

GreenLine: Chechnya

I. Introduction

GreenLine: Chechnya is an operational simulation of the ongoing conflict between the central authorities and the would-be republic located in the Caucasus of southwestern Russia. The game also explores various alternative scenarios involving a wider insurgency throughout the region. Those who have played *Redline Korea* (GameFix #6) will find much that is familiar, with changes appropriate to the different scale and characteristics of the struggle.

The game map portrays the territory of Chechnya, the potentially rebellious Russian province of Ingushetia, and surrounding sections of Russia and Georgia. Each hex is 11 kilometers across. Each turn represents one week of operations. The units represent the Russian and "Resistance" (Chechin, Georgian, Caucasian, and Islamic Brotherhood) military forces currently deployed in the region, or those that could be sent there in a crisis. Various symbols and values used on units are presented in the right hand column. The front side of each land unit is its *effective* side, and the other side marked with a stripe is its *reduced* side. (Ignore the stripe on the back of other units.) Three numbers appear beneath a unit's symbol box. From left to right, these represent combat strength, cohesion rating, and movement allowance. *Combat strength* measures a unit's firepower, training, and leadership for both attack and defense. The *cohesion rating* measures a reduced unit's ability to recover its full effectiveness. The *movement allowance* shows a unit's maximum cross-country mobility.

Various tables and charts are used during play. The Terrain Effects Chart shows the effects of terrain on movement and combat. The Mobile, Probe, and Assault tables are used to conduct battles between land units. The Ground Attack table is used to resolve air combat against enemy land units. The Psychological Warfare table resolves propaganda conflict performed by special political units. The Russian Operations Display is used to sort and allocate Russian land and air units. The Political Points chart helps the Resistance keep track of its level of success. The Reinforcement table determines the number and type of new Resistance units that appear each game turn. The Random Events table produces unpredictable twists and turns during the course of a game. The Record Track indicates the current game turn and political point total using the Turn and Political Index markers. The back of the map contains most of these items, and should be copied prior to beginning play.

II. Sequence of Play

GreenLine: Chechnya is played in a series of weekly game turns, with each game turn further subdivided into a Random Events phase followed by the Russian and Resistance player turns. Some scenarios require the Resistance player turn to come first, followed by the Russian player turn.

A. Random Events

Each side rolls the die, consult the Random Events table, and apply the combined result.

B. Russian Player Turn

1. **Reinforcement Segment.** The Russian side transfers all, some, or none of the units in the Used box to the Ready box on the Russian Operations Display. Then some or all units in the Forces Available box can be moved to the Ready box, if the Russian side is willing to pay a political cost for each unit transferred. Land units in the Ready box may enter play during normal movement. Air units in the Ready box may be assigned to the Ground Attack and Close Support boxes. Air Supply units are placed on friendly units during the Logistics segment.

2. **Movement Segment.** Russian units may move in accordance with the movement rules.

3. **Combat Segment.** Russian units may conduct attacks against Resistance units. Russian air units in the Close Air Support box may assist friendly attacks. Air units in the Ground Attack box perform their own special combat.

Units

Mobile Land Units



Combined Arms

7-3-8



Mechanized
(mech)

6-2-7



Helicopter

3-2-10

Airmobile movement capability



Air Assault

5-3-10

Airmobile movement capability

Other Land Units



Infantry

4-3-4



Security

3-2-6



Special Operations
(special ops)

3-4-4



Militia

2-3-3



Patriot

3-4-4



Propaganda

1-2-6



Headquarters
(HQ)

1-4-7

Other Units



Air unit



Air Supply

4. Logistical & Recovery Segment. Each Russian unit checks its supply status. Unsupplied units become Reduced. Supplied units that are currently Reduced may attempt to restore themselves to fully Effective status.

C. Resistance Player Turn

Repeat part B, except that there are no air units available to the Resistance. Russian air units in the Close Air Support box may help friendly land units defend against Resistance attacks.

D. Game Turn Completion

Indicate the passage of one week by moving a coin or other spare marker one space forward on the Record Track. Move all air units on the Russian Operations Display (except those in the Forces Available box) and on the map into the Ready box.

"Fog of War": Neither side may examine enemy units except at the instant of combat (after an attack has been declared by either side but prior to the roll of the die) or when the enemy units are located in a hex containing any friendly territory. "Friendly territory" for the Resistance includes Chechnya, Georgia (if in the game), and Ingushetia (if it is in revolt). For Russia, it covers Russia and Ingushetia (if not in revolt).

III. Random Events

During the Random Events phase of each game turn, each side rolls the die. The Resistance die roll is multiplied by ten, and added to the Russian die roll. Check the Random Events table to see if anything happens. Follow the instructions printed beneath the chosen event.

IV. Reinforcements & Air Power

Reinforcements are new or previously eliminated units introduced onto the map. New arrivals may violate normal stacking restrictions during their placement, but suffer the usual consequences if overstacked at the end of a friendly movement or any combat segment (V.C). Reinforcements are received automatically and cannot be delayed. If they cannot be received in the required locations, they are placed in a pile off the map (if Resistance) or returned to the Ready box (if Russian).

A. Control of Objectives

Some reinforcements must enter in an "objective" (city, town, or oil field) controlled by the friendly side. Victory is also determined in part by control of objectives.

1. The Resistance initially controls all objectives in Chechnya, plus those in Ingushetia when it is in revolt. Russia controls all other objectives on the map at the start.
2. An objective changes hands when at least one ground combat unit not friendly to the controlling side enters the hex *and remains there* for any reason, including advance or retreat from combat (VI.D).

B. Russian Reinforcements

1. Russia may move units from the Forces Available box to the Ready box during a friendly Reinforcement segment. Each unit selected is worth a certain number of political points, which must be added to the current total. Adjust the Political Index markers upward on the Record Track located on the map.
2. Any unit in the Ready box may enter the map during a Russian Movement segment from the north or west map edge. Likewise, any unit that can enter a hex on the north or west map edge may enter the Ready Box, and may return to the map on a later turn. A unit must pay the full cost of the map edge hex it enters into or exits from. A unit may not enter or exit a map-edge hex containing prohibited terrain (V.B).
3. Each time a Russian unit is eliminated, place it in the Forces Available Box, where it can be brought into play again once the required political points are added to the current total.

Unit Size

X Brigade or Group
III Regiment

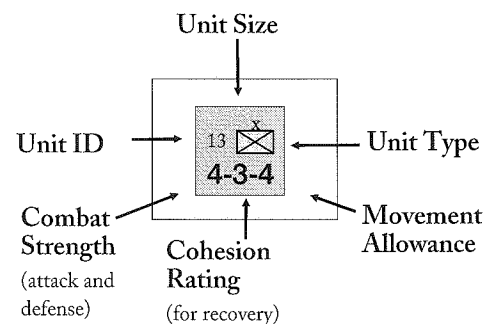
Nationality

Russia
Gray and red: Russian
Resistance
Green and blue: Chechin
Dark green and tan: "Islamic Brotherhood" (foreign volunteers)
Pink and tan: Georgian
Orange and red: Caucasian partisans

Unit Identifications (Russia)

NCMD: Northern Caucasus Military District
Taman: an elite division

Sample Land Unit



Movement Example

River terrain runs along the sides of some hexes. A moving unit pays an extra cost in addition to whatever terrain is within the hex itself. A unit crossing a river hexside to enter a rough terrain hex would spend three movement points: two for the rough terrain plus one for the river.

C. Resistance Reinforcements

1. Each friendly Reinforcement segment, the Resistance rolls the die and receives the number and type of units indicated on the Reinforcement Table. Place a militia unit in any hex not containing a Russian unit that is part of Chechnya (or Ingushetia if in revolt). Any other type of unit must be placed in a Resistance-controlled city or town.
2. Caucasus militia, Islamic Brotherhood, and Georgian units enter play when certain Random Events occur. Place each Caucasian unit in any hex inside Russia that does not contain a Russian unit. An Islamic Brotherhood unit enters in any Resistance-controlled town or city. Place each Georgian unit in any hex on the south edge of the map not containing a Russian unit.
3. Any unit which is not available off the map or cannot be placed is not received. Note that the counter mix is a deliberate limit to the number of units available in the game.
4. Eliminated units and reinforcements that cannot enter play are eligible to enter play on a later turn, when called for by the Reinforcement or Random Events table.
5. A limited number of units are provided in the game. If a unit is called for but is not currently available off the map, it is not received.

D. Air Power Assignments

During each Russian Reinforcement segment, each air unit in the Ready box can be assigned to the Ground Attack or Close Support box on the Russian Operations Display. All combat involving air units occurs during Combat segments. Place air units in the Used box once they complete a combat.

V. Movement

During a side's movement segment, it may move all, some, or none of its units. Each unit is moved individually, tracing the path of its movement through the hexagonal grid across hexsides (never the points). A unit cannot exceed its printed movement allowance unless it uses Administrative movement (V.A.2) or receives a bonus from an HQ unit (V.G). Spend one point to enter each hex, unless the terrain in the hex or along a hexside the moving unit crosses requires additional points (see the Terrain Effects Chart). A unit need not use its entire movement allowance, but unused points cannot be saved or transferred to other units. A unit may always move one hex as long as it does not enter or cross prohibited terrain, or violate Zone of Control restrictions (V.D).

A. Lines of Communication (LOC)

The thick brown lines on the map are Lines of Communication representing major roads and railroads through which movement can occur more quickly.

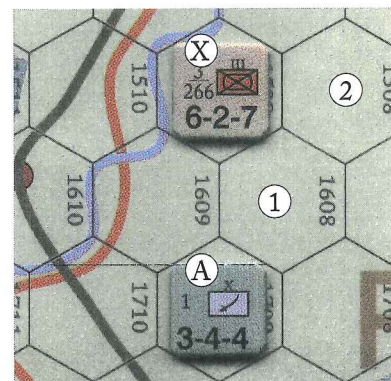
1. A unit moving through a hexside containing an LOC pays only one movement point to enter the next hex, regardless of other terrain in the hex or along the hexside crossed.

2. **Administrative Movement.** A unit moving entirely along LOCs *doubles* its printed movement allowance. The bonus applies to any LOC, even those inside unfriendly territory. A unit that begins using Administrative Movement may not enter or exit an enemy Zone of Control (V.D).

B. Movement Restrictions & Prohibited Terrain

1. A combined arms or mechanized unit may not enter a Mountain hex except by crossing a hexside containing an LOC. Helicopters and any units they carry by Air Transport (V.F) pay one point per hex entered regardless of terrain, and ignore the movement effects of rivers. No other type of land unit may cross an all-Sea hexside unless conducting Airmobile movement (V.E). Land units may enter hexes containing other friendly units, but not those with any enemy land units. No land unit may end its movement in an all-Sea hex. Air units cannot do anything during a movement segment. They "fly" only during combat.
2. Ingushetia belongs to the Resistance when it is in revolt (see Scenario #3). Otherwise, it is part of Russia.

ZOC Example



Resistance Unit A can always move directly into hex #1 even though it contains the ZOC of Russian unit X, as long as #1 contains no Russian land unit. Unit A must stop and move no further. If unit A was a Georgian Special Operations unit, it would exert no ZOC at all. Unit X could move to hex #1 and then immediately to hex #2. The same thing could happen if unit X was Special Ops, or if both A and X were Special Ops.

Combat Examples

Odds Calculations

If the Attacker has 14 combat strength points, and the defender has 5, the combat odds would be 14 divided by 5, which equals 2.8:1. Drop the fraction to get the final odds of 2:1. If the attacker has 5 and the defender 14, the ratio would be 1:2.8, rounded up to 1:3.

Defending Terrain

If the Russian defender has a printed combat strength of 5 and is defending in a city, his strength becomes 10. If the defender was in a city and all enemy units attacked across river hexsides, the strength would still be 10.

Close Air Support

Russia makes an attack at 3:1 odds. It selects two air units from the Close Air Support Box. This action brings the final odds ratio to 5:1. If the Russian were to defend against a 2:1 attack, selecting one air unit and the naval unit would bring the final odds ratio to 1:2.

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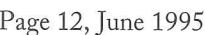
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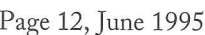
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Reinforcement Table			
Die Roll when Political Index is...			Result*
0-33	34-66	67+	
1			none
2	1		none
3	2	1	1 die roll: Militia
4	3	2	1 die roll: Militia
5	4	3	1 die roll: Militia, Infantry
6	5	4	1 HQ, 1 die roll: Militia, Infantry, Patriot
	6	5	2 die rolls: Militia, Infantry, Patriot
		6	2 die rolls: Militia, Infantry, Patriot

*Roll the die once or twice as indicated and total the result. This is the maximum number of units that can be selected. The types of units that can be chosen are listed in the result. The Resistance can select any combination of unit types desired, as long as the units are available off the map.

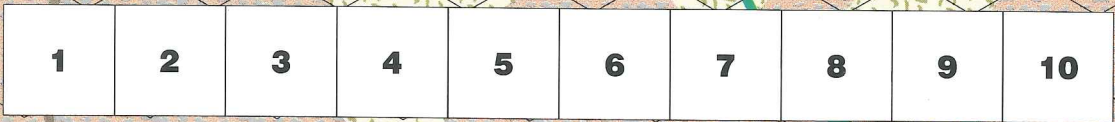
Terrain Chart		
Terrain	Land Movement Cost	Effect
Clear	1	none
Rough	2*	Attacker may <i>not</i> use Mobile table
Marsh		
Sand	2*	none
Mountain	3**	1) Defender doubled 2) Attacker may <i>not</i> use Mobile table
City	1	
Town	Check other terrain	Check other terrain
Line of Communications (LOC)	1***	Check other terrain
River	+1 (+0 if unit crosses river over LOC)	Defender doubled if all enemy units attacking across river hexsides
All-Sea hex or hexside	Prohibited except to units using Airmobile Movement and Helicopters	Combat prohibited into or across

* Mechanized and Combined Arms units cannot trace a tactical path in or out of this terrain, except through a hexside crossed by an LOC.

** Mechanized and Combined Arms units cannot enter or leave this terrain except through a hexside crossed by an LOC, and cannot trace a tactical path in or out of this terrain except through an LOC hexside.

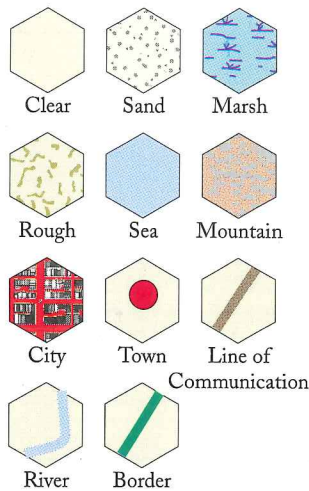
*** A unit spends 1 point only if it enters through a hexside crossed by an LOC. If it does not, check the cost of other terrain in the hex.

Random Events Table (continued from p. 16)		
Multiply Resistance die roll x10 and add Russian die roll		
Die Roll	Event	Action
21-23	UN Ceasefire Proposal	Each side secretly writes down whether it will comply (YES) or refuse (NO), and reveal the results simultaneously. If both sides say YES, the game ends and victory is determined. If both sides say NO, nothing further happens. If Russia alone says NO, add 10 points to the Political Index. If the Resistance alone says NO, subtract 10 points from the Political Index.
24	Russian Troops Balk	No Russian attacks of any kind permitted this game turn.
25-26	Russian Antiwar Protests	Double the points added to the Political Index for moving Russian units from the Forces Available to Ready box.
31-33	Media Reports Russian Atrocities	Roll the die and add the result to the Political Index
34	Media Reports Rebel Atrocities	Roll the die and subtract the result from the Political Index
35-36	Covert Arms Trade	(1) Resistance immediately receives 1 mechanized or 1 HQ unit in any friendly-controlled city or town (2) Each combat this game turn with any Russian Airborne, Air Assault, Helicopter, or air unit involved that is resolved with a die roll of "1" causes the elimination of one such Russian unit (owner's choice).
41+	No Event	Nothing happens.



GREENLINE CHECHNYA

Terrain Key



Mobile Table									
Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AE	AE	AU	AU	BR	BR	BR	DR	DR
2	AE	AU	AU	AR	DR	DR	DR	DR	DR
3	AU	AU	AR	BR	DU	DU	DU	DU	DU+B
4	AU	AR	BR	DR	DU+B	DU+B	DU+B	DU+B	DE+B
5	AR	BR	DR	DU+B	DU+B	DU+B	DE+B	DE+B	DE+B
6	BR	DR	DU+B	DU+B	DE+B	DE+B	DE+B	DE+B	DE+B

Probe Table									
Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AU	AU	AU	AR	—	—	—	—	—
2	AU	AU	AR	—	—	—	BR	BR	BR
3	AU	AR	—	—	BR	BR	DR	DR	DR
4	AR	AR	—	BR	DR	DR	DR	DR	DU
5	AR	—	BR	DR	DR	DU	DU	DU	DU
6	—	BR	DR	DR	DU	DU	DU	DU	DU

Assault Table									
Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AE	AE	AE	AU	X	X	X	X	X
2	AE	AE	AU	X	X	X	DU	DU	DU
3	AE	AU	AU	X	DU	DU	DU	DU	DE
4	AU	AU	X	DU	DU	DU	DE	DE	DE
5	AU	DU	DU	DU	DE	DE	DE	DE	DE
6	AU	DU	DE	DE	DE	DE	DE	DE	DE

Combat Results Explanation

A = Attacker affected D = Defender affected B= both affected
(defender first, then attacker)

— = No effect.

R = All units retreat one hex, *or* one effective unit is reduced, *or* one reduced unit is eliminated (owner's choice of option and unit). Opponent may advance into hex if vacated.

U = Eliminate all Reduced units, then reduce all Effective units. Retreat survivors two hexes. Opponent may advance into the vacated hex.

E = Eliminate all units. Opponent may advance into the vacated hex.

X = Eliminate all Reduced units on both sides, then reduce all Effective units on both sides. No advance or retreat permitted.

+B = Mobile units (Combined Arms, Mech, Air Assault, Helicopter) can advance an additional hex beyond the vacated hex, and can engage in Breakthrough combat if desired.

Random Events Table		
Multiply Resistance die roll x10 and add Russian die roll		
Die Roll	Event	Action
11-12	Caucasus Revolts	Roll the die and take the indicated number of Caucasian Militia units. Place each unit in any hex in Russia not containing a Russian unit.
13	Rally to Motherland	Russia places 3 mechanized units in Ready box, without adding any points to the Political Index.
14-15	Islamic Brotherhood	Resistance places 1 Islamic Brotherhood unit in any Resistance-controlled city or town inside Chechnya (or Ingushetia if in revolt)
16	Georgia Intervenes	Georgia enters war. Resistance receives all Georgian units on the south map edge during friendly Reinforcement segment.

(continued on p. 13)

drop it off at any point during its movement and continue onward. A unit may begin and end its movement in the Helicopter's hex, if the owning side wishes.

2. A unit cannot be picked up while in an enemy ZOC, unless the Helicopter and the unit begin movement together in the same hex. A unit can be carried into an enemy ZOC, but both the unit and the Helicopter must stop moving. A unit cannot be dropped off in terrain it is prohibited from entering during movement.

3. A Russian unit entering play from the Ready box (IV.B) must stop after being placed in the first map-edge hex in order to be eligible for pickup by a Helicopter.

G. Headquarters (HQ) Units

1. Each unit that begins a friendly movement segment within two hexes of an HQ unit with matching colors has its printed Movement Allowance increased by *one* (+1). Count the moving unit's hex but not the HQ's hex when determining the distance. The range *may* include hexes containing enemy units, enemy ZOC, and prohibited terrain.

2. An HQ can provide a movement bonus to any number of units in range both before and after the HQ itself moves, but not while it is moving.

VI. Combat

During a combat segment, air units in the Ground Attack box can be placed on the map and resolve combat. Then all battles between land units are settled. A battle occurs if the side currently performing a combat segment decides to have one or more friendly units attack a single defending enemy-occupied hex adjacent to all the attackers. Attacking is completely voluntary, but defenders cannot refuse combat. Units *can* attack into hexes they could not normally enter using regular movement, except into or across all-Sea terrain. A hex may be attacked any number of times during the same combat segment, but no unit can attack more than once per segment.

A. Ground Attack from the Air

1. Place Russian air units in the Ground Attack box on top of a Resistance-occupied hex. *One* air unit may be placed in a Rough, Mountain, or City hex. Up to *two* may be placed in any other type of hex. Air units ignore enemy units and prohibited terrain entirely when "flying" to the target.

2. After all air units the Russian side wishes to use this combat segment are placed on the map, roll one die for each hex under attack and add to it the number of air units present. Apply the result listed next to this total on the Ground Attack table (see right column). Place the air units in the Used box. Remember that Air units cannot be moved back into Ready box until the end of a game turn (II.D)

B. Battle Procedure

No combat between land units can occur until all Ground Attacks are resolved. Follow the steps listed below in the exact order listed.

1. The attacker chooses a style of combat (Probe, Mobile, or Assault) and uses the corresponding combat chart. *Probe* and *Assault* can be used in any attack. Use of the Mobile table is not permitted in certain types of terrain, as indicated on the Terrain Chart.

2. Total the printed combat strength of all attacking units and compare it to the total strength of all defending units. Only one unit of the owner's choice in an overstacked hex (V.C) contributes its strength toward an attack or defense. All units stacked with the lone attacker or defender are affected by the outcome.

3. The defender's total is *doubled* for defending in or behind some types of terrain. Once doubling occurs for one terrain type, ignore any additional terrain effects.

4. If the attacker's total (A) is larger, divide it by the defender's total (D) and drop any fractions, expressing the result (N) as the ratio N:1. If D is larger than A, divide D by A and round any fraction up to the next whole number, expressing the result as 1:N. Final odds less than 1:3 are treated as 1:3. Odds greater than 7:1 are treated as 7:1. See the "Odds Calculations" example on page 11.

5. If at least one unit contributing strength to a combat is within two hexes of a friendly HQ unit, shift the odds one column in the owning side's favor: *left* for the

Recovery Example

A Chechin 2-3-2 Reduced infantry unit belonging to the Resistance is in supply and wants to recover its full effectiveness. The Resistance side rolls the die. The result is "3." Since the unit's cohesion rating of 3 is at least equal to the result, the unit is flipped over to its 4-3-4 Effective side. Another 2-3-2 in supply rolls a 4. Since the cohesion rating is less than the result, the unit remains Reduced.

Ground Attack Table					
Roll	3 or less	4	5	6	7 or more
Result	—	L/A	L	L	E

Die roll modifiers:

+1 per air unit

-2 target hex contains Mountain, Rough, or City.

— = No effect.

L = Reduce one Effective unit in target hex (attacker's choice).

E = Eliminate all reduced units in target hex, then reduce all Effective units in the same hex.

/A = Eliminate one air unit.

Psychological Warfare Table					
Roll	1	2	3	4-5	6 or more
Result	P	—	P	—	W

Die Roll Modifiers:

+1 Political Index is 34-66 points

+2 Russian attacks when Political Index is 0-33

+2 Resistance attacks when Political Index is 67 or more

— = No effect.

P = Add 1 point to Political Index if Resistance attacking. Subtract 1 point if Russian attacking.

W = Attacker chooses *one* of the following:

(1) Apply the "P" result.

(2) Defender reduces one Effective unit of its choice in the target hex.

(3) Defender eliminates one Reduced unit of its choice in the target hex.

defender, *right* for the attacker. If the current odds column is 1:3, no shift to the left is allowed. No rightward shifts occur if the current odds are 7:1. When calculating the distance, count the combat unit's hex but not the HQ's hex. Ignore enemy units, enemy ZOC, and prohibited terrain.

6. Adjust the odds column for Russian Close Air Support. For each air unit placed in the target hex, shift the odds one column in favor of the Russian side as in step #5 above. Russia may use *one* air unit per combat if the target hex contains Rough, Mountain, or City terrain. Use up to *two* in any other type of hex. Following completion of the combat, return the air units to the Used box. They are never affected by the outcome of combat, unless a Random Event requires it.

7. If at least one Patriot unit contributes its strength to a combat, the Resistance may launch a **Patriotic strike**. Reduce the Political Index by 2 points and shift the odds one column in favor of the Resistance: *left* if the Resistance is defending, *right* if it is attacking. If the current odds column is 1:3, no shift to the left is allowed. No rightward shifts occur if the current odds are 7:1.

8. Roll the die and cross-index the result with the final odds column on the selected combat chart. Apply the outcome, including any retreats and advances, before resolving another battle. Refer to the "Combat Results Explanation."

C. Special Terrain

1. If all units attack across a **river**, the defender's strength is *doubled*. If the defender already qualifies for doubling without the river benefit, ignore the effect of the river.
2. LOCs have no effect on combat. Check the Terrain Chart for other terrain in an LOC hex that can double the defender's strength.

D. Retreat & Advance After Combat

1. **Retreat.** The owning side retreats its units in any direction. Each unit must retreat the number of hexes indicated by the combat result. A retreating unit may not enter a hex containing enemy units or terrain prohibited to it during movement (V.A). A unit that retreats into a hex with an enemy ZOC, even one occupied by another friendly unit, causes the retreating unit to be *reduced* (or *eliminated* if already reduced). Special Operations and Militia units ignore the effects of all enemy ZOCs during retreat, except those belonging to Security units. A unit may end its retreat overstacked, if the owner wishes or if there is no alternative. If no retreat path of any kind is available, the retreating unit is eliminated.
2. **Advance.** Each surviving unit (whether attacking or defending) that did not retreat from a combat may occupy any adjacent hex vacated by the opponent. Advancing units must obey all movement restrictions that apply to retreating units in #1 above, except that they ignore enemy ZOCs and cannot advance into a hex that would cause their elimination.
3. **Overstacking.** Only one unit can attack out of or defend in an overstacked hex (V.I.A.2) throughout a Combat segment. Reduction and elimination of overstacked units does not occur until the end of the segment (V.C.3).

E. Breakthrough

Generally, no unit may attack more than once per friendly combat segment. However, a "Breakthrough" combat result allows attacking units to advance further and immediately conduct another attack.

1. A "+B" result allows attacking mobile units (see list on p.9) to advance an additional hex after occupying the defender's vacated hex. The additional hex may not contain an enemy land unit or prohibited terrain. Ignore enemy ZOCs.
2. Whether or not any attackers advance, qualified units (listed in #1 above) that were involved in the original combat may attack again. Air units involved in the original combat may not be used a second time. Only one hex may be selected as the target, and only qualified units adjacent to the target hex may attack. Breakthrough combat is resolved immediately, using all normal combat rules and adjustments, including Close Air Support. If another "+B" occurs, the units involved may advance and perform yet another Breakthrough combat. The process contin-

Scenarios

All scenarios last a maximum of 10 game turns, unless Russia chooses to increase the Political Index and extend the game by 5 turns. Units may be placed in border hexes containing any friendly territory. Put all Russian units not placed on the map in the Forces Available box. All Resistance units not set up go in a pile near the map.

1. Free Chechnya!

This is the situation as it unfolded in late 1994 and early 1995, with the Chechins standing alone against the Russian Republic.

Resistance Setup

Set up first. Deploy the indicated number of units in any cities and towns inside Chechnya, within stacking limits: 1 HQ, 1 Mechanized, 5 Infantry, 10 Militia

Russian Setup

Set up second. Deploy the indicated number of units anywhere in Russia, within normal stacking limits: 1 HQ, 1 Combined Arms (7-3-8), 3 Mechanized, 1 Air Assault, 8 Security.

Special Rules

1. Set Political Index at 15 points.
2. Ingushetia is considered part of Russia for all game purposes.

2. Rebel First Strike

Same as scenario #1, except that:

- A. Russia sets up first, followed by the Resistance.
- B. The Resistance Player Turn comes first each turn, followed by the Russian Player Turn.
- C. The Political Index begins at 10 points.

3. Caucasian Liberation!

Greater Chechnya challenges Russia's hold on the entire Caucasus region.

Russian Setup

Sets up first. Deploy the indicated number of units anywhere in Russia, within normal stacking limits: 1 HQ, 1 Combined Arms (7-3-8), 3 Mechanized, 1 Air Assault, 6 Security.

Resistance Setup

Sets up second. Deploy the indicated number of units in any cities and towns inside Chechnya, within stacking limits: 1 HQ, 2 Mechanized, 5 Infantry, 12 Militia.

Special Rules

1. Set Political Index at 10 points.
2. Ingushetia is in revolt. It is considered part of Chechnya for all game purposes.

ues until there is no "+B" result, or until the attacker decides not to perform Break-through combat again.

F. Psychological Warfare

This is a special type of combat performed during the Combat segment. Only Propaganda, Special Operations, and Patriot units may conduct Psychological Warfare.

1. Each unit must attack by itself. Only one psychological attack can be directed at a particular target hex each combat segment. Attacks *may* occur into and across prohibited terrain.
2. Normal and Psychological attacks can be performed in any order or combination the attacker wishes. A unit capable of doing so may perform *both* types of combat in a single segment, and it need not do them together. (Players may want to keep a written record of combat activity.)
3. To resolve a Psychological attack, a unit chooses any adjacent enemy-occupied hex. The attacker then rolls the die, applies any die roll modifiers, and finds the result on the Psychological Warfare table (see p.17).

VII. Logistics

During a logistics segment, the side performing the segment checks the supply status of all friendly land units. Unsupplied units are flipped over to their Reduced sides. *Reduced units remain unchanged.* Supply is also checked at other times to see if a unit is eligible to perform certain tasks, but the reduction penalty occurs only during a friendly logistics segment.

A. Automatic Supply

The following are always in supply and need not trace a supply line:

- Special Operations, air units, air supply units.
- Militia units inside their home country. Caucasian units treat Russia (and Ingushetia when not in revolt) as home. Chechin units treat Chechnya (and Ingushetia when in revolt) as home.
- Russian units in a city inside Russia (or Ingushetia if not in revolt).
- Russian units on the Russian Operations Display

B. Regular Supply Lines

Each Russian unit must trace a *regular supply line* containing any number of Line of Communications (LOC) hexes back to a friendly supply source. Resistance units can trace only a tactical path (VII.C) until Georgia enters the conflict (VII.E).

1. A regular supply line may exit but cannot enter a hex containing an enemy ZOC, even one occupied by a friendly unit. It cannot enter or exit a hex containing an enemy unit.
2. Each new hex in a regular supply line must be entered through a hexside crossed by an LOC.

C. Tactical Paths

1. The *tactical path* from a unit to the first hex in a regular supply line must be a certain number of hexes or less. Each side has a different range requirement (see below). Count the first regular supply line hex but not the unit's hex when determining the range.
2. The unit's hex can contain enemy ZOCs, but none of the other hexes in the tactical path can contain enemy land units or enemy ZOCs, even if a hex is occupied by friendly units.
3. The tactical path of a **mechanized or combined arms unit** may enter or exit a Rough, Mountain, Sand, or Marsh hex only through a hexside containing an LOC.
4. A unit directly adjacent to a hex belonging to a valid regular supply line (VII.B) is in supply, and need not trace a tactical path.

D. Russian Supply

A unit belonging to Russia is supplied if it is in one of the following situations:

4. War Of Independence

Greater Chechnya's best chance for outright military victory could mark the beginning of the second Russian Civil War. Play the same as scenario #3, except that:

- A. Set Political Index at 5 points.
- B. The Resistance Player Turn comes first each turn, followed by the Russian Player Turn.

Victory

The game continues until a UN Ceasefire occurs due to a Random Event, one side surrenders and the other side accepts the surrender, or ten full turns have been completed and Russia decides not to extend the game to 15 turns (see the Political Points chart for details).

A. Political Index

1. During the course of the game, various actions listed on the Political Points Chart will cause the Political Index to go up or down by the indicated number of political points. When the game ends, the Resistance receives one victory point for each point of the index.
2. When the "Pol Index x1" marker must be increased past 10 on the Record Track located on the map, move the "Pol Index x10" marker one space to the right. If the x1 marker is moved to the left of the 10 space to record a loss of political points, shift the x10 marker one space to the left.
3. The index cannot fall below zero or exceed 99. There are no benefits or penalties for reaching either extreme.

B. Russian Objectives

Russia must hold or capture key geographical objectives. The Russian side receives a number of points indicated on the Victory Points chart (p. 20) for each city, town, or oil field hex it physically occupies at the end of the game.

C. Determining Victory

1. **Geopolitical Victory.** Total each side's victory points. Subtract the lower total from the higher and find the result on the Victory Level chart on p.20.
2. **Game Victory.** The side with the most VPs wins. In case of a tie, the game is a draw. Players may by mutual agreement choose to extend the game one full turn to see if the tie can be broken. If the extra turn is the 11th or later turn of the game, add 5 points to the Political Index.

1. It traces a tactical path *three (3) or fewer* hexes in length to a hex that is part of a regular supply line reaching back to a Russian-controlled city, the north map edge, or the west map edge. Units that occupy or can trace a tactical path directly to any of these sources are also in supply.

2. It receives an **Air Supply** unit currently in the Ready box. Other units, even those in the same hex, gain no benefits from the Air Supply unit. The two remain together until the end of the game turn, when all Air Supply units return to the Ready box. If the unit carrying the Air Supply marker is eliminated, the marker is placed in the Forces Available box.

E. Resistance Supply

1. A unit of any nationality is supplied if it occupies or traces a tactical path *three (3) or fewer* hexes in length to a Resistance-controlled city or town.

2. If Georgia has entered the war by Random Event, Resistance units are in supply if they can trace a normal 3-hex tactical path to a hex that is part of a regular supply line reaching back to hex 2712 or 2724 (marked on the map). Units that can occupy or can trace a tactical path directly to one of these sources are also in supply.

VIII. Reduced Units & Recovery

After checking supply in the friendly Logistics & Recovery segment, a side may attempt to restore Reduced units that are in supply to Effective status.

A. Effects of being Reduced

1. Reduced units have no ZOCs, but they attack, defend, and provide logistical support normally.

2. "U" and "X" combat results cause the elimination of previously reduced units, but not those just reduced in the current battle.

B. Recovery procedure

Roll the die and compare the result to the unit's *cohesion rating* (the middle number on the counter). If the result is *the same or less than* the cohesion rating, flip the unit over to its Effective Side. If the result is greater than the rating, nothing happens and the unit remains reduced.

Victory Points Chart	
Russia	
Victory Points	Action
20	per Russian-controlled Grozny hex (1815, 1816)
5	per Russian-controlled Town or Oil Field <i>outside</i> Russia
2	per Russian-controlled City <i>inside</i> Russia
1	per Russian-controlled Town or Oil Field <i>inside</i> Russia
Resistance	
1	per Political Index point

Victory Level Chart	
Winner's total minus loser's total	Result
0-10	No Victory (conflict drags on indefinitely)
11-20	Battlefield Victory (temporary success, but no resolution of crisis)
21-30	Regional Victory (your side controls the Caucasuses)

Political Points Chart	
Change Political Index	Action
+1	Per Russian Security, Propaganda, or Air Supply unit moved from Available to Ready box.
	Russia attacks a City or Town
	Close Air Support used in a combat
	Russian air force performs a Ground Attack
	per Russian land unit reduced for any reason per Russian air unit eliminated
+2	Per Russian Mechanized, Special Operations, or Helicopter unit moved from Available to Ready box
	per reduced Russian land unit eliminated
	per Russian town occupied by Resistance at end of a Resistance player turn
+3	Per Russian Combined Arms, Air Assault, HQ, or air unit moved from Available to Ready box
	per effective Russian land unit eliminated
+5	per Russian city occupied by Resistance at end of a Resistance player turn
+10	Russia extends game from 10 turns to 15
-1	Resistance attacks a City or Town
	Per Chechin unit completely inside Russia at the end of each Resistance movement segment <i>Maximum of -5 points per segment (ignore units in border hexes)</i>
-2	Per Resistance "Patriot Strike" (I.A.5)

Sequence of Play

A. Random Events

B. Russian Player Turn*

1. Reinforcement Segment.
2. Movement Segment.
3. Combat Segment.
4. Logistical & Recovery Segment.

C. Resistance Player Turn*

Same as B

D. Game Turn Completion

* May switch, depending on the scenario

Credits:

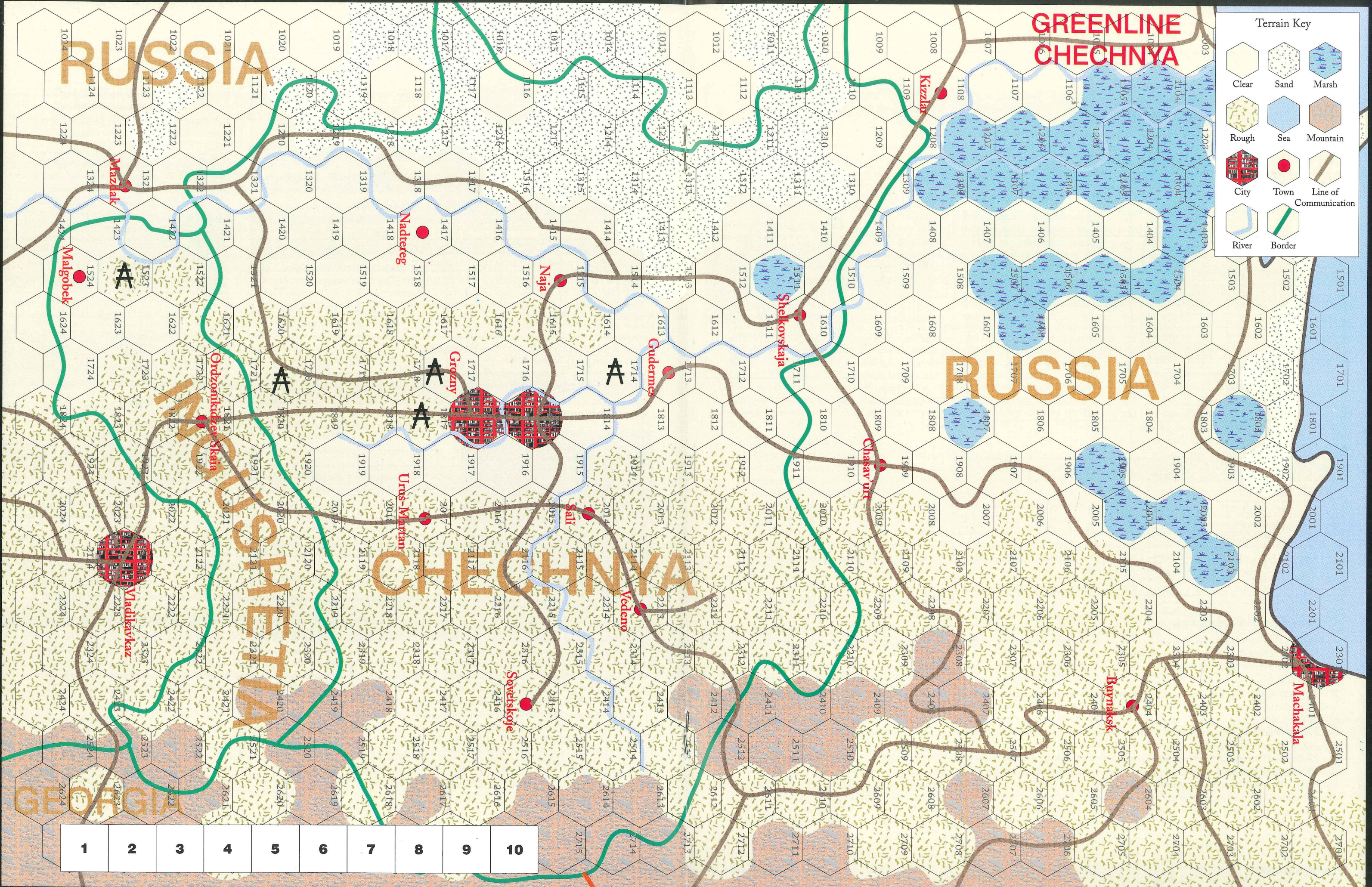
Design: Joe Miranda

Development: Keith Schlesinger














































































































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Playtest Leaders: Paul Blankenship, Doug Murphy, David Spangler



Terrain Key		
Clear	Sand	Marsh
Rough	Sea	Mountain
City	Town	Line of Communication
River	Border	

1 	2 	3 	4 	5 	6 	7 	8 	9 	10 
3-4-4	3-4-4	3-4-4	3-4-4	3-4-4	3-4-4	3-4-4	3-4-4	3-4-4	3-4-4
4 	5 	6 	7 	8 	9 	10 	11 	12 	13 
4-3-4	4-3-4	4-3-4	4-3-4	4-3-4	4-3-4	4-3-4	4-3-4	4-3-4	4-3-4
1 	2 	3 	4 	5 	6 	7 	8 	9 	10 
2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3
11 	12 	13 	14 	15 	16 	17 	18 	19 	20 
2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3
				1 	2 	3 	North 	Central 	West 
				6-2-7	6-2-7	6-2-7	1-3-7	1-3-7	1-3-7
A 	B 	1 	2 	1 	2 	3 	4 	5 	6 
3-3-4	3-3-4	3-2-4	3-2-4	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3	2-3-3
Islamic Brotherhood		Georgian		Caucases Partisans					
1 	2 	3 	1 	2 	3 	1 	2 	3 	1 
6-2-7	6-2-7	6-2-7	6-2-7	6-2-7	6-2-7	6-2-7	6-2-7	6-2-7	6-2-7
2 	3 	1 	2 	3 	131 	1 	2 	3 	8 
6-2-7	6-2-7	8-3-8	8-3-8	8-3-8	7-3-8	5-3-10	5-3-10	5-3-10	5-3-10
Russia									
42 	106 	15 	22 	Nav. 	10 	20 	30 	40 	50 
5-3-10	5-3-10	3-4-4	3-4-4	3-4-4	3-2-6	3-2-6	3-2-6	3-2-6	3-2-6
60 	70 	80 	90 	100 	1 	2 	3 	100 	200 
3-2-6	3-2-6	3-2-6	3-2-6	3-2-6	1-2-6	1-2-6	1-2-6	3-2-10	3-2-10
300 	NCMD 	8 	42 	1 	2 	3 	1 	2 	3 
3-2-10	1-4-7	1-4-7	1-4-7						
4 	5 	6 	Turn	Pol Index x1	Pol Index x10				

