <i>Special Brigade</i>	3 <i>Special Brigade</i>	 <i>GARRISON</i>	 <i>GARRISON</i>	 <i>GARRISON</i>	 <i>GARRISON</i>
 TURN	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 <i>Ukrainian Forces</i>	2 * <i>Air Force</i>
3 <i>Ukrainian Forces</i>	3 <i>Ukrainian Forces</i>	3 <i>Ukrainian Forces</i>	3 <i>Ukrainian Forces</i>	3 <i>Ukrainian Forces</i>	4 <i>Ukrainian Forces</i>	4 <i>Ukrainian Forces</i>	4 <i>Ukrainian Forces</i>	4 <i>Ukrainian Forces</i>	4 <i>Ukrainian Forces</i>	2 * <i>Air Force</i>

OPTIONAL RULES

PORTS. Russian Special Brigade units, if placed in areas where there is a Porto symbol, can move to any other area where there is a Porto symbol (including Odes'ka).

UKRAINIAN AIR FORCE. As soon as the Russian units enter the Odes'ka area, the Ukrainian forces receive 1 Air Force unit (*) in their Reserve. As soon as the Russian units enter the Kyyivs'ka area, the Ukrainian forces receive 1 Air Force unit (*) in their Reserve.

CLARIFICATIONS. If a Russian unit is forced to retreat to a zone where there are already friendly units, to avoid exceeding the maximum limit of three units, it is eliminated, while Ukrainian units do not have this limit. Ukrainian units, if they can, always retreat to the zone with a higher number of Victory Points and in any case they can also retreat to enemy zones. All units (Russian or Ukrainian) that are eliminated (not those placed in the Reserve), whether in Combat or as a result of Retreat, are permanently eliminated and may no longer re-enter play. There are only 4 Russian Garrisons, but they can be relocated to Russian areas at the end of the turn. Areas with the Red Star are already considered to have Garrison.

YOUR NEW RULES

DESIGNER'S NOTES The game system of this solitaire boardgame derives in its planning from the game "AFGHANISTAN 1979-1989" by **Mauro Faina** published in the magazine "Guerre e Guerrieri" (April 2022), while for the map the game "Ukrainian Crisis" by **Brian Train** (2014) and the cover is the work of **Marco Longobardo**. English translation by **Ty Bomba**. Being an introductory boardgame, we avoided adding additional complexities and a large number of pieces, tables or accessories. The boardgame is distributed for free and privately, not for profit, but to spread the passion for simulations and military history. Studying wars to never make them, this is our watchword, while our thanks go to all those who will help us "test" the boardgame and spread the idea that those who do not play will never know how to be an excellent human being. Last warning, you will not find a simpler solitaire military simulation than this, if you have problems in interpreting the rules, then forget about the world of boardgames and do not ask me for clarification, while feel free to modify or confuse the rules written according to your own tastes.

Riccardo Affinati