

TANKS OF AUGUST

GEORGIA 2008

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(ON PULLOUT SHEET)

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Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card. There are two Track and Display sheets (one for each player) those pages may be removed by carefully pulling the center four pages out of the rules and cutting the 2 sides apart.

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 strategyandtacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION

Tanks of August is a two-player game of the conflict in Georgia and the two separatist entities of South Ossetia and Abkhazia during mid-August 2008. The Russian player is attempting at destabilize Georgia, destroy her infrastructure and armed forces, and render her unable to join NATO, thus leaving it as a “buffer zone,” as would happen in Ukraine in 2014–22. By consolidating the separatist entities of South Ossetia and Abkhazia, Georgia would face a dilemma: recognize the independence of the two breakaway regions and try to join NATO or remain a “frozen conflict” and therefore forgo the chance of becoming a NATO or EU member in the foreseeable future.

Background: After the breakup of the USSR, the Republic of Georgia descended into civil war (1992–94). This conflict pitted Georgia against the breakaway regions of South Ossetia, Abkhazia and Adjara, whose leadership preferred to remain part of Russia. In the spring of 2004, Adjara was peacefully reintegrated, after being threatened with the use of force. The next objectives were the return of South Ossetia and Abkhazia, regions that remained independent under Russian protection. In August 2008, war broke out between Georgia and the breakaway republics. Russia was ready to intervene and inflicted a crushing defeat on the Georgian forces in the “Five Days War”.

Even though very few people noticed it at the time, the war of 2008 marked the end of the post-war era and the first steps towards the so-called “Second Cold War.” After Georgia in 2008 came Crimea in 2014, the Donbass in 2014–15, and the invasion of Ukraine in 2022.

1.1 Game Scale

Each game turn (GT) represents one day. The map scale is 10 km (6.2 miles) for each hex. Combat units are battalions with higher level headquarters providing additional capabilities. Air power and other supporting arms are abstracted using strike markers and events.

2.0 COMPONENTS

A complete game of **Tanks of August** includes a 22×34-inch map sheet, this rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other game events.

2.1 The Game Map

The game map depicts Georgia plus the adjoining areas of Russia and bordering semi-autonomous regions of Abkhazia, Adjara, South Ossetia, and North Ossetia. A hexagonal grid is superimposed over the map to regulate placement, movement, and combat.

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2.1.1 Displays, Tracks, & Charts

In addition to the game map, the following tracks and charts/tables are on the map sheet:

Air Defense Table (6.2)

Bombardment Table (6.3 & 6.5)

SEAD Table (6.4)

Combat Results Table (CRT) (10.0)

Odds Shift/DRM Table (10.0)

Weather Table (12.0)

Game Turn Record Track (GTRT).

Terrain Key: Identifies the terrain types and symbols used on the map.

Terrain Effects Chart (TEC): Shows the effect of terrain on stacking, movement, and combat.

Important: Two General Data Tracks and various displays are included in this rule book.

2.2 Unit Counters

Most counters represent combat units or various support markers. Other counters are informational markers used for certain game functions. The use of every marker is explained in the corresponding section of the game rules.

Important: Unless otherwise noted, "Russian" includes Russian units and their local allies (South Ossetians, Abkhazians).

- The nationality of each unit in the game is indicated by the background color of the counter:

Russian: Controlled by the Russian player.

Regular Army: Brown

Pro-Russian Ossetian Militia: Red

Pro-Russian Abkhaz Militia: Green

Georgia: White

2.2.1 Unit Abbreviation

The unit identifications printed at the top of each counter are explained below. This information has no bearing on game play whatsoever, but is included here for authenticity:

1A: 1st Artillery Brigade

AB: Abkhazia

AD: Air Defense

ADB: Air Defense Base

AI: Alani

BSF: Black Sea Fleet

GAAD: Guards Air Assault Division

GN: National Guard

Ind: Independent

L: Light

Nov: Novorossiisk

PK Comp: Peacekeeping

Compound

SO: South Ossetia

Vk: *Vostok* (East)

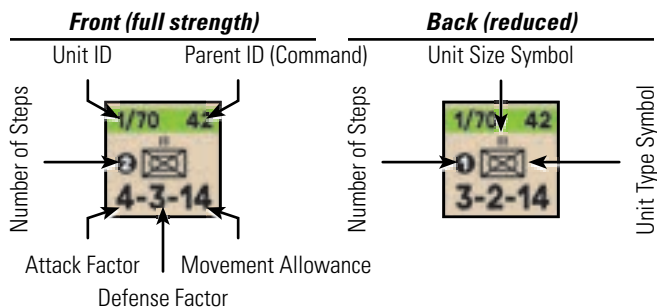
Zp: *Zapad* (West)

Important: The PK Comp is a static infantry battalion. It has a movement allowance of zero.

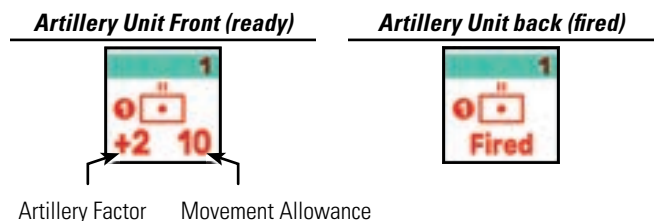
2.2.2 Combat Units

Each combat unit counter displays specific pieces of information: nationality, unit identification, parent unit identification, unit type and size, combat factors, movement allowance, number of steps, and any special status.

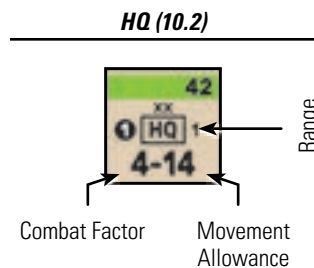
Note: The colored stripe at the top of the unit counters is provided to enable players to ascertain which units are attached to each division or brigade at a glance.



Important: Parent unit subordination affects the ability of HQ and artillery units when supporting combat and/or conducting artillery fire.



Important: Artillery units do not conduct combat normally. They do not possess attack or defense factors. They attack using artillery fire (10.4) and do not count when determining combat odds. If they are not stacked with any other ground combat units during an enemy Combat Segment and are attacked by enemy non-artillery units, they are automatically eliminated.



Combat Factors (CF): Attack factors (AF) and defense factors (DF) are the measures of each unit's ability to conduct those types of combat operations (10.0).

Movement Allowance (MA): This number is a measure of a unit's ability to move across the hex grid printed on the map (8.0).

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Number of Steps: An arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its robustness).

- Units with combat factors printed on only one side of their counters are one-step units.
- Units with printing on both sides of their counters are two-step units.
- If a two-step unit suffers a one-step loss, flip the unit over so its one-step side shows.
- If a one-step unit, or a two-step unit (already reduced) suffers a step loss, it is eliminated (removed from the map) and placed in a dead pile off the map.

2.2.3 Combat Unit Sizes

Unit size symbols are above the unit type symbols. These symbols indicate the size of the units and determine the stacking limits in each hex:

- | | |
|----------------------|-------------------------------------|
| XX: Division | II: Battalion |
| X: Brigade | [II]: Battalion Combat Group |
| III: Regiment | I: Company |

2.2.4 Combat Unit Types

The following symbols in each counter's unit-type box distinguish the various combat arms employed.

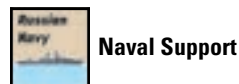
- | | |
|--|---------------------------------------|
| Mechanized | Parachute Infantry |
| Armor/Tank (Tank type noted in upper left corner of counter.) | Naval Infantry |
| Artillery | Headquarters (HQ) |
| Medium Range Ballistic Missiles | Infantry |
| Light Armored/Recon | Special Operations |
| Multiple Launch Rocket System (MLRS) | Self-Propelled Artillery (SPA) |
| | Anti-aircraft |

Important: MRLS units are artillery units for all purposes.

Important: All units capable of air defense have their range printed to the right of the unit type symbol. All artillery type units have a range of two (artillery counters do not show their range). They may conduct ground combat (i.e., they may attack adjacent enemy units).

- | | |
|----------------------------|------------------------------|
| Air Defense Base | Strategic Air Strike |
| Attack Helicopters | Unmanned Air Vehicles |
| Tactical Air Strike | |

2.2.5 Support Markers



Naval Support



Russian Reinforcements

2.2.6 Informational Markers



Game Turn Marker (Front & Back)



Disrupted (Front & Back)



Ground Losses (Georgian & Russian)



Aircraft Losses (Georgian & Russian)



Weather



Infrastructure Damage Level



Collateral Damage (Georgian & Russian)

3.0 HOW TO WIN

3.1 Sudden Death Victory

The Georgian player wins the game at the end of any Russian GT that in-supply Georgian units occupy **Tskhinvali** (hex 1909) and the **Roki Tunnel** (hex 1407).

3.2 Ending the Game

Beginning GT 4, during the End of Game Turn Phase, the Georgian player must check to determine if the game immediately ends by rolling one die.

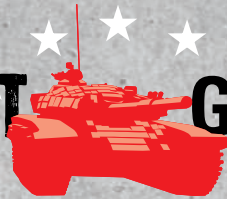
- If the result falls within the die roll ranges listed below, the game ends immediately, and the players determine victory (3.3).

GT 4: 6
GT 5: 4–6

Important: Modify the GT 5 die roll result by +1 if the Georgian collateral damage level is four or more.

- If the result falls outside the die roll range, the game continues to the next GT. If neither the GT 4 or GT 5 check succeeds, the players determine victory at the end of GT 6 (3.3).

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3.3. Victory Points

Both players accumulate victory points (VPs) during the game.

- Both players use their respective loss markers to track the number of their eliminated ground/air units.
- The Russian player uses the Georgian infrastructure damage marker to track the level of infrastructure damage to military bases and infrastructure by missile/air strikes and by occupation of those facilities by Russian forces.
- The Russian player tracks the level of collateral damage losses inflicted on Ossetian or Abkhaz civilians.
- Victory points are awarded to the Russian player for geographical locations at the end of the game.

3.4 Russian Victory Points

The Russian player receives the following VPs:

4: points per city hex listed below that is Russian controlled at the end of the game:

Poti (hex 1929)

Gori (hex 2207)

Alkhagori (hex 2004)

1: For each Georgian ground unit eliminated.

1/2: For each Georgian air unit eliminated.

1/2: For each infrastructure damage point inflicted.

Damage: The Russian player rolls one die. If the collateral damage to Ossetian/Abkhaz is four or higher apply a +1 modifier to the die roll.

Modified result of 4–6: Add two VP to the Russian total VP.

3.5 Georgian Victory Points

The Georgian player receives the following VPs:

1: For each Russian ground unit eliminated.

1/2: For each Russian air unit eliminated.

3.6 End of Game Victory

After the completion of the last game turn, the Russian and Georgian players total their separate Victory Points (VPs). The Russian player then subtracts the total Georgian VPs from the total Russian VPs.

a) 16 or more: The Russian player wins.

b) 15 or less: The Georgian player wins.

Important: If using optional rule 14.2, the Russian player must have 20 or more VPs to win.

4.0 SET UP

The Russian player sets up first.

- Units deployed on the map must adhere to all stacking restrictions (7.0).
- Units may be set up in enemy zones of control (9.0).
- Units not deployed at the beginning of the game may enter play as reinforcements during later game turns (13.0).

4.1 Russian Set Up

The Russian player places all reinforcement markers in an opaque cup creating a reinforcement marker pool (13.1).

- The Russian player then randomly picks one marker without looking at the front of the marker and places it face down in the GT 1 box on the GTRT.

- The Russian player then randomly picks a second marker without looking at the front and places it face down in the GT 2 box on the GTRT.

- The Russian player then deploys units as follows:

1) Deploy all Ossetian militia (5 units) in any hex within Russian-controlled South Ossetian territory.

2) Deploy the Russian peacekeeping compound at **Tskhinvali** (hex 1909).

3) Deploy the 42nd Division (3 units) within one hex of the **Roki Tunnel** (hex 1407):

- 2 Mechanized Battalions

- 1 Artillery Regiment

4) Deploy in or adjacent to **Ochamchire** (hex 1130):

- SS-21 Ballistic Missile Battalion

- SS-26 Ballistic Missile Battalion

5) Deploy within Russian-controlled Abkhaz territory:

- All five Abkhaz units: (Three mechanized brigades, one artillery regiment and one T-55 tank battalion).

- The following Russian units:

43rd Ind. Mechanized Battalion

526th Ind. Mechanized Battalion

558th Mechanized Battalion

6) Place all remaining Russian units to the side, they form the Russian reinforcement pool.

7) Place all Russian tactical and strategic air strike (generically called air units) units aside, they arrive as reinforcements.

4.2 Georgian Set Up

The Georgian player deploys units as follows:

1) Deploy in Georgian-controlled territory within South Ossetia:

- 3rd Brigade (6 units)

- 4th Brigade (6 units)

- L Infantry Battalion

- AD Anti-aircraft Battalion

- 1A Artillery Brigade (3 units)

- Independent T-72 Tank Battalion

- 1st Brigade, 11th Infantry Battalion

2) Deploy in or within two hexes of **Senaki** (hex 1825):

- 2nd Brigade (6 units)

3) Deploy within Abkhazia in any hex that is not Russian controlled: 5th Brigade (6 units)

4) Set aside all remaining units of the 1st Brigade (5 units). These units may arrive as reinforcements beginning GT 3.

5) Deploy all other units anywhere in Georgia or Georgian-controlled territory within South Ossetia or Abkhazia.



Important: The four NG units are only used if optional rule 14.8 is used.

6) Place the Georgian tactical air strike unit, the naval unit, and the UAV unit in the Georgian Available Support Units Markers Box.

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4.3 Marker Set-up

- Place the GT in the GT 1, August 8, 2008 box.
- Place the Russian and Georgian VP markers in the "0" box of the General Data Track.
- Place the Russian and Georgian loss markers, infrastructure damage and collateral damage markers in the "0" box of the General Data Track (center pullout of the rules).

4.4 Hex Control

Keeping track of who controls Georgian, Ossetian and Abkhazian hexes is important for the effect on victory conditions. Control of hexes has no other effect within the game. If a Georgian city hex is not occupied by a Russian unit, the city is under Georgian control.

Important: For game purposes, all South Ossetia and Abkhazia city hexes do not require a Russian unit to prove control.

5.0 SEQUENCE OF PLAY

Each GT is composed of four phases. Each phase is further divided into segments in which each player must follow in strict order.

Weather Phase

Either player consults the Weather Table (on the map) and then rolls one die. Place the marker corresponding to the result (clear, rain, or overcast) on the GTRT (12.0).

Georgian Operations Phase

- 1) Georgian Reinforcement Segment (13.2):** The Georgian player may attempt to mobilize reinforcements.
- 2) Georgian Movement Segment (8.0):** The Georgian player may move all eligible friendly units.
- 3) Georgian Support Unit Assignment Segment:** The Georgian player assigns support units to specific missions.
- 4) Georgian Combat Segment (10.0):** The Georgian player can alternate attacks by land units, air units, missiles, and artillery units in any order desired.
- 5) Georgian Disruption Recovery Segment (6.1):** The Georgian player removes all disrupted markers from friendly units.

Russian Operations Phase

- 1) Russian Reinforcement Segment (13.1):** If it is GT 1 or 2, the Russian player reveals the reinforcement marker corresponding to that GT and places the allowed number of reinforcements as per 13.1. Reinforcements may move and conduct combat during the current GT.
- 2) Russian Movement Segment (8.0):** The Russian player may move all eligible friendly units.
- 3) Russian Support Unit Assignment Segment:** The Russian player assigns support units to specific missions.
- 4) Russian Combat Segment (10.0):** The Russian player can alternate attacks by land units, air units, artillery units, missile strikes, or naval infantry units in any order he desires.
- 5) Russian Disruption Recovery Segment (6.1):** The Russian player removes all disrupted markers from friendly units.

End of Turn Phase:

- 1) End Game Check Segment:** Conduct this segment beginning on GT 4 (3.2). This segment is then conducted each GT until the game ends.
- 2) Recovery Segment:** Flip all artillery units to their not fired and not used side and all HQ units to their not used side.

6.0 AIR & NAVAL OPERATIONS

During each player's combat segment, both sides have air units that can perform missions.

- The Russian player has two types of air units: tactical strike and strategic strike.
- The Georgian player has a single tactical strike unit and one UAV (unmanned aerial vehicle) unit.

Important: Georgian air units cannot operate over territory inside Russia proper; however, they can operate over Abkhaz/South Ossetian territory.

6.1 Types of Missions

Air units can be assigned to the following mission types:

Tactical Support (6.3)

Suppression of Enemy Air Defenses (SEAD) (6.4)

Bombardment of Infrastructure (6.5)

Important: Only Russian units can conduct SEAD and Bombardment of Infrastructure missions.

- During the Support Unit Assignment Segment of each player's Operations Phase players assign support units to missions. If a player desires to use a support mission during the current game turn, the player must assign the unit to a mission during the above segment.
- Each player places friendly support units into the Support Unit's Mission Box corresponding to the assigned mission.
- During the ensuing Combat Segment, players move support units from the mission boxes and place them on the map to conduct missions.
- After completion of the mission the support unit is moved to the appropriate Available Support Units Box.

Important: Air units may be aborted due to air defense. Follow the procedures in (6.2).

6.2 Air Defense

The following units possess an air defense (AD) capability:



Air Defense Bases (ADB): These units have a range of 2 hexes (do not count the hex where the AD base is located).



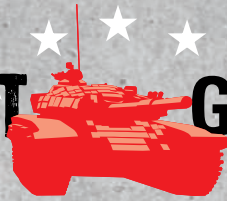
Anti-aircraft Units: These units have a range of one (the hex the unit is in and all adjacent hexes).



Headquarters Units: These units have a range of one (the hex the unit is in and all adjacent hexes).

- AD-capable units may fire at any air unit within range when the air unit is conducting any type of mission (6.1).

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- When the attacking player declares an air mission, the non-phasing player must check to determine if any AD unit is within range. Each AD unit fires separately at each air unit in the mission hex, using the below procedure:

- 1) The non-phasing player consults the Air Defense Table and rolls one die.
- 2) If the AD unit is disrupted apply a -1 die roll modifier.
- 3) The player then cross references the die roll with the result column. The owning player must apply the result prior to conducting the air mission.

No Effect: The air unit may conduct the assigned mission.

One Air Unit Aborted: The owning player rolls one die:

- 1-3: The air unit is placed on the GTRT two GTs after the current GT.
- 4-6: The air unit is returned to the appropriate Available Support Units Box (the air unit cannot be used again that GT).

Air Unit Loss: The owning player rolls one die:

- 1-4: One air unit suffers a loss. Add one to that side's Air Unit Loss Level. The air unit is returned to the appropriate Available Support Units Box.
- 5-6: Apply the One Air Unit Aborted result.

6.3 Tactical Support

Conduct tactical support missions in the friendly Combat Segment, prior to conducting any ground attacks.

- Tactical support missions attack enemy units that are adjacent to friendly units.
- Tactical air units and missiles (6.7) can perform this mission.
- There is no limit to the number of tactical support missions that can be flown against a single ground unit.

Important: A unit can only receive one disruption per GT.

- Conduct tactical support using the following procedure:

Important: Each air unit assigned to tactical support in the same hex follows the below procedure and may only attack one enemy unit, however; each air unit may attack a different unit in the same hex.

- 1) The phasing player removes the air unit from the Tactical Support Box and places it in the hex to be attacked.
- 2) The non-phasing player conducts any eligible AD attacks (6.2).
- 3) If the air unit survives the AD attack, the phasing player identifies the unit being attacked and conducts the tactical support mission.
- 4) Consult the Bombardment Table and roll one die, apply modifiers for weather (12.0) and SOF recon (10.3) and implement the below results:

No Result: There is no effect to the defending unit.

Disrupted/Damage #: The ground unit is disrupted.

Disrupted/Damage # + CD: The ground unit is disrupted and if the target hex contains a city, the phasing player rolls one die to determine collateral damage.

Result of 4-6: Apply the following result:

If the collateral damage occurs in a city in Georgia: add one to Georgian collateral damage level.

If collateral damage occurs in a city in South Ossetia or Abkhazia: add one to the Ossetian/Abkhaz collateral damage level.

Important: Collateral damage may affect the end of the game (3.3 & 3.4).

- After resolving the attack, return the air unit to the appropriate Available Support Units Box.

6.4 SEAD

Important: The Georgian player cannot conduct SEAD missions.

Conduct SEAD missions in the friendly Combat Segment, prior to conducting any ground attacks.

- SEAD missions attack enemy AD units.
- Only tactical air units can perform this mission.
- There is no limit to the number of SEAD missions that can be flown against a single AD unit.

Important: A unit can only receive one disruption per GT.

- Conduct SEAD using the following procedure:

- 1) The phasing player removes the air unit from the SEAD Mission Box and places it in the hex to be attacked.
- 2) The non-phasing player conducts any eligible AD attacks (6.2).
- 3) If the air unit survives the AD attack, the phasing player identifies the unit being attacked and conducts the SEAD mission.
- 4) Consult the SEAD Table and roll one die, apply modifiers for weather (12.0) and implement the below results:

No Result: There is no effect to the defending AD unit.

AD Unit Disrupted: The targeted AD unit is disrupted.

- After resolving the attack return the air unit to the appropriate Available Support Units Box.

6.5 Infrastructure Bombardment

Infrastructure bombardment is conducted against Georgian base hexes. Conduct infrastructure bombardment missions at any time during the Russian Combat Segment.

Important: Only Russian strategic air units and missiles (6.7) can perform infrastructure bombardment missions.

- There is no limit to the number of infrastructure missions that can be flown against a single target.
- Conduct infrastructure bombardment missions using the following procedure:
 - 1) The phasing player removes the air unit from the Bombardment Box and places it in any hex not occupied by friendly units containing a Georgian base.
 - 2) The non-phasing player conducts any eligible AD attacks (6.2).
 - 3) If the air unit survives the AD attack, the phasing player conducts the mission.
 - 4) Consult the Bombardment Table, apply modifiers for weather (12.0) and roll one die and implement the below results:

No Result: There is no effect to the defending ground unit.

Disrupted/Damage #: Add the number shown to the Georgian Infrastructure Damage Level.

Disrupted/Damage # + CD: Apply the damage result and then the Russian player rolls one die to determine collateral damage.

Result of 4-6: Add one to Georgian collateral damage level.

Important: Collateral damage may affect the end of the game (3.3 & 3.4).

14.0 OPTIONAL RULES

14.1 Adjara Separatism

If Russian forces occupy **Batumi** at the end of the game, and the Russian player has received the **Dumbadze counter** (14.4), the Russian player earns **2 extra VPs**.

14.2 1st Georgian Brigade



If using this rule, the complete 1st Georgian Brigade is available on GT 1. The Georgian player can deploy it anywhere in Georgia or Georgian-controlled territory in Abkhazia and South Ossetia.

If using this optional rule, the Russian player gets 5 extra VPs at the end of the game.

14.3 Georgian Tank Bonus

In combat involving only armored units of both sides, the Georgian tank unit(s) receive an odds shift of +1R (on the attack) and -1L (in defense).

14.4 Prisoner Exchange



Each time the Russian player captures any Georgian military base, they may try to exchange Georgian prisoners for the "General Dumbadze" counter. Roll one die;

4-6: The exchange takes place: the Russian player gets the "General Dumbadze" counter and the Georgian player may return any Georgian in-supply reduced unit to full strength.

The Russian player may attempt this each time they capture any Georgian military base, until getting the "General Dumbadze" counter.

14.5 Panic

When one unit belonging to the 4th or 5th Georgian Brigades or a Georgian National Guard Brigade receives one or more step losses, roll one die.

Die roll of 1: The Georgian battalion panics. The unit must retreat in addition to losing one step. This may only happen once per GT.

14.6 Russian Friendly Fire

When any Russian air unit operates within range of a Russian AD capable unit, roll one die.


Die roll of 1-2: The Russian AD unit must fire against the Russian air unit. Apply results (abort and/or lost aircraft). If there are Georgian AD units within range, first fire at the Georgian unit, then roll for friendly fire.

14.7 Russian Command & Control Failure

During the Russian Movement Segment, the Georgian player can select one Russian unit in Ossetian, Abkhazian or Georgian territory that the Russian player moves.

Die roll of 1-4: That Russian unit's movement allowance is halved (round down). This may happen only once per GT.

14.8. Georgian National Guard

 During the Georgian Reinforcement Segment of GT 2 through 5, the Georgian player can decide if he wants to activate the four Georgian National Guard (NG) Brigades. They are deployed at the following Georgian cities: **Gori** (hex 2207), **Tbilisi** (hex 2601), **Kutaisi** (hex 1820), and **Senaki** (hex 1825). These units cannot operate in Ossetian or Abkhaz territory. Their destruction yields VPs to the Russian player like regular Georgian units.

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Russian General Data Track

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20

Russian Bombardment

Russian Eliminated Units

Russian Available Support Units

Russian Tactical Support

Russian SEAD

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Georgian General Data Track

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20

Georgian Eliminated Units

Georgian Available Support Units

Georgian Tactical Support

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When one unit belonging to the 4th or 5th Georgian Brigades or a Georgian National Guard Brigade receives one or more step losses, roll one die.

Die roll of 1: The Georgian battalion panics. The unit must retreat in addition to losing one step. This may only happen once per GT.

14.6 Russian Friendly Fire

When any Russian air unit operates within range of a Russian AD capable unit, roll one die.


Die roll of 1-2: The Russian AD unit must fire against the Russian air unit. Apply results (abort and/or lost aircraft). If there are Georgian AD units within range, first fire at the Georgian unit, then roll for friendly fire.

14.7 Russian Command & Control Failure

During the Russian Movement Segment, the Georgian player can select one Russian unit in Ossetian, Abkhazian or Georgian territory that the Russian player moves.

Die roll of 1-4: That Russian unit's movement allowance is halved (round down). This may happen only once per GT.

14.8. Georgian National Guard

 During the Georgian Reinforcement Segment of GT 2 through 5, the Georgian player can decide if he wants to activate the four Georgian National Guard (NG) Brigades. They are deployed at the following Georgian cities: **Gori** (hex 2207), **Tbilisi** (hex 2601), **Kutaisi** (hex 1820), and **Senaki** (hex 1825). These units cannot operate in Ossetian or Abkhaz territory. Their destruction yields VPs to the Russian player like regular Georgian units.

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- After resolving the attack return the air unit to the appropriate Available Support Units Box.

6.5.1 Infrastructure Damage



When the targeted hex is an enemy base, the results are expressed in infrastructure damage points. Infrastructure damage points count for VP purposes at the end of the game (3.4) in addition to any VPs yielded by the physical occupation of that hex.

Example: Poti (hex 1929) suffers 2 damage points during the game and awards 1 VP to the Russian player. Poti is occupied by Russian forces at the end of the game, thus yielding 2 more VPs. Therefore, the Russian player earns 3 VPs total for the occupation of Poti and any damage inflicted to its military installations.

6.6 UAV Strike Mission



The Georgian player may conduct UAV strikes in support of friendly offensive artillery fire (10.4, step 2) during the Georgian Combat Segment. Conduct UAV attacks after declaring offensive artillery fire during the combat resolution.

Important: UAVs cannot conduct strike missions if the weather is rainy.

- Conduct UAV strikes using the following procedure:
 - 1) The Georgian player removes the UAV from the Available Support Units Box and places it on the attacking artillery unit.
 - 2) The non-phasing player conducts any eligible AD attacks (6.2).
 - 3) If the UAV survives the AD attack, the Georgian player may apply a +1 die roll modifier to that unit's offensive artillery attack.
- After resolving the attack return the UAV unit to the appropriate Available Support Units Box.

Important: The Georgian UAV unit can only be used to support one unit's artillery attack per GT.

6.7 Missile Strikes



The Russian player has two medium range ballistic missile battalions, armed with SS-21 (OTR-21, *Tochka-U*) and SS-26 (*Iskander*) launchers. These units may launch missile strikes against enemy bases and units during the Russian Combat Segment.

- Missile units have a range of 10 hexes and may conduct the missions listed below anywhere in Georgia.

Tactical Support: Missile units may conduct tactical support missions against enemy ground combat units within range. Use the procedure in 6.3 (**Exception:** Do not conduct AD).

Infrastructure Bombardment: Missile units may conduct infrastructure bombardment against any Georgian base hex within range. Use the procedure in 6.5 (**Exception:** Do not conduct AD).

6.7.1 Naval Missile Strikes

The Russian and Georgian navy units can also launch missile strikes using the same procedures and range as missile units.

- Available naval units are initially placed in the appropriate Available Support Units Box.

- During a friendly Combat Segment, the player may place an available naval unit in any all-sea or coastal hex.
- After conducting the mission, the naval unit is returned to the appropriate Available Support Units Box.

Important: See 13.3 for additional Russian naval capabilities.

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 TEC in terms of units. Each unit counter 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, at the end of any segment, one or more hexes are over-stacked, excess units (owning player's choice) must be eliminated. Units eliminated in this manner are returned to their respective reinforcement pools.

7.2 Free-Stacking Units

Markers are ignored when determining stacking limits.

- HQs count as one unit for stacking purposes, but no more than one HQ may be in the same hex.
- Helicopter units do not count for stacking purposes.

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.

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 that 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 Movement Allowances in a Stack

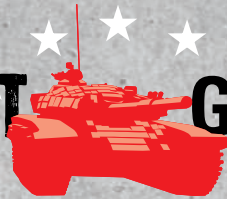
If units with different movement allowances (MA) are traveling together in a stack, the stack must use the MA of the slowest unit. However, slower units may be left behind so that a stack of faster units may continue.

7.6 Cooperative Stacking

Russian regulars and pro-Russian Ossetian forces may stack together. Russian regulars and Abkhaz forces may stack together.

Important: Abkhaz and Ossetian forces may not stack together.

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8.0 MOVEMENT

Each unit has a printed movement allowance (MA). A unit's MA is the maximum number of movement points (MP) the unit may expend in a single Movement Segment. The phasing player may move any and/or all friendly combat units in the friendly Operations Phase.

Important: During a player's Movement Segment, only friendly units may move. Enemy units cannot move.

- Units are moved tracing a path of contiguous hexes through the hex grid, until all movement factors are expended, or the player decides to cease moving the unit, whichever comes first.
- A unit expends one MP to enter a clear terrain hex. To enter other types of terrain, the player must expend the number of MPs designated by the TEC.
- Units can move in any direction or combination of directions.
- A unit can never enter a hex containing an enemy combat unit.
- A unit cannot accumulate unused MPs from turn to turn nor may unused MPs be transferred from one unit to another.
- Units cannot enter certain types of hexes or cross certain types of hexsides designated by the TEC.
- If there is more than one terrain type in a hex, use terrain type with the highest single movement cost from among all the terrain involved (8.4).
- Units crossing certain hexsides pay additional MPs per the TEC. The crossing cost is in addition to any cost for entering a hex.

8.1 Movement Restrictions

- All Russian units are free to enter all hexes of the map, if not otherwise restricted by stacking limits or the presence of enemy units.
- Georgian units are prohibited from entering any hex in Russia proper (including North Ossetia). They may operate (move into and/or through hexes and conduct combat) in South Ossetia and Abkhazia.

Important: Units with a printed MA of zero cannot move once placed on the map. They are static units. Minimum movement (8.2) does not apply to these units.

8.2 Minimum Movement

All units with a MA of one or more may always move at least one hex (regardless of movement costs) during their own Movement Segment, if not otherwise restricted by stacking limits, terrain, or the presence of enemy units.

8.3 Terrain

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

Important: Activity in alpine hexes is severely restricted (except helicopter units (8.6)).

- 1) Units can only enter/exit alpine hexes via connected road hexes or the **Roki Tunnel** (hexside 1308/1407).
- 2) Zones of control only extend into/out of alpine hexes along connected road hexes (9.0).

3) Units can only attack alpine hexes along connected roads; units in alpine hexes can only attack out of them along connected roads (10.0).

4) Units can only Advance After Combat (10.0, step 8) into alpine hexes along connected roads; units in alpine hexes can only Advance After Combat into hexes that are connected by roads.

5) Supply may only be traced into or through alpine hexes along connected road hexes.

Example: A unit could not move from hex 1209 directly to hex 1310. The unit would first have to move along the connected road to 1210 and then into 1310.

8.4 Multiple Terrain Types

If there is more than one terrain type in the same hex, expend the highest single MP cost when entering that terrain, unless using road movement (8.5).

8.5 Road Movement

A unit that moves from one road hex directly into an adjacent road hex via a connected road symbol is only required to expend one MP 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 road movement.
- Alpine hexes can only be entered and/or exited when using road movement.
- A river hexside that is crossed by a road is a bridged hexside. Bridges negate the movement effects of rivers and lakes when units cross such hexsides.

8.6 Helicopter Gunships



Helicopter units operate like a ground combat unit, with the following exceptions:

- 1) Helicopter units only expend 1 MP per hex, regardless of the type of terrain.
- 2) When performing a retreat after combat, helicopter units may retreat any number of hexes as desired by the owning player. The retreat must end in a friendly occupied hex.
- 3) Helicopter units do not count for stacking purposes.
- 4) Helicopters do not possess a ZOC; however, they are affected by enemy zones of control.
- 5) The presence of a helicopter in a hex does not block retreat.
- 6) When attacking against enemy units adjacent to undisrupted AD capable units, helicopter units must absorb at least 1 step loss if the attackers suffer one or more step losses.

9.0 ZONES OF CONTROL (ZOC)

The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes.

- All units exert ZOCs.

Exception: Artillery and helicopter units.

- The presence of friendly units do not negate the effects of enemy zones of control (EZOCs).

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- A unit's ZOC does not extend across prohibited hexsides, nor does it extend into a hex that the unit could not operate in due to terrain restrictions or due to national restrictions.

Example: A unit in hex 1209 does not exert a ZOC into hex 1110, 1310, 1309, and 1109. Likewise, units in those hexes would not exert a ZOC into hex 1209.

- EOCs have the following effect on enemy units:
 - 1) A unit must stop its movement when entering an EZOC.
 - 2) A unit can move from one hex in an EZOC into another hex in an EZOC; however, the unit must immediately cease its movement in that hex.
 - 3) Units may not retreat into EZOC.
 - 4) EZOCs block enemy supply lines.

Important: A unit can move from one hex in an EZOC to another hex in an EZOC, however the unit(s) must have started their Movement Segment in an EZOC and can then only move one hex into another EZOC. They must stop their movement in that first hex.

- Both friendly and enemy units may simultaneously exert ZOC into the same hexes.
- There is no additional effect if more than one unit, friendly or enemy, exerts ZOC into the same hex at the same time.
- If a given unit is in an EZOC, that enemy unit is also in its ZOC. The two units are equally and mutually affected.

10.0 COMBAT

Combat takes place between adjacent opposing units during the Combat Segment in each player's Operations Phase.

Important: A unit(s) cannot attack across a hexside into a hex that it could not enter due to terrain restrictions.

Example: A unit in hex 1309 could not attack into hexes 1209, 1208, or 1308.

- Combat is always voluntary; the mere presence of an adjacent enemy unit does not force a friendly unit to attack, both players may always choose not to attack.
- The attacker is always the current player in the Combat Segment and the other player is the defender, no matter the strategic situation.
- A unit can only conduct one attack each Combat Segment and each unit may only be attacked once per Combat Segment.
- A player cannot split a unit's combat factor between multiple combats.
- An attacking player cannot attack more than one hex in each combat.
- All defending units in a hex defend as a single unitary force. An attacking player cannot attack part of a unit or part of a stack.
- A player may attack an enemy occupied hex with as many friendly units as can be brought to bear from one, some or all the surrounding hexes.
- There is no requirement for all units in a stack to participate in the same attack. Units in a stack might attack into one hex while others attack into another hex or not attack at all.
- The defending player may never refuse combat; all units in an attacked hex must participate in its defense.
- There is no arbitrary limit on the number of attacks each player may resolve during a friendly Combat Segment.

- The attacker need not declare all his attacks beforehand and may resolve each attack in any order.
- The attacking player must fully resolve each attack before beginning a subsequent attack.
- Neither player may look beneath the top unit of enemy stacks until the odds are computed. Once the odds are known, the attack may not be called off.

10.1 Disruption



Units are disrupted because of artillery fire, SEAD air missions, air bombardment, and tactical missile strikes. Disrupted units suffer the following penalties:

Important: A unit can only receive one disruption per GT.

AD Capable Units: -2 die roll modifier when firing against enemy air units.

Ground Units: Attack and defense factors are halved (round down). This modification is cumulative with any out of supply effects.

Ground Combat Die Roll Modification: If 50% or more of the defending ground units are disrupted, apply a +1 die roll modifier.

10.2 HQ Units

HQ units can add their combat factors to any adjacent friendly unit of the same command (2.2.2) engaged in combat (either offensive or defensive). The HQ does not need to be adjacent to the enemy units.



Example: This is the 42nd Division HQ. The 42nd Div HQ may support all units with a 42 in the upper right corner, or those without a number in that location.

Important: HQs may only support subordinate units and/or independent units (those not assigned to a specific command).

- HQ units can only provide combat support once per GT after this, flip the HQ to its used side.
- HQ units alone in a hex that are subject to attack use their combat factor to defend like normal ground units.

Important: An HQ that has been attacked in the current Combat Segment cannot provide support for any other defending units.

10.3 Russian Special Operation Forces

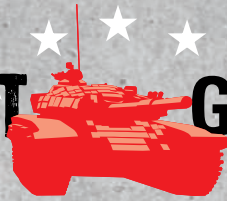


Russian Special Operation Forces (SOF) may conduct one of the following operations (either a Recon or Spearhead) in the Russian Combat Segment.

Recon: SOF units can launch a recon operation against adjacent enemy units. Roll one die. If the result is five through six the recon is successful. Any other result is a no effect. If successful:

- 1) The Russian player may examine all enemy units adjacent to the SOF unit; **and,**
- 2) The Russian player may apply a +1 die roll modifier to any air or missile tactical support attacks on any enemy units adjacent to the SOF unit. A single SOF unit may provide this die roll modification to multiple attacks.

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Spearhead: An attack involving one or more SOF units receives a +1 die roll modifier. This modifier is automatically available, but its use is not mandated. If the modifier is applied, any loss suffered must first be taken from one SOF unit.

10.4 Combat Procedure

When conducting ground combat, players must follow the steps below in the order given.

Step 1 (Declaration): The attacking player identifies the defending hex and all units (including artillery units) that will attack that hex.

Step 2 (Offensive Artillery Fire): Artillery units that are subordinated to an HQ may only fire if the unit being targeted is attacked by at least one non-artillery unit subordinate to that same HQ. Independent units (those which are not subordinated to an HQ, including independent artillery units) may be considered as subordinate to any friendly HQ that is in range (10.2).

Important: Out of supply artillery units cannot fire in Step 2 or Step 3.

1) The attacker may conduct artillery fire using artillery units against defending enemy units within two hexes (one intervening hex) with any artillery units that meet the command requirements listed above and that have not been flipped to their fired side. Only those artillery units identified as attacking units may conduct this fire.

Important: Apply a +1 die roll modifier to attacks made by Georgian artillery units if the Georgian player conducted a successful UAV strike.

2) The attacking player rolls one die for each firing artillery unit and then adds the artillery unit's artillery factor to the die roll.

Modified result of 5 or more: The defending player places a disrupted marker on one unit in the defending hex.

Any other result: No effect.

3) The attacking player then flips all firing artillery units over to show their fired side.

Step 3 (Defensive Artillery Fire): The defending player may fire any non-fired artillery units that meet the command and range requirements listed in step 2. Follow the procedures in Step 2 with the defender assuming the role of attacker.

Important: An artillery unit may only fire once per GT. Artillery units are flipped back to their non-fired side during the End of Turn Phase.

Step 4 (Determine Combat Odds): Each player determines the total combat strength for their side by totalling the combat factors of all friendly units in the attacking and defending stacks.

Important: Halve the attack or defense strengths of each unit marked out of supply and all disrupted units, then total the modified total combat strengths and round all remaining fractions up to the next highest whole number.

- The players then divide the defender's total into the attacker's total to establish an odds ratio (combat odds).
- **If the attacker's total modified combat factors are equal to or greater than the defender's total modified combat factors:** Round down any remainders. Express the result as an odds ratio (Result:1).

- **If the attacker's total modified combat factors are less than the defender's total combat factors:** Round any remainders up. Express the result as an odds ratio (1:Result).

Example: If 26 attack factors attack 7 defense factors ($26 \div 7 = 3.71$, rounded down, yields an odds ratio of 3:1 (three to one). If 8 attack factors attack 12 defense factors ($8 \div 12 = .76$, rounded up, yields an odds ratio of 1:2).

- The attacking player consults the Combat Results Table (CRT) and locates the corresponding odds column on the table.

Step 5 (Apply Column Shifts): The odds obtained in the above process may be modified (shifted) by:

Important: All column shifts are cumulative (including those for terrain).

1) The terrain in the defender's hex and/or around its perimeter as designated by the TEC.

Important: The defender only receives the river column shift for a river if at least half the attacking units are attacking across the river.

2) Any attack involving at least one Russian HQ, one mech or infantry unit and one tank unit receives a one column shift to the right.

- Column shifts are cumulative. All applicable shifts are determined, and their effects calculated before the 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.

Step 6 (Determine results): The attacking player rolls one die and applies all applicable die roll modifiers.

+1: Spearhead (10.3)

+1: If 50% or more of the defending ground units are disrupted.

Important: Modified DR results greater than seven are treated as a seven.

Step 7 (Resolve the Combat): The attacking player then cross references the modified die roll from Step 6, with the column determined in Step 5. Players must resolve each result in the order given in the explanation. The owning player apportions step losses to friendly units as desired.

- The number to the left of the slash is the attacker's combat result and the number to the right is the defender's result.
- The numbers signify the number of steps each side must eliminate from their forces involved in that combat.
- The attacker resolves losses first, then the defender.
- Losses can be distributed among all types of ground units as the owning player sees fit, but no unit may be eliminated until every two-step unit involved in the combat (even if they are attacking from different hexes) has absorbed one step loss.

Exception: Russian Spearhead SOF units (10.3) and helicopter units (8.6).

- If the result contains an **R#** the defending units must retreat the number of hexes equal to the number given.
 - 1) Units cannot retreat into or through hexes containing enemy units.
 - 2) Units cannot retreat into prohibited hexes or across a prohibited hexside.

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Important: Georgian units are prohibited from entering hexes in Russia proper (8.1).

- 3) Units cannot retreat into a hex in an EZOC (even if occupied by a friendly unit).
- 4) Units cannot retreat into a hex that would result in an overstack situation. Treat the hex as a prohibited hex when conducting a retreat.
- 5) If an available retreat path is available, units must retreat to a hex that is closer to a friendly supply source than the original defending hex.
- 6) If a unit or stack of units cannot retreat the required number of hexes that unit or stack of units retreat as far as possible and then incurs one additional step loss to one unit.

Step 8 (Advance After Combat): When the defender's hex is vacated (by a forced retreat, or because all defending units have been eliminated), the attacking units (one, some or all) can enter the vacated hex. If the defender is forced to retreat 2 hexes, the attacking unit(s) can advance a second hex. The first hex entered, however, must be the hex vacated by enemy units. The second hex entered must be empty of enemy units. It can be an EZOC hex. Units performing an advance after combat can move directly from one EZOC to another. (This is an exception to 9.0)

11.0 SUPPLY

Units trace lines of supply (LOS) to supply sources. Supply is needed to be able to fight at full effectiveness. Players check supply during any Combat Segment (both enemy and friendly) during Step 4 of the combat resolution process. See 8.3 for restrictions when tracing supply through alpine hexes.

Important: Attack helicopter units function as ground units and are subject to supply rules.

- A unit is out of supply if the unit cannot trace a path of hexes (including the supply source hex) free of enemy units and/or EZOC back to a supply source (see below).

Important: The path of supply may be traced through a hex in an EZOC if a friendly unit occupies that hex.

11.1 Georgian Supply

Georgian units are in supply if they can trace a LOS of no more than two hexes to any road connected to a Georgian military base or to **Tbilisi** (hex 2601).

11.2 Russian Supply

South Ossetian Units: Are always in supply within South Ossetia, otherwise they are in supply if they can trace a LOS of no more than two hexes to any road connected to any city within South Ossetia not occupied by Georgian units.

Abkhaz Units: Are always in supply within Abkhazia, otherwise they are in supply if they can trace a LOS of no more than two hexes to any road connected to any city within Abkhazia not occupied by Georgian units.

All Other Russian Units: Are in supply if they can trace a LOS of no more than two hexes to any road connected to a Russian supply source hex.

11.3 Out of Supply Effects

Supply does not affect movement.

- Ground combat units that are found to be out of supply when conducting combat have all combat factors halved (round up). This modification is cumulative with disruption effects (10.1).
- Out of supply artillery units cannot fire either offensively or defensively.
- Out of supply units that receive a retreat result check to determine if they surrender. The owning player rolls one die,

5-6: The unit surrenders and is eliminated.

Any other result: No effect. The unit retreats normally.

12.0 WEATHER



Weather can be **fair**, **overcast**, or **rainy**.

During the Weather Phase, either player consults the Weather Table (on the map) and then rolls one die. Place the marker corresponding to the result (clear, rain, or overcast) on the GTRT. Overcast and rain weather conditions provide die roll modifiers to bombardment and infrastructure attacks.

Important: Helicopters are not affected by weather conditions.

13.0 REINFORCEMENTS

Reinforcements are units that enter the game during GT 1 and subsequent turns.

- The pool of available reinforcements is all units (of any type) that are not on the map.
- The Russian player may select units as desired from any of the available Russian regular units.
- The Georgian player can receive reinforcement units from the 1st Brigade arriving from Iraq (13.2).

13.1 Russian Reinforcements

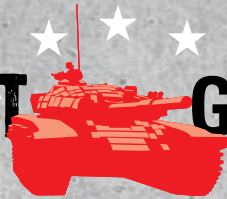
Before starting play, the Russian player places all reinforcement markers, except the marker listed as allowing 7 ground units, in an opaque container.

- The Russian player then randomly picks one marker (without looking its front side) and places it face-down on the GTRT in the GT 1 box.
- The player then places the withheld marker in the container and randomly picks a second marker and places it in the GT 2 box. The remaining markers remain in the container. Neither player may examine any of the markers.
- During the Russian Reinforcement Segment of GT 2, the Russian player examines the marker in the current GT box and then selects units equal to the number shown on the marker.
- During the Russian Reinforcement Segment of GT 3, if the total Russian reinforcements gained in GT 1 and GT 2 is less than four, the Russian player may select two additional ground units and one air unit.

Important: The Russian naval unit and two naval infantry units cannot be selected as they automatically arrive on GT 2.

- Russian ground units are placed in any Russian supply source hex and may operate normally on the GT of arrival.

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Important: Russian units may overstack when placed on the map, but they must meet stacking requirements by the end of the immediately following Russian Movement Segment.

- Russian air and naval units (including naval infantry) are placed in the Available Support Units Box and may be used on the GT of arrival.
- Additional Russian reinforcements are received as follows:
 - GT 2:** The Russian navy unit and two naval infantry units.
 - GT 2:** All remaining air and helicopter units.
 - GT 3:** Beginning GT 3, the Russian player can select a maximum of 14 units of any type each GT until all units have arrived.

Designer's Note: Historically, the Russians knew that war was imminent, but they did not know the exact date of the attack. This mechanism simulates various degrees of Russian readiness at the beginning of the war, as well as the uncertainty of both sides: a low Russian reinforcement rate can entice the Georgian player to try to win a sudden death victory by taking the Roki tunnel and Tskhinvali.

Example: It is the pre-turn phase of the game. The Russian player takes the reinforcement markers and puts them in an opaque container. Without looking at them, he pulls one marker and puts it, face down (showing the "Reinforcement marker" side) on the "Russian Reinforcements turn 1" box. Then, he takes a second marker from the pool and places them face down on the "Russian Reinforcements turn 2". All other Reinforcement markers are stored away. Neither player is allowed to look at them. The two selected markers cannot be revealed until the Russian reinforcement subphase of turns 1 and 2.

It is the Russian segment of turn 1. The Russian player, before moving any units, flips the Reinforcement marker placed on the "Russian Reinforcements turn 1". The Russian reinforcement marker revealed reads "7 ground, 3 air". This means that the Russian player can pick 7 ground units and 3 air units from the reinforcement pool and deploy them on Russian reinforcement hexes in either Abkhazia or South Ossetia. The ground units can operate normally on that turn. Air units can operate normally.

The next turn, during the Russian segment of turn 2, the Russian player, before moving any units, flips the Reinforcement marker placed on the "Russian Reinforcements turn 2". The marker reads: 1 ground, 1 air. This means that the Russian player receives 1 ground unit and 1 air unit on that turn. He deploys them on Russian reinforcement hexes in either Abkhazia or South Ossetia.

On game turn 3, any Russian units left can begin entering as reinforcements. All air units not yet available become reinforcements on turn 3. Ground units can enter play as reinforcements, but no more than 14 ground units of any type per turn.

Note that the Russian navy unit (with their two naval infantry battalions) enters automatically on turn 2. These units are not included within the limits of the rule explained above. See 13.3.

13.2 Georgian Reinforcements

The Georgian player can try to airlift units of the elite 1st Brigade that were deployed to Iraq. They operate normally on the GT of arrival.

- During the Georgian Reinforcement Segment of GT 3, the Georgian player may attempt to bring in units of the 1st Brigade at **Tbilisi** (hex 2601). The units may be placed in or adjacent to hex 2601. Roll one die and apply the below results:
 - 1–3:** No Effect.
 - 4–5:** One infantry battalion arrives.
 - 6:** Two infantry battalions arrive.
- During the Georgian Reinforcement Segment of GT 4, if any units of the 1st Brigade arrived on GT 3, all remaining units (4) arrive. If no units arrived on GT 3, roll one die, and apply the below results:
 - 1–2:** No Effect.
 - 3–4:** Two infantry battalions arrive.
 - 5 or greater:** All five remaining 1st Brigade units arrive.
- No matter the result of the above, no further units may arrive on GT 5 or 6.

13.3 Russian Navy Operations



The Russian navy unit is placed in the Available Support Units Box during the Reinforcement Segment of GT 2. On that GT or later the naval unit and two naval infantry units may be placed in any partial sea hex not occupied by an enemy unit during the Russian Movement Segment.

- The navy unit may only conduct one such operation per game.
- The naval infantry units cannot conduct ground movement during the GT of arrival.
- They may conduct combat normally and are in supply during the first Russian Combat Segment after they have landed.
- Beginning the next GT, the naval infantry units operate normally including the requirement to trace a LOS.

Important: The Russian naval unit can conduct missile attacks in the same GT that it lands the naval infantry units, but the attack must originate from the landing hex.

