

CORNERED WOLF



CHECHEN WAR GAME

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INTRODUCTION

WHY CHECHNYA?

The First Chechen War, spanning 1994-1996, represents modern urban combat at its most terrifying and at times, confusing.

The forces on each side are somewhat even, with well trained and motivated units on the Chechen side, but with little heavy support and vehicles, and a variety of levels of training on the Russian side, from fresh conscripts to seasoned special forces, with huge amounts of heavy support and vehicles.

This combination of rough parity between forces and chaotic urban warfare is the main reason for choosing to cover this conflict.

Note that these rules could also be used for the Second Chechen war if desired.

PREMISE FOR THIS RULESET

This ruleset will be 2 things: Simple and Chaotic. We will strive to keep the details of modern warfare as simple as possible, while still accurately representing the effects of the various weapon systems involved.

Chaos will be at the core of this game, the idea being to reflect the confusion of the urban environment during the fighting in Grozny. While rural fighting in more open spaces could easily be conducted with these rules, we have aimed mostly at the city fighting in Grozny.

TIME, GROUND AND MINIATURE SCALE

This game is aimed at 15mm, 20mm or 28mm miniatures, although smaller scales could be used just as easily. Miniatures should be individually based, although weapon teams such as the AGS-17 or mortars can be based together in groups according to the numbers of soldiers indicated for each team on page 2. Each turn represents around 15 seconds of combat, and 1" in-game represents about 2m in real life.

WHAT YOU WILL NEED

This game requires a 6' X 4' or 4' X 4' table with plenty of terrain. Lots of terrain will help this game be more realistic, and ideally at least 3/4 of the table should be covered with terrain. Burned-out houses, Destroyed high-rises, piles of rubble, destroyed tanks, walls, etc. Should all be represented.

You will need 2 armies of opposing miniatures in your chosen scale, around 20 infantry per side, as well as heavy weapons like RPGs and Machine Guns. The Russian side will need a few vehicles such as the T-72, BTR-80, BMP-1 or BMP-2 and Shilka. Anywhere from 1 - 6 of these in total will be enough. The Chechens will need a BTR-80 or two and a BMP or two (can be BMP-1 or BMP-2).

You will also need the usual suspects for wargaming: Tape measures in inches, six-sided dice (referred to as "D6" in these rules) and some colored markers for representing wounded or pinned soldiers.

You will also need a pack of regular playing cards, with the Jokers included.

Occasionally you will be asked to roll a "D3" - because no such dice exists, roll a D6 instead: A result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.

TERMS USED IN THIS GAME

Soldier: Each single infantry miniature is considered to be a "Soldier".

Unit: Each single vehicle or group of soldiers is considered to be a "Unit". soldiers within 6" of each other are considered to be in the same unit.

Team: A "Team" is a group of soldiers working together to operate a heavy weapon.

SETTING UP A GAME

CHOOSE GAME SIZE

There are 3 game sizes to choose from, Small, Medium and Large. Choose one and move on to *Generate Forces* below.

GENERATE FORCES

Each player will have a random number of forces depending on the game size. Consult the table below and roll to see how many units you will deploy.

Game Size	Number of Units
Small	D6 + 2 units
Medium	D6 + 5 units
Large	D6 + 10 units

Each unit will be an infantry squad, heavy weapon team, or vehicle depending on the faction. For each unit, draw a playing card to see what kind of specific infantry or vehicle type it will represent. If you don't have a miniature for that kind of unit, draw another card until a unit comes up you can field.

Card	Unit: Russian	Unit: Chechen
2	RPG Team (2 soldiers)	RPG Team (2 soldiers)
3	PKM Soldier (1 soldier)	PKM Soldier (1 soldier)
4	Infantry Squad (4 soldiers)	Mortar Team (3 soldiers)
5	Infantry Squad (5 soldiers)	Infantry Squad (5 soldiers)
6	Infantry Squad (6 soldiers)	Infantry Squad (6 soldiers)
7	Sniper (1 soldier)	Sniper (1 soldier)
8	Infantry Squad (8 soldiers)	Infantry Squad (8 soldiers)
9	AGS-17 Team (2 soldiers)	AGS-17 Team (2 soldiers)
10	Mortar Team (3 soldiers)	Wolf Pack 1 (4 soldiers)
Jack	ZSU-23-4 Shilka or Tunguska (1)	Wolf Pack 2 (6 soldiers)
Queen	BTR-70 or BTR-80 (D3)	Wolf Pack 3 (8 soldiers)
King	BMP-1 or BMP-2 (D3)	Wolf Pack 4 (10 soldiers)
Ace	T-72 or T-80 (D3)	BMP-1 or BTR-70 (1)
Joker	Infantry Squad (10 soldiers)	T-72 (1)

Units in More Detail:

Infantry: Infantry will all be armed with AK-74s. The number of soldiers in each unit is shown on the table above.

RPG Team: These units consist of 2 soldiers, one with an RPG and one with an AK-74.

PKM Soldier: This soldier is armed with a PKM Light Machine Gun

Sniper: This soldier is armed with an SVD Sniper Rifle

AGS-17 Team: This unit consist of 2 soldiers working together to operate the automatic grenade launcher known as the AGS-17.

Mortar Team: This unit consists of 3 soldiers working together to operate a Mortar.

Vehicles: These are a number of vehicles, of the type specified above. Vehicles are covered in more detail in the *Vehicles* section.

Chechen Wolf Packs: These are covered in more detail on the next page.

Chechen Wolf Pack 1: This unit consists of 4 soldiers, 2 with AK-74s, one with an RPG and one with a PKM

Chechen Wolf Pack 2: This unit consists of 6 soldiers, 3 with AK-74s, one with an RPG, one with a PKM, and one with an SVD.

Chechen Wolf Pack 3: This unit consists of 8 soldiers, 5 with AK-74s, one with an RPG, one with a PKM, and one with an SVD.

Chechen Wolf Pack 4: This unit consists of 10 soldiers, 7 with AK-74s, one with an RPG, one with a PKM, and one with an SVD.

HOW UNITS WORK

Units of Infantry usually operate together as a group. All the soldiers in a unit must be within 6" of another Soldier in order to be considered part of the same unit. Soldiers can leave or join the unit at any time: As soon as they come within 6" of another soldier they are considered to be part of that unit, and as soon as they move more than 6" away from all soldiers in a unit they are no longer considered to be part of that unit.

Vertical terrain like buildings can also cause soldiers to be outside of a unit. Soldiers more than 1 floor away from another are not considered to be in the same unit. This is covered in more detail under *Terrain* on page 10.

Individual vehicles are always considered to be unique units, even if they are within 6" of another vehicle.

DEPLOYMENT

Once the forces have been determined for both sides, the next step is deployment. Players roll off: The player with the highest score can choose any table edge and deploy one unit anywhere within 12" of that table edge. In the result of a draw, re-roll. The next player will then deploy one unit within 12" of the opposite table edge. Only these first units must be played within 12" of the table edge, the rest of the units can be placed anywhere on the table, but not within 12" of an enemy unit. The players will continue to alternate placing units until all their units are deployed.

MISSION OBJECTIVES

After deployment, each player can choose 1 objective from the following list, depending on the side they are playing (so the Chechen player can only choose from the Chechen list, and Russian player from the Russian list). Once you have chosen an objective, you should write it down secretly on a piece of paper. Some objectives will require that you note down victory points each time you gain them, such as the 'Destroy Vehicles' or 'Annihilate Infantry' Objectives.

Russian Objectives	Victory Points
Capture a Chechen-Held Building	10
Annihilate Chechen Infantry	2 per 5 kills
Capture Table Sectors	2 per sector
Capture a Specific Sector	10

Chechen Objectives	Victory Points
Destroy Russian Vehicles	2
Annihilate Russian Infantry	2 per 5 kills
Raid a Russian-held Building	10
Capture Table Sectors	2 per sector

Victory Points

Each objective will give a number of victory points every time the conditions of the objective are completed. Each objective is covered in more detail on the next page.

Capturing Buildings requires that no enemy forces are inside the building at the end of the game, and at least 1 of your soldiers is inside.

Destroying Vehicles requires that you destroy an enemy vehicle. Each time this is done you can gain 2 victory points.

Raiding a Building requires that you retrieve a supply token from an enemy-held building. You can place a supply token in an enemy building with at least 5 enemy soldiers inside. Only your soldiers can carry the supply token, not the enemy.

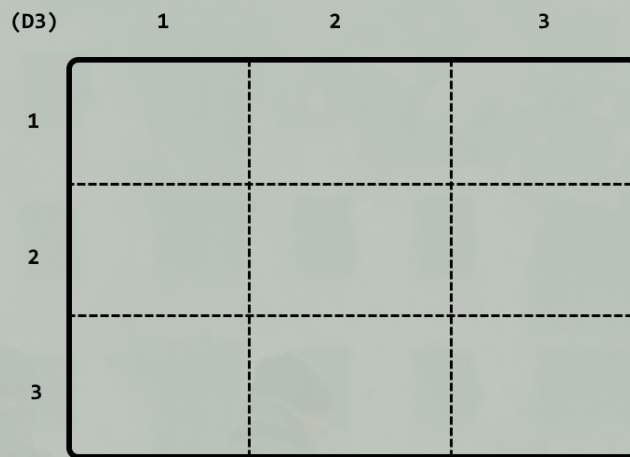
A soldier that makes contact with the token is considered to be carrying it and cannot attack while doing so. He can move as normal.

The supply token must be held by one of your soldiers at the end of the game in order to claim the victory points (10).

Annihilate Infantry requires that you kill at least 5 enemy soldiers.

For each 5 enemy soldiers killed, you will gain 2 victory points.

Capture Table Sectors: The table will be divided into 3 equal parts lengthwise and widthwise, making a grid with 6 sectors, as shown below:



To capture a sector you must remove any enemy forces from it, while having at least one of your units inside at the end of the game. If this condition is met at the end of the game, you count as capturing that sector. For each sector captured at the end of the game, you gain 2 victory points.

Capture a Specific Sector requires that the Russian player capture a specific sector of the table. The Russian player should roll a random table sector in secret, using the Chart above. The sector cannot be one with any Russian units inside. Keep a note of which sector you need to capture on a piece of paper, sketching a map of the table if necessary to orientate yourself. If you are able to remove all enemy units from the sector, and have at least 1 unit inside the sector yourself, you gain 10 victory points.



Chechen fighter firing an RPG-18 "Mucha" / "Fly"

GAMEPLAY

STARTING THE GAME

After deployment, return all playing cards to the deck and shuffle it.

TURN STRUCTURE

Each turn involves a player activating a number of soldiers or vehicles. At the start of each turn, draw a regular playing card from the deck (now known as the *Activation Deck*) and consult the table below to determine who gets to activate and what they can activate. These cards are known as *Activation Cards*. Only 1 player will activate at a time. Each time a player activates a unit is known as an *Activation Phase*.

All red suits (Hearts & Diamonds) will allow the Russian player to activate, while all black suits (Spades and Clubs) will allow the Chechen player to activate. Players will keep drawing cards until the game ends or the deck runs out. See *Ending the Game & Victory Conditions* on page 10 for more information.

RED CARDS	Russian Player Can Activate:	BLACK CARDS	Chechen Player Can Activate:
2	2 soldiers	2	2 soldiers
3	3 soldiers	3	3 soldiers
4	4 soldiers	4	4 soldiers
5	5 soldiers	5	5 soldiers
6	6 soldiers	6	6 soldiers
7	7 soldiers	7	7 soldiers
8	8 soldiers	8	8 soldiers
9	9 soldiers	9	9 soldiers
10	10 soldiers	10	10 soldiers
Jack	Any Single Vehicle	Jack	10 soldiers or 1 Vehicle
Queen	Any Single Vehicle	Queen	10 soldiers or 1 Vehicle
King	Up to 2 Vehicles	King	Any Single Vehicle
Ace	Up to 3 Vehicles	Ace	Any Single Vehicle

Jokers: When a Joker is drawn, neither player gets to activate, but instead there is a *Random Event*. This is covered on the next page.

ACTIVATION

Activating Soldiers: Cards allowing a number a number of soldiers to activate can only be used to activate soldiers and/or weapon teams. You must activate as many soldiers as possible within a unit or weapon team. If you choose to activate a unit of 8 soldiers, and you have a card allowing you to activate 8 soldiers, you must activate all 8 of those soldiers. If there are less soldiers in a unit than you can activate, you can spend the unused activations on another unit. You may activate as many separate units as you like, provided you activate the maximum number of soldiers in each unit. Each unit can only activate once per activation card.

So if you have a '10' card, allowing you to activate 10 soldiers, you could activate a unit of 3 soldiers, a separate unit of 3 soldiers, then another separate unit of 4 soldiers.

Activating Vehicles: Cards allowing a number of vehicles to activate can only be used to activate vehicles. Multiple vehicles can be activated if the card allows. Chechens may have to choose to activate a vehicle **or** activate 10 soldiers. If they choose to activate the soldiers, they will treat the card as if it was a '10' card.

Holding Activation Cards in Reserve - Suppression

Activation cards can be held in reserve instead of used. Once held in reserve, they can be used at any time during the enemies turn to inflict "Suppression", which is covered below. Once suppression has been carried out, the activation card is discarded as usual. Activation cards held in reserve can on ever be used for suppression and cannot be used to activate units in the regular way.

ENDING THE GAME & VICTORY CONDITIONS

If one side loses all of their units, they are automatically considered to have lost the game and the game ends. Otherwise the game will run until all the cards from the activation deck have been expended. At the end of the game, add up the Victory Points each side has. The side with the most Victory Points is the winner. If the Victory Points are equal, the game is a draw.



Russian soldiers on the attack, with a BTR-80

RANDOM EVENTS

When a random event card is drawn (the Joker), roll two D6 separately (or two different colored D6) and consult the table below. One D6 will be the 'tens' and one D6 will be the 'ones'. So if you rolled a 4, then a 3, the result would be 43. This is known as rolling a "D66".

Random events are covered in more detail below.

D66	Result		D66	Result		
11	Fog Descends (or Fog lifts if its already foggy)		41	Russian Infantry->Infantry		Friendly Fire
12	Chechens: Low Ammunition		42	Russian Infantry->Vehicle		
13	Chechens: Low Ammunition		43	Russian Vehicle->Infantry		
14	Russian Smoke Grenade		44	Russian Vehicle->Vehicle		
15	Chechens: Low Ammunition		45	Chechen Infantry->Infantry		
16	Chechen Smoke Grenade		46	Chechen Vehicle->Infantry		
21	Random Russian Infantry unit	Artillery Attack	51	Wolf Pack 1 (see <i>Units in more detail</i>)		Chechen Reinforcements
22	Random Russian Vehicle		52	Wolf Pack 2		
23	Chechen Infantry unit		53	Wolf Pack 3		
24	Random Building		54	RPG Team		
25	Random area Barrage		55	Sniper		
26	Random area Barrage		56	Infantry unit (5 Soldiers)		
31	Fog Descends (or Fog lifts if its already foggy)		61	Infantry unit (5 Soldiers)		Russian Reinforcements
32	Russian Smoke Grenade		62	Infantry unit (6 Soldiers)		
33	Russians: Confusion		63	BTR-80		
34	Russians: Confusion		64	BTR-80 & 4 Soldiers		
35	Russians: Confusion		65	BMP-1		
36	Russians: Confusion		66	T-72		

Random Events in More Detail

Fog Descends: Line of sight is now limited to 24" for all weapons.

If a fog has already descended when this random event is rolled, the fog lifts and line of sight returns to normal.

Chechens: Low Ammunition - Remove any activation cards held in reserve from the Chechen Player. Their low ammunition means they will only fire aimed shots and can't conduct effective suppression.

Smoke Grenade - Any Russian or Chechen infantry unit can throw a smoke grenade up to 12" away in any direction. The smoke grenade will create a circular area of smoke 6" in diameter. The smoke blocks all line of sight. If the smoke is at ground level, units on the 3rd floor can see past it, provided their target is also on the 3rd floor. If the smoke is on a higher level, it will block line of sight up to 2 levels in either direction (both up and down).

Smoke Dissipating

After each activation has been complete, roll a D6. On a 5+ the smoke dissipates. Do not test for dissipation in the activation phase when the smoke is first deployed.

Russians: Confusion - Remove any Activation Cards held in reserve by the Russian player, as their units get lost or become confused about where their forces are, preventing them from conducting effective suppression.

Artillery Attacks - Some artillery attacks use the following random area chart, showing the table divided into 3 equal parts lengthwise and widthwise. Nominate a short and long table edge, and Roll a D3 for each. This will give you a sector of the table where the artillery attack takes place.

	Random Artillery Target Chart		
(D3)	1	2	3
1			
2			
3			

Artillery Attack: Random Russian Infantry Unit - One Russian infantry unit in the sector rolled above will be targeted by Artillery. The Chechen player can choose which unit is affected.
The affected unit will have a D6 rolled against each soldier to inflict hits.
Hits will be inflicted on a 4+ regardless of if the unit is in cover or not.
 If no Russian infantry units are inside the area, re-roll the co-ordinates of the sector on the chart above until a sector with Russian infantry is targeted. If no Russian infantry are on the table, this random event is ignored.

Artillery Attack: Random Russian Vehicle - The Chechen player will choose 1 Russian vehicle to have a random Artillery Attack on it.
Roll a D6: The vehicle will be destroyed on a 4+.

Artillery Attack: Random Chechen Infantry Unit - Exactly as above for the *Random Russian Infantry Unit*, except the Russian player gets to choose a Chechen Infantry unit to take damage.

Artillery Attack: Random Building - Roll on the Random Artillery Target Chart above. One building in that area will be attacked (you can nominate buildings in the area and roll on a D6 to determine which is hit). Each individual soldier inside the building must test to see if it is hit. Roll a D6: On a 4+ each soldier is hit. If there are no infantry in the building, this event is ignored.

Artillery Attack: Random Area Barrage - Roll on the Random Artillery Target Chart above. All units inside that area must test to see if they are hit. Roll a D6: On a 4+ each soldier is hit. If there are no units in the area, this event is ignored.

Friendly Fire - Friendly fire will involve one unit making an attack against a friendly unit. The attack will be made as if the unit is activating with a 5 card (so could activate up to 5 soldiers) or a face card for vehicles (so could activate 1 vehicle).

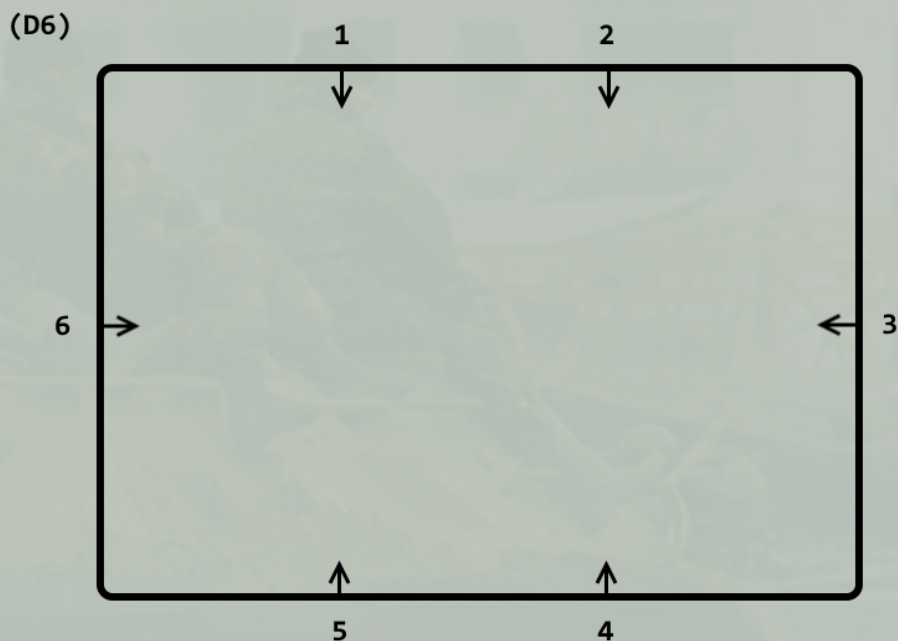
The player who is not involved in the friendly fire will chose which unit will attack which other unit. The two units involved must be at least 12" away from each other (so far enough that they don't recognize their targets) and have line of sight to each other.

Each random friendly fire event has an arrow showing where the fire is coming from and going to.

For example, if the random event is *Friendly Fire: Russian Infantry->Vehicle*, a single Russian infantry unit will target a single Russian vehicle.

If one of the units specified in the friendly fire is not available, the friendly fire random event is ignored.

Reinforcements - Reinforcements will appear from a table edge determined by the Random Reinforcements Chart below. Nominate a table edge to be "north" with the 1 and 2 results on it, then Roll 1D6 and consult the chart to see where the Reinforcements enter play. Reinforcements can move up to 6" from the point at the table edge when they arrive. They cannot attack or move further until they are activated. If there is impassible terrain at the point where they should enter, place them as close as possible to the indicated point, but in an area without impassible terrain. Infantry reinforcements can arrive in buildings if the building is on the edge of the table, but vehicles cannot.



INFANTRY

All infantry have 360 degree line of sight, meaning they do not need to worry about facing the right direction in order to fire. You can freely position your soldiers however you wish, ideally facing in the direction they will be attacking or moving.

When a soldier activates, he can choose one of the following options:

- Run up to 12" without firing
- Remain still and conduct aimed fire

If there is any terrain in a soldiers path of movement, the movement distance is halved. Terrain is covered in more detail below.

Attacking Infantry

When infantry are targeted by a weapon, only a single unit can be targeted, unless a soldier is on his own and not within 6" of any other soldier, in which case the individual soldier can be targeted.

Attacking is conducted via units: A unit of infantry will attack another unit of infantry, or a single vehicle will attack a unit of infantry or vice versa, or a single vehicle will attack another single vehicle.

When one unit decides to fire at another, add up the number of D6 they will need to roll to inflict hits as shown on the Weapon Table on page 11.

For example roll 1D6 for each soldier armed with an AK-47 in the attacking unit, 2D6 for each soldier armed with a PKM, etc.

Determine the number of hits inflicted and apply this to the unit being targeted. Any soldiers that are 'hit' are removed from the game, considered to be killed or wounded to the point they cannot continue to fight.



Chechen Sniper armed with an SVD

LINE OF SIGHT

All units have 360 degree line of sight. This means they do not need to turn to face a target, even vehicles.

Use your best judgment when deciding if one miniature has line of sight to another. Ideally you should use "true" line of sight: Crouching down to see what the miniature can see and if there is any terrain covering its target. This is not always possible though, as it can be difficult to get your eye down to the level of a miniature in a built up area or inside a building.

If a target is completely covered by terrain with regards to the miniature attacking, there is no line of sight and it cannot be attacked. If a target is partially covered by terrain, it is said to be "in cover".

In cases where it is not clear if there is line of sight, assume the target is in cover.

TERRAIN

All terrain will provide cover to infantry, even chain-link fences or bare trees that would seem to give very little protection from fire. The rationale is that these terrain features would usually have small humps of earth or rubble near the base where a soldier can take cover. Vehicles are only considered to be in cover if more than 50% of their silhouette is covered by terrain with regards to the miniature attacking.

Terrain and Movement: Infantry

Fences and piles of rubble can be moved over or through, but all movement rates will be halved. So a soldier moving over a fence that would usually move 6" would only move 3". If the 3" doesn't quite allow the soldier to cross the fence, he cannot cross and should instead just be placed next to the fence and can cross it during his next activation, if desired.

High concrete walls with no holes in them cannot be moved through (it is worth determining which terrain features block movement before the game starts), however if there is a large enough hole, soldiers can move through at that point.

Terrain and Movement: Vehicles

Vehicles can drive over small piles of rubble, and can easily drive through fences or walls, destroying them (you can remove a section of wall or fence once a vehicle moves through it). Driving through terrain will half a vehicle's movement.

Some terrain will be impassible to vehicles: Large piles of rubble, sturdy buildings and rivers. Note that these types of terrain will still be passable to infantry. As a general rule infantry can pass areas that vehicles cannot - especially large piles of rubble, or small gaps between impassible terrain features.

Terrain and Weapons

When a unit is considered to be in cover, Small Arm type weapons will inflict hits on a 5+ instead of a 3+. Blast weapons will inflict a hit on a 4+ instead of a 3+. Vehicles in cover will be hit on a 5+ instead of a 3+.

Multi-Level Buildings

The rules above cover general terrain including single level houses and buildings, but multi-level buildings require a few more rules. Each vertical level of a multi-level building is called a *Floor*. The ground floor is the lowest level, on the level of the street. The 1st floor is the next floor above, the 2nd floor is the next floor above, and so on. Soldiers within 2 floors of each other are considered to still be in the same unit. So a soldier on the 2nd floor would still be considered to be in the same unit as a soldier on the ground floor, provided they were still within 6" of each other laterally. A soldier on the 1st floor would not be in the same unit as a soldier on the 3rd floor, even if they were within 6" of each other laterally.

Moving Through Multi-Level Buildings

Lateral movement is no different than moving through regular terrain, if a building has clear ground on the floor, it can be moved through as if there is no terrain, if there is rubble it will count as terrain as usual. Walls can only be moved through if there is a door, window, or hole large enough for a soldier to fit through. Movement will be halved if moving through walls or over rubble as usual.

Vertical Movement

You can sacrifice 6" worth of movement to move up or down 1 level. So a soldier activated who decides to move could move 6" laterally and then up or down 1 level. Alternatively the soldier could move up or down 2 levels if he didn't move laterally. Vehicles cannot move vertically through buildings unless there is a ramp that would accommodate them leading from one level to another.

Vehicles Attacking Multi-Level Buildings

Most vehicles can only attack targets up to the 3rd floor. Only specific Anti-Aircraft vehicles like the ZSU-23-4 Shilka can attack units on floors higher than the 3rd floor.



Russian BMP-2 on the move past a destroyed building

WEAPONS

Each Soldier should be assumed to be armed with what is represented on the miniature. Most regular infantry will be armed with the AK-47 or AK-74, while some will be armed with heavier weapons. Vehicles will have their armament specified in the *Vehicles* section below.

The following Weapon Table lists the weapons used in this game:

Weapon Table

Name	Lethal Range	Suppression Range	Type
AK-47 or AK-74	24"	36"	Small Arm
PKM Machine Gun	36"	48"	Small Arm (2)
SVD Snipe Rifle	48"	Unlimited	Small Arm (1)
RPG-7 / RPG-18	24"	-	Blast (3)
AGS-17	36"	-	Blast (3)
Mortar	48"	-	Blast (3)
14.5mm / 23mm / 30mm	48"	Unlimited	Blast (4)
33mm / 77mm	48"	Unlimited	Blast (5)
125mm	Unlimited	Unlimited	Blast (6)

Lethal Range

The Lethal Range of a weapon shows the range at which it can effectively hit a man-sized target. Hits are covered below.

Suppression Range

The Suppression Range of a weapon shows the range at which it can be used to suppress enemy units. Within this range, a weapon cannot effectively hit a man-sized target, but can still cause an enemy unit to keep its head down.

Suppression is covered in more detail below.

Type

The Type of a weapon indicates how many hits it could potentially inflict (the number in the brackets) as well as the kind of damage. There are 2 Type of Weapon: **Small Arms** and **Blast**. Small arms weapons can be stopped by terrain, while Blast weapons are more effective at bypassing terrain. This is covered in more detail under *Terrain* above.

Causing a Hit

When a weapon targets a unit, roll the number of D6 indicated in the brackets of the weapon's *Type* Column. If no number is given, only roll 1 D6.

For each dice rolled, a 3 or higher will cause a hit. We call this a "3+" to hit. Units that are within 3" of terrain that provides cover will be harder to hit and considered to be "In cover". Small Arms weapons will only hit on a 4+ rather than a 3+ if a unit is in cover. Blast weapons will still hit units in cover on a 3+.

What does a Hit Do?

Infantry: When an infantry unit is hit, remove a number of soldiers equivalent to the number of hits inflicted. They are considered to be killed or wounded to a point that they cannot continue to fight. The latter still count as being killed with regards to Mission Objectives.

Vehicles: When a vehicle is hit, the vehicle is considered to be destroyed. Any infantry within 3" of a vehicle that is hit must be tested for to see if they are also hit. Roll a D6: on a 4+ they are hit.

Mortars

Mortars do not require line of sight, but only hit on a 5+, regardless of cover.

SUPPRESSION

Suppression allows a number of soldiers or vehicles to pin a unit down by using an activation card that has been held in reserve. Suppression can only be conducted during the enemies turn to activate, and requires that the unit conducting the suppression has line of sight to the unit targeted for suppression. Only infantry can be suppressed, and only once per activation card. The type of activation card held in reserve will determine what kind of unit can be used for suppression. If the activation card would usually allow 8 soldiers to activate, then only 8 soldiers can be used for suppression. If the activation card would usually allow 1 vehicle to activate, only 1 vehicle can be used for Suppression. In this way suppression is simply a way of activating during the enemies turn, but only for the purpose of suppression.

Suppression Level

The number of dice the suppressing unit would normally be able to attack with, given the activation card held in reserve, is considered to be their "Suppression Level". If a player has an activation card with the value of "3" held in reserve, and uses it to get a unit of 3 soldiers with AK-74s to inflict suppression, then the suppression level would be 3 (1 dice for each AK-74). If a player has a card that would allow him to activate a single vehicle, and chooses a T-72 to inflict suppression with, the suppression level would be 6, as that is how many dice the 105mm on the T-72 can attack with.

This way no markers or tokens are needed to indicate suppression, but rather when a player goes to activate a unit, the enemy informs them that their chosen unit is actually suppressed, and plays the activation card they held in reserve.

The Effect of Suppression

As soon as the enemy selects a unit to activate, you can then declare you will suppress that unit and play your activation card that has been held in reserve. One of your units must have line of sight to the chosen enemy unit, and their weapons must be within lethal or suppression range of the target unit.

the activation required to activate the entire suppressed unit will be used up. So if the suppressed unit has 4 soldiers, and the activation card allows a player to activate 6 soldiers, he will still be able to activate 2 soldiers after the suppressed unit has chosen to remain still or act.

After the attempted activation and subsequent suppression, the unit will be able to act again as normal the next time an activation card is drawn.

A unit that is suppressed runs the risk of taking casualties if it moves. tracers are flying over their heads and moving around in the open would be very risky.

A suppressed unit has the following options:

- Remain still and take no casualties, but waste the activation card.
- Move and/or attack as usual, but risk taking casualties.

If the suppressed unit elects to move and/or attack, they will roll 1D6 for each soldier that moves, up to the suppression level of the unit conducting the suppression. Each soldier that moves or attacks is hit on a 3+ regardless of if they are in cover or not (as we assume they are moving and/or firing rather than making careful use of cover).

Only 1 dice will ever be rolled per soldier to inflict a hit during suppression

For Example: Player A chooses a unit of 8 soldiers to activate.

Player B, who has an activation card held in reserve, declares he will be inflicting suppression on Player A's chosen unit. Player B has an activation card in reserve that would usually allow him to activate 3 soldiers. Player B chooses one of his own units within line of sight, and whose weapons are within range of Player A's chosen unit.

Player A's unit is now considered to be suppressed. Player A elects to move his unit anyway, as only 3 of Player B's soldiers can actually inflict suppression. Player B will roll 3 D6 to attempt to inflict hits on player A's unit.

VEHICLES

Vehicles have 360 degree line of sight, just like infantry. Turning on the spot does not cost a vehicle any movement, and a vehicle's facing is not important with regards to armor or taking damage.

When a vehicle is activated, it can choose one of the following options:

- Move up to 24" in any direction.
- Remain stationary and fire the vehicle's weapon.

Weapons

Each vehicle has a different weapon, shown below. Extra vehicles are shown. All vehicles have a dead zone up to 6" away from the vehicle where they cannot attack. This represents minimum elevations of weapons.

Damage & Getting Destroyed

Vehicles can never be destroyed by Small Arms.

The T-72 can only be destroyed by certain weapons, as shown in the notes below. Other than these restrictions, when a vehicle is hit by a weapon, it is considered to be destroyed.

Vehicle Name	Weapon	Notes
BTR-70 or BTR-80	14.5mm	
BMP-1	73mm	
BMP-2	33mm	
ZSU-23-4 'Shilka'	23mm	Can attack units on any floor.
2K22 'Tunguska'	30mm	Can attack units on any floor.
T-72 or T-80	125mm	Can only be destroyed by RPG-7, RPG-18, or 125mm.

Vehicle Weapons:

Name	Lethal Range	Suppression Range	Type
14.5mm / 23mm / 30mm	48"	Unlimited	Blast (4)
33mm / 77mm	48"	Unlimited	Blast (5)
125mm	Unlimited	Unlimited	Blast (6)

Destroyed Vehicles:

When a vehicle is destroyed, any soldiers within 3" must immediately roll 1D6: on a 4+ they are hit and removed as a casualty.

Destroyed vehicles are left on the table as a wreck. They are considered to be impassible terrain, that provides cover as if it were a terrain feature.



Chechen fighters run past a burning BTR-80