CHECHEN WAR: 1994-1996

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These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at http://modernwarmagazine.com/mwm/

1.0 INTRODUCTION

Chechen War: 1994-1996 is a simulation of the 1st Chechnya War (1994-1996) wherein the Russian Federation under Boris Yeltsin attempted to directly and forcibly put an end to the Chechen independence movement. The game begins in December 1994 when the Russian armed forces haphazardly invaded Chechnya. Unpopular among the Russian people and even the Russian armed forces themselves, this lackluster invasion (despite overwhelming materiel and manpower) quickly degenerated into a quagmire. Despite initial predictions that the campaign would be quick and surgical, the appalling performance of the Russian military proved to be an embarrassment to the Yeltsin government, and it also revealed serious weaknesses in Soviet-era technology, doctrine, and morale. It can be said that the emergence of Vladimir Putin, Yeltsin's successor, is a direct result of these failures, and is largely responsible for the Russian military reforms and posturing since then.

There are two players in the game, the Russian player and the Chechen player. The Russian player must deal with low morale at the front and at home to win the war to keep Chechnya within the Russian Federation; thus preventing the entire Russian Caucasus region from fragmenting into numerous independent republics, which would be a disaster for the Russians geostrategically. (Imagine, for example, if the Caucasian states began to seek ties and even cooperation with NATO!) The Chechen player is outgunned and outnumbered, but can wage an effective guerilla campaign to bog down the entire Russian effort in the attempt to achieve independence.

There is a total of nine game turns covering two years of conflict, from December 1994 to December 1996. Each game turn (except the first) represents three months. The first game turn represents only one month, because it represents the suddenness and pace of the initial invasion (until the war began to grind down).

2.0 COMPONENTS

A copy of Chechen War is complete if it includes:

One counter sheet of 176 counters.

Note: There are eight bonus counters for Green Beret (Modern War #18), four bonus counters for Kandahar (Modern War #21), seventeen bonus counters for Red Dragon/Green Crescent (Modern War #1) and three errata counters for Dien Bien Phu (Modern War #17).

- One 22x34 inch map of Chechnya and surrounding territories (Georgia, Ingushetia, Dagestan).
- These rules include all relevant charts and tables necessary for game

Note: Players will need to provide one 6-sided die.

2.1 Unit Counters

There are 144 counters, most of them representing combat units. All other counters are markers used for game functions to track information on the General Data Track and the Game Turn Track, or they are used to represent the use of heavy weapons. Their use is explained within the appropriate rules sections. The nationality of each unit in the game is indicated by the background color of the counter:

2.2 Russian Units

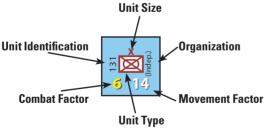
Regular Army: Light Blue

Police and Interior Ministry: Blue Pro-Russian Chechen forces: Dark Blue

2.3 Chechen Units

Chechen militias: Green (AK-47 symbol) Chechen regulars: Green (NATO symbol)

2.4 Abbreviations on Units



The unit identifications printed on the right side of each game piece are explained here, below. This information has no bearing on game play whatsoever, but is included here for historical interest purposes:

BF: Baltic Fleet **BSF:** Black Sea Fleet

CPF: Composite Regiment, Pacific Fleet Marines

CSF: Caspian Sea Flotilla (Indep): Independent unit **MVD:** Ministry of Internal Affairs

VT: Vtjaz (Knights) Anti-terrorist Unit (Special Operations Forces)

TOS: Heavy Flamethrower System

2.5 Unit Types





Mechanized/ **Combined Arms**

Light Armored/ Recon

Parachute-Infantry





Special Operations Infantry

Naval Infantry







Police Infantry

Infantry

Militia

Note: The R in the upper right corner of the Russian Regular Army and Russian Police units denote the unit is a reinforcement and does not begin the game on the map.

2.6 Markers







Artillery Support Marker

SUPPORT AIRSTRIKE

TOS-1 Support Marker



Armor Support Marker





Airstrike Support Marker

Gunship Support Marker

Game Turn Marker







Collateral Damage Kidnapped Civilians Marker

Marker

Ceasefire Marker





Helicopter Move

Marker



Russian Morale Marker





Russian Casualties

Leader Marker

Chechen Control Marker

Russian Control Marker

2.7 Unit Size

X: Brigade

III: Regiment

[III]: Regimental Combat Group

II: Battalion

2.8 Strength Steps

- All Chechen & most Russian units are single-sided one-step units. If required to take losses in combat, they are eliminated.
- Some Russian units have a reduced-strength back side. These are
 two-step units. A full strength two-sided unit may be flipped to its
 reduced strength side to fulfill a one-step combat loss requirement,
 or eliminated entirely to fulfill a two-step loss requirement (10.11 &
 10.13).





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2.9 The Map

A hexagonal grid is superimposed over the map to regulate placement, movement, and combat. Each hexagon encompasses about 5 kilometers from side to side.

Map Errata: On the Chechen Reinforcement Table, delete the word "previous" and insert "current" in the last two entries under Die Roll Modifiers.

Note: The borders (internal or international) have no affect on movement factor costs or combat.

3.0 HOW TO WIN

3.1 Sudden Death Victory

- The Russian player wins the game if he eliminates every Chechen unit on the map at any moment during the game (even if reinforcements are due to arrive but are not yet on the map) and Russian morale level must be one (1) or higher and Groznyi is occupied by at least one Russian unit.
- The Chechen player wins the game if at the end of any Russian Morale Segment the Russian morale is at zero (0) and Groznyi is not occupied by Russian units.

3.2 End of Game Victory

After the completion of game turn nine:

- The Russian player wins the game if all five Chechen cities are Russian occupied and the Russian morale level is one or more.
- The Chechen player wins the game if the Russian morale level is zero.
- If neither of the players have achieved their victory conditions, the game ends in a draw (tie game).

4.0 SET UP

4.1 Set-up

The Russian player sets-up first.

• Players should decide prior to play whether they will use variable set up (4.2) or the historical set up (4.3).

Note: Victory conditions are the same for both set-ups.

- Deploy Russian and Chechen units per 4.2 or 4.3 and then place markers per 4.4.
- "At start" units are those units not marked with a circled R on their upper right corner.

Note: All Pro-Russian Chechen forces appear on turn two or later, but do not have an R on the counter.

- Units deployed on the map must adhere to all stacking restrictions (7.0).
- Units not deployed in the instructions, may enter play as reinforcements during later game turns.

4.2 Variable Set-Up

4.2.1 Russian Variable Set-Up

 All 15 Russian regular army at start units are deployed on or adjacent to the following towns and cities:

Vladikavkaz (1632) Mozdok (0731) Pervomaiskoye (0617)

Important: They cannot be placed in Chechnya territory.

- All nine Russian MVD at start units are deployed anywhere on the map, outside of Chechnya and Georgian territory.
- All 21 remaining Russian regular, Pro-Russian Chechen, and MVD/VT units are placed to the side and are part of the Russian Reinforcement Pool. These units may be recruited during each turn's Reinforcement Determination Segment.
- Place all 12 Russian support markers in the Russian Available Support Markers Box.

4.2.2 Chechen Variable Set-up

- All 16 Chechen regular units (those with NATO symbols) are placed in an opaque container (e.g. a cup).
- The Chechen player randomly picks eight units and deploys them face down (so that their rear question mark side is face up) anywhere within Chechnya.
- The above units may not be examined (by the Chechen player) until he
 has completed his set-up. They are not revealed to the Russian player
 until the units are engaged in combat for the first time, and even then,

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they are not revealed to the Russian player until all support markers have been committed.

- The eight remaining Chechen regular units remain in the cup. They
 may be randomly picked as reinforcements later in the game.
- All 16 Chechen militia units (those with the AK-47 symbol) are placed in a separate cup. The Chechen player randomly picks all 16 units one at a time (do not examine them) and places them face down anywhere in Chechnya. They may be placed in the same hex as Chechen regular units. Stacking limits must be adhered to (7.0). Militia units are revealed in the same manner as Chechen regular units.
- Place all Chechen leaders in the Chechen Leader Underground Box.
- Place the two Chechen artillery support markers in the Chechen Available Support Markers Box.

4.3 Historical Set-Up

4.3.1 Russian Historical Set-Up

Northern (Cebep) Group: 131st Mech Brigade, 74th Mech Brigade, 81st Mech Regt, 276th Mech Regt, 4 x MVD Regiments. On or adjacent to Mozdok (0731).

North-Eastern (Северо-Восток) Group: 255th Mot. Rifle Regt, 33rd Mot. Rifle Regt, 68th Recon Battalion, 3 x MVD Regiments. On or adjacent to Pervomaiskoye (0617). They cannot be placed in Chechnya territory.

West (Запад) Group: 693th Mot. Rifle Regt, 503rd Mot. Rifle Regt, 76th Airborne Regt, 2 x MVD Regiments. On or adjacent to Vladikavkaz (1632).

Eastern (BOCTOK) Group: 129th Mot. Rifle Regt, 106th Airborne Regt, 98th Airborne Regt. On or adjacent to Khasav-Yurt (1418). They cannot be placed in Chechnya territory.

General Reserve: 245th Mot. Rifle Regt, 324th Rifle Regt. Anywhere in Russia outside Chechnya.

Reinforcements: Remaining Russian regular, Pro-Russian Chechen, and MVD/VT units are placed off to the side. These units may be recruited during each turn's Reinforcement Determination Segment.

Russian Support Markers: Place all 12 Russian support markers in the Russian Available Support Markers Box.

4.3.2 Chechen Historical Set-Up

- All Chechen regular units (those with NATO symbols) are placed in an opaque container (cup).
- The Chechen player randomly picks eight units and deploys them face down (showing the question mark) in any city or town hex within Chechnya.

- The above units may not be examined (by the Chechen player) until he
 has completed his set-up. They are not revealed to the Russian player
 until the units are engaged in combat for the first time, and even then,
 they are not revealed to the Russian player until all support markers
 have been committed.
- All remaining Chechen regular units are placed in a cup. They may be randomly picked as reinforcements later in the game.
- All 16 Chechen Militia units (those with the AK-47 symbol) are placed in a separate cup. The Chechen player randomly picks all 16 units one at a time (do not examine them) and places them face down anywhere in Chechnya. They may be placed in the same hex as Chechen regular units. Stacking limits must be adhered to. Militia units are revealed in the same manner as Chechen regular units.
- Place all Chechen leaders in the Chechen Leader Underground Box.
- Place the two Chechen artillery support markers in the Chechen Available Support Markers Box.

Designer's Note: There is very little information as to the location of specific Chechen regular formations, other than they were in urban areas (towns or cities). Militia units, by their very definition were even more "shadowy" (thus the random free set-up). Russian reinforcements were fed in as required, with some units being sent into the area piecemeal as needed. Since units were never really destroyed, eliminated units can be "rebuilt" with the victory conditions based on the control of cities and the level of casualties suffered by Russian forces.

4.4 Marker Set-up

Markers are set-up in the same manner for both 4.2 and 4.3.

- Place the game turn marker in the Game Turn 1, December 1994 Box.
- Place the Russian morale level marker in the nine nine box of the General Data Track.
- Place the Russian casualties and collateral damage markers in the "0" box of the General Data Track.
- Set aside the kidnapped civilians, ceasefire game turn, and helicopter move markers for later use.

4.5 Hex Control

Keeping track of who controls Chechen city hexes and town hexes in Dagestan, or Ingushetia Oblast is important for the effect on Russian morale and victory conditions. Control of hexes has no other effect within the game. There are no supply rules. If a Chechen city hex is not occupied by a Russian unit, the city is considered under Chechen control.

5.0 SEQUENCE OF PLAY

Each game turn is composed of three phases; a Russian Phase, a Chechen Phase, and an End of Turn Phase. Each phase is further divided into segments which each player must follow in strict order.



1) Russian Phase

- a) Russian Reinforcement Arrival Segment (skip on game turn one) (13.0)
- b) Russian Movement Segment (8.0)
- c) Chechen Ambush Segment (14.0)
- d) Russian Combat Segment (10.0)

2) Chechen Phase

- a) Chechen Reinforcement Arrival Segment (skip on game turn one) (13.0)
- b) Chechen Movement Segment (8.0)
- c) Chechen Combat Segment (10.0)

3) End of Turn Phase

- a) Random Events Segment (12.0)
- **b)** Russian Morale Segment (6.0)
- c) Ceasefire Declaration Segment (15.0)
- d) Reinforcement Determination Segment (13.0)

6.0 RUSSIAN MORALE

Russian morale represents the war weariness of the Russian civilian population and the Russian military in general.

Designer's Note: The war in Chechnya was truly unpopular in Russia. Even some of the Russian Army commanding officers resigned in protest.

6.1 Russian Morale Level

The Russian morale level starts at nine when the game begins.

- Certain game actions, such as the capture of Groznyi, losses suffered by the Russian Army, and raids may increase or decrease Russian morale level.
- The Russian morale level may never go below zero, nor above 13.
- If at the end of any Russian Morale Segment, the Russian morale level is at zero and Groznyi is not occupied by Russian units, the game ends. The Chechen player is declared the winner.

6.2 Adjusting Morale Level

During the Russian Morale Segment, the Russian player rolls one die modifying the result by the die roll modifiers (DRM) listed below the Russian Morale Table. He then cross-references the modified result (left column) with the Morale Adjustment (right column) and applies the result to the Russian Morale Level. Die Roll Modifiers are as follows:

- If the current Russian casualty level is from three to six, subtract one from the DR.
- If the current Russian casualty level is seven or greater, subtract two from the DR.
- If Groznyi is currently occupied by at least one Russian unit, add one to the DR.

 Add one to the die roll for each Chechen leader eliminated that game turn.

Exception: During the ceasefire game turn Russian morale automatically increases by three, without a die roll or any modifiers (15.2).

6.3 Other Adjustments

Besides the Russian morale adjustment per 6.2 (or the ceasefire game turn's automatic morale increase of three (3), the Russian morale level is also adjusted for each of the following that apply:

Chechen Raids: During the Russian Morale Segment, if a Chechen militia unit is found to be occupying any town in the Dagestan and/or in the Ingushetia oblast, the Russian morale level is adjusted down one level. This can take place during a ceasefire game turn.

Important: Russian morale is only adjusted one level each game turn, no matter how many towns are held by Chechen forces.

Important: See 10.9 for restrictions regarding Chechen support markers outside of Chechnya.

Kidnapping Civilians: Once per game, during the Russian Morale Segment (after all other adjustments have been made), the Chechen player may declare that he is kidnapping civilians. To do so, the Chechen player announces he has kidnapped civilians. Place the kidnap civilians marker in the game turn box as a reminder that the event has taken place. Both players then roll one die. This may take place during the ceasefire game turn.

- Subtract the lower die roll from the higher die roll and halve the result (round up).
- The result is the number of levels the Russian morale level marker is moved.
- If the Russian player had the higher die roll, the marker is moved up the track (Russian morale increases).
- If the Chechen player had the higher die roll the marker is moved down the track (Russian morale decreases).
- If the die rolls are equal, there is no effect (the kidnapping was a failure).

Designer's Note: This rule is intended to simulate the unknown consequences of kidnapping civilians. This kind of tactic could just as easily backfire on the kidnappers and their cause, but the rule serves as something the Chechen player can try if he wants to, which may work to tip public opinion decidedly against the war (especially if, as actually happened, the rescue attempt is botched, and many people are killed). Or, alternatively, it may be barbaric and thus actually galvanize the public to want to punish those responsible for the murder of women and children. In short, it's a risky move, the kind of risky move that insurgencies are known for, and it could, in one fell swoop, win the war or lose the war.

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6.4 Russian Casualty Adjustment

After all other actions during the Russian Morale Segment are complete, set the Russian casualty marker to zero.

7.0 STACKING

Having more than one friendly unit in a hex at the same time is called stacking. Stacking limits vary by terrain type and are printed on the Terrain Effects Chart (TEC) in terms of units, and each unit in the game (no matter its organizational size) is one unit for stacking purposes.

Important: A friendly unit or stack may never enter a hex containing an enemy unit or stack.

7.1 Stacking Limitations

Stacking limitations apply for all units of both sides at the end of each segment.

- Friendly units may move through hexes occupied by other friendly units at no extra cost; there is no limit on the number of friendly units that may pass through a single hex or cross a single hexside during the same Movement Segment.
- If, however, at the end of any segment, one or more hexes are over stacked, excess units (of the owning player's choice) in each such hex must be eliminated by the owning player. Units eliminated in this manner are returned to their respective reinforcement pools.

7.2 Free-Stacking Units

Markers and leaders are ignored when determining stacking limits.

7.3 Stack Movement.

To move as a stack, units must begin their movement already stacked together. Units are never required to move together merely because they started the Movement Segment in the same hex. Units may be moved together, individually, or in smaller sub-stacks.

Exception: Units moving by helicopter movement cannot be moved as stacks (8.8).

7.4 Splitting Stacks

A moving stack may halt temporarily to allow any unit(s) or sub-stack(s) to split off and move away on a separate course(s). After the split-off unit or sub-stack has completed its subsidiary movement, the stack or unit that is left behind may then resume its movement, even splitting off other units and sub-stacks in the same manner.

7.5 Different MF's in a Stack

If units with different movement factors are moving together in a stack, the stack must use the movement factor of the slowest unit. However, slower units may be left behind so that a stack of faster units may continue.

7.6 Cooperative Stacking

Russian regular, MVD/VT, and pro-Russian Chechen forces may stack together. Chechen regular army and militia units may stack together. Units from opposing sides may not occupy the same hex.

Exception: Russian units using helicopter movement (8.8) may pass through, but not end their movement in enemy occupied hexes.

8.0 MOVEMENT

8.1 How to Move Units

Units may only move during their own side's Movement Segment.

- Each unit has a movement factor (MF) printed on it.
- A unit is moved by tracing a path of contiguous hexes along the map's hex grid, expending movement factors to enter each hex until all that unit's printed movement factors are expended (or until the player decides to cease moving the unit, whichever comes first).
- Some hexes require more movement factors to enter than others.
 Consult the TEC printed on the map to determine the movement cost for each type of hex on the map.
- Retreats conducted because of ambushes are not considered movement and thus do not use movement factors.

Note: No e nemy movement occurs during your own player turn.

8.2 Movement Restrictions

Unused MF may not be accumulated from turn to turn, nor may they ever be transferred from one unit to another.

- All Russian (including Pro-Russian Chechen) units are free to enter all hexes of the map, if not otherwise restricted by stacking limits or the presence of enemy units.
- Chechen units may not leave Chechen territory.

Exception: Chechen militia units only, are free to enter Dagestan and Ingushetia oblasts to conduct raids (6.3). While in the above oblasts they operate normally, except they may not conduct attacks, however if eligible they may conduct an ambush (14.0).

8.3 Minimum Movement

All units are generally guaranteed the ability to always move at least one hex (regardless of movement costs) during their own Movement Segment, if not otherwise restricted by stacking limits or the presence of enemy units.

8.4 Terrain

To enter any given hex, an entering unit must expend the quantity of MF designated by the TEC for the kind of terrain in that hex. If the TEC requires a movement factor expenditure to cross a hexside (such as a river hexside), that movement cost is in addition to the cost for entering the hex on the other side.

8.5. Multiple Terrains

If there is more than one terrain type in the same hex, only expend the highest single movement cost when entering that terrain, unless using road movement (8.6) or when crossing a river via a bridge (8.7).



8.6 Road Movement

A unit which moves from one road hex directly into an adjacent road hex via a connected road symbol is only required to expend one movement factor in each such hex entered, regardless of the normal terrain cost in that hex. Entering a road hex from any non—road hex (or via a road hex that does not connect the road artwork in the two hexes) is not considered road movement.

8.7 Bridges

A river hexside that is crossed by a road line is called a bridged hexside. Bridges negate the movement effects of rivers when units cross such hexsides

8.8 Helicopter Movement

A maximum of four Russian heliborne capable units (i.e., special ops, naval infantry and parachute infantry) may utilize helicopter movement to move across the map during each game turn.

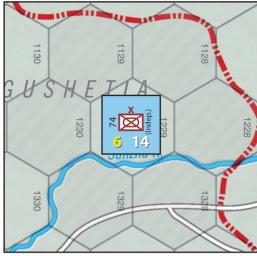
- Units being transported by helicopter may not move by regular (land) movement prior to and/or after being moved via helicopter movement that segment.
- The Russian player can track the use of helicopter movement by placing the helicopter move marker in the four box on the General Data Track at the beginning of each game turn. Each time helicopter movement is used, move the marker down one on the track.
- The Russian player then traces the path the unit is moving. The path may be through hexes occupied by enemy units.
- Units utilizing helicopter movement may be in any hex on the map. The hex may be in an EZOC.
- The unit may end its movement in any hex anywhere on the map except those hexes occupied by enemy units. The hex may be in an F7OC
- A unit moved by helicopter must comply with stacking restrictions in its destination bex
- Units may not be moved as stacks while utilizing helicopter movement.

9.0 ZONES OF CONTROL (ZOC)

9.1 ZOC Defined

The zone of control (ZOC) of any unit or stack, regardless of type, is the six hexes surrounding the hex occupied by that unit or stack.

Example 1: The 74th Mechanized Brigade projects a ZOC in all marked hexes (including those hexes on the opposite side of the river hexside). See right.



 All units project a ZOC into all six surrounding hexes, regardless of the terrain there, and regardless of the presence of other enemy units or enemy ZOCs (EZOCs).

Example 2: Both the Chechen unit and the Russian unit project ZOC in to hex 1129 and 1230. The presence of each does not cancel out the other.

Important: Leaders are not units and thus do not project a ZOC (11.0).

 Multiple ZOCs projected into the same hex do not have a cumulative effect.



9.2 ZOC Effect on Movement

 A unit or stack may leave an EZOC, if the unit or stack began its own Movement Segment in that hex.

Important: A unit or stack can move from a hex in an EZOC to another hex in an EZOC. However, the unit or stack must have started its

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Movement Segment in an EZOC and can then only move one hex directly into another EZOC. It must stop its movement in the first hex within an EZOC.

9.3 Chechen Ambushes

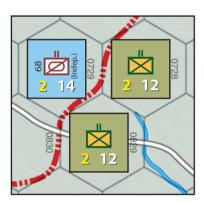
During the Chechen Ambush Segment, the Chechen player may attempt an ambush against any Russian unit or stack in a Chechen ZOC (14.0).

10.0 COMBAT

10.1 General

Combat occurs between opposing units in adjacent hexes during the Combat Segment. A unit is not required to attack just because it is in an EZOC. Units cannot attack an enemy unit located in a hex into which the attacking unit(s) cannot move.

Example: In the diagram below the two Chechen units are in Chechnya, however the 68th Russian Armored Cavalry unit is in Stavropol. Since Chechen units cannot enter Stavropol, they could not attack the 68th (nor could they conduct an ambush against it).



Note: Ambushes are conducted during the Chechen Ambush Segment and are not considered combat in the context of 10.0.

10.2 Multiple Attackers

Enemy-occupied hexes may only be attacked once during each Combat Segment, however, a hex may be attacked by as many attacking units as are in adjacent hexes.

10.3 Indivisibility of Units

If a unit is adjacent to multiple enemy occupied hexes, it can only attack one enemy occupied hex in a given Combat Segment.

- No single attacking unit may have its combat factor divided and used in more than one attack
- No unit in the defending hex can decline combat. All units in the defending hex, must be attacked as a single entity.

10.4 Attack Sequencing

There is no limit on the number of attacks that each player may conduct during his Combat Segment.

 A player need not declare all his attacks before commencing them (he may declare and announce one attack at a time). He may resolve them in any order he wishes provided the resolution of each one is completed before the next is begun.

Note: No attacking unit may attack more than once per Combat Segment, and no defending unit may be attacked more than once per Combat Segment.

10.5 Stacks Attacking

Attacking units stacked together need not participate in the same attack; some may attack into one hex while others attack other hexes, or not at all. Units in the same stack may all attack the same hex if desired.

10.6 Fog of War

The Chechen player may examine all Russian stacks anywhere on the map at any time he desires.

- The Russian player may only examine Chechen stacks after he has declared an attack and committed any support markers he wishes to add to the attack.
- He is obligated to carry out that attack, regardless of the combat odds.

10.7 Combat Procedure

To resolve combat, add up the total combat factors of the units on each side and compare them as an odds ratio of attacker:defender, dropping any remaining factors.

Example: If two Russian units with combat factors of 3 and 4 attack two Chechen units with combat factors of 1 and 1, the odds are 7:2 or 3.5:1, which rounds down to 3:1.

- Then determine all applicable column shifts based on terrain, support markers and leaders.
- Consult the resulting odds ratio column on the Combat Results Table (CRT) and roll one six-sided die.
- Cross-reference the die roll result with that odds ratio column (including all column shifts) and determine the result (10.11).

Important: Attacker results must always be implemented before defender results.

10.8 Column Shifts

The odds obtained in the calculation process given above may be modified (shifted) by the terrain in the defender's hex and/or around its surrounding hexes (TEC).

- Column shifts are cumulative. All applicable shifts are determined, and their effects calculated before the combat die is rolled to obtain the combat result.
- If both players have shifts, subtract the lower number of shifts from the higher number, the result is the number of favorable shifts awarded to the side with the higher number.

Note: If both sides have an equal number of shifts, neither side receives any shifts.



10.9 Support Markers

After declaring a combat, but prior to rolling the die, players may allocate support markers. Support markers must be in the appropriate Available Support Markers Box. In all combats, regardless of which side is attacking or defending, conduct the following, in the order given:

- The Russian player may select one or two support markers. He is not required to allocate any support markers.
- The Russian player may keep the type of support marker secret from the Chechen player.
- After selecting (either one or two) support markers, he informs the Chechen player how many support markers he has committed to the combat (but not what type).

Exception: The Russian player may not use support markers the first time that he conducts an attack against the Groznyi hex. This does not include gunship support against any ambushes out of Groznyi.

• The Chechen player then allocates, none, one, or two support markers and/or leaders to the combat. The total number of Chechen support markers and leaders may not exceed two.

Exception: The Chechen player cannot commit support markers outside Chechnya (i.e., when conducting a raid). Leaders can be committed. There are no restrictions on Russian use of support markers.

Example: The Chechen player may allocate one support marker and one leader, or two support markers and no leaders, or he may allocate two leaders, if the total does not exceed two.

- The number of shifts provided by support markers are printed on the back of the support marker. Leaders provide one shift per leader.
- Some support markers have restrictions.

Armor Support: Armor support can only be used if Russian units are defending (not in the attack) in clear terrain (no city or town may not be present in the hex).

Example: Armor support marker can only be used in the defense, thus it has an arrow pointing to the left with a number indicating the number of shifts awarded.





TOS-1 Support: TOS-1 support may only be used if the Russian player is attacking and the defenders are in a town or city hex. Each time the TOS-1 support marker is used the Russian player must roll one additional die. If the result is one, the collateral damage marker is increased by two, rather than the normal one (10.13).

Example: The Russian TOS support marker can only be used in the attack, thus it has an arrow pointing to the right with a number indicating the number of shifts awarded.





Front

t Back

Designer's Note: Although the Russians call it Heavy Flamethrower, the TOS-1 Buratino is a thermobaric projectile launcher that can deliver devastating firepower. It has been widely used by the Russian Army in the two Chechen Wars, as well as other post-Cold War era conflicts.

Russian Support Markers: After the resolution of a combat where Russian support markers have been used, place the used support marker in the Russian Used Support Marker Box. They are returned to the Russian Available Support Markers Box at the beginning of the next game turn.

Chechen Support Markers: After the resolution of a combat where Chechen support markers are used, roll one die for each support marker.

 On a result of six, the support marker is permanently eliminated. If not eliminated place the marker in the Chechen Used Support Markers Box and at the beginning of the next game turn place it in the Chechen Available Support Marker Box.

10.10 Other Column Shifts

 The first time that Russian units attack the Groznyi city hex, the Russian player receives a one leftward column shift. The second and all further attacks on the Groznyi city hex award the normal two shifts.

Map Errata: The above special case was not included on the TEC.

 Consult the TEC for shifts awarded for terrain in and/or around the defending hex.

Note: For the defender to receive the river shift, more than half of the total attacking combat factors must be attacking across a river hexside.

10.11 Combat Results

- (Dash): No Effect (The attack ends without either side being affected).

AE: All attacking units eliminated.

Ax: Attacker eliminates or reduces his units by a number of steps equal to or greater than total number of steps comprised by the defending units

Example: If the defending units comprise a total of 3 steps, the attacker must lose 3 steps in total.

CHECHEN KAR JEISTFEELS

Ex: The side with the weaker face value (total combat factors) is eliminated. The stronger side (total combat factors) eliminates a number of steps equal to the number of steps the weaker side eliminated. If no defending units remain, the attacker may advance into the defending bey

Note: In the case of an Ex result where both sides are equal in steps, both sides are eliminated.

DE: All defending units eliminated. The attacker may advance into the defending hex.

- Eliminated Russian units (all types) are set aside (at full strength) with any units not yet placed (those units with an "R") and become part of the Russian Reinforcement Pool.
- Eliminated Chechen units (all types) are placed in the cup with the Chechen regular units that were not picked during set-up. The units in the cup are the Chechen Random Reinforcement Pool.

10.12 Advance After Combat

If an attack eliminates all the defending units in a hex, any or all the attacker's units may be moved into that just-vacated hex (stacking limits apply). This movement does not cost any movement factors.

Important: Remember a unit cannot attack into a hex it could not legally enter.

10.13 Russian Casualties & Collateral Damage

Russian casualties and the use of Russian support markers must be tracked each game turn. The tally for each of these items is reset to zero at the end of each game turn. The step loss tally is reset during the End of Turn Phase and collateral damage is reset after the Chechen Reinforcement Arrival Segment.

- Whenever a Russian unit suffers a step loss (is reduced or eliminated)
 that step loss must be recorded as a casualty on the General Data
 Track. A Russian casualties marker is provided to indicate the quantity
 of Russian step losses that have occurred during the current game turn
 (regardless of the casualty or reason). If Russian casualties become too
 high, it will affect the Russian morale die roll (6.0).
- Whenever a Russian player uses a Russian support marker during a combat in which either side occupies a town or city hex (whether attacking or defending), it must be recorded as collateral damage on the General Data Track. This is done no matter the outcome of the combat.
- One collateral damage point is added for each such Russian support marker used (use of the TOS marker may incur two collateral damage points (10.2)). A collateral damage marker is provided to indicate the quantity of collateral damage that has occurred during the present game turn. If collateral damage becomes too high, it facilitates Chechen recruiting (13.0).

11.0 CHECHEN LEADERS

Leader counters represent historic Chechen leaders such as President Dudayev or Shamil Bashayev. Chechen leaders may only exist in the Chechen Leader Underground Box, or in a hex with Chechen units. Leaders are not units, they:

- Cannot move (11.2 & 11.3).
- Do not have an independent combat ability.
- Do not project a ZOC (9.1).
- Do not count when determining occupation of a hex.

11.1 Chechen Leaders & Stacking

Chechen leaders can freely stack with Chechen units. There is no limit to the number of Chechen leaders that can be deployed in the same hex.

11.2 Placement & Use

The Chechen player receives six leader counters that are placed in the Chechen Leader Underground Box at the beginning of the game.

- They are available to the Chechen player to be used during any Combat (Russian or Chechen) or Ambush Segment.
- They may be placed in any hex on the map containing Chechen units (regular or militia) where a combat or ambush has been declared (10.9 & 14.0).
- A maximum of two leaders may affect a combat and only one leader can affect an ambush.

11.3 Removal

Any Chechen leader(s) that are on the map may be voluntarily removed by the Chechen player during his own Movement Segment and returned to the Chechen Leader Underground Box. Removed leaders are eligible to be placed on the map in the immediately following Chechen Combat Segment.

11.4 Leader Elimination

When a Chechen unit is eliminated for any reason, he is permanently removed from play. Chechen leaders are eliminated if:

- All Chechen units in a stack containing one or more leaders are eliminated, roll a die for each leader.
- On a die roll of 5-6, the Chechen leader is eliminated. On any other
 result, the Chechen leader is moved to the next Game Turn Box. At
 the start of that game turn, the leader is placed in the Chechen Leader
 Underground Box and is immediately available for placement on the
 map.
- Chechen leaders that are on the map (not in the Chechen Leader Underground Box) may be eliminated because of a random event (12.0).



Note: See 6.2 for the effect on Russian morale, if a leader is eliminated. Place eliminated leaders on the Russian Morale Table as a reminder of the DRM.

12.0 RANDOM EVENTS

During the End of Turn Phase (except on the ceasefire game turn), the Russian player must roll one six-sided die and then consult the Random Events Table. The result of the die roll is implemented immediately.

Important: If an infiltration event is rolled, the Chechen player randomly draws one unit from his draw cup. It does not matter if the Chechen player has had a unit eliminated in the game yet or not.

13.0 REINFORCEMENTS

13.1 Reinforcement Procedure

Reinforcements are units that enter the game after the first game turn.

- During the End of Turn Phase, in the Reinforcement Determination Segment, each player rolls one die and consults his respective Reinforcement Table.
- Apply all applicable modifiers. All die roll modifiers are cumulative.
- At the end of the End of Turn Phase, the Russian collateral damage marker is set to zero.

Note: The die roll modifier for Chechen leaders applies to the current turn only.

- The pool of available reinforcements consists of all units (of any type) that are not on the map. Reinforcements may include units that have been eliminated. Selected reinforcements are placed in the appropriate Recruitment Box.
- The Russian player may select units as desired from any of the available Russian regular, MVD/VT or Pro-Russian Chechen units.
- The Chechen player randomly picks units from a cup containing all available units (those units not on the map). After picking the units randomly, the Chechen player may look at the units that he has drawn.

Note: Some Russian Regular units have two steps (2.7).

- The Russian player may, instead of selecting a reinforcement, flip back over one of his reduced units on the map to its full-strength side.
- Each unit of reinforcement, entitles the Russian player to choose a reinforcement unit from his pool or flip back over one reduced Russian unit on the map.
- A unit to be flipped may be in an EZOC.

Note: It is possible during the Reinforcement Determination Segment of a given turn, that no units are available are available to be chosen as reinforcements by one or both players. In such a case, the affected players(s) cannot receive any reinforcements. However, the Russian player may still return units to full strength.

13.2 Russian Reinforcements

During the Russian Reinforcement Arrival Segment, Russian units in the Russian Recruitment Box must be placed in any Russian Federation territory hexes in Stavropol and/or Dagestan.

- They must adhere to all stacking restrictions.
- These units may be Russian units and/or pro-Russian Chechen units, as the Russian player prefers.
- Pro-Russian Chechen units may also be placed in any Russian occupied city anywhere on the map.

13.3 Chechen Reinforcements

During the Chechen Reinforcement Arrival Segment, Chechen units in the Chechen Recruitment Box must be placed in any Chechnya hex. They must adhere to all stacking restrictions.

14.0 AMBUSHES

14.1 Ambush Eliqibility

During the Chechen Ambush Segment, the Chechen player may declare one ambush attack against each Russian occupied hex in a Chechen ZOC.

- Only one ambush may be declared per Russian occupied hex, and each attack must be resolved prior to declaring and resolving the next ambush.
- Each Chechen occupied hex is eligible to conduct only one ambush (no matter how many occupied Russian hexes are in its ZOC).
- The Chechen player may designate a second Chechen occupied hex adjacent to the ambushed Russian units, that will support the ambush.
 A single Chechen occupied hex may either conduct an ambush or provide support for an ambush by units in another hex, but not both.

Exception: Additional ambushes triggered by Russian retreats.

• A single Chechen occupied hex may support only one ambush.

Exception: Russian retreats may permit additional ambushes (14.3).

14.2 Russian Gunship Threat

The Russian player may allocate gunship support markers to the map, thereby making it impossible for Chechen forces to create an ambush. To designate a gunship threat hex:



- At the end of any Russian Movement Segment, place either or both gunship support markers (they must be in the Russian Available Support Markers Box) in any Russian occupied hexes. The markers remain there until the completion of the Chechen Ambush Segment, at which time they are placed in the Russian Used Support Markers Box.
- The hexes containing the gunship markers may not be subject to a Chechen ambush.

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Example: The Chechen player must designate ambushes one at a time. Since the At the beginning of the Chechen Ambush Segment, the Russian player placed the Gunship support marker on the 276th Mechanized Regiment, that unit cannot be ambushed. At the beginning of the Chechen Ambush Segment, the Chechen player draws one leader and places it as shown in the below diagram. He then declares an ambush from the unit in hex 1426 against the Russian 503rd Mechanized Regiment in hex 1525. The Chechen player rolls one die with a result of 3. Since the Chechen unit is in a clear hex, he subtracts one from the die roll obtaining a modified result of 2 which is a no effect. He then declares an ambush with the unit and leader in hex 1325 against the two Russian units in hex 1326. He also declares the unit in 1426 will support the ambush (since it cannot ambush the Russian unit with a qunship support marker).

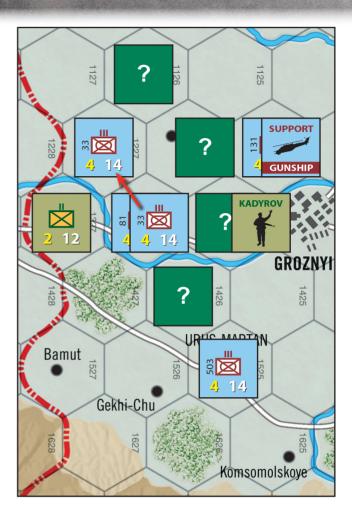
The Chechen player rolls one die with a result of 4. He subtracts one from the die because his unit is in a clear hex, then he adds one for the leader and one more because he has declared a second unit as support. This gives a modified die roll of 5 (4 +1 -1 +1 = 5) achieving a Retreat result. The Russian player then rolls a die with a result of 1 and halves the result, but since he has to round up, the result remains a 1, indicating he must retreat one of the two units in the hex. He chooses to retreat the 33rd Mechanized Regiment into hex 1227.

At this point the Chechen unit in 1226 can conduct an ambush against the 33rd even though it supported the initial ambush. He also declares that the Chechen unit in hex 1126 will support the ambush. He rolls a 6, the die is modified by plus one for the support unit and minus one because the Chechen unit is in a town hex. Final result remains a 6. The Russian player must lose one step.

14.3 Ambush Procedure

During the Chechen Ambush Segment the Chechen player identifies the Chechen occupied hex conducting the ambush and then identifies the Russian occupied hex being ambushed. The Chechen units are not revealed

- The Chechen player may then remove one Chechen leader from the Chechen Leader Underground Box and place it in the ambushing hex.
- Support markers may not be used by either side.
- Roll one die and modify the DR as follows: (all modifiers are cumulative).
 - **a)** If the ambushing Chechen stack occupies a rough or mountain hex, add one to the DR.
 - **b)** If a Chechen leader has been allocated to the ambushing hex, add one to the DR (maximum of one).
 - **c)** Add one to the DR if any Chechen units are supporting the ambush. Do not count the ambushing Chechen hex.



- **d)** If the ambushing Chechen hex is in a clear or town hex, subtract one from the DR.
- Consult the Ambush Table and cross reference the modified DR with
 the results column and implement the result. If the Russian player
 receives a retreat result, he must retreat half (round up) the number of
 units determined by an additional die roll.
- The Russian player determines which units retreat. Additional units may not retreat.
- If the retreat results in a possible ambush, that ambush does not count towards the one ambush attempt per Chechen occupied hex (i.e., even if that Chechen unit has already conducted or supported another ambush, it is an additional free ambush attempt).
- There is no advance by either side after an ambush.

Important: If a result calls for halving a die roll, always round up.



15.0 CEASEFIRE DECLARATION

15.1 Declaring a Ceasefire

During the Ceasefire Declaration Segment of any turn the Russian player may declare a ceasefire.

- This option may only be taken once during the game.
- The Russian player simply announces that the next game turn is a ceasefire game turn.
- Place the ceasefire marker on that game turn box as a reminder.

15.2 Effects of a Ceasefire

A ceasefire game turn has the following effects:

 Skip the Chechen Ambush, Russian Combat, Chechen Combat, and Random Events Segments in the ceasefire game turn.

- Units may move normally, however units may not enter an EZOC (even those units already in an EZOC). Units may exit an EZOC.
- During the Reinforcement Determination Segment of the ceasefire game turn, the Chechen player receives a +2 die roll modification to his reinforcement die roll.
- Raise the Russian morale level by three (move the Russian morale level marker up three levels on the General Data Track). Further adjustments for Chechen raids and/or kidnapping of civilians still occur (6.3).

Designer's Note: The raising of Russian morale reflects the hope of the Russian civilian population that the war is coming to an end.

BONUS GREEN BERET COUNTERS

There are eight extra counters for the game *Green Beret: Vietnam* (*Modern War #*18).

- The two flare equipment game pieces are improved artwork and are meant to replace the originals that came with the game.
- The two armor equipment game pieces represent field modifications that often occurred in Vietnam (Slat Armor, or otherwise known as Cage Armor, et cetera).
- The two smoke equipment game pieces represent smoke grenades, something that had been included in the Commandos Europe version of the game (World at War #55), but was absent in Green Beret: Vietnam.
- The MG34 and Bren weapon game pieces are included as among the types of weapons that the Green Berets could have procured. They are included to be a comparison to other similar weapons like the M60. The MG34 may be regarded as a deadlier machine gun than the Bren, for instance, but you may notice the subtle characteristic that it's also noisier, too. Any machine gun is noisy, but there's nothing quite so distinctive as the sound of 800 rounds per minute.

BONUS KANDAHAR COUNTERS

There are four bonus counters for *Special Forces: Kandahar* (*Modern War* #21).

- The two AK-47 weapon game pieces are included because they are so easy to come by and commonplace, so much so that the two counters are not printed with any cost value. They are free to purchase.
- The M25 CDTE (Counter Defilade Target Engagement) weapon game piece is the new weapon being fielded by the U.S. Army in Afghanistan. Its actual expense is reflected by the high cost of seven, but its effectiveness is unmistakable.

 The LAW (Light Anti-Tank Weapon) game piece, a Vietnam-era oneshot rocket, was still being manufactured and issued in Afghanistan.
 Soldiers found it to be ideal for destroying Taliban strongpoints, but also portable and very quick to deploy in the heat of battle, which is reflected by its zero noise and movement ratings.

BONUS RED DRAGON/GREEN CRESCENT COUNTERS

The seventeen additional game pieces for *Red Dragon/Green Crescent* (*Modern War #*1) are to be added to the game as appropriate to the scenario.

- The three Japanese aircraft carriers are those being fielded presently by Japan.
- The additional U.S. units are indicative of the technological shift that is employing more drones, rail-gun armed ships, and the new electric (sans steam) system class of aircraft carriers.
- The three U.S. F35 aircraft units are noticeably less effective than previously featured F35 game pieces; the F35's teething problems, on good authority, are immense, and it is still anyone's guess how well the over-budget boondoggle will actually perform when all of its problems are finally hammered out. Therefore, the three F35 game pieces included in this game are meant to replace, not augment, the F35 game pieces that were included in the original game. Players should feel free to use the original F35 game pieces if they prefer.
- The four additional Chinese units are included to reflect the everincreasing Chinese military buildup.

ERRATA DIEN BIEN PHU GAME PIECES

Three replacement game pieces for the *Dien Bien Phu* game (*Modern War #*17); the originals were misprinted on their back sides.



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CPA	A Las Barricades	75	GMT	Kutuzov	65		8, 110, 111, 113-115, 116	6	44	Dark Victory & 2nd Front	35
CPA	African Campaign	57	GMT	Labyrinth	60	121-12	27, 136	7			
CPA	Battle Hymn	79	GMT	Labyrinth Awakening Expan	35				STR	ATEGY & TACTICS	
CPA	Blood on Ohio	59	GMT	Leaping Lemmings	35		ieneral		37	Scrimmage	60
CPA	Brezhnevs War	69	GMT	Liberty or Death	82	13.5		20	49	Frederick the Great	60
CPA		109	GMT	Manoeuvre	55		3; 15.1-2, 4-6; 16.1, 3, 4, 6	15	55	Breitenfeld	50
CPA	End of Empire	99	GMT	Manoeuvre: Distant Land Exp	46		s; 18.1, 3-6; 19.1-6; 20.1-6; 21.1-5		56	Revolt in the East	45
CPA	Fall Blau Army Group South	140	GMT	Newtown	65		5; 22.1-2, 4-6; 23.1-2; 24.2-3, 5	-6;	58	Conquistador	55
CPA	Fatal Alliances	134	GMT	Next War India-Pakistan	85		, 6; 26.1-4; 27.3-6; 28.1-3, 5;		62	South Africa	45
CPA	Fornovo	69	GMT	Next War Poland	89	29.1-3	3, 6; 30.1-3	10	63	Veracruz 1847	40
CPA	German Fleet Boats	30	GMT	Next War Supplement #1 (zip)	20						
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CPA	Korea Fire & Ice	84	GMT	No Retreat: France & Poland	60	33, 34	, 39, 49,56	20	67	Stonewall	55
CPA	La Bat. France 1940	80	GMT	No Retreat: Italian Front	65	89, 90		12	68	Kharkov	55
CPA	Lion of Judah	69	GMT	No Retreat: North Africa	65	6-8, 12	2-29, 31-32, 35-38, 40-48,		69	Tannenberg	40
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GMT	1846 Race to Midwest	69	GMT	Wing Leader: Victories	69	39	Brave Fellows: Durrenstein 180	5 35			
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GMT	Cmd & Color Napoleonic Basic		HEX	Tenkatoitsu	63		#9 Set Europe Ablaze	50	109	Target: Libya	45
GMT	Cmbt Cmd Stalingrad Pack (zip)		HEX	Victory Roads	70	,	70 001 201000 7151020	00	110	Hastings, 1066	65
GMT	Churchill	89	HEX	Waterloo: Fallen Eagles (zip)	50	C3i				Patton to War	55
GMT	Colonial Twilight	75	TPS	Battle of Marne	35		Plan Orange	30			
GMT	Comancheria	60	TPS	Battle of Stalingrad	30	30	South Pacific	36	113	Battle of Abensberg	40
GMT		57	TPS	Battle of Tours	30	31	Wakefield	40	114	Battle of Eckmuhl	45
GMT	Conquest of Paradise Deluxe Dead of Winter	79	TPS	Metaurus	35	31	Wakelielu	40	115	Kanev	35
	DiF Sgdrn Pack#1: Fighters		TPS	Poltova's Dread Day	30	Comn	nand		116	Manchu	35
GMT		10					Blitzkrieg '41	DOE	117	No German Plain	55
GMT	DiF Sqdrn Pack#2: Bombers	10	TPS	Saratoga 1777	35		3	P85	118	The Tigers are Burning	50
GMT	•	29	TPS	Siege of Syracuse	35		Sunrise of Victory	100	119	Horse Soldiers	60
GMT	ECA: Doolittle Raid	60	TPS	Teutoburg Forest	35	5	Hamburger Hill	P75	121	Indian Mutiny	40
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GMT	Flagship: Promo. (cards)	15	TPS	Invincible Armada	35		I Am Sparatcus	P50			
GMT	Fort Sumter	42	TPS	Sadowa Campaign: 1866	35		Storm in West 1918	P60	131	Donau Front	40
GMT		105	TPS	Tours 732 A.D.	30	19	Port Arthur	30	133	Baton Rouge	20
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GMT	Iron & Oak	59		49-52, 54-56, 59, 73,77	10		Hell B4 Night/Blitz 40	35	147	Holy War: Afghanistan	35
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150	Italian Camp: Salerno	50	256	Marlborough's Bat: Ram & M	1alp25	293 wi	th Waterloo Map	10	W/G	AMES	
151	Vittoria/Friedland	35		Chosin	26	300 wi	th War in North Africa Map	10	7	Greek Tragedy	25
152	Case Green	25		San Juan Campaign	25	*Not a	III issues available.		8	Arriba España!	25
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