

Valor and Vengeance



Russian Mi-8 helicopter brought down by Chechen fighters near Grozny in 1994

RULEBOOK

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Valor and Vengeance: The Battle of Ulus-Kert

1.0 Introduction

The first wars of the 21st Century proved to be the same as those that carried over from the 20th Century. In Chechnya one such war continued as it had since the early 1990's. The first large-scale battle that would go into the history books occurred near the small village of Ulus-Kert. The battle invoked historical comparisons with a similar one that took place over a hundred years before half a world away. The times and technology had changed, but the basic situation was once again being revisited. In Custer's Last Stand it was an over-confident American cavalry force seeking to block and capture what was thought to be a small Indian tribe. At Ulus-Kert, the Russian 6th Company, 2nd Battalion, 104th Guards Parachute Regiment sought to block the retreat route of some 2,000 lightly-armed Chechens. Supported by SU-25 aircraft, Mi-24 helicopter gunships, and artillery the Russians presumed superiority over a cunning foe. The Chechen force concentrated in the town of Ulus-Kert before taking on the Russians. This was an area the Russians dared not enter during the First Chechen War. This time, they wore bravery on their shoulders.

1.1 Game Components

Each copy of *Valor and Vengeance* is comprised of the following:

- Two 11 by 17 inch map sections
- Two sheets of 384 single-sided, un-mounted counters.
- One player's aide sheet
- This set of rules

Players will also need one ten-sided (D10) and one six-sided (D6) dice to play the game.

1.2 Game Scale

Each hex is 50 yards, each unit represents a squad or platoon, and each turn represents 8 hours. The game lasts from February 29th to March 3rd. Leaders represent a single individual. Each non-leader combat unit also has a facing indicator to denote the front of the unit. Most die rolls (DR) use a one 10 sided die. Unless otherwise stipulated a "0" is read as a ten and not zero. All Chechen units are platoon size.

1.3 Game Units

Units have a Fire Power (FP) rating that is used in combat.

- All Russian non-heavy weapons ground units have a FP of 3.
- All heavy weapons units have a FP of 4.
- Most Chechen units have a firepower factor that will vary from 1 to 3, the one to be used in combat is determined by a DR made when the unit first engages in combat (see rule 4.0).

Russian units have a movement point (MP) rating of 3. Chechen units have a MP rating of 6. Only Russian units have formation designations such as: 6/2/104 (see Section 2.2).

Additional units include Activation markers used to determine when units will activate during the turn. Status chits showing Suppressed, Stunned, Inactive and Pinned statuses. Markers are also used to denote those units that activated earlier in the turn (Fired or Action Complete) and various other game events (Game Turn, Weather condition, Russian off-map Artillery Support, Flare Illumination).

2.0 General Flow of Play

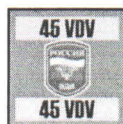
All of the Activation markers are placed in an opaque container (mug, cup, envelope) and mixed. Both players then roll a die. The highest player draws Activation markers until one of theirs is found. The units of the selected Activation marker conduct the first impulse. When all of the formation's desired activations are completed, another Activation marker is then selected for another impulse. When all Activation markers are selected the game turn ends.

2.1 Sequence of Play

The game is played in a series of game turns. Each turn consists of several Phases, including an Action Phase that is further sub-divided into Action Impulses. A turn ends when all of the Activation markers have been drawn from the opaque container. Use the following sequence for each game turn:

1. Place all Activation markers in an opaque container (cup, mug, envelope) and mix them up.
2. Both players roll a die. The highest wins the initiative. In the event of a tie re-roll the die until one player rolls higher than the other.
3. The Initiative player draws one of his/her Activation markers from the opaque container to determine which formation/unit will first activate.
4. Action Impulse Phase.
Action Impulse #1:
The Initiative player conducts activations with the activated formation's units. Activated units may Fire, Melee, Move to a new hex or Change hex-side facing.
5. Continue drawing Activation markers until and repeat performing Action Impulses until all Activation Markers are drawn.
6. Unit Status Change: All Inactive units become Stunned, all Stunned units become Pinned, all Pinned units become Suppressed, all Suppressed units become Normal status.
7. End Game Turn.

2.2 Activation Markers (AM)



When an Activation Marker is drawn, the owning player is the active player for that Action Impulse. Some Russian AM will have a formation designation on the counter. This indicates that only units having the same formation designation may conduct an action in the Impulse. Leaders are exempt and may always be selected to conduct an activation regardless of the activated formation and can activate any number of times during the course of a turn.

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When Reinforcements enter, the Activation marker of the formation is added to the opaque container for selection.

Russian Formations are:

- 6th Company/2nd Battalion/Guards 104th Parachute Regiment
- 1st Company/1st Battalion/Guards 104th Parachute Regiment
- 4th Company/2nd Battalion/Guards 104th Parachute Regiment
- SPETNATZ Company
- 45th VDV Company



When an air support chit is selected, the Russian rolls a D10 to determine what type of aircraft and/or Helicopter support will be received during the turn. A DR of 1 or 2 indicates all four aircraft units are available. A DR of 3-4 indicates all four Helicopters are available. A DR of 5+ means that no air support will be available. The air support chit is included in the opaque container at the start of every Clear Weather game turn (see Section 7.3).

Russian Artillery support is always available subject to leaders and spotting (see Section 7.2).



Chechen units are not part of a formation. When a Chechen Activation marker is selected, the Chechen player immediately rolls a D10. The DR result indicates the number of units that may conduct an activation in that impulse. For this D10 only, a "0" is 0, not a 10.

Note: Yes, a DR of 0 will result in no Chechen units being able to activate. This is war. Deal with it.



When a unit fires, place a Fired marker on the unit. If an action other than Firing occurs, place an Action Completed marker on the unit. Units cannot both move and conduct fire combat in the same Action Impulse.

3.0 Zones of Control and Supply

There are no Zones of Control. Units are always considered to be in supply.

4.0 Firepower and DR Modifiers



The firepower (FP) rating is a "To Hit" number of the unit reflecting weapons and skill when firing at a target. If the end result of the fire is equal to or less than the base number, the target has been hit. If higher, it has missed and has no effect.

When a D10 is rolled, the players will tally up any positive or negative DR modifiers (DRM), the end result will either be added or subtracted from the die rolled.

Whenever a Chechen non-heavy weapons (which are always FP 4) unit is first used in combat the FP rating is determined per a DR. Use a D6 die. Roll once per unit:

- DR 1 or 2: FP = 1
- DR 3 or 4: FP = 2
- DR 5 or 6: FP = 3



Place a combat factor marker beneath the Chechen unit to denote its FP strength for the rest of the game.

Designer's Note: This reflects that not all Chechens were equally armed and skilled as their Russian counterparts.



All leaders in the game have a FP of 1. All Russian artillery when used, have a FP of 5. Air units (Su-25 and Mi-24) have their FP values are printed on the counters.

Direct fire may occur between adjacent opposing units, or against in-range enemy units that moved in the current phase. A stationary, non-adjacent unit cannot be fired upon unless that unit fired earlier in the same phase.

5.0 Unit States

Combat units can be in one of five possible states: Inactive, Stunned, Pinned, Suppressed and Normal.

5.1 Inactive



This occurs only if a unit that is already Stunned receives another Stunned result. This result can only be caused by a heavy weapons, air and artillery strikes. An Inactive unit cannot move or attack. Units in this state and attacked receive a +2 DR modifier (DRM) to the attacker DR.

5.2 Stunned



This result can only be caused by a heavy weapons, air or artillery strikes. A Stunned unit may only move and cannot attack (fire melee). A Stunned unit loses 2 MP from its allowance.

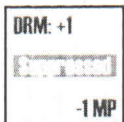
5.3 Pinned



This occurs only if a unit that is already suppressed and receives Suppression result. A Pinned unit loses 2 MP from its allowance. If the Pinned unit is in a trench there is a +2 DRM when it fires or fired upon (+1 if not in a Trench hex).

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5.4 Suppressed



If an attack succeeds a unit may be eliminated or suppressed. Immediately after a successful attack, perform a D6 DR to determine if the unit is eliminated or suppressed.

- A DR of 1 eliminates the unit if the target was Russian and the attack was not conducted by heavy weapons.
- If the attack was by using heavy weapons, a DR of 1-2 kills the Russian unit.
- A DR of 1-2 kills the unit if Chechen and the attack was not by heavy weapons/air.
- If the attack was using heavy weapons or air assets, a DR of 1-3 kills the Chechen unit. No modifiers apply to the Kill roll.

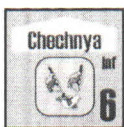
A +1 DRM is applied to the above DR if an attacking unit is Suppressed when it fires. A Suppressed unit also loses 1 MP from its movement allowance. Suppressed units may still attack and move. In any case, if the elimination result is not achieved, the targeted unit is suppressed. Units that are eliminated are immediately removed from the game and victory points (VP) are awarded.

5.5 Normal

If the fire attack failed, nothing happens to the target unit. If a Pinned unit receives a Suppression result, there is no further effect. If a unit is Inactive and receives a Stun result, there is no further effect.

Basically, combat results come in two aspects: small arms and heavy weapons/air/artillery. When small arms fire at a target, Sections 5.3 and 5.4 apply if hit. If the same target is attacked with heavy weapons /air/artillery, then Sections 5.2 and 5.1 apply. Of course, a miss is a miss regardless of the weapon delivery system.

5.6 Unit Facing



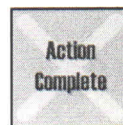
During an Action phase of an Impulse, the owning players may redirect and position their combat units. All counters have a front facing indicated by the arrow. Units may only fire in the direction the arrow is facing. It is presumed that all men of the unit are firing and looking in the direction that the arrow points to along the hex-side. This makes the positioning of units critical because a combat unit could be attacked from the rear or flank. During the action phase, the selected unit may be readjusted to face in another direction any one hex-side of the occupying hex. Leaders are exempt from this rule. Units must always face a hex-side and not toward an angle of a hex.

5.7 Stacking

A hex may contain either two platoons or six squads. Leaders, markers and air units do not count for stacking. Except to engage in melee combat, opposing units may not stack. Stacking during melee combat does not apply. Units may freely

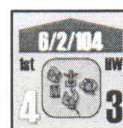
move through other friendly units but over-stacking after movement is prohibited.

6.0 Action Phase



During an Action phase of an Impulse, the controlling player may select a unit to move. After the unit conducts the movement, another unit is selected. Mark a unit as Action Complete when its movement is completed.

6.1 Action Determination



For Russian formations, all units belonging to the same formation may conduct an activation that match the drawn formation Activation marker. For the Chechen player the number of units that can activate when a Chechen Activation marker is drawn is determined by a D10 die roll. A unit that is marked as Fired or Actions Complete may not be selected for Activation.

Exceptions: Russian leader units may activate more than once during a turn.

For example, if a platoon of the Russian 6th company's chit was drawn all units of the same formation can conduct an activation. If a Chechen activation marker is drawn, and the DR was a 5, the Chechen may select 5 units to conduct an activation during the Action Impulse.

Aircraft and helicopters are not available for use during a night turn or non-clear weather turns. Do not place the Air Support Activation marker in the Opaque container on those turns.

6.2 Actions

A selected unit may move, fire, or move and fire (or vice versa) during an Action. Units move across the hex grid paying for terrain costs. See the Terrain Effects Chart for MP costs to move into hexes on the game map.

Units may not both move and fire in the same Action Impulse. No unit may fire/melee or move more than once in an Action Impulse Phase (two action phases). When a unit is done activating mark it as Fired or Action Complete depending upon what it did during its activation.

7.0 Fire Combat

Units may fire subject to their condition. Firing and Melee are considered combat. Units stacked together may fire/melee or move during an action impulse. In this case, it is considered a single unit, not two. In doing so, the units must attack/melee the same hex, if moving, and end movement in the same hex. If the units fire at different hexes or breakup during movement, they are treated as separate units when selecting units to activate during the action phase (this rule benefits the Chechen player).

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7.1 General Rule for Fire Combat

A target may be attacked any number of times in an action impulse. Activated units may fire individually or in groups of any number at the same target. The target must be within range and must be spotted. Fire directed at targets where higher terrain lies in between the firer and target is blocked. If both the firer and target are on the same level, within range and spotted, the attack is allowed. If more than one unit fires at the same target, for every two units, the attack DRM is modified, -1. Thus, if four units fired at a target, the DRM is -2. The maximum DRM allowed using this is -3 per attack, any excess is ignored. When firing at a stack, the whole stack is affected by the result. The purpose of this is to reproduce the "withering fire" effect where a target is being attacked by numerous groups.

In general, a unit fires and if the To Hit number is achieved, another roll occurs to determine a kill or suppression. Only enemy units that are marked as fired in the current Impulse phase can be targeted by opposing direct fire, even if the target is within spotting range (this reflects the nature of the battle area: thickly wooded, hilly and mountainous. And unless a unit fires, there is a good chance that its exact position would not be known). An exception to this is if the hex is spotted and artillery or heavy weapons are used to barrage the hex.

7.2 Range

Because the battle conditions were generally bad or were conducted at night, the ranges do not reflect the true weapon range but reality on this battlefield. The weather grounded much of the Russian air support due to snow and thick ground fog. In this climate, most battles occurred within 100-300 yards. Also, the wooded terrain and hilly/mountainous environment greatly reduced the weapon range.

During a fog turn, all weapon ranges and spotting is limited to 3 hexes.

During a night turn, this range and spotting is limited to adjacent hexes only unless night vision is used. Leaders using night vision can spot 9 hexes away and only heavy weapons/artillery may be used to attack the hex.



If the attack includes illumination flares the Flare Illumination marker is placed on the target hex by an Artillery strike used for this mission. All hexes with 6 hexes of the Flare illumination marker are considered to be daylight and may be fired upon via regular fire combat by units within range. This Flare Illumination marker is removed at the end of the current Impulse phase. The same hex may be fired upon using off-board artillery if one gun fires a barrage while another one fires illumination rounds.

Aircraft and helicopters are not available for use during a night turn.

During a clear weather turn, weapon and spotting range is 8 hexes.

7.3 Weather and Night Turns



Prior to drawing the chit at the start of a turn, determine the weather. Roll one D6. If the roll is 1-4, the weather is Fog. If the DR is 5-6 the weather is considered to be clear. A weather DR is not made during a night turn.

Turns 2, 3 5, 6, 8, 9 and 11 are night turns (see Section 7.2).

Enemy units that are within the above spotting ranges are presumed to be seen, and if the spotted unit fires, can be attacked using direct fire. SU-25/Helicopter air units may only be used in clear weather (not during Fog or Night turns).

7.4 Fire Types

There are two types: Direct and Indirect. Direct fire occurs when the firing unit has a direct line of sight to the target without being blocked. Target units within spotting range and that have fired in the current impulse can be fired upon using this fire. Indirect fire occurs when a target is within spotting range but the target has not fired in the current impulse and can be attacked using less accurate heavy weapons or artillery/air assets. This type of fire may be conducted over what normally is blocking terrain if the target is spotted by a friendly Leader. Non-leader units cannot spot for indirect fire. Targets outside of spotting ranges cannot be fired upon.

7.5 Combat Modifiers

Use the following modifiers and apply to the attacker D10 die roll, in addition to any others.

- Target is suppressed/stunned, on higher elevation, turn is Night: +1 for each occurrence
- Target is lower than attacker: -2
- Target is within spotting range but has not fired and is attacked by artillery/air or heavy weapons: +1 (this fire must also roll for scatter, see Case 7.6.1)
- Target is within spotting range and marked as Fired in current impulse: -1
- Target is fired on from the flank/rear: -2/-3
- Target is pinned/inactive: +2
- Target is in Trench: +2
- For **every two** firing units at the same target: -1

7.6 Indirect Fire



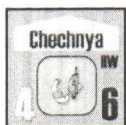
Only Heavy Weapons, artillery or air/helicopters may use this fire type. Weather may preclude the availability of air assets. When a target is fired upon with indirect fire, or air strikes there are several rolls of a D10: First, roll to see if a Hit occurs. If one does, roll for scatter. If scatter does occur, the target is stunned on another of 1-4, otherwise there is no effect. If there is no scatter, roll for elimination. If an elimination result does not occur the unit is marked as stunned.

The Russian player has eight off-map artillery support strikes available in an Action Impulse during the course of a turn. Use

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the Artillery Support marker to record the number of artillery strikes expended during a turn on the Turn Record Track. If a hex is spotted by a Russian leader and the target is within spotting range, the Russian player simply states the number of artillery missions being used. If this is a night turn the Russian player will also need to state if it firing a Flare Illumination or regular artillery strike. Each artillery strike is resolved individually, one a D10 for each strike being executed. The To Hit number for artillery fire upon a target is 5. Thus, a target hex being attacked with 3 strikes would be attacked three times, rolling for scatter per the above.

Note: A DR is not made for Flare Illuminations. Simply announce the mission and place the Flare marker on the designated hex.



Heavy weapons reflect the use of mortars. These are used like regular non-heavy weapon units and have a To Hit number of 4.

Aircraft/Helicopters are used like regular counters also. Weather permitting, all may be used and are available. The hex being targeted must be spotted by a Russian leader, however. Air units may attack the same hex in the same Action Impulse (i.e., the same hex can be targeted by multiple air strikes). Roll for scatter of an airstrike mission as with artillery and heavy weapon attacks. SU-25 and Helicopters have their To Hit numbers printed on the counter.

7.6.1 Scatter

Scatter means that the intended target is not directly hit. All-air assets that attack a spotted hex scatter on a roll of 1 or 2 (use a D6 die). All other weapon types scatter on a roll of 1, 2 or 3. If scatter occurs, there is not another roll to determine the actual impact hex.

7.7 Melee Combat

Melee is the only time opposing units may attempt to enter an enemy occupied hex. Units must be normal in order to melee. The unit attempting to melee must expend all their movement points to enter the target hex. It is possible for a target hex to be fired on and under melee in the same Impulse. Since melee is an attack, the same unit may not fire and then conduct a melee, it is either one or the other, but not both. The To Hit number for a Chechen melee upon a Russian hex is 5. The To Hit number for a Russian melee on a Chechen hex is 3.

Simply move all eligible into the target hex. The attacking player rolls a D10 and makes any die modifications. If the attacker wins (by having the modified roll equal to or less than the Hit number) all of the defending units in the hex are killed and removed. If the roll is more than the Hit number, the attacker loses and all of his units are eliminated and removed from play.

Use the following modifiers special to melee combat:

- For each Chechen unit in excess of the number of defenders: -1

- If the Russian melees a hex with at least 3 units: -1 (if less than 3 units, no modification)
- Target hex is higher ground: +1
- Target hex has a trench and melee is from a non-trench hex: +1
- Target is attacked from rear or flank: -2
- Target is stunned or inactive: -3

All modifiers are cumulative. After the melee is resolved, the attacking units may not conduct any further actions in the phase.

7.8 Mines

Only the Russian player has mines and the only mines used in the game are those that occupy hexes adjacent to the west of the trench line. Mines do not exist in hexes east of the trenches. Because the Russian troops knew they were there and there were no paths through them, Russian units may not move into mined hexes. Chechen units may enter mined hexes but then immediately undergo an attack. The mine attacks each unit. The To Hit number is 7 and the mine attack is resolved with an unmodified D10 die roll. If the unit is not eliminated, it is stunned. If the attack fails (DR of 8 or more), the Chechen unit may continue to move.

Mined hexes cannot be cleared or otherwise eliminated from the game.

7.9 Chechen AA Fire

Each Chechen unit has an intrinsic AA ability. Each may fire once at a helicopter or SU-25, but not both in the same action phase. Either type may be fired upon any number of times after being placed on the target hex. Use a D6. If a roll of 1 occurs the air unit is destroyed and cannot be used again in the course of the game.

8.0 Reinforcements

When either side receives reinforcements the reinforcement units arrive at the designated hex(es). All reinforcement units enter the game in normal status.

8.1 Russian reinforcements

Russian Reinforcements arrive on the following turns:

- **Turn 3:** SPETNAZ platoon (4 units) at Entry Zone A; Company 412\104 and Major Dostovalov (4 units) at Entry Zones D/E.
- **Turn 5:** Company 111\104, 1st, 2nd and 3rd Platoon leaders of the 1/1/104 (15 units) enter at Entry Zone F.
- **Turn 8:** 45th VDV (6 units) at Entry Zone A,

When the Russian player receives reinforcements add the new formation's Activation marker to those to be drawn from the opaque container in the upcoming turn. If the designated entry hex(es) is/are blocked, the entry of the reinforcement units may be delayed and arrive during a later Impulse or turn.

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8.2 Chechen Reinforcements

The Chechen receives a reinforcement Activation marker on the following turns: 2, 3 and 4. When a Chechen activation marker is first drawn for the turn the Chechen player rolls a D10 to determine how many reinforcement units will enter the game.

Note: Re-roll a DR of 0.

Place all of the Chechen infantry, leader and heavy weapon units in an opaque container and draw at random the designated number. Chechen reinforcement units enter at any map edge at Entry Zones B/C/D. If the designated entry hex(es) is/are blocked, the entry of the reinforcement units must be delayed and will arrive during a later Impulse or turn (set the Chechen units aside off-map until they arrive).

9.0 Set-up

The Russian player sets up first followed by the Chechen player.

9.1 Russian Set Up

Company 6/2/104 (11 infantry and leaders Sokolov, Proshev, Yevtylukin, Romanov, 1st, 2nd and 3rd Platoons) are placed in any trench hex; at least one infantry per trench hex. Each infantry unit in the trench hex must not be facing in the same direction or be able to direct fire into the same hex of an adjacent infantry unit. For instance, two adjacent units cannot face or be able to direct fire into the same adjacent hex. None of the Russian units may face towards the east (but may face north or south-east). Place the 6th Company Activation marker in a cup along with two Chechen Activation markers.

9.2 Chechen Set Up

After all of the Russian units are placed the Chechen player has 7 units to set up on the map. Place all of the Chechen infantry, leader and heavy weapon units in an opaque container and randomly draw 7 to set up. At least one unit must be placed in any hex adjacent to a Russian 6th Company unit on the west side of the trench and one unit within 2 hexes on the EAST side of the trench (Russian rear). These two units set up as required but the Chechen player decides the particular hexes where the units deploy. The remaining Chechen 5 units set up at the hexes listed below as determined by a D6 die roll (roll once for each unit):

• DR 1:	1308
• DR 2:	1006
• DR 3:	2006
• DR 4:	1610
• DR 5:	1211
• DR 6:	1406

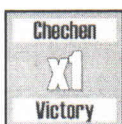
Note: Re-roll if needed to avoid setting up any Chechen units in violation of the stacking rule.

9.3 Turn One Special Rules

The weather for turn 1 is automatically Fog. Due to the surprise attack, all Chechen units that fire on this turn (in either action phase) receive a -1 DRM when firing, in addition to any other DR modifiers.

To simulate the Russian response, the Russian player rolls a D6 when he first activates any formation. If the result is 1-4, the 6th company must attempt to move back to Hill 776 during their portion of the first and second action impulses. On a 5-6, the Russian player may do as he wishes. Beginning turn 2, the Russian player must begin moving his 6th company towards Hill 776. Once units are in or adjacent to Hill 776, the Russian player is free to do as he wishes.

10.0 Victory Determination



Victory is determined at the end of the game. Both players receive victory points (VP) at the end of the game.

10.1 Russian VP awards:

- Each Chechen unit eliminated: 3 VP
- Each Chechen unit that is west of the trenches or hills 787, 776 at the end of the game: 5 VP
- Each trench hex in their possession at the end of the game: 5 VP

10.2 Either Player

Awarded at the end of the game:

- Hill 787 - 10 VP

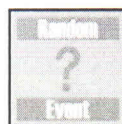
10.3 Chechen VP awards:

- Hill 776 - 30 VP
- Each Chechen unit that has exited the east map edge by the end of the game: 1 VP
- Each Russian unit (any type) eliminated: 4 VP

10.4 Victory Calculation

If, after subtracting the Chechen VP total from the Russian VP total, the result is 15 VP or less, the Chechen player has won the game. If the result is more than 15 VP the Russian player has won.

11.0 Optional Random Events



Players can utilize this rule to add a bit more historical detail and uncertainty to the game.

Place the Random Event marker in the opaque container along with the Activation markers at the start of each turn starting with turn 2. When drawn roll two D6

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and total the result to determine which of the following random events have occurred:

DR 2 or 12: *Insh'Allah!* A number of Chechen infantry units (not leader or heavy weapon) that were eliminated are returned to play stacked with any Chechen leader. The number returned is determined by a D6 die roll:

- DR 1 or 2: 1 unit.
- DR 3 or 4: 2 units.
- DR 5 or 6: 3 units.

Treat as No Event if there are no eliminated Chechen infantry units available.

DR 3 or 11: *Allah Ahkbar!** A number of Chechen units equal to a D6 die roll that are marked as Fired or Actions Complete have the markers removed and can activate again later in the turn. Alternatively, an equal number of Chechen units can have their statuses immediately improved by one level (An Inactive unit becomes Stunned, Stunned unit becomes Pinned, Pinned unit becomes Suppressed, Suppressed unit becomes Normal status). Treat as No Event if there are no such units currently in play.

DR 4 or 10: *Fog Lifts.* Treat the rest of the turn as Clear Weather (remove the Fog marker from the Turn Record Track). The Russian player can immediately roll for Air Support, but only a number of Su-25 or Mi-24 air units equal to a D6 die roll minus 1 is/are received (and yes, this can be reduced to zero).

DR 5 or 9: *Christ is Risen!** A number of Russian units equal to a D6 die roll that are marked as Fired or Actions Complete have the markers removed and can activate again later in the turn with **any** Russian formation's activation. Alternatively, an equal number of Russian units can have their statuses immediately improved by one level (An Inactive unit becomes Stunned, Stunned unit becomes Pinned, Pinned unit becomes Suppressed, Suppressed unit becomes Normal status). Treat as No Event if there are no such units currently in play.

DR 6, 7 or 8: No Event.

***Developer's Note:** These "religious taunts" were hurled by the soldiers at their adversaries during the heat of battle.

Historical Commentary

"The assault force was guilty of slovenliness, laxity and unprofessionalism." – President Vladimir Putin's comment of the Russian force's conduct during the Battle of Ulus-Kert.

Ulus-Kert is surrounded by extremely steep, mountainous terrain. The weather was cold, foggy and snowy. The Chechens planned to escape over the mountains using a main path that leads out from the town, through a gorge and over the mountains between Hills 776 and 787, and eventually into Dagestan. While Company 6 was to block the path between both hills, other units of the battalion would surround their enemy and it was hoped that artillery and aircraft would demolish the Chechens.

On February 29th, 2000, after an intense battle for nearby Hill 705, the Chechens were forced to move south into a small, narrow gorge. The force was armed with automatic weapons,

mortars and grenade launchers. Seeing that the most likely route was between Hills 776 and 778, the 2nd Battalion commander ordered the 6th company to occupy the saddle area, which was about 900 yards south of Hill 776. This area was narrow but somewhat more level. Sixth company arrived by 1100, and the company commander ordered troops to lay a minefield in front of their trenches facing the gorge. No access routes were created through the minefield and none of the platoon positions were sited to be mutually supporting. Once the defenses were created, the company ate their lunch and leisurely awaited their foe, congregating in the open.

However, their cunning Chechen foes had been all the while eavesdropping on the Russian communications. Armed with this intelligence, the Chechen force was one step ahead of their adversary. They sent a recon platoon to the edge of the Russian positions, which was discovered by a Russian recon patrol. The flare had gone up. Another larger Chechen combat group launched an attack and quickly seized the initiative. Yet, another Chechen group secretly bypassed the Russian positions and attacked from the rear as the defenses were being attacked frontally. The big squeeze. With Chechens in the front and rear of the paratroopers, and with no escape route existing through the minefield, 6th Company pulled back and withdrew and dug in on Hill 776. The hasty withdrawal was so precipitous; the Russians left their rations behind. Shades of Custer's men pulling back to make their last stand at Little Big Horn over 100 years earlier.

The Chechen vengeance now rained down with huge volumes of automatic weapons and mortar fire. With 6th Company encircled, the Chechens hurled waves and waves of fighters. By the end of the 29th, the 100 man company had lost 31 men. The weather precluded air support as dense fog and snow prevailed. Russian artillery fire was also hampered. Sixth company was alone.

The Russian command was in shock. This dangerous situation had "doom" spelled all over it. Thus, on March 1st, the Russians sent a relief force consisting of two SPETSNAZ platoons and the 4th and 5th Paratroop companies from Hill 1410 (south of the game map) some 1.5 km distant. The terrain they traveled across was, at times 70% steep, and infested with other Chechen forces, who ambushed the relief force constantly. Only one SPETSNAZ platoon managed to break through to Hill 787 and even this unit was forced to dig-in due to withering fire. Again, fog ground all aircraft and helicopters. Shades of Capt. Benteen's aborted relief to aid Custer.

The Chechens continued their attacks on Hill 776 from all directions. At times, the odds were 10 to 1 in Chechen favor as more and more troops sought revenge from the loss of Grozny. It was like a shark frenzy at the smell of blood. The Russian officers of the 6th company showed an unhesitating willingness to sacrifice themselves. Junior officers were equally valiant. In fact, despite the hasty withdrawal back to Hill 776, the Russian paratroopers proved to be the elite force their training promised. They stood their ground and fought off hordes of Chechens.

Even for a modern, elite force, numbers soon began to prevail for as the men of 6th Company fell more Chechens arrived. By 0500 the first break in the Russian defenses occurred. The odds were too much for the dwindling Russian force. As more breaks occurred hand-to-hand fighting prevailed. The wounded battalion commander then ordered artillery fire upon their own position.

Valor and Vengeance: The Battle of Ulus-kert

Artillery shells barraged the position with devastating effect on the Chechens... and Russians. By the end of March 1st, another 26 Russians were dead and the Chechens continued to arrive. The 6th company had 33 men left.

The 45th Recon regiment group finally arrived from Hill 1410, passed Hill 787 and managed to reach the original 6th company's position but Chechen forces halted any further advance. The 45th retreated back to Hill 787 and could only watch the frenzied melee on Hill 776.

The Russians also intercepted Chechen communications and learned that the Chechen commander was instructing the Chechen forces to not engage in the battle on Hill 776 but bypass it and cross the saddle to safety. Some obeyed and some did not for the Chechens could smell victory like a shark smells blood from their victim. When the Russians sent in another recon platoon towards the saddle, it was ambushed by Arab volunteers.

On March 2nd, late in the morning, the 1st Company managed to breakthrough to Hill 776, however, even this force was unable to reach the Hill due to Chechen forces. Captain Solokov and

the remaining 32 men were left on their own. They organized what final defense they could but Solokov called artillery fire down in a desperate, last gasp attempt to snatch some sort of victory from the jaws of defeat. By the end of the 2nd, another 16 men had died.

March 3rd would be the final day as the Chechens continued their attack and the remaining Russian paratroopers killed. The Chechens had won a Pyrrhic victory. Like the Indians did to Custer's men, the Chechens mutilated and dismembered those Russians already dead.

The Chechens had lost 400 men for their victory, the balance either had slipped through to safer havens or forced back into the narrow gorge to be hunted by Russian SU-25s and attack helicopters. It was also an expensive Russian victory for it did prevent the bulk of the Chechen force from crossing the saddle and forced other units back into the gorge where they would subsequently be captured or destroyed.

Additional Reading

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Credits

Game Design: Perry Moore

Development: Paul Rohrbaugh

Graphics: Antonio Pinar Peña

Playtesting: Brian Brennan, Robert Kruck, Paul Rohrbaugh

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Addenda, May 12, 2016

2.2 Activation Markers (addition). The 1/1/104 Russian AM should be listed along with the other Russian AM units. Also, the 1/1/104 AM is only put in play on Day game turns. It allows units of any this battalion's platoons to activate twice (once with the Platoon AM as well as the battalion AM) in a day turn.

5.6 Unit Facing (clarification). The rear aspect of a unit is opposite of its front facing, with the left and right flanks for the other adjacent hexes. A unit fires in a "straight line" of hexes at a declared target through its frontal hex (as denoted by the arrow graphic on the counter).

6.2 Actions (correction): The first sentence of the second section should read "Units may both move and fire..." (delete the word "not").

7.5 Combat Modifiers (addition). The following modifier was left off the list:

- +1 Unit moved and fired.

8.2 Chechen Reinforcements (change): Ignore the note to re-roll any DR of 0. This should be treated as 10 and if that is the DR that is the number of Chechen reinforcement units that enter with that AM.

9.2 Chechen Set Up (addition). The Chechen player begins the game with two AM.

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Variant Facing Rule

Players may use the following variant "more permissive" facing rule instead of the one in the rules (rule 5.6).

All combat units have a front facing indicated by the arrow. Units may only fire in the direction through the front 3 hexes the arrow is facing (hex directly in front and the two adjacent).

All other aspects of rule 5.6 still apply when using this variant.