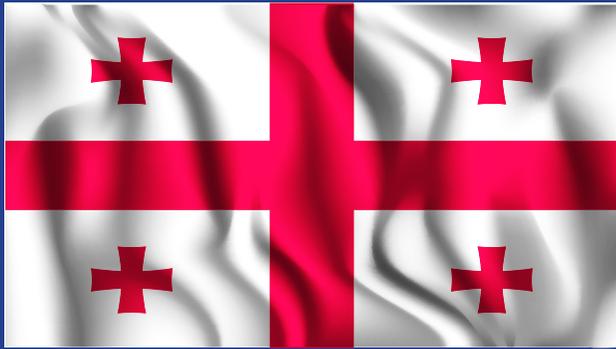


# Crisis in the Caucasus: The Russo-Georgian War



A Wargame  
Deisgned By: Kyle Cisco

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## 1.0 Introduction

### 1.1 Background/Game Information

The Modern Crisis Series, is a gamesystemed designed to teach people about the current hotbeds in the world, and the possible conflicts that may evolve from these hotbed areas of the world. Crisis in the Caucasus: The Russo-Georgian War is the first game in the Modern Crisis Series of games and is a Strategic level Board-Wargame, based on the 2008 conflict between the Republic of Georgia, and the breakaway states of Abkhazia and South Ossetia. In the game each player takes control of either the Republic of Georgia, or the states of Abkhazia, South Ossetia, and the Russian Federation. Along with the historical scenario also included is a near future hypothetical scenario which explores to possibility of a reigniting of the 2008 conflict. In the hypothetical scenario there are option for both the Georgians, and Break away states have the chance to call on allies to help stop the spread of the Russian Federation. So choose your side will you help maintain the sovereignty of the Republic of Georgia, or try and maintain the hold over Abkhazia, and South Ossetia and hope that the world doesnt plunge itself into World War 3.

### 1.2 Game Scale

Each game turn equals two days. With each phase representing a half a day there for evry two phases equals a day. Units are Brigades, Regiments, and Battalions. Representing anywhere from 800-3,000 men.

## 2.0 Components

### 2.1 In General

The Components in CITCRGW include these rules, the map sheet, the player aids & tables sheet, and one complete sheet of counters representing all (units or unit counters). The game also includes two 10 sided die as well as two 6 sided die for assault combat resolution.

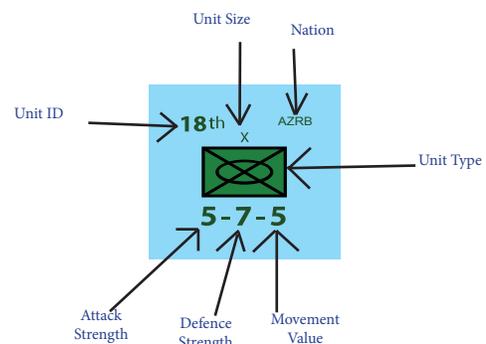
### 2.2 The Game Map

The map represents the terrain in, and around the Republic of Georgia as well as the breakaway states of Abkhazia, and South Ossetia. A hex grid is overlaid onto the game map to regulate movement, and deployment of units on the game map.

Each hex contains either natural terrain, as well as cities, towns, and other industrial areas. These features have the chance of changing movement and combat values depending on the terrain being passed through. Also represented on the map are road, and rail networks that can make moving through some of the difficult terrain in the Caucasus region.

### 2.3 Unit Counters

Most of the counters provided in the game represent combat units in the game, but there are also other counters that are used as memory aids as well as other game upkeep markers. Below is an example of a Azerbaijani Combat unit in the game here we will take a look at all of the information represented on each counter.



## 2.4 Sides Involved in the Conflict

Each nation involved is designated by color of the unit type and background color represented on the counter, or on some counters the nationality is abbreviated in the top right corner of the counter. There are two Sides in CITC Russo-Georgian War.

Russian Federation's Side-

Russian Forces- Red unit type, and Blue background color.

Abkhazian Forces- Green unit type, and White background color.

South Ossetian Forces- Red unit type, and Yellow background color.

CSTO Forces- White unit type, and Red background color.

Republic of Georgia's Side-

Georgian Forces- White unit type, and white background.

NATO Rapid Response Force- White unit type, and Light Blue background.

Azerbaijani Forces- Green unit type, and Light Blue Back ground.

Ossetian Front hold box: 693rd, 292nd, 136th, 205th, 141st, and 7th. Place the two Marine brigades in the port city of Pitsunda. All the following units start the game in the Abkhazian front hold box: 135th, 291st, 1,128th, 33rd, 76th, 487th, and 11th.

All Nato, and Azerbaijani forces are to be placed in their respective hold boxes on the map.

Georgian Forces- All counters except for the NG (National Gaurd) Forces will be placed on the map. Police counters can be placed in any city within the Republic of Georgia's borders not including South Ossetia, and Abkhazia. For all non-NG Military units may also be placed within Georgian borders, with the exception of the 1st Infantry Brigade which will be placed in Tbilis. As well as the 4th infantry brigade, and idependent tank battalion that are to be placed in the city of Gori.

Once all setup for the units above is complete each side will roll a d10 to see how many militia units have formed to fight for the South Ossetians, as well as how many NG units have been mobilized/depolyed for the Georgian forces.

## 3.0 Game Setup & Sequence of Play

### 3.1 Game Setup For Hypothetical Scenario

This is the setup for the Hypothetical scenario only to see setup for the historical scenario refer to the scenarios section of this rules booklet.

Abkhazian Forces Setup- Place all Abkhazian counters in the Abkhazian states borders.

South Ossetian Forces Setup- Place all counters within the territory controlled by South Ossetia with the exception of all Militia units which will start out within the Ossetian Front Hold Box to which will be placed after rolling to see how many they recieve at the start of the game.

Russian Forces Setup- Place the 249th, and 503rd Motor Rifle Regiments in South Ossetian territory. All the following units will start the game in the

Die Result	Amount of Units Recieved
0	No units Recieved
1-3	2 Units Recieved
4-6	4 Units Recieved
7-8	6 Units Recieved
9	8 Units Recieved

Once each player has rolled for their additional Forces according to the chart above. Place those units according to the setup instructions for your side.

### 3.2 Sequence of Play

Crisis in the Caucasus: The Russo-Georgian War 2008 Scenario has a maximum of three turns. The Hypothetical can have a maximum of up to 20 turns. The Sequence of player phases within these turns are the same for both Scenarios. This game has an alternating action phase turn sequence with both players being able to make moves in the same turn this allows for players to really feel the stresses of war, and the importance of having a fluid battleplan and being able to adjust on the fly to the changing battlefield.

#### 1. Setup Phase

- A. Determine Initiative
- B. Determine Weather
- C. Roll for Reinforcements/Replacement Units

#### 2. Initiative Player Advanced Phase

- A. Assault Movement
- B. Assault Combat

#### 3. Non-Initiative Player Limited Phase

- A. Strategic Movement
- B. Reaction Combat

#### 4. Initiative Player Main Phase

- A. Movement
- B. Combat

#### 5. Non-Initiative Player Main Phase

- A. Movement
- B. Combat

#### 6. End Phase

- A. Reduce Isolated units
- B. Calculate Initiative Points Earned
- C. Check Victory Conditions
- D. Advance Turn Marker

## 4.0 How to Win

### 4.1 Victory Conditions 2008 Scenario

In the 2008 scenario the Georgian's achieve an instant victory if they hold the capital city of Tskh-invali, at the end of the second turn of play. The Russian's achieve an instant victory if they control both Gori, and Tbilis at the end of any game turn. A draw happens if at the end of turn three neither side has achieved either of the respective victory conditions above, and this being the historical end of the conflict.

### 4.2 Victory Condition Hypothetical Scenario

In the Hypothetical scenario the Georgian's achieve an instant victory by controlling both capital cities of the breakaway states of South Ossetia, and Abkhazia at the end of any game turn. These are Tskh-invali, and Sukhumi respectively. Russian's achieve an instant victory by controlling both the cities of Tbilis, and Gori at the end of any game turn. In the case the game ends on the 20th turn then each player counts up the amount of cities they control, and the player with the most cities under their control win the game.

### 4.3 Eliminated Unit Victory Points

In both the 2008, and the Hypothetical scenario each unit counter that gets destroyed is counted towards each sides combat effectiveness. These points are calculated below by the amount of steps a unit has.

Steps of the Unit	Amount of VP's Earned
1	1
2	2

*Note: So for example if a Georgian Regional Police unit gets eliminated the Russian side would gain one VP for the units elimination. But if the 4th Infantry Brigade is eliminated in this case the Russian side would gain two VP's for this units elimination.*

## 5.0 Initiative

### 5.1 Starting Initiative

In the 2008 Scenario the Georgian's will always have the initiative on the first turn of the game.

In the Hypothetical Scenario the Russian Forces will start with the initiative on the first turn of play.

### 5.2 Determining Initiative

Initiative is determined by the amount of initiative points earned from the previous turn. These initiative values are laid out in the table below.

Initiative Point Earning Actions	Initiative Points Earned
Capturing A City	1
Capturing Major City	2
Unit Eliminated	1
Combat Victory	1
Combat Lose	-1

The player with the most initiative points wins the initiative for the turn. If the number of points are the same for the turn then each player rolls 1 d10 and the higher roll wins initiative for the turn.

## 6.0 Movement & Unit Stacking

### 6.1 Types of Movement

In Crisis in the Caucasus there are three different types of movement each with their own perks, and downfalls. These explanations have been ordered as you would see them during the sequence of a turn. The two types of movement used in the game are Strategic movement, and regular movement.

Strategic Movement- Is used in the non-initiative players limited phase. This movement is a limited to where the players movement speed is reduced to half of the normal movement speed of the unit. This is meant to represent the cautious nature of units moving towards the front lines of the combat zones.

As well as representing how important having the initiative during the turn helps, or in the non-initiative players terms hinders their ability to react to attacks along the front lines.

Movement- this is normal movement where players may choose to move all, or none of their units up to but not exceeding the units movement value.

### 6.2 Terrain

Terrain movement in the game is vital to the game certain types of terrain make it more difficult, or even impossible for some units. There are several different types of terrain in the game, below is a more detailed definition of each type as well as how each type affects movement values.

### 6.3 Grassland

Grassland is the clearest of terrain represented in the game to move through this terrain type it costs 1 movement point, and there are no restrictions for moving through grassland terrain.

### 6.4 Rough Terrain

Rough terrain in the game represents most of Georgia. Rough terrain incurs a 1 movement point penalty which moving through costs 2 movement points instead of the normal value of 1. There are no other penalties, or restrictions involved in moving through rough terrain.

### 6.5 Mountain Terrain

Mountain terrain is covers most of the northern and southern borders of Georgia. This is the most restrictive of terrain to move through. Mechanized, Motorized, and Armoured units may not move through Mountainous terrain. Regular Infantry units moving through mountainous terrain incur a 2 movement point penalty for a total of three movement points per hex. The exception to this penalty is specialized units such as Special Forces, as well as Mountain Infantry units.

### 6.6 Road Movement

Roads movement is super important in Crisis in the Caucasus due to the vast amount of rough and mountainous terrain in Georgia. Road movement is the easiest way to move in the game.

Road movement is the most cost efficient way to move your forces on the map with the cost of 1/2 a movement point per hex moved using roads. This meaning that two hexes of movement costs 1 movement point. This allows you to gain ground quick, and really put the pressure on the enemy forces.

## 6.7 Moving Into Cities

Moving into town, and city hexes cost 2 movement points to account for obstacles such as snipers, road blocks, mines, and rubble caused by the bombardment of the cities while trying to capture them.

## 6.8 Stacking

In Crisis in the Caucasus the stacking rules are as follows. Seven units may be stacked in one non city hex at one time. In city hexes the stacking limit increases up to 10 units per city hex. When moving a stack of hexes, the stack moves as fast as the slowest unit in the stack. As well as moving the stack you may also split your stack before or during your movement phase. The same stack movement rules apply. Player may choose to split the stack in whichever way they choose as long as it doesn't violate the stacking limits, or moves through an enemy Zone of Control (which will be explained in the next section of these rules).

# 7.0 Zones of Control

## 7.1 How Zones of Control Work

Zones of control represent the area around a unit that they can project control over either through the use of scouts, and other such equipment/manpower.

## 7.2 Zones of Control and Movement

Moving is important when it comes to dealing with Zones of control in the once you move into a ZOC you cannot move out without the chance of taking damage while trying to leave the area. Also once you enter a ZOC your movement ends there, you may still attack into the hex projecting the ZOC. Sometimes you may have to move through less favorable terrain to avoid getting stuck in a ZOC of a stronger unit.

## 7.3 Which Units Have ZOC

All two step units in the game project Zones of Control, with the exception of the Georgian Regional Police units, as well as the South Ossetian Militia units. There are the only units that do not have a ZOC no matter the circumstance. However a unit does lose its ability to project a Zone of Control when it is reduced down one step-loss.

## 7.4 Stacking and ZOC's

So long as one unit in a stack can project a ZOC, and has not been reduced then the ZOC still exists. Once the unit is moved, and/or takes a step-loss it would then result in the ZOC for that hex to have either moved or been eliminated respectively.

# 8.0 Combat

## 8.1 In General

Combat in the Modern Crisis Series is handled by two CRT's ( Combat Results Charts) these charts are the assault chart, and the balanced attack chart. These represent to different types of attacks that happen in the game these are meant to depict the importance of holding on to the initiative on the battlefield. To declare an attack the unit you wish to attack must be adjacent to the unit you wish to attack with. Once the attack has been declared the attacking player will orient the attacking unit to the hex-spine between the two hexes involved ( the hex the attack comes from and the hex being attacked). Once this is done the attack begins.

## 8.2 Assault Attacks

Assault Attacks are used during the initiative players advanced phase, and this type of attack represents a fast moving mobile strike on the enemy. In the charts below you will see that there is more risk for the attacker on an assault attack. This is mitigated by the increased odds of inflicting major damage upon the enemy.

### 8.3 Balanced Attacks

Balanced Attacks are utilized during both initiative, and non initiative players main phases. These represent attacks where there is no advantage towards the initiative player. They also involve less risk to the attacking player, but also has more chance to have a prolonged engagement result.

### 8.4 Resolving Combat/ Allocating Losses

Resolving combat each side totals their Attack/Defense Strength for all units involved in the combat. The Attacker's Strength is then divided by the defender's. If the ratio is not even round down in the defender's favor. Once the ratio has been determined find the appropriate column on the CRT, and roll one D10. After the result of the die roll add in any modifiers listed under the CRT.

Once all modifiers have been added the defender allocates his losses first starting with retreats, and then the attacker allocates theirs.

### 8.5 Advancing After Combat

Once combat has been concluded, and if there are no defending units left in the hex being attacked. The attacking units may advance units up to the stacking limit of the hex. Defending units may never advance after combat.

## Reinforcing Units and Replenishment

### 9.1 Reinforcements

Reinforcements in the Modern Crisis Series are vitally important, no matter what game or side you are on. Reinforcements can mean more units for your main nation, or even a completely new nation joining in the conflict. The amount of reinforcements received is based on a die roll.

Die Roll	Units Received
0	None
1-3	2
4-6	4
7-8	6
9	8

### 9.2 Unit Replenishment

Units get replenished through a die roll the player must roll 6 or higher to recover a step on a multi step unit. However remember that the result of 0 counts as zero in the Modern Crisis Series not a 10 like in other systems.

## 10.0 Controlling Towns And Cities

### 10.1 Controlling Towns

To Control a town once the enemy units have either been eliminated or forced to retreat, the player must attempt a mopping up roll. This represents the mopping up of the last bits of resistance friendly to the enemy left in the city.

Die Roll	Result
0-3	Not cleared 2 steps taken
4-7	Cleared with some casualties 1 Step-loss
8-9	Cleared no losses

### 10.2 Controlling Cities

To control a City once the enemy units have been eliminated or forced to retreat is much harder. The mopping up roll has more chances to take step losses. This represents the harder fighting resistance in the bigger cities on the map, due to their being more forces to displace from a larger area most of the time.

Die Roll	Result
0-4	Not Cleared 2 Steps Taken
5-8	Cleared With Some Casualties 1 Step-loss
9	Cleared No Losses

# Game Charts

## Assault Combat Chart

Die Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AE	AE	AE	AU	X	EN	X	EN	EN
2	AE	AE	AU	X	EN	X	DU	DU	DU
3	AE	AU	AU	EN	DU	DU	DU	DU	DE
4	AU	AU	EN	DU	DU	DU	DE	DE	DE
5	AU	DU	DU	DU	DE	DE	DE	DE	DE
6	AU	DU	DE						

### Combat Results Explanation

A= Attacker Affected      D= Defender Affected      B= Both Affected

R= All units retreat one Hex or reduce one unit. (owners choice)

U= Eliminate all reduced units, Reduce all Effective units and retreat 2 hexes.

E= Eliminate all units. Opponent may advance into vacated Hex.

X=Eliminate all reduced units on both sides, and reduce all effective units on both sides.

EN= All units remain engaged in combat.

## Balanced Attack Combat Chart

Die Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
0	AE	AE	AU	AU	X	EN	BR	EN	X
1	AE	AU	AU	X	EN	BR	EN	DR	EN
2	AE	AU	X	EN	BR	En	DR	DR	EN
3	AU	X	EN	BR	EN	DR	DR	DU	DU
4	X	EN	BR	En	DR	DR	DU	DU	DE
5	EN	BR	EN	DR	DR	DU	DU	DE	DE
6	BR	EN	DR	DR	DU	DU	DE	DE	DE
7	EN	DR	DR	DU	DU	DE	DE	DE	DE
8	DR	DR	DU	DU	DE	DE	DE	DE	DE
9	DR	DU	DU	DE	DE	DE	DE	DE	DE

### DRM's (Die Roll Modifiers)

- 1 Attacking into a town/city hex
- 1 Attacking into Mountain hex
- 1 Defending in City with Armor
- 1 Attacking across river with Armor
- 1 Defending in river hex with Armor
- + Attacking in grassland with armor
- +1 Defending City with Infantry

# Designers Notes

The Design process for Crisis in the Caucasus started quite a while ago, around the time that Russia once again violated a nations borders. I was originally trying to make an miniature ruleset out of the conflict, but quickly realized that tactical combat wasn't what excited me about the conflict. It was the strategy of it all, although the Georgians had initiated the conflict in the begining it was not expecting the intervention of Russian forces. Once the Russians were invloved in the conflict interestingly enough though it is shown that on a tactical level the Georgian military performed much better than their Russian adversary. However strategically the Russian military far surpassed the Georgian military. So when i was designing the game I tried to bring this tactical advantage to life with the Georgain Infantry units moving as if light infantry to show their increased mobility and fighting ability over the national guard counterparts.

This game has been a blast to design, and playtest it has awoken my desire to create games. This has been one of the highlights in my life, and I cant wait to get this game to the wargamers out there and let them sink their teeth into a relatively unexplored conflict. I also want to put a special thanks to some of the designers who have been influencing me through the amazing games they had made to make me want to create my own. So a special thanks to; Brian Train, Ty Bomba, Mitchell Land, Mark Herman, and Kim Kanger.

I would also like to thank all those who have helped me along the design process; Diego Sanchez Counter/ Map Pre Design, David Gomez Box art and Map graphic design and final touch ups, and last but certainly not least my loving wife and family. Without all of these people this game would still be just an idea and a crazy dream, but here we are my first design ready, and my Company started. Thanks to everyone Enjoy the game, and have fun Gaming.