

ACTIVATIONS

Perform in any order

- Move
- Conduct fire combat
- Move and conduct fire combat (with a reduced MP allowance and an adverse DRM, see Cases 5.1.3 and 6.4.2)
- Initiate melee combat
- Spot for Indirect Fire Attacks (leaders only)

END PHASE SEQUENCE

- Suppressed markers are removed from combat units (revert to normal status)
- Pinned units become Suppressed
- Disrupted units become Pinned
- Inactive units become Disrupted
- Fired markers are removed
- Units are returned to their Un-activated sides

MOVEMENT POINT (MP) TERRAIN COSTS

Clear	1 MP
Woods	2 MP infantry, vehicles prohibited except along road
Built-up/Landmark	2 MP infantry-type units (3 MP for those with heavy weapons), prohibited to vehicles except along road
Go up or down a level in a Built-up hex	1 MP
Rubble	3 MP for infantry-type units, vehicles prohibited
River	+2 MP to cross un-bridged hex side. +1 MP to cross at a bridge hex side. Note: Vehicle units may only cross a river at a bridge
Road	½ MP
Road Block/Wreck	all MP for infantry and leaders, prohibited to vehicles
Chechen sniper (Section 8.8)	+1 MP for Russian infantry units for each hex entered in the sniper's LoS (within 4 hexes)

Other MP Costs

- Reverse Movement (vehicles only) = All MP
- Load/unload from a vehicle = 1 MP
- Enter enemy-infantry occupied hex (vehicles only) = +1 MP in clear or roads

RANDOM EVENTS

Each day turn of the game, beginning with turn 2, both players roll a six-sided die and total the results. The number determines if any of the random events listed below are in effect for the turn:

Die Roll	Event
2, 6 or 12	Chechen Desperation A number of Normal status units equal to the roll of one ten sided die that can trace an LoS to a Normal, Suppressed, or Pinned status Chechen leader, may conduct a second activation this turn. Treat as No Event if the Chechen player has more VP than the Russian player.
4 and 9	Russian Desperation A number of Normal status units equal to the roll of one ten sided die that can trace an LoS to a Normal, Suppressed, or Pinned status Russian Leader, may conduct a second activation this turn. Treat as No Event if the Russian player has more VP than the Chechen player.
3 or 11	Snafu! Roll another die. An even DR affects the Russian player an odd DR affects the Chechen. Remove one of the affected player's activation chits from the opaque container. These units may not activate this turn. A player may only be affected by this event once per game. Treat as No Event if rolled again by a player.
5 or 8	Allah Hu Ahkbar (God is Great)! A number of previously eliminated Chechen units equal to the roll of one six-sided die can be re-entered into the game at any landmark hex that is under Chechen control. The Russian player is awarded 1 VP for each of these units entered into play. This event can only occur once per game. Treat as No Event if rolled more than once, there are no eliminated Chechen units, or the Chechen player declines to enter any units.
7, 10	No Event.

UNIT STATUSES

- Suppressed** +1 DRM for fire attacks. Spotting range of 2 hexes during the day. Scatter ten-sided DR 1-7. May not initiate Close Assault combat, -1 DRM defending Close Assault. -1 MP allowance, but may move at least one hex.
- Pinned** +2 DRM for fire attacks. Spotting range of 2 hexes during the day. Scatter ten-sided DR 1-7. May not initiate Close Assault combat, -1 DRM defending Close Assault. -2 MP allowance, but may move at least one hex.
- Disrupted** No fire attacks. May not spot. May not initiate Close Assault combat, -2 DRM defending Close Assault. May not move.
- Inactive** No fire attacks. May not spot. May not initiate Close Assault combat, -3 DRM defending Close Assault. Unit may not move.

FIRE ATTACK MODIFIERS

Additions

- +1 Infantry unit same hex as vehicle and fired upon by enemy unit at ground level (does not apply from upper level or indirect fire)
- +1 firing unit moved and fired in the same activation
- +1 firing unit is Suppressed
- +2 firing unit is Pinned
- +1 target unit occupies Woods hex
- +1 target on higher level than firing unit (does not apply with indirect fire)
- +1 target has not activated or fired, and is being targeted by indirect fire
- +1 T-80 fired upon through frontal hex side. Note: Chechen units in the same hex as a T-80 are considered firing on the tank's front aspect, regardless of how they entered the tank's hex (these things are really intimidating!). Does not apply to indirect fire.
- +3 target in Rubble terrain (+2 if fired upon by off-map artillery or Buratino)
- +2 target in Built-Up terrain (+1 if fired upon by off-map artillery or Buratino). **Note:** See Case 5.1.2. Vehicles are treated as in clear terrain and do **not** receive this DRM.

Subtractions

- 1 targeted unit already fired/activated (flipped to its activated side)
- 1 if the targeted unit was already subjected to a direct fire attack (does not apply to indirect fire)
- 2 direct fire attack by Heavy Weapon unit against an infantry or heavy weapon target in clear terrain (does not apply to indirect fire)
- 2 targeted unit on lower level than firing unit (does not apply to indirect fire)
- 2 targeted vehicle fired on through flank hex side (-1 T-80) OR an Infantry unit fired on through a rear hex side (does not apply to indirect fire)
- 3 targeted vehicle fired on through rear hex side (-2 T-80) (does not apply to indirect fire)
- 1 Chechen unit firing at night (does not apply to indirect fire)
- 1 T-80 firing on built-up hex
- 1 Sniper (only against Russian Infantry and Heavy Weapon combat units, see Section 8.8)
- 3 against passenger units riding a tank (Section 8.10)

HEAVY WEAPONS TYPE UNITS



IF TARGETED UNIT IS HIT...

If the firing unit was **not** a Heavy Weapons type (see above) the attacker rolls a six-sided die. If the targeted unit was a Russian infantry unit the fire attack eliminates it with a DR6 of 1-3 (1 or 2 if Chechen infantry). A DR6 of 4-6 causes the unit to become suppressed (3-6 if Chechen infantry). If the targeted unit was a vehicle unit it is eliminated by a DR6 of 1, suppressed with a result of 2-6.

If the firing unit was a Heavy Weapons type a DR6 of 1-4 will eliminate a targeted Russian unit. The unit will become Disrupted with a DR6 of 5 or more. A Chechen unit is eliminated with a DR6 of 1-3 when hit by a Heavy Weapon, disrupted with a DR6 of 4-6. Note: Subtract 1 from this DR if the unit was hit by a Schmel (see Section 8.1).

An already Suppressed unit that is hit by a non-Heavy Weapon fire attack is Pinned if it is not eliminated.

An already Disrupted unit that is hit by a Heavy Weapon is rendered Inactive if it is not eliminated.

Note: Units that are aboard an APC will suffer the same combat result as the vehicle in which they are riding.

CLOSE ASSAULT COMBAT MODIFIERS

In Close Assault combat the Russian player has a CF of 4, the Chechen player a CF of 5. The attacking player rolls a ten-sided die and modifies it as follows:

- +1 for each **attacking Chechen** unit in excess of the number of **Russian defenders**.
- 1 for each **attacking Russian** unit in excess of the number of **Chechen defenders**.
- +1 for each **defending Russian** unit in excess of the number of **Chechen attackers**.
- +1 defender in higher level than hex(es) all attacking units came from.
- 1 if any of the defending units are Suppressed Status. *
- 2 if any of the defending units are Disrupted Status. *
- 3 if any of the defending units are Inactive Status. *

* Use only **one** of these modifiers, but the one most advantageous to the attacker.