

Example of play...Turn 1...Outbreak of war...



The Russian player begins Turn 1 with an air assault on Hostomel. Two small airborne units from the 31st Guards Air Assault Brigade attack the airbase. Ukraine fails to detect the units with any Ukrainian HQ (special turn 1 rule), and Russia receives a -2 drm on their attack roll.



The combat strength of the attacker (Russian) is 8...the defender is 2...Battle Odds of 4-1...in a town. However, battle odds only become important once a battle has been resolved, not as a

primary factor in determining battle success or failure. Troop Quality (TQ) and combat support assets are key to *Defiance*'s combat resolution system.

The Russian VDV unit assaulting Hostomel airfield has a TQ of 7. In a meeting engagement, TQ can be modified by supply status (normal supply here), combat support assets (artillery and air—the Russians have an advantage which will result in a negative DRM [die roll modifier] to the defender), and terrain (town here, so no DRM). The Russian player rolls a “5” ...less than or equal to its TQ...and the VDV passes its TQ test.

The Ukrainian Territorial Defense (TD) unit has a TQ of only “4” ...modified to “2” (Russia has combat air superiority in this instance). The Ukrainian player rolls a “3” and fails its TQ test...it flips (reduces morale level to disorganized). The result is Retreat: a successful attack and failed defense. Russian VDV now occupies Hostomel...while the Ukrainian TD unit retreats.

The Ukrainian player then attempts to successfully react unit(s) to the air assault (special turn 1 rule). The player rolls a die, consults a reaction table, and is able to react with the 4RRB [Rapid Response Brigade]. The unit moves out, crosses a river at Irpun, and considers an attack on Hostomel or whether to await reinforcing friendly units. The Ukrainian player decides to wait.

The Russian player then contemplates another air assault on the airport south of Kyiv but decides against it.



Play then proceeds as normal with the Russian player using a HQ activation chit selected during the Strategic Phase, allowing the 35th Army to activate. The 1st Tank regiment of the 35th Army crosses the border and attempts a river crossing. A draw from the Ukrainian VOVK (partisan/SOF) cup is triggered. The Ukrainian player reaches in the cup and pulls out a VOVK unit. Unfortunately, it is a low quality unit: a combat strength of “1” and TQ (troop quality) of “3.” The Russian player decides to use an available combat air support unit in the attack.

First TQ checks. The 1st Tank has a TQ of 5...without any modifiers. The Russian player rolls a “5” and passes its TQ test. The VOVK unit has a troop quality of “3”...but takes a modifier of -1 for clear terrain and a -2 for Russia having air superiority in this combat ...modified TQ is “0.” The Ukrainian player has only its GHQ within range but decides not to use its relatively scarce combat support assets at this time. The Ukrainian player rolls a “2” and fails its TQ. The result is Retreat: a successful attack and failed defense. This particular VOVK unit has only 1 step and is eliminated.

The Russian 1st Tank moves into Chernobyl, triggering another draw from the VOVK cup (whenever a Russian unit enters an unoccupied Ukrainian controlled town, forest, or bridge, the

Ukrainian player draws a VOVK unit). The subsequent battle at Chornobyl results in another Russian victory and elimination of the VOVK Ukrainian unit.

The Red Army rolls south towards Hostomel and Kyiv...