



Field of Chaos: Chechnya

Gold Rulebook

Book 1: 48-page fast-player rules

28mm skirmish - 10 to 20 miniatures per side

Index

Getting Started	3	Campaign	39
What This Rulebook Is	3	Linked Play	39
Refusal Lines	4	Organized Crime, Caches, Bribes	40
Components And Scale	5	Faith, Community, Morale	41
Skills	6	Optional Edges	42
Gold Stats And Character Build	6	RPK And PKM Edge Rules	42
Gold Skill Chains	7	Quick Reference	43
Forty Setting Skills: RE And IR	8	Turn And Action Summary	43
Forty Setting Skills: AP, PH, ME	9	Skill Matrix Quick Reference	44
Skill Matrix In Play	10	Weapons Quick Tables	45
Gold Core	11	Terrain And Objective Quick Tables	46
Ranged Weapons	11	Sources And Boundaries	47
Fire Procedure And Jams	12	Back Cover: Table Reminders	48
Shotgun And Grenade	13		
Movement, Wounds, Melee	14		
Healing And Casualty Work	15		
Weapons	16		
Chechnya Weapons To Gold Names	16		
Excluded And Edge Weapons	17		
Forces	18		
Roster Building	18		
Playable Ichkerian Or Local Force	19		
Playable Pro-Moscow Or Local Opposition	20		
Foreign Volunteer Attachment	21		
Enemy Side	22		
Federal Pressure	22		
Special Foes: Soldiers, Hunters, Animals	23		
Specialist Use Limits	24		
Terrain	25		
Terrain Table	25		
Grozny Blocks	26		
Village And Mountain Tables	27		
Scenarios	28		
Scenario Format	28		
Scenario 1: Dolinskoye Road	29		
Scenario 2: Grozny Rail Station	30		
Scenario 3: Palace Withdrawal	31		
Scenario 4: Shali Aftermath	32		
Scenario 5: Village Cordon	33		
Scenario 6: Bamut Bunker Probe	34		
Scenario 7: Gudermes Cache Raid	35		
Scenario 8: Pervomayskoye Breakout	36		
Scenario 9: Shatoy Road Bend	37		
Scenario 10: August Grozny Infiltration	38		

What This Rulebook Is

A table book for two local-force players, not a history essay.

Use this book as the table authority for a short First Chechen War skirmish game. It keeps the Gold rules intact, narrows the player forces to local actors, and turns the larger federal war into pressure, routes, specialists, and deadlines rather than a playable Russian army.

SCOPE

- Default game: two human players, 10-20 miniatures per side, 28mm figures.
- Playable forces are local Chechen factions, pro-Moscow Chechen opposition, police, militia, guards, or small foreign-volunteer attachments.
- Russian regulars, artillery, armor, aircraft, RPGs, and heavy weapons remain off-table unless a scenario says otherwise.
- The rulebook is the primary game source. Book 2 is history, context, and source support.

TABLE KIT	
ITEM	USE
d6 and 2d6	Gold checks, jams, grenade reliability, hit locations.
Tape measure	Ranges and movement in inches.
Tokens	Wounds, jam, reload, cache, courier, pressure clock.
Templates	Shotgun cone and grenade bands.

FAST TURN OUTLINE	
STEP	DO THIS
1	Check scenario pressure and any timed events.
2	Activate one figure or group as the scenario permits.
3	Move, shoot, melee, throw, heal, search, or interact.
4	Resolve wounds, jams, duds, caches, and morale triggers.
5	End turn when all eligible figures have acted.



The game is sized for 28mm skirmish groups, not platoon combat.

PLAY HOOK

Play hook: start with a job, a route, and a clock. If the board has only targets, add a courier, cache, casualty, or exit.

Refusal Lines

The game is tense and historical without asking players to optimize atrocity.

The subject is violent history, so the game needs firm boundaries. The refusal lines are not decorative ethics notes; they tell the scenario writer what the table is allowed to reward. Good play should come from movement, recovery, delay, concealment, evacuation, and difficult withdrawal.

DO NOT PUT ON TABLE	
EXCLUDED	REASON
No player artillery	Handled only as pressure, crater, or event.
No heavy vehicles	Scenery or pressure only.
No RPGs	Outside the requested play envelope.
No regular Russian player roster	Federal side is covered historically, but not controlled by a player.
No hostage spectacle	Historical context can exist without exploitation.

VICTORY LANGUAGE
Use courier, cache, escape, delay, identify, withdraw, recover, screen, rescue, or open-route objectives. Avoid victory by civilian harm or body count.

ETHICAL SCENARIO TEST	
QUESTION	KEEP IF
Can both players make decisions?	Yes, each side has agency.
Does terrain create choices?	Yes, not just a shooting gallery.
Are civilians scenery?	No, they are protected objectives or pressure markers.
Is Russia ignored?	No, federal pressure exists, but player control is local.

- BOOK 2 USE**
- Use the reference book for leaders, battles, sources, Islam, organized crime, and Russian command.
 - Do not import Book 2 history as extra game exceptions unless a scenario says so.
 - When a dispute appears, the Gold tables in this rulebook control play.

PLAY HOOK
Play hook: reward the player who solves the problem without making the table uglier. Withdrawal can be the sharpest move in the game.

Components And Scale

US Letter reference pages, dense enough for play, open enough to read.

The scale is deliberately small. A 28mm figure represents one person, and a table should feel crowded with routes before it feels crowded with weapons. If a board cannot support cover, entry points, hiding places, and withdrawal choices, add terrain before adding rules.

SCALE	
ELEMENT	DEFAULT
Figure	One 28mm miniature is one person.
Side	10-20 figures.
Table	3 x 3 ft. for small games; 4 x 4 ft. for 16-20 per side.
Buildings	Interior routes matter more than footprints.
Turn	Short action interval; keep pressure clocks scenario-specific.



Urban boards need vertical routes, blocked streets, and broken sight lines.

MARKERS	
MARKER	MEANING
Cache	Weapons, money, food, documents, or medical supplies.
Courier	Person or packet that must move.
Pressure	Off-table federal arrival, cordon, sweep, shelling, or alarm.
Civilian route	Path that should be opened, protected, or avoided.
Wounded	Figure has location damage; track normally.

MEASUREMENT
All distances are inches. Keep Gold weapon ranges intact. Do not convert to Bolt Action ranges; only the visual reference format is borrowed.

PLAY HOOK
Play hook: before turn one, point out three tempting paths. The safest path, fastest path, and loudest path should not be the same.

Gold Stats And Character Build

Skills hang from the five Gold statistics.

Gold characters are built from five statistics. The Chechnya layer does not replace those statistics; it gives them setting jobs. Regular Intelligence handles formal knowledge, Irregular Intelligence handles improvised survival, Appearance handles social presentation, Physical Health handles the body, and Mental Health handles nerve.

GOLD STATISTICS		
SH...	STATISTIC	GAME MEANING
RE	Regular Intelligence	Book learning, formal knowledge, ordinary problem solving.
IR	Irregular Intelligence	Streetwise, improvised, criminal, or unorthodox problem solving.
AP	Appearance	Presentation, first impression, authority, and social face.
PH	Physical Health	Body, stamina, durability, climbing, carrying, and movement strain.
ME	Mental Health	Steadiness, self-control, fear, shock, and stress resistance.

GENERATION	
STEP	INSTRUCTION
1	Roll three d6.
2	Choose two dice and invert them: 1 becomes 6, 2 becomes 5, and so on.
3	You now have five values: three original and two inverted.
4	Choose one value to receive +2; the others receive +1.
5	Assign the five results to RE, IR, AP, PH, and ME.

LIMITS	
RULE	GOLD VALUE
Stat range	0-10.
Initial total	Maximum 30 across all five stats.
Detailed play total	May rise to 40.
Skill slots	One skill per statistic point in that area.
Prerequisites	Count against skill accounting.
Skill value	0-100 percent.

CHECHNYA RULE

The forty setting skills below are in addition to Gold firearm and medical skills. They do not change weapon ranges, healing dice, grenade duds, shotgun cones, or wound locations.

PLAY HOOK

Play hook: give every named figure one thing they are good at and one situation that scares the player who controls them.

Gold Skill Chains

Keep the original weapon and medical chains visible.

Weapon and medical skills remain the hard mechanical core. The new setting skills are not extra firepower and do not change range bands, grenade duds, shotgun cones, or wound locations. Their job is to decide who can read the room, find a route, steady civilians, or understand a cache.

WEAPON AND MEDICAL SKILLS		
AREA	GOLD CHAIN	EFFECT
Firearms	Firearm Use Basic (PH) -> Advanced (ME)	Basic adds one range die; Advanced adds two.
Shotgun	Covered by Firearm Use Basic	No separate Shotgun skill in Gold play.
Grenade	No skill requirement	No skill changes throw, dud, blast, or damage.
Close combat	Close Combat (PH)	Used for melee checks.
Improvised	Improvised Weapon Use Basic (IR)	For improvised weapons.
Clandestine	Clandestine Weapon Use Basic (IR)	For hidden or covert weapons.
Manufacture	Carpentry (PH) -> Manufacture Clandestine Weapon (IR)	For making or supporting hidden weapons.
Explosives	Chemistry Basic (RE) -> Explosive Engineering (IR)	Exists, but no Gold grenade effect.
Medical	First Aid (RE) -> Paramedic (RE)	Improves healing dice.

SKILL DICE PATTERN

USE	DICE
No skill	Base dice only.
Basic firearm	Range dice +1 die.
Advanced firearm	Range dice +2 dice.
First Aid	Roll 2d6, use highest.
Paramedic	Roll 3d6, use highest.
New setting skill	Referee calls a stat check or gives a task bonus; never changes Gold weapon math.

DESIGN PRINCIPLE

- Gold mechanics remain intact.
- New skills create scenario permissions and task resolution.
- Chechen player forces get skills and objectives, not enemy-only special foe traits.

PLAY HOOK

Play hook: make the non-shooters matter. A fighter with no special weapon can still win the turn with a pass, a stretcher, or a map.

Forty Setting Skills: RE And IR

Twenty knowledge and improvisation skills for Chechnya play.

Regular Intelligence and Irregular Intelligence are the two thinking styles most visible in this war. RE covers maps, weapons recognition, radio language, documents, and command estimates. IR covers caches, markets, bribes, false papers, informants, and improvised routes through a shattered city.

REGULAR INTELLIGENCE SKILLS	
SKILL	USE
Cartography	Read maps, apartment plans, ravine sketches, and marked routes.
Soviet Weapons ID	Recognize common Soviet-pattern weapons, magazines, mines, and crates.
Radio Procedure	Use call signs, brevity, intercept discipline, and message priority.
Triage Estimate	Choose who needs evacuation first; does not replace First Aid.
Engineering Survey	Assess walls, stairwells, culverts, barricades, and firing slits.
Document Search	Find rosters, ledgers, safe papers, IDs, and route notes under time pressure.
Command Estimate	Read enemy intent from timing, route choice, and deployment.
Language Bridge	Translate Russian/Chechen/Arabic fragments when the scenario allows.
Logistics Count	Track ammunition, fuel, food, medical packets, and usable vehicles.
Formal Negotiation	Use official language, ceasefire procedure, and intermediary etiquette.

IRREGULAR INTELLIGENCE SKILLS	
SKILL	USE
Cache Reading	Find likely weapons, food, and fuel hides from terrain and habit.
Black-Market Appraisal	Judge the value, risk, and origin of arms or money.
Bribe Protocol	Know who can be paid, who cannot, and what payment will expose.
Back-Alley Route	Move through courtyards, cellars, service alleys, and broken interiors.
Informant Handling	Assess a nervous guide, courier, broker, or captured messenger.
Ambush Sense	Spot signs of roadblock, flank, kill zone, or staged panic.
Forged Papers	Use false passes, names, license plates, and cover stories.
Vehicle Scrounge	Find fuel, batteries, tires, keys, and usable civilian transport.
Prisoner Whisper	Get useful information without turning the game into interrogation spectacle.
Contraband Concealment	Hide weapons, documents, money, and radios during a search.

PLAY HOOK

Play hook: RE is the clean plan on paper. IR is the plan after the stairwell collapses, the guide vanishes, and the clock moves.

Forty Setting Skills: AP, PH, ME

The remaining twenty skills cover social presence, bodies, and nerve.

The social, physical, and mental skills keep the game from becoming only a shooting exercise. Appearance covers how a figure is read by others. Physical Health covers movement under load and broken terrain. Mental Health covers fear, shelling, injury, waiting, and shock.

APPEARANCE SKILLS	
SKILL	USE
Clan Introduction	Open a conversation through kinship, village ties, or elder authority.
Refugee Reassurance	Move frightened civilians without panic or coercion.
Checkpoint Demeanor	Look calm, local, useful, harmless, or official at the right moment.
Religious Courtesy	Behave correctly around mosque, burial, fasting, and clergy scenes.
Underworld Reputation	Be known enough to pass a broker, guard, or criminal checkpoint.
Command Presence	Keep a small group moving when authority is uncertain.

PHYSICAL HEALTH SKILLS	
SKILL	USE
Rubble Climb	Cross debris, broken walls, shell holes, and collapsed interiors.
Mountain Traverse	Move across ravines, scree, snow line, and wooded slopes.
Load Carry	Carry ammunition, water, food, money, radios, or a wounded figure.
Silent Crawl	Move low and slowly through rubble, brush, or dark interiors.
Breach Entry	Force a door, window, wall gap, or stairwell without freezing.
Casualty Drag	Move a wounded model without full carry speed.
Cold Camp	Endure winter, wet clothes, hunger, and sleeping rough.
Sprint Across Fire	Cross a lane, courtyard, or road when hesitation is worse.

MENTAL HEALTH SKILLS	
SKILL	USE
Hold Under Shelling	Keep acting when off-table pressure lands nearby.
Resist Coercion	Stay composed under threat, shouted orders, or intimidation.
Night Discipline	Avoid noise, flash, silhouette, and panic in darkness.
Wounded Calm	Continue a task while injured or while carrying a casualty.
Atrocity Shock	Avoid paralysis after discovering civilian harm.
Ceasefire Patience	Wait through negotiation, delay, and unclear orders.

SKILL COUNT	
STAT	NEW SKILLS
RE	10
IR	10
AP	6
PH	8
ME	6
Total	40

PLAY HOOK
Play hook: AP opens doors, PH crosses terrible ground, and ME keeps the player from wasting the one quiet turn they needed.

Skill Matrix In Play

Skills make local war problems playable without rewriting Gold combat.

A skill is permission and leverage, not automatic success. The matrix is the fun part: name the problem, choose how the figure attacks it, and let the skill open the risky option. A guide, broker, medic, scout, and leader should all feel different before anyone fires.

SKILL MATRIX	
PROBLEM	SKILL PATHS
Plan a route	RE Cartography; IR Back-Alley Route; AP Clan Introduction; PH Mountain Traverse; ME Night Discipline.
Find a cache	RE Engineering Survey; IR Cache Reading; AP Underworld Reputation; PH Rubble Climb; ME Hold Under Shelling.
Cross a checkpoint	RE Formal Negotiation; IR Forged Papers; AP Checkpoint Demeanor; PH Silent Crawl; ME Resist Coercion.
Move a casualty	RE Triage Estimate; IR Informant Handling; AP Refugee Reassurance; PH Casualty Drag; ME Wounded Calm.
Open a civilian route	RE Logistics Count; IR Back-Alley Route; AP Religious Courtesy; PH Load Carry; ME Ceasefire Patience.
Break contact	RE Command Estimate; IR Ambush Sense; AP Command Presence; PH Sprint Across Fire; ME Night Discipline.

REFEREE USE

A skill can allow an action, reduce time, prevent a pressure-clock increase, or add a task die. It cannot make a grenade safer or make an Automatic into a Rifle.

MATRIX PROCEDURE	
STEP	QUESTION
1	Name the problem in plain language.
2	Choose the column that best describes how the figure solves it.
3	Use the skill to allow the attempt, reduce time, or hold the clock.
4	If no skill fits, use the raw statistic or make the player take the longer route.

ROSTER LIMITS	
TYPE	LIMIT
Ordinary fighter	0-2 setting skills.
Experienced local	2-4 setting skills.
Specialist	One focus: radio, guide, medic, engineer, broker, scout.
Leader	Command Presence or Formal Negotiation recommended.
Foreign volunteer	May have religious, mountain, media, or training role, but not free enemy traits.



Gold types stay mechanical.

PLAY HOOK

Play hook: let players argue their column. If the argument tells a good table story, choose a fair difficulty and roll.

Ranged Weapons

This is the Gold weapon table that controls fire.

Fire is resolved by Gold type names. Historical labels such as AK-74, AKM, SVD, SKS, and shotgun are mapped onto those names before play starts. During play, use the Gold range band, dice pool, hit number, and head-shot rule printed here.

WEAPON RANGES			
WEAPON	CLOSE	STD	LONG
Sniper Rifle	24 in.	36 in.	48 in.
Rifle	18 in.	27 in.	36 in.
Carbine	12 in.	18 in.	24 in.
Automatic	8 in.	12 in.	16 in.
SubMG	6 in.	9 in.	12 in.

RANGE DICE			
RANGE	DICE	HIT	HEAD
Close	1d6 / +1 Basic / +2 Advanced	4-6	6
Standard	2d6 / +1 Basic / +2 Advanced	10-12	12
Long	3d6 / +1 Basic / +2 Advanced	16-18	18

FIRE MODIFIERS	
MODIFIER	VALUE
Light cover	-1 die
Heavy cover	-2 dice
Target standard movement	-1 die
Target fast movement	-2 dice
Target has Evade	-1 die
Grenade debris	Treat as Light cover through blast area.

WEAPON FIRE			
WEAPON	#	MOVE	SPECIAL
Sniper Rifle	1	Very Slow	No fire under 12 in.; called head shot allowed.
Rifle	1 or 2	Slow	Two shots with Advanced Firearm Use.
Carbine	1 or 2	Standard	Two shots with Advanced Firearm Use.
Automatic	2	Standard	Jam on 1 on 2d6; no head shot.
SubMG	3	Fast	Jam on 1 on 1d6; no head shot.

PLAY HOOK

Play hook: make cover matter before range math. A player who wins the fire lane should still have to move to win the scenario.

Fire Procedure And Jams

Use the exact Gold procedure; do not invent Chechnya fire categories.

Run shooting in a fixed order so arguments stay short. Pick the target, find the range, build the dice pool, apply cover and movement, then roll. Jams and called head shots are part of the weapon's character; do not smooth them away for convenience.

SHOOTING SEQUENCE	
STEP	ACTION
1	Choose shooter and target.
2	Check weapon range band.
3	Build dice pool from range and skill.
4	Apply cover and movement modifiers.
5	Roll to hit; then roll hit location and wounds.
6	Apply jams, reloads, and scenario pressure.

MAINTENANCE	
EVENT	GOLD RULE
Standard clip	10 rounds.
Change clip	1 turn.
Clear jam	1 turn.
Called head shot	Call two moves prior, miss two moves, then fire.
Missed called head shot	Misses altogether.

WEAPON MAPPING DISCIPLINE	
DO	DO NOT
Use AK-74 as Automatic.	Create AK-only fire rules.
Use Mosin/SKS as Rifle.	Change Gold range bands.
Use AKS-74U as Carbine/SubMG by scenario.	Let compact weapons become assault rifles.
Use RPK/PKM only as edge cases.	Normalize machine guns.

WHY THIS MATTERS

The war's weapon variety is historical color. The game stays fast because every common weapon maps back to a short Gold type name.

PLAY HOOK

Play hook: a jam is not dead air. It is the moment the courier runs, the medic moves, or the other side risks the open lane.

Shotgun And Grenade

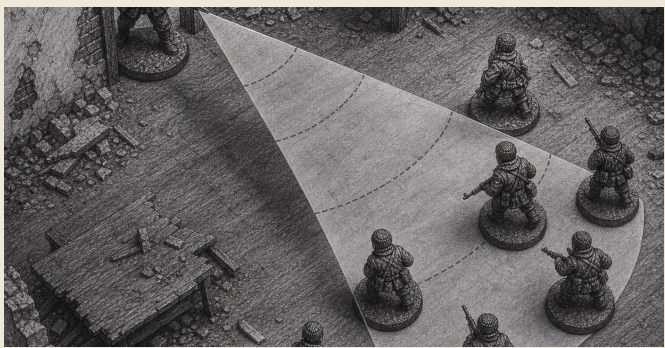
Gold imports these procedures; keep the bands intact.

Shotguns and grenades are dangerous because they affect space, not because they need extra subsystems. The cone and blast bands should be visible on the table before a player commits. Allies can be caught, duds matter, and no skill makes a grenade safer.

SHOTGUN CONE			
BAND	CONE LEN...	CONE WI...	DAMAGE
Near	0-5 in.	1 in.	2d6 wounds
Middle	>5-10 in.	2 in.	d6 wounds
Far	>10-15 in.	3 in.	d3 wounds

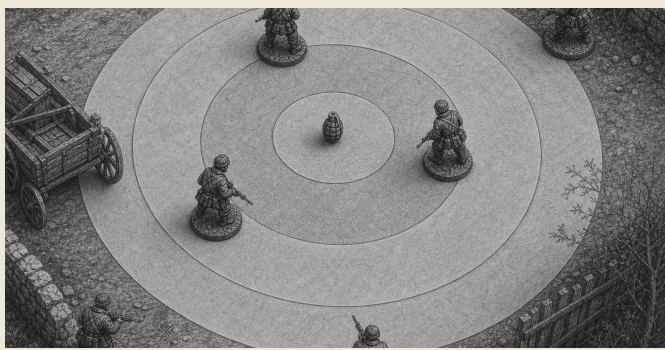
SHOTGUN RULES

- Total cone length is 15 in.
- Apply damage only to models in the nearest occupied cone band.
- All models in the affected band can be hit, including allies.
- Covered by Firearm Use Basic; no separate Shotgun skill.



Use the cone as a table aid, not as a new weapon category.

GRENADE RULES	
RULE	GOLD VALUE
Maximum range	12 in.
Inner radius	1 in.; d6 wounds.
Middle radius	3 in.; d3 wounds.
Outer radius	4 in.; d2 wounds.
Building at least two walls	Doubled bands: 3 in., 6 in., 9 in.
Reliability	Roll 2d6; dud on 4 or less.
Debris	Light cover through blast area.
Skill	No skill modifies throw, dud, radius, or damage.



Grenade templates should make risk obvious before the throw.

PLAY HOOK

Play hook: put the template down before the throw. If the player winces at the friendly figures nearby, the rule is doing its job.

Movement, Wounds, Melee

Movement and wound tables are table-facing rules.

Gold wounds are location based, so a hit should change what a figure can do. Movement penalties, lost arms, unconsciousness, and casualty recovery create decisions beyond firing back. Melee is short and brutal; it should resolve a local crisis, not replace the weapon rules.

MOVEMENT RATES			
PACE	DISTA...	SKILL EFFECT	1 GRE...
Very Slow	2 in.	+1 in. with Evade	1 in.
Slow	3 in.	+1 in. with Marching	1 in.
Standard	5 in.	+1 in. with Marching	2 in.
Fast	8 in.	+2 in. with Running	4 in.

HIT LOCATIONS	
3D6	LOCATION
3-8	Leg; odd left, even right.
9-13	Chest.
14-15	Abdomen.
16-17	Arm; odd left, even right.
18	Head.

WOUNDS BY LOCATION	
LOCATION	WOUNDS
Head	1W
Chest	4W
Abdomen	2W
Left Arm	1W
Right Arm	1W
Left Leg	2W
Right Leg	2W
Total	13W

MELEE CHECKS		
CHECK	REQUIRE...	DICE
Blow	3-6	1d6 / +1 skill / +2 skill
Weapon	4-6	1d6 / +1 skill / +2 skill

INJURY EFFECTS

One leg at 0W halves movement. Both legs at 0W means no movement. One arm at 0W means no firearm. Head, chest, or abdomen at 0W means unconscious.

PLAY HOOK

Play hook: a wounded figure is not removed from the story. They become a route problem, a morale problem, and sometimes the whole objective.

Healing And Casualty Work

First Aid stays important, but new skills support the situation around it.

First Aid is still the only direct medical improvement chain in the Gold rules. The Chechnya skills around casualties help a figure reach, assess, move, and calm the wounded. They do not create new healing dice or erase the consequences of location wounds.

GOLD HEALING	
CONDITION	ROLL
No medical skill	1d6 per turn; recover 1 wound on 6.
Bandage/equipment	Recover 1 wound on 5-6.
First Aid	Roll 2d6 and use highest die.
Paramedic	Roll 3d6 and use highest die.
Pharmaceutical Chemistry	No Gold healing effect.

CASUALTY TASKS	
TASK	USEFUL SKILL
Reach casualty	Sprint Across Fire, Rubble Climb, Night Discipline.
Choose priority	Triage Estimate.
Move casualty	Casualty Drag or Load Carry.
Keep group calm	Wounded Calm or Command Presence.

RESTRICTIONS

- No skill turns a dead figure into a wounded figure.
- No social skill prevents normal wound allocation.
- A casualty objective can win the scenario even when the tactical situation is worse.
- Do not require graphic description for treatment.



Casualty and civilian routes should be practical table objectives.

PLAY HOOK

Play hook: the best medical scene on the table is a race to reach cover, not a longer arithmetic problem.

Chechnya Weapons To Gold Names

Common weapons stay common by mapping to short Gold weapon names.

Most weapons in the game should feel common. The common Soviet-pattern small arms map cleanly to Gold Automatics, Rifles, Carbines, SubMGs, Shotguns, Grenades, and rare Sniper Rifles. If a weapon name does not change decisions on the table, keep it as visual color.

COMMON MAPPING		
HISTORICAL...	GOLD T...	TABLE USE
AK-74, AKM, AKS, AKMS	Automatic	Most fighters and guards.
AKS-74U	Carbine or SubMG	Compact police, courier, vehicle, or bodyguard weapon.
SKS	Rifle	Older rifle, militia, rural or rear-area figure.
Mosin-Nagant	Rifle	Older rifle, marksman color without Sniper Rifle rules.
SVD Dragunov	Sniper Rifle	Rare scenario-limited precision weapon.
Makarov/TT pistol	Carbine by scenario or sidearm note	Normally avoid sidearm micromanagement.
Hunting shotgun	Shotgun	Rural, criminalized, or household weapon.
F1/RGD-5 grenade	Grenade	Scenario-limited supply.



Most figures should be Automatics or Rifles. Variety is visual first.

NORMAL LIMITS	
ITEM	LIMIT
Sniper Rifle	Usually zero or one per side.
Shotgun	One or two in rural/criminalized games.
Grenades	Allocated by scenario, never unlimited.
Machine guns	Edge rules only.
RPGs/heavy weapons	Excluded from normal play.

PLAY HOOK
Play hook: paint the weapons historically, but play the Gold names. The table should look rich and still resolve fast.

Excluded And Edge Weapons

The weapon boundary is a rules tool, not a denial of history.

The war contained far more than this game allows. The exclusion list protects the requested scale. RPGs, mortars, armored vehicles, aircraft, and artillery are historical realities for Book 2, but in Book 1 they become blocked roads, pressure clocks, craters, or off-table fear.

EXCLUDED FROM NORMAL PLAY	
WEAPON	HANDLING
RPG-7 and launchers	Historical in Book 2; no normal player use.
Mortars	Off-table event or crater history only.
Artillery and aircraft	Pressure clock, sound, crater, refugee route, never player fire.
Armored vehicles	Scenery, timed threat, or blocked road.
Heavy machine guns	Do not appear as portable player weapons.

WHY

The requested play scale is 10-20 figures per side. Heavy systems pull the game away from movement, routes, skills, and local decisions.

EDGE MACHINE GUNS		
WEAPON	GOLD HANDLING	WARNING
RPK/RPK-74	Hard edge case; use only by special scenario.	Breaks the small-arms focus.
PK/PKM	Harder edge case; usually fixed position or off-table.	At the edge of the game.

IF USED

- Declare it before rosters are built.
- Limit ammunition and fields of fire.
- Make it an objective or hazard, not a casual squad upgrade.
- Never use it to smuggle in heavy-vehicle play.

PLAY HOOK

Play hook: when someone asks for the big weapon, ask what interesting choice it creates. If the answer is only damage, leave it off-table.

Roster Building

Build small forces with visible jobs.

Build rosters by jobs, not shopping lists. A good force has someone who leads, someone who knows routes, someone who can handle civilians or brokers, someone who can carry, someone who can treat wounds, and enough ordinary fighters to make choices dangerous.

ROSTER SIZE		
GAME SIZE	FIGURES P...	USE
Patrol	10-12	Fast, scenario tight, low weapon variety.
Standard	13-16	Default game.
Large	17-20	More civilians, couriers, and pressure clocks.

FIGURE JOBS	
JOB	TYPICAL SKILLS
Leader	Command Presence, Formal Negotiation, Hold Under Shelling.
Guide	Back-Alley Route, Mountain Traverse, Cartography.
Broker	Bribe Protocol, Underworld Reputation, Black-Market Appraisal.
Medic	First Aid plus Triage Estimate or Refugee Reassurance.
Scout	Ambush Sense, Silent Crawl, Night Discipline.
Carrier	Load Carry, Casualty Drag, Cold Camp.



A force should read clearly at arm's length: leader, guide, carrier, shooter, medic.

SKILL BUDGET	
FIGURE	SUGGESTION
Green/local	0-1 setting skill.
Experienced	2 setting skills.
Specialist	3 setting skills and one job.
Leader	2-4 skills, mostly AP/ME/RE.
Foreign attachment	2-4 skills, scenario permission required.

PLAY HOOK
Play hook: build a group that can fail in interesting ways. Too many shooters and not enough jobs makes a flat scenario.

Playable Ichkerian Or Local Force

Chechen player-side capability comes from skills, terrain, and objectives.

The Ichkerian or local force should not become a superhero faction. Its advantages come from terrain knowledge, chosen skills, caches, guides, hidden routes, and scenario objectives. Keep the figures human, uneven, and local, with Automatics and Rifles forming the usual weapon base.

ARCHETYPES		
FIGURE	TYPICAL W...	USEFUL SKILLS
Local fighter	Automatic/Rifle	Back-Alley Route, Rubble Climb.
Ex-Soviet officer	Automatic	Command Estimate, Radio Procedure.
Village guide	Rifle/Carbine	Mountain Traverse, Clan Introduction.
Courier	Carbine/SubMG	Night Discipline, Sprint Across Fire.
Cache keeper	Automatic/Shotg	Cache Reading, Contraband Concealment.
Medic	Carbine	First Aid, Triage Estimate.
Elder/contact	None/Carbine	Formal Negotiation, Religious Courtesy.

NO ADDITIVE FOE TRAITS

- Do not give Chechen player forces Gold Soldier armor save.
- Do not give Hunter +1 movement as a free faction rule.
- Do not give Animal rules to local fighters.
- Chechen advantages are chosen skills, terrain knowledge, hidden routes, and scenario objectives.



Local force rules should reward movement through terrain, not super-soldier labels.

PLAY HOOK

Play hook: give this force routes, contacts, and pressure. Do not give it magic toughness or free enemy traits.

Playable Pro-Moscow Or Local Opposition

The second player remains local, even when federal pressure shapes the table.

The opposing player can be local without being simple. Pro-Moscow Chechen opposition, police-linked forces, guards, militia, and criminalized groups can all be played as local actors under federal pressure. They may benefit from cordons and timing, but they do not become a Russian regular army.

ARCHETYPES		
FIGURE	TYPICAL W...	USEFUL SKILLS
Opposition guard	Automatic	Checkpoint Demeanor, Command Presence.
Police contact	Carbine/SubMG	Forged Papers, Formal Negotiation.
Militia fighter	Rifle/Automatic	Soviet Weapons ID, Rubble Climb.
Criminal guard	Automatic/Shotgun	Underworld Reputation, Bribe Protocol.
Informer handler	Carbine	Informant Handling, Back-Alley Route.
Cordon runner	Automatic	Sprint Across Fire, Night Discipline.



The opposition side can be local, political, criminalized, or police-linked.

FEDERAL LINK

- A scenario may give this player federal pressure markers.
- The player does not directly aim artillery, armor, or aircraft.
- Federal arrival can be a timer, table edge threat, blocked road, or cordon shift.
- Use Book 2 for historical explanation; use Book 1 for table effects.

PLAY HOOK

Play hook: make the opposition local enough to know the ground and connected enough that the clock feels dangerous.

Foreign Volunteer Attachment

Foreign fighters are scenario attachments, not a replacement for Chechen forces.

Foreign volunteers are small attachments with a defined role. They can bring mountain experience, religious authority, media attention, training, or outside networks, but they should not displace Chechen politics. Use them when the scenario needs that tension, not as a default upgrade.

ATTACHMENT RULES	
RULE	LIMIT
Availability	Only scenarios that name it.
Size	1-4 figures inside a local force.
Weapons	Gold types only; mostly Automatic/Rifle.
Skills	Mountain Traverse, Night Discipline, Religious Courtesy, Radio Procedure, Command Estimate.
No free traits	No Soldier armor save, Hunter move, or Animal rules.

KHATTAB NOTE

Al Khattab belongs mainly in Book 2. In Book 1 he matters through scenario framing, foreign volunteer limits, and mountain/road-bend case studies.



Foreign volunteers should appear as a small attachment with a specific job.

JOBS	
JOB	SKILLS
Trainer	Soviet Weapons ID, Command Estimate.
Guide	Mountain Traverse, Night Discipline.
Camera/media	Document Search, Command Presence.
Religious contact	Religious Courtesy, Formal Negotiation.

PLAY HOOK

Play hook: a foreign attachment should complicate the plan as much as it strengthens it.

Federal Pressure

Russia is covered in detail, but player control stays local.

Russia matters on every board even when no player controls Russian regulars. Federal power appears as a tightening cordon, blocked road, distant shelling, search team, negotiation pause, radio intercept, or arrival clock. This keeps the larger war present without breaking the local-force premise.

OFF-TABLE PRESSURE	
PRESSURE	TABLE EFFECT
Cordon tightens	Close one route or add a checkpoint marker.
Armor nearby	Block or threaten a road; no player vehicle.
Artillery heard	Pressure clock advances; crater/debris may appear.
Air threat	Forces movement through cover; no player strike.
MVD sweep	Search markers advance building by building.
Negotiation pause	Freeze firing in a zone; move civilians or couriers.



Federal detail belongs in pressure, timing, routes, and command friction.

USE FEDERAL DETAIL FOR

- Pressure clocks.
- Enemy-only specialists.
- Scenario hazards.
- Historical notes.
- Cordon routes and roadblocks.
- Never a normal Russian regular player army.

PLAY HOOK

Play hook: the pressure clock is the third player. It does not need miniatures to make everyone lean over the table.

Special Foes: Soldiers, Hunters, Animals

Gold special foes are enemy-side tools here.

Gold special foes are additive enemy tools, not faction traits for the Chechen player. Use Soldier, Hunter, and Animal sparingly to represent professional pressure, pursuit, or dog teams. The default historical mode does not use the weird gas element unless the table explicitly imports it.

GOLD SPECIAL FOES		
FOE	GOLD RULE	CHECHNYA USE
Soldier	Every shot wound has armor save on 5-6 on d6, including head shots.	Enemy-only professional federal/special unit.
Hunter	+1 movement.	Enemy-only tracker, recon, mountain pursuit, or MVD guide.
Animal	Gold animal head shot only succeeds on 5-6; gas rule exists in Gold.	Enemy-only dog team if used. Default historical mode omits gas.

HARD BOUNDARY
Do not give these additive traits to Chechen player rosters. Chechen figures use stats, skills, terrain, and scenario permissions.

SPECIALIZED ENEMY ELEMENTS	
ELEMENT	ADDITIVE PACKAGE
Spetsnaz/recon cell	Soldier + Hunter; limited figures; objective-driven.
OMON/SOBR assault cell	Soldier; strong entry pressure; no player heavy weapons.
MVD cordon team	Soldier on selected figures; search and checkpoint rules.
Dog handler	Animal marker plus handler; enemy-side only.
Sniper pair	Sniper Rifle, Soldier on shooter only, pressure timer.

PLAY HOOK
Play hook: use special foes like spice, not soup. One professional pressure point is memorable; ten are just another army.

Specialist Use Limits

Special foes create pressure, not a second full game system.

Specialists should create urgency, not replace the scenario. A Spetsnaz pair, sniper, dog handler, or MVD cordon element is enough to change movement choices. If the board starts feeling like a full regular-army fight, reduce the specialist count and restore the route problem.

DEPLOYMENT LIMITS	
SPECIALIST	LIMIT
Spetsnaz/recon	1-4 enemy figures, never the whole opposing player roster.
Hunter	Use for pursuit scenes, mountain routes, or cordon collapse.
Soldier	Use sparingly; armor saves slow play.
Animal	Use only when a dog team affects route choice.
Sniper pair	Use as timer, lane denial, or extraction problem.

NO CHECHEN MIRROR	
DO NOT	USE INSTEAD
Chechen Hunter trait	Mountain Traverse, Back-Alley Route, Night Discipline.
Chechen Soldier save	Cover, hidden route, and casualty objectives.
Chechen Animal rule	Guide, courier, or civilian route.



Federal forces are historically central even when not player-controlled.

PRESSURE NOT CONTROL

- Enemy specialists should narrow choices, open deadlines, or force movement.
- Do not let them become a full Russian skirmish platoon.
- If the table starts feeling like a regular army battle, cut the specialist count.

PLAY HOOK

Play hook: if the specialist forces only one obvious response, soften it. If it creates three bad choices, keep it.

Terrain Table

Terrain does heavy rules work in this setting.

Terrain is the main rules engine for Chechnya. A good terrain piece changes movement, sight, cover, social risk, and objective timing at once. Use terrain to make players choose between speed, concealment, civilian safety, and fire positions.

TERRAIN EFFECTS			
TERRAIN	MOVEME...	COVER	NOTES
Open road	Normal	None	Dangerous because sight lines are long.
Rubble	No Fast unless Rubble Climb	Light/Heavy	Can hide caches and casualties.
Interior rooms	Normal/Slow	Light	Doors, stairs, holes, and corners matter.
Basement route	Slow	Heavy from outside	May bypass street pressure.
Wall/garden	Climb or detour	Light/Heavy	Good village terrain.
Ravine	Slow/Fast only with skill	Heavy	Mountain Traverse matters.
Culvert	Slow	Heavy	Route or ambush sign.
Checkpoint	Stop/interact	Light/Heavy	Social skills may matter more than shooting.



Terrain should create route choices before it creates fire lanes.

TERRAIN SKILL HOOKS	
TERRAIN	SKILLS
Urban	Back-Alley Route, Rubble Climb, Engineering Survey.
Village	Clan Introduction, Religious Courtesy, Checkpoint Demeanor.
Mountain	Mountain Traverse, Cold Camp, Ambush Sense.
Cordon	Forged Papers, Bribe Protocol, Refugee Reassurance.

PLAY HOOK

Play hook: every terrain piece should answer two questions: can I hide there, and will it cost me time?

Grozny Blocks

Grozny tables need vertical and interior play.

Grozny should not be a flat street grid. The city game depends on interiors, basements, stairwells, courtyards, collapsed rooms, blocked avenues, and holes between buildings. A player who understands routes should have options that a purely firepower-minded player misses.

URBAN FEATURES	
FEATURE	RULE USE
Stairwell	Choke point; hold, rush, or bypass.
Basement	Hidden route, cache, civilian shelter, or medical point.
Hole in wall	Back-Alley Route or Engineering Survey can find/use.
Shell crater	Light cover; may block Fast movement.
Burned vehicle	Hard cover and road choke.
Collapsed room	Rubble Climb or detour.

LINE OF SIGHT
Avoid straight streets that turn every game into a firing range. Use offset buildings, stairwells, courtyards, smoke, vehicles, and rubble piles.



The best urban boards show routes through buildings, not only roads between them.

URBAN OBJECTIVES	
OBJECTIVE	GOOD FOR
Extract documents	Document Search, escort, pressure clock.
Open civilian route	Refugee Reassurance, hold stairwell.
Recover cache	Cache Reading, Contraband Concealment.
Break contact	Night Discipline, Back-Alley Route.

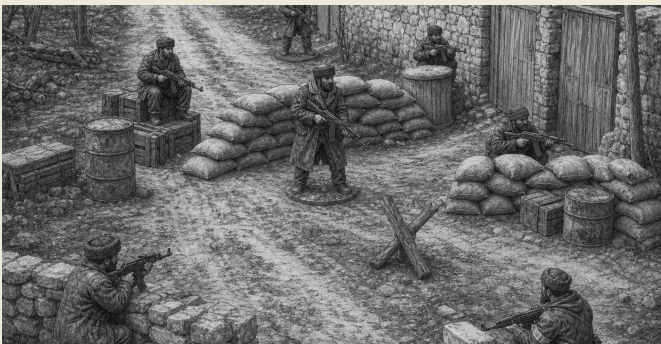
PLAY HOOK
Play hook: let buildings breathe. A hole in a wall, a stairwell, and a basement exit are worth more than another straight street.

Village And Mountain Tables

Small boards still need social and route pressure.

Village and mountain boards should feel different from Grozny. Villages create cordons, courtyards, religious spaces, gardens, and social tests. Mountains create route reading, cold, ravines, culverts, hidden exits, and observation problems. Both should reward movement before casualty counting.

VILLAGE FEATURES	
FEATURE	RULE USE
Garden wall	Cover and movement puzzle.
Mosque edge	Religious Courtesy; no spectacle.
Cemetery	Movement boundary and respect zone.
Courtyard	Short-range danger; civilian route.
Road cordon	Checkpoint Demeanor or Bribe Protocol.
Shed/barn	Cache, animal, vehicle scrounge.



Cordon games should be about routes, searches, and pressure.

MOUNTAIN FEATURES	
FEATURE	RULE USE
Ravine road	Ambush Sense, Mountain Traverse.
Culvert	Hidden movement or warning sign.
Wooded slope	Light cover; movement tax.
Rock shelf	Hard cover; limited exit.
Snow/wet cold	Cold Camp or pressure penalty.
Blind bend	Observation and timing objective.



Road-bend scenarios should not require playable heavy weapons.

PLAY HOOK

Play hook: villages test faces and families; mountains test lungs and patience. Make the board ask which war this is.

Scenario Format

Each scenario uses the same quick-reference structure.

Each scenario is a compact rules object. Forces, table, setup, objective, pressure, refusal line, and history note should all be visible before play begins. If a scenario cannot be explained in this format, it is probably too large for this rulebook.

SCENARIO CARD	
LINE	CONTENT
Forces	Who plays which local force; enemy-only pressure if any.
Table	Terrain features that matter.
Setup	Entry edges, hidden markers, civilians, caches.
Objectives	Doable tasks with no body-count victory.
Pressure	Federal/off-table event timer if used.
Refusal line	What the scenario will not play.
History note	One short context line; Book 2 has detail.

PRESSURE CLOCK	
TURN/TRIGG...	EFFECT
Start	Place pressure marker.
Each turn	Advance if alarm, gunfire, failed social check, or scenario event.
Mid clock	Close route, add enemy search, or shift checkpoint.
End clock	Federal arrival, cordon lock, or forced withdrawal.

TEN SCENARIOS

- 1. Dolinskoye Road - Cross, delay, or recover a courier before the pressure clock expires.
- 2. Grozny Rail Station - Exit documents or wounded figures through two connected buildings.
- 3. Palace Withdrawal - Withdraw before encirclement while denying a cache marker.
- 4. Shali Aftermath - Open a civilian route while avoiding body-count victory.
- 5. Village Cordon - Move a hidden person or packet through the cordon.
- 6. Bamut Bunker Probe - Scout, mark, and leave; not a bunker-clearing fantasy.
- 7. Gudermes Cache Raid - Recover one cache and exit before alarm escalation.
- 8. Pervomayskoye Breakout - Move a group across exposed ground under pursuit.
- 9. Shatoy Road Bend - Observe, mark, or extract; heavy weapons stay off-table.
- 10. August Grozny Infiltration - Open an approach lane without turning it into regular-army command.

PLAY HOOK

Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 1: Dolinskoye Road

Roadblock approach, early-war confusion, off-table federal armor pressure.

Play this as an approach and crossing problem. The federal armor threat is off-table, but it shapes every movement choice. The road is tempting because it is fast and dangerous because it is exposed. Winning should mean crossing, delaying, or recovering, not destroying tanks.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Local fighters versus pro-Moscow road guards; federal armor is off-table pressure.
Table	Road, ditch, ruined vehicle, low walls, one bypass path.
Setup	Place courier/cache near road center; pressure starts at 1.
Objective	Cross, delay, or recover a courier before the pressure clock expires.
Refusal	No player tank fight, RPG duel, or artillery control.

USEFUL SKILLS	
ROLE	SKILLS
Guide	Cartography, Ambush Sense
Courier	Sprint Across Fire, Back-Alley Route
Guard	Checkpoint Demeanor, Soviet Weapons ID



Dolinskoye road pressure.

PRESSURE	
TRIGGER	EFFECT
Gunfire	Advance armor-pressure clock.
Clock 3	Road crossing becomes threatened.
Clock 4	Forced withdrawal phase.

HISTORY NOTE

Early-war roads around Dolinskoye show confusion, escalation, and federal pressure without needing playable armor.

PLAY HOOK

Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 2: Grozny Rail Station

Interior routes, smoke, stairwells, trapped movement.

This scenario should feel cramped, loud, and confused. Use interiors, smoke lanes, stairwells, and wounded markers to make movement hard. The rail station is not a shooting gallery; it is a place where documents, exits, casualties, and routes compete for attention.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Ichkerian/local cell versus opposition guards or police-linked fighters.
Table	Rail/station edge, interiors, stairwell, rubble, smoke lanes.
Setup	Place documents and one wounded marker inside station/interior zone.
Objective	Exit documents or wounded figures through two connected buildings.
Refusal	No heavy weapons and no body-count victory.

USEFUL SKILLS	
ROLE	SKILLS
Scout	Rubble Climb, Document Search
Medic	First Aid, Casualty Drag
Leader	Hold Under Shelling



Grozny rail station urban movement.

PRESSURE	
TRIGGER	EFFECT
Alarm	Add search marker.
Wounded moved	Opponent shifts one guard.
Clock 4	Exit routes narrow.

HISTORY NOTE

The Grozny rail and station fighting was urban, fragmented, and lethal to movement.

PLAY HOOK

Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 3: Palace Withdrawal

Rubble lanes, short sight lines, political-symbol terrain.

Treat the palace as a symbolic ruin rather than a fortress fantasy. The interesting decision is when and how to leave, what to deny, and who can still move. The pressure clock should make staying feel costly even when the terrain looks defensible.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Local withdrawal group versus pro-Moscow blocking force.
Table	Palace/rubble zone, basement route, two exit lanes.
Setup	One side starts surrounded on two edges with one hidden exit.
Objective	Withdraw before encirclement while denying a cache marker.
Refusal	No palace-as-fortress fantasy; withdrawal is success.

USEFUL SKILLS	
ROLE	SKILLS
Leader	Command Presence, Command Estimate
Carrier	Load Carry, Night Discipline
Engineer	Engineering Survey



Palace rubble as withdrawal terrain.

PRESSURE	
TRIGGER	EFFECT
Each turn	One blocking marker shifts inward.
Cache denied	Pressure pauses once.
Clock 4	Only hidden exit remains.

HISTORY NOTE
Palace fighting is treated as withdrawal and document/cache pressure, not heroic last stand myth.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 4: Shali Aftermath

Market, hospital edge, civilian movement, no spectacle.

This is an aftermath scenario, not a spectacle. Civilian route markers and witness or medical objectives should dominate the board. Armed figures still matter, but they are there to open movement, prevent panic, and buy time rather than harvest casualties.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Local protection group versus criminalized/guard faction under pressure.
Table	Market/hospital edge, civilian route, blocked street.
Setup	Place three civilian route markers; no firing through route if avoidable.
Objective	Open a civilian route while avoiding body-count victory.
Refusal	No massacre play; protect routes and witnesses.

USEFUL SKILLS	
ROLE	SKILLS
Protector	Refugee Reassurance, Religious Courtesy
Witness	Document Search
Guard	Wounded Calm



Shali aftermath without spectacle.

PRESSURE	
TRIGGER	EFFECT
Civilian panic	Route marker stops.
Open route	Pressure decreases once.
Clock 4	Scenario becomes evacuation only.

HISTORY NOTE
Shali is handled as aftermath, civilian route, and restraint.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 5: Village Cordon

Walls, gardens, mosque or cemetery edge, search pressure.

The village cordon is a social and movement game before it is a firefight. Walls, courtyards, elders, religious boundaries, search markers, and false papers all matter. A player who shoots too early should face a faster pressure clock and fewer exit options.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Village defenders/guides versus cordon force.
Table	Village road, courtyard, mosque/cemetery edge, search markers.
Setup	Hide one person/packet marker among village features.
Objective	Move a hidden person or packet through the cordon.
Refusal	No civilian exploitation; searches stay abstract.

USEFUL SKILLS	
ROLE	SKILLS
Guide	Clan Introduction, Back-Alley Route
Cordon	Checkpoint Demeanor
Broker	Bribe Protocol



Village cordon street.

PRESSURE	
TRIGGER	EFFECT
Failed social check	Search marker advances.
Gunfire	Cordon closes one lane.
Clock 4	Packet/person must exit immediately.

HISTORY NOTE
Village cordons combine local knowledge, fear, search pressure, and social risk.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 6: Bamut Bunker Probe

Wooded slopes, bunker mouths, hidden exits.

Bamut works best as reconnaissance and withdrawal. The players are trying to identify, mark, scout, or escape a strong position, not clear it room by room. Hidden exits and false markers give the terrain uncertainty without importing heavy weapons.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Scout group versus local opposition probes; federal pressure timer.
Table	Wooded slope, bunker mouth, ravine, hidden exit.
Setup	Place three bunker/exit markers; only one is real objective.
Objective	Scout, mark, and leave; not a bunker-clearing fantasy.
Refusal	No bunker-clearing spectacle with grenades everywhere.

USEFUL SKILLS	
ROLE	SKILLS
Scout	Mountain Traverse, Silent Crawl
Engineer	Engineering Survey
Leader	Ceasefire Patience



Bamut bunker approach.

PRESSURE	
TRIGGER	EFFECT
Wrong marker	Pressure increases.
Real marker found	Exit revealed.
Clock 4	Probe must leave.

HISTORY NOTE

Bamut is a probe-and-withdraw terrain problem, not a tunnel-clearing arcade.

PLAY HOOK

Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 7: Gudermes Cache Raid

Winter streets, checkpoints, informants, fast exit.

This scenario puts the war economy on the table. The cache is valuable because it creates risk, alarm, bargaining, and pursuit. Treat money and arms as logistics and pressure, not as a loot reward that makes the next game absurd.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Cache recovery cell versus guard or police-linked raiders.
Table	Winter street, cache building, checkpoint, side alley.
Setup	Hide cache in one of three buildings; alarm starts low.
Objective	Recover one cache and exit before alarm escalation.
Refusal	No loot reward fantasy; cache creates risk.

USEFUL SKILLS	
ROLE	SKILLS
Broker	Cache Reading, Black-Market Appraisal
Guard	Contraband Concealment
Runner	Vehicle Scrounge



Gudermes checkpoint aftermath.

PRESSURE	
TRIGGER	EFFECT
Cache found	Alarm rises.
Bribe success	Hold clock one turn.
Clock 4	Checkpoint locks.

HISTORY NOTE
Gudermes-style cache raids suit winter movement, police-linked forces, and informant pressure.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 8: Pervomayskoye Breakout

Frozen fields, village edges, pressure clock.

The breakout should be about cold, exposure, wounded movement, and a shrinking route. Keep hostage history in the reference book and keep the table focused on escape, pursuit, casualty carrying, and pressure timing.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Breakout group versus pursuit/cutoff force.
Table	Village edge, frozen open ground, ditch, escape edge.
Setup	Breakout group begins near village edge; pursuit enters later.
Objective	Move a group across exposed ground under pursuit.
Refusal	No hostage spectacle; breakout is movement problem.

USEFUL SKILLS	
ROLE	SKILLS
Breakout	Cold Camp, Sprint Across Fire
Medic	Triage Estimate
Leader	Wounded Calm



Pervomayskoye frozen breakout.

PRESSURE	
TRIGGER	EFFECT
Open-ground firing	Pursuit advances.
Casualty carried	Pressure pauses if route opened.
Clock 4	Escape edge shrinks.

HISTORY NOTE
Pervomayskoye belongs here as breakout pressure and frozen movement, not hostage spectacle.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 9: Shatoy Road Bend

Ravine road, culverts, high ground, convoy aftermath.

The road-bend scenario uses observation, timing, and extraction instead of playable heavy weapons. High ground, culverts, and blind corners create the danger. The player goal is to mark, identify, withdraw, or cross before pursuit closes in.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Observation/extraction group versus patrol or pursuit force.
Table	Mountain road bend, culvert, ravine, high observation point.
Setup	Observation team starts hidden; extraction edge known only after trigger.
Objective	Observe, mark, or extract; heavy weapons stay off-table.
Refusal	No playable convoy massacre; heavy weapons off-table.

USEFUL SKILLS	
ROLE	SKILLS
Observer	Ambush Sense, Cartography
Guide	Mountain Traverse
Exit	Night Discipline



Shatoy/Yaryshmardy road bend.

PRESSURE	
TRIGGER	EFFECT
Observation shot	Pursuit enters.
Culvert used	Pressure delayed.
Clock 4	Extraction only.

HISTORY NOTE
Shatoy/Yaryshmardy road cases are represented through observation, route, and extraction.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Scenario 10: August Grozny Infiltration

Night routes, basements, roadblocks, local guides.

This is a night-route scenario. Basements, guides, checkpoints, noise, and local coordination matter more than raw firepower. A small mistake should rotate a checkpoint or close a route, pushing the players to improvise rather than stand and trade shots.

SCENARIO CARD	
LINE	PLAY DETAIL
Forces	Infiltration cell versus checkpoint and local opposition screens.
Table	Night city blocks, basements, checkpoint, guide route.
Setup	Guide chooses one secret route before play; checkpoints start alert.
Objective	Open an approach lane without turning it into regular-army command.
Refusal	No Russian regular roster; checkpoints and pressure only.

USEFUL SKILLS	
ROLE	SKILLS
Guide	Back-Alley Route, Night Discipline
Checkpoint	Forged Papers
Leader	Command Presence



August 1996 Grozny infiltration.

PRESSURE	
TRIGGER	EFFECT
Noise	Checkpoint rotates.
Guide lost	Route becomes uncertain.
Clock 4	Federal arrival ends infiltration.

HISTORY NOTE
August 1996 Grozny infiltration stresses night routes, basements, checkpoints, and local coordination.

PLAY HOOK
Play hook: give both sides a reason to move before the shooting feels comfortable. The clock should make the best route feel late.

Linked Play

Campaign rules should record consequences without turning into accounting sludge.

Linked play should remember consequences without becoming a campaign spreadsheet. Carry forward route knowledge, trust, exposure, supplies, pressure, and wounded figures. Avoid a broad experience ladder; the war should become more complicated, not simply more powerful.

BETWEEN GAMES	
RESULT	NEXT GAME EFFECT
Courier escaped	One free route clue.
Cache recovered	One extra grenade or one re-roll on ammunition search.
Civilian route opened	Pressure clock starts one step lower.
Casualty evacuated	One wounded figure may return with reduced PH or ME.
Checkpoint exposed	Opponent places one suspicion marker.

NO EXPERIENCE LADDER

Gold does not use the 2024 use-based advancement table. Campaign growth should be narrative, limited, and agreed before play.

CAMPAIGN TRACK				
TRACK	0	1	2	3
Pressure	Quiet	Watchful	Search	Lockdown
Supplies	Short	Enough	Cache	Overstock
Trust	Hostile	Cold	Useful	Committed
Exposure	Hidden	Rumored	Named	Hunted

USE TRACKS FOR

- Scenario setup changes.
- Route availability.
- Social skill difficulty.
- Off-table pressure intensity.

PLAY HOOK

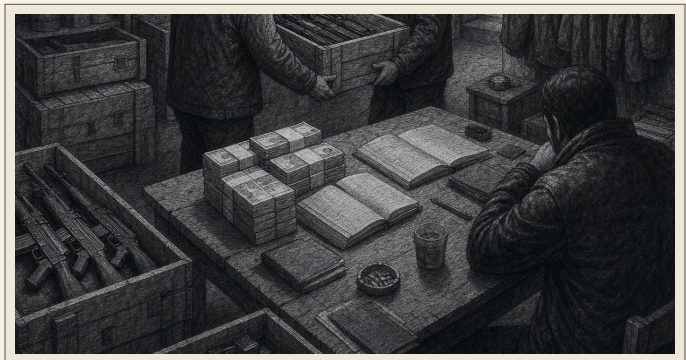
Play hook: carry forward consequences players can feel in setup, not just numbers on a roster sheet.

Organized Crime, Caches, Bribes

Money and arms networks matter, but they should produce choices.

Organized crime belongs in the rules because money and arms networks shaped what forces could do. Represent it through caches, bribes, brokers, false papers, paid passage, stolen stores, and pressure. Keep the tone logistical and dangerous rather than glamorous.

WAR ECONOMY ACTIONS		
ACTION	SKILL	GAME EFFECT
Buy passage	Bribe Protocol	Delay or bypass a checkpoint.
Value a crate	Black-Market Appraisal	Know whether cache is worth risk.
Hide weapons	Contraband Concealment	Reduce search pressure.
Find supplier	Underworld Reputation	Open one cache lead.
Move cash	Courier plus Back-Alley Route	Objective marker, not bonus points.



Arms, money, bribes, routes, risk.

ETHICS

- Do not glamorize kidnapping or trafficking.
- Use criminal networks as pressure and logistics, not reward fantasy.
- If a scenario includes coercive money, keep it abstract and objective-based.

PLAY HOOK

Play hook: money should unlock a door and create a witness. A clean bargain is less interesting than a useful one.

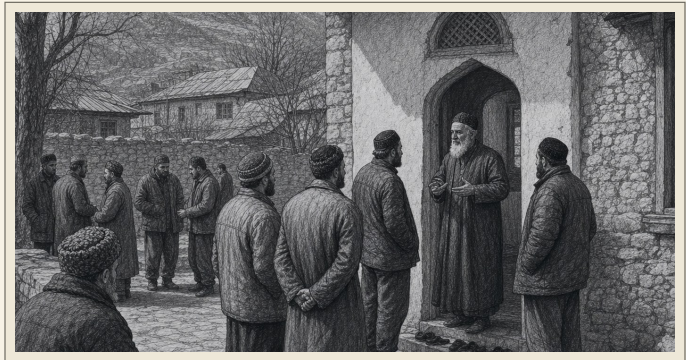
Faith, Community, Morale

Faith is social context and motivation, not a magic power list.

Faith affects authority, trust, burial, restraint, mediation, foreign-local tension, fasting, and morale. It is not a supernatural bonus list. Use Religious Courtesy and related skills to decide whether a figure understands the setting well enough to avoid making a crisis worse.

FAITH CONTEXT	
SCENE	USEFUL SKILL
Mosque courtyard	Religious Courtesy, Formal Negotiation.
Funeral or burial edge	Religious Courtesy, Atrocity Shock.
Ramadan/fasting pressure	Cold Camp, Wounded Calm.
Cleric mediation	Formal Negotiation, Clan Introduction.
Foreign volunteer friction	Religious Courtesy, Command Presence.

RULES BOUNDARY
Do not make faith a supernatural buff. Use it for morale context, negotiation, restraint, trust, and conflict between local authority and imported ideology.



Faith scenes should be handled with restraint and practical table purpose.

MORALE HOOKS	
EVENT	CHECK
Civilian harm discovered	Atrocity Shock.
Leader wounded	Command Presence or Hold Under Shelling.
Ceasefire ordered	Ceasefire Patience.
Foreign/local disagreement	Religious Courtesy or Formal Negotiation.

PLAY HOOK
Play hook: the right courtesy can be as decisive as the right alley. Use it to open restraint, trust, or delay.

RPK And PKM Edge Rules

Two human-portable machine guns are hard edge cases.

These weapons sit at the edge of the requested design. They are human-portable, but they distort a 10-20 figure skirmish if used casually. Put them in only when the scenario is about the gun, its lane, its ammunition, and how to bypass it.

EDGE WEAPON WARNING		
WEAPON	PERMISSION	COST
RPK/RPK-74	Scenario only.	Fixed lane, limited ammo, pressure increase.
PK/PKM	Rare scenario hazard.	Usually fixed, crewed, or off-table.

USE ONLY WHEN

- The scenario is built around the gun.
- Both players know it bends the small-arms scale.
- Terrain gives bypass routes.
- A non-shooting objective can still win.

SUGGESTED HANDLING	
ELEMENT	RULE
Arc	Declare before game; no free 360-degree dominance.
Ammo	Use cache/ammo markers; running dry matters.
Move	Very Slow or fixed by scenario.
Pressure	Every burst can advance pressure clock.
Capture	Objective marker; do not make it a permanent roster buy.

DEFAULT

Leave both out. The normal weapon ecology is Automatic, Rifle, Carbine, SubMG, Shotgun, Grenade, and rare Sniper Rifle.

PLAY HOOK

Play hook: if the gun appears, the scenario becomes about line, sound, weight, ammunition, and bypass.

Turn And Action Summary

Open this page during play.

This page is for play speed. Use it when a player asks what a figure can do now, then turn to the detailed page only if the action needs a table. The summary is not a replacement for the Gold procedures.

COMMON ACTIONS	
ACTION	EFFECT
Move	Use movement table; terrain may reduce or require skill.
Shoot	Use Gold range dice, cover, movement modifiers.
Melee	Use Blow or Weapon check.
Throw grenade	Half movement; dud on 4 or less on 2d6.
Heal	Use Gold healing table.
Search/interact	Use relevant setting skill and scenario clock.
Carry/drag	Use Load Carry or Casualty Drag when needed.

FAST CHECKS	
QUESTION	GO TO
Weapon range?	Page 11.
Shotgun/grenade?	Page 13.
Wound location?	Page 14.
Healing?	Page 15.
Skills?	Pages 6-10.
Special foes?	Pages 22-24.
Scenario cards?	Pages 28-38.

PRINCIPLE

When in doubt, pick the closest Gold table and keep play moving.

PLAY HOOK

Play hook: when stuck, make a move that changes the board. Standing still and debating is rarely the brave option.

Skill Matrix Quick Reference

The new skills arranged by table problem.

This is the grab-and-go skill page. Start with the table problem rather than the character sheet, then pick the first matching skill. It keeps the force colorful: the best answer might be a calm face, a back route, a stretcher carry, or a forged pass.

PROBLEM MATRIX	
PROBLEM	SKILLS TO CHECK FIRST
Routes	Cartography, Back-Alley Route, Mountain Traverse, Night Discipline, Silent Crawl.
Caches	Cache Reading, Engineering Survey, Contraband Concealment, Black-Market Appraisal.
Checkpoints	Checkpoint Demeanor, Forged Papers, Bribe Protocol, Formal Negotiation, Resist Coercion.
Civilians	Refugee Reassurance, Religious Courtesy, Clan Introduction, Ceasefire Patience.
Casualties	Triage Estimate, First Aid, Casualty Drag, Load Carry, Wounded Calm.
Command	Command Estimate, Command Presence, Radio Procedure, Hold Under Shelling.
Ambush	Ambush Sense, Soviet Weapons ID, Sprint Across Fire, Night Discipline.
War economy	Underworld Reputation, Vehicle Scrounge, Logistics Count, Informant Handling.

GOLD SKILLS NOT REPLACED	
AREA	STILL USE
Firearms	Firearm Use Basic and Advanced.
Medical	First Aid and Paramedic.
Melee	Close Combat.
Improvised/Clandestine	Old weapon-use chains.
Explosives	Exists, but no grenade modifier.

BUYING SKILLS

- One skill per point in its statistic.
- Prerequisites count against slots.
- Setting skills are 0-100 percent.
- Use them for tasks, route access, social tests, and pressure clocks.

PLAY HOOK

Play hook: pick a problem row first. The character sheet should answer the table, not the other way around.

Weapons Quick Tables

Gold weapon data plus Chechnya mapping.

Use this page during roster checks and play disputes. If the historical weapon name is distracting the table, map it back to its Gold type and move on. The quick table exists to keep the game from expanding into weapon-by-weapon simulation.

GOLD WEAPONS			
TYPE	RANGE	SHO...	NOTES
Sniper Rifle	24/36/48	1	No fire under 12 in.; head shot allowed.
Rifle	18/27/36	1-2	Two shots with Advanced.
Carbine	12/18/24	1-2	Two shots with Advanced.
Automatic	8/12/16	2	Jam 1 on 2d6; no head shot.
SubMG	6/9/12	3	Jam 1 on 1d6; no head shot.
Shotgun	15 in. cone	1	Nearest occupied band only.
Grenade	12 in.	1 throw	Dud on 4 or less on 2d6.

CHECHNYA MAPPING	
WEAPON	GOLD TYPE
AK-74/AKM/AKS/AKMS	Automatic
AKS-74U	Carbine or SubMG
SKS/Mosin	Rifle
SVD	Sniper Rifle
Hunting shotgun	Shotgun
F1/RGD-5	Grenade
RPK/PKM	Edge case only
RPG/mortar/heavy weapons	Excluded

REMINDER

Do not add new weapon names to the Gold table during play.

PLAY HOOK

Play hook: if a weapon dispute takes longer than the shot, map it to Gold and keep the turn moving.

Terrain And Objective Quick Tables

Use these tables when building a scenario.

Use these quick tables when building a board. Choose the terrain identity first, then pick objective verbs that fit the terrain. A Grozny board, village board, and mountain board should ask different movement questions.

TERRAIN MIX	
BOARD	MUST INCLUDE
Grozny	Interior routes, rubble, blocked streets, vertical movement.
Village	Walls, gardens, mosque/cemetery edge, cordon route.
Mountain	Road bend, ravine, culvert, wooded/rock cover.
Checkpoint	Stop point, bypass route, social test, pressure clock.

OBJECTIVE VERBS	
VERB	GOOD FOR
Recover	Cache, papers, wounded figure.
Escort	Courier, civilian, mediator.
Open	Route, stairwell, gate, checkpoint.
Delay	Sweep, cordon, pursuit.
Withdraw	Before pressure clock ends.

PRESSURE TRIGGERS	
TRIGGER	EFFECT
Gunfire in quiet area	Advance pressure.
Failed checkpoint test	Advance pressure or close route.
Civilian panic	Add route problem.
Cache found	Opponent may shift one marker.
Clock maxed	Federal arrival or escape phase.



Good boards make movement as important as shooting.

PLAY HOOK
Play hook: choose terrain and objective together. A cache in a flat field is dull; a cache behind a checkpoint breathes.

Sources And Boundaries

The rulebook is compact; the reference book carries the history.

This rulebook is intentionally compact. It cites its rule source, keeps the historical reference work in Book 2, and names what it refuses to import. That boundary is what lets the table stay playable while still respecting the conflict's complexity.

PRIMARY RULES SOURCES	
SOURCE	USE
Field of Chaos Gold	Stats, skills, weapons, wounds, healing, special foes.
Book 1	Chechnya game rules, skill matrix, tables, scenarios.
Book 2	History, leaders, battles, faith, organized crime, weapons context.
Bolt Action reference	Studied for compact table-first layout, not copied for mechanics.

HISTORICAL BOUNDARIES

- First Chechen War, 1994-1996.
- Player forces are local, not Russian regulars.
- Organized crime is represented as arms/money logistics.
- Faith is represented as community, mediation, morale, and political context.

NO IMPORT	
DO NOT IMPORT	REASON
Bolt Action mechanics	Different game.
Book 2 rules	Reference book is historical.
Modern equipment	Avoid anachronism.
Heavy systems	Outside requested skirmish focus.
Chechen special foe traits	Only enemy/opposing side gets Gold additive foes.

PLAY HOOK

Play hook: boundaries make the game sharper. The things left out give the things on the table room to matter.

Back Cover: Table Reminders

Keep this book open on the table.

When a dispute reaches the back cover, simplify. Keep the Gold table intact, keep heavy systems off-table, keep Russian regular power as pressure or specialist opposition, and bring the question back to what the local figures can do right now.

AT A GLANCE	
RULE	VALUE
Figures	10-20 per side, 28mm.
Normal weapons	Automatic, Rifle, Carbine, SubMG, Shotgun, Grenade.
Rare weapon	Sniper Rifle.
Edge weapons	RPK/RPK-74 and PK/PKM only by scenario.
Excluded	RPGs, heavy vehicles, artillery, aircraft, mortars.
Chechen capability	Stats, skills, terrain, route, objective.
Enemy-only traits	Soldier, Hunter, Animal, specialist packages.



The game should look and play like a 28mm local-force skirmish.

FINAL RULE

When rules collide, keep the Gold table intact, keep Russia as pressure or enemy-side specialist, and keep the player decision local.

PLAY HOOK

Play hook: the last page answer is almost always the best one: local decision, Gold table, pressure clock, move on.