

Working Title: Crisis in the Ukraine 2014-2016

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0.0 Game concept

Purpose: DiY modular kit-game where players can purchase printed components, utilizing existing components from previously purchased games (EastFront, Victory), or print components themselves via download (either free or for download fee).

0.1 Components

Component	Existing in game	Download	Order
Map (Ukraine)	Eastfront 2.0	Yes	Yes (cardstock?)
Blocks (2 x 25) red/blue	Victory	no	Yes (bits and pieces)
Block Stickers	Victory	Yes	Yes (cut yourself)
Box	no	Yes (cover sticker)	Yes (bits and pieces)
Rules Book	no	Yes (probably free)	Yes (stapled)

0.3 Ordering model

Customers see a radio-button download and ordering page in which they select boxes for what parts they wish to purchase, and which they will use existing games or free downloads. The total is then computed automatically and the order is placed. Print components will be boxed and shipped, download components (will be emailed as links, or exist as links within the game page on the website?)

0.4 Other games doable using this model

Breakdown of Yugoslavia 1992-1995 (Westfront Map)

Civil wars in Iraq and Syria 2013-2016 (3-5 factions multiplayer)

Crisis in the Ukraine 2014: Game Rules

1.0 Map

The eastfront map can be used to represent the battle area. The border hexes in Russia with the Ukraine are **Bryansk 1SE, Bryansk 1SW, Kursk 1W, Belogorod 1W, Belogorod, Kupuank 1NE, Rossosh, Millervo, Komeasko, Rostov, Novorrossiysk**. These are Russian hexes. Hexes inside the Ukraine are Urban or countryside. The Capital at Kiev and Naval base at Sevastopol have special rules.

Hex/Region	Victory Points	Pro-Russia Factor	Terrain
Kiev	2	0	Capital
Karkiv	1	1	Urban
Odessa	1	1	Urban
Dnipropetrovsk	2	1	Urban
Donetsk	2	3	Urban
Mariupol	1	2	-
Mykolaiv	1	1	-
Kryvvy Rih	1	1	-
Sevastopol	1	3	Naval Base
Crimea (all hexes)	2	3	-
Rest of Ukraine	-	0	-
Lugansk	1	3	-

1.1 Crimea Note:

All hexes must be controlled to receive the VPs, but any hex will grant the Russian player the full Pro-Russian factor. This is not a per hex bonus but a bonus for the whole region.

1.2 Terrain effects

Capital: -1 to original attacker, -1 air to ground

Urban: -1 air to ground

1.3 Pro-Russia Factor:

May build that many steps and supply that many blocks of pro-Russian militia in hex if controlled by insurgents or Russian army. No more blocks of militia may be active than the total number of pro-Russian controlled hexes. Ukrainian militia are built normally.

1.4 Map Features

?(maybe include)?Some hexes contain military bases (in crimea, elsewhere?) that allow double defense for 1 block of the original defender.

3 zones (West, East, Crimea) of the Ukraine, Russian hexsides, and NATO base hexsides (Poland, Turkey).

2 Naval zones (East and west Black Sea). East sea touches crimea and East, west sea touches West and Crimea. Naval unit can participate in 1 battle along the coast. (Maybe) the Naval unit starts in the east and cannot cross to the west until Sevastopol is captured.

If eliminated, naval units can be built in any friendly port. US Naval units begin at full strength in the west sea zone or within Turkish naval bases.

Turkish and Polish bases are friendly to all US and NATO units. US and NATO units in Turkish bases are invulnerable to attack unless World War 3 is declared. US and NATO units inside the Ukraine may be attacked normally. US and NATO units may not enter Russian hexes unless World War 3 is declared.

2.0 Game mechanics

Modification of Victory game rules, most of the rules should transfer, exceptions noted below. Note that battles go 1 battle round, after which if any original defender regular ground or militia units remain the hex remains defender controlled and the attacker must retreat any non-insurgency units. If neither side has regular ground or militia units remaining then both sides must retreat from the hex.

2.1 Irregular units

Militia and insurgency units are irregular. These units can be built in any hex, and more than one step can be added in a turn in some hexes. They have a move of up to 2 hexes but lose 1 step every time they are moved in the movement phase. Militia, like regular units control hexes and can force attackers to retreat. Insurgency units do not control hexes unless they are the only unit present, but are not required to retreat after battle. When irregular units move they are momentarily placed face down, and rotated, temporarily exposing their type and strength to the enemy player, then placed face up.

2.2 Insurgency warfare

Insurgent units do not require supply line. They will grow or be maintained dependent on the dissent level of the hex they occupy (i.e. Russian insurgents will grow in Russia and eastern Ukraine, and be maintained without cost in Crimea, but require normal supply in western Ukraine). Insurgent units can form inside dissent hexes with an external cost (1pp in Russia and eastern Ukraine, 2pp in Crimea), they can form inside enemy occupied hexes.

Insurgency units do not automatically require battle; they can remain in the hex after battle and move into and can be supplied or even form inside enemy hexes without triggering a battle. A hex occupied by insurgents only on one side and regular ground units on the other side is automatically controlled by the regular ground units, an insurgency unit can only control a hex if no enemy ground units are present. Insurgency units can pin an equal enemy blocks and prevent any reaction movement from them.

2.3 Supply

Regular units and militia require a path of hexes to a supply source. This can include port cities connected via friendly sea. The total number of hexsides controlled by the Russians determines the

amount of pp that can be spent in the 3 Ukraine/Crimea regions (Eastern Ukraine, Western Ukraine, Crimea). Other pp must be spent within Russia.

2.4 Border violation

Movement of Russian units into the Ukraine increases world tension and can cause reactions by NATO and US forces. However these units must be exposed (face up), usually by engaging in combat to prove (i.e. to the world) that they are violating Ukrainian space. Unexposed blocks, militia and insurgent unit blocks never cause world tension.

2.5 Helicopter units

Both sides have helicopter blocks that can react to enemy movement within 1 hex when not pinned (advanced victory rule, similar to mech inf).

2.6 Jet fighters

Both sides have fighter blocks that can fly up to 5 hexes away on attack missions and can react to enemy movement up to two hexes away when not pinned.

2.7 Politics and NATO support

World tension is Increased/Decreased by actions by Ukrainian and Russian player. This represents outrage and political action in Europe and the US. Generally it is increased by activity by the Russian player, and decreased by activity by the Ukrainian player (as the world views this as a civil war rather than an invasion). This prevents the Russians from using overwhelming force and the Ukrainians from over-reacting with heavy handed counter-insurgency. If the Russian and Ukrainian players achieve some degree of parity of forces, then the rest of the world stays out of it.

Militia and insurgent blocks do not affect world tension.

Russian Fighter/Helicopter/Bomber/regular ground troops increase tension by 1 per block when caught inside the Ukraine or initiate battle within the Ukraine

Russian Bombers/Regular ground units increase/decrease tension by 2 per block when they initiate battle within Ukraine urban or capital hexes.

Ukrainian player only generates tension when initiating battle, not by moving or activating units inside the Ukraine. 1 point is generated for every Fighter/Helicopter/Bomber/regular ground unit block that initiates a battle. This decreases anti-Russian tension, or can even become anti-Ukrainian tension if the difference is less than zero.

VPs and effects take place at the end of each season (3 game turns),

Tension level	Ukrainian VPs	Effect
6 anti-Russian	1	NATO support and Russian Escalation: Increase both Ukrainian and Russian supply by +3
10 anti-Russian	2	NATO air intervention: add 2 NATO fighter blocks
12 anti-Russian	3	NATO intervention: add 1 NATO helicopter block
15 anti-Russian	4	US intervention: add 2 US bomber, US naval blocks, add +5 supply

		to both sides
20 anti-Russian	0	World War III (roll scenario)
5 anti-Ukrainian	-1	Sanctions and withdrawal of world support (-2 supply to Ukraine)

2.7.1 Limited engagement

A single battle per turn can be fought with limited engagement, only a single block is allowed to fight, and only a single die is rolled no matter how many steps are present. The engaging block may choose which enemy block to strike. The defender may act with all blocks as normal. The attacker may remain or retreat as normal (e.g. if the defender has no regular ground units or they were eliminated by the single die roll).

2.7.2 Victory

Victory is determined by comparing VP generated by Russian occupied Ukrainian hexes with VP generated by world tension at the end of a season (3 game turns), or scenario (6 game turns).

Victory levels

- < 0 Ukrainian decisive victory
- 0-3 Ukrainian major victory
- 4-6 Ukrainian minor victory
- 7-10 Russian minor victory
- 11-15 Russian major victory
- >15 Russian decisive victory

2.8 Order of Battle (ANGM)

Russian

- 3 Jet Fighter 3-0-1-5 React up to 2 hexes from base
- 2 Jet Bomber 1-1-2-6
- 2 Helicopter 0-0-3-5 Reaction 1 hex range
- 1 Naval 2-2-1-X Released when ports at Sevastopol captured. Move: adjacent sea zone allowing supply and naval support for coastal provinces.
- 4 Insurgents 1-0-1-1 Irregular unit, Insurgency warfare rules, no political tension
- 7 Russian Army 1-0-2-2 Regular ground unit
- 5 Russian Militia 1-0-1-1 Irregular unit, no political tension

Ukraine

1 Jet Fighter 3-0-1-5	React up to 2 hexes from base
1 Jet Bomber 1-1-2-6	
1 Helicopter 0-0-3-5	Reaction 1 hex range
4 Army 1-0-2-2	Regular ground unit
8 Militia 1-0-1-1	Irregular unit, no political tension

NATO/US

2 Jet Fighter 3-0-1-5	React up to 2 hexes from base
2 Jet Bomber 1-1-2-6	
1 Helicopter/Marine 0-0-3-5	Reaction 1 hex range
1 Naval 2-2-1-X	Can be based in Turkish ports; Move adjacent sea zone allowing supply and naval support for coastal provinces.

2.9 Scenarios

Mini-scenario for the Crimean war of 2014

Starting scenario for 2014,

Russian gets 3 insurgents at 3 steps each and 10 production points per turn to build up insurgents or invest in regular troops on the border hexes in Russia

Ukrainian player gets 6 militia at 1 step, 1 army at 3 steps, 1 bomber at 1 step, 1 fighter at 1 step, and 1 helicopter at 2 steps, production of 5 per turn.

All blocks are buildable in friendly supplied hexes, Russian units can only be built in Russian hexes except Russian militia and insurgents.

Russian player builds up forces or tries an entirely insurgent campaign inside the Ukraine. Ukrainian player tries to play whack-a-mole with the insurgents while not being too heavy handed and losing global support. Russian eventually must help the insurgents with air and helicopter forces and decide whether to do a gradual incursion of regular "advisor" forces or a single decisive blow with a massed army.

Ukrainian player must strangle the insurgency by capturing the border hexes and limiting Russian supply, or deploying defensively for an anticipated mass invasion. These strategies are mutually exclusive.

World War 3 Scenarios:

die roll 1-3 Scenario A: NATO/US vs. Russian Naval engagements in the Atlantic: Remove all naval units, Russians and US/NATO must remove 1 air unit one a die roll of 1-3 each turn (diverted to naval war). -4 supply to both sides.

die roll 4-5 Scenario B: Expansion of the war into Belarus: Remove 2 Russian regular units and 1 NATO unit. -8 supply to both sides. Russians and US/NATO must remove 1 regular unit one a die roll of 1-3 each turn (diverted to new front). -5 supply to both sides.

die roll 6 Scenario C: Chinese mobilization/engagement on the Russian eastern frontier: Remove 3 Russian regular units, reduce Russian supply by -4. Increase Russian Victory points by 7 (this represents the loss of face and power to the west and rise of eastern power now that the situation has triggered China's entry into the world stage).

Designers Notes and Background links

3.1 Map

It seems the eastern Ukraine has the most industry and the highest wages which is probably why Russia is so interested in taking that area over.

<http://stayinkiev.com/uploaded/mapukraine.jpg>

http://en.wikipedia.org/wiki/Ukraine#mediaviewer/File:Ukrainian_salary_map.png

Steel is the primary industry: Big centre in Kryviy Rih and Mariupol

<http://news.bbc.co.uk/2/hi/programmes/direct/ukraine/9442123.stm>

http://en.wikipedia.org/wiki/Economy_of_Ukraine#Overview

3.2 Victory Point Concept Breakdown

Most valuable regions:

- Kiev (Population/political and economic centre)
- Karkiv (population and economic)
- Odessa (port)
- Dnipropetrovsk (tech,chem,pop,steel)
- Donetsk
- Mariupol

- Mykolaiv (shipyards)
- Kryvyy Rih (just west of Dnipropetrovsk, economic)
- Sevastopol (strategic)

3.3 Language breakdown for possible resistance:

http://en.wikipedia.org/wiki/Ukraine#mediaviewer/File:Ukraine_census_2001_Ukrainians.svg

http://en.wikipedia.org/wiki/Ukraine#mediaviewer/File:Ukraine_census_2001_Russian.svg

Note: Only the most eastern and Crimea areas have very high numbers of Russian speakers. But we still get significant numbers east and just inside and south of the bend in the Dnieper and the Odessa region.

Note: Northeast of the Dnieper there is little Russian speakers or Russian support.

Breakdown:

Significant Pro-Russian support: Donets'k/Mariupol region, Lugansk region, Crimea

Moderately pro-Russian support: Zaporizhzhya region, Odesa Region, Karkiv region

Light pro-russian support: Dnipopretrovsk region, Kherson region, Mykolayiv region

Very Light pro-russian support: Sumy/Konotop region.