



Rebellion in Karakistan

By Matt Geisler

A powerful tyrant desperate to keep a fragile country together. Years of totalitarian oppression have led to corruption and allowed rebel and terrorist forces to fester unchecked. A crackdown is called for, but at what cost? Karakistan is not the only province grumbling rebellion. Is a Yelsin-style regional control with minimal forces right. Or is a Putin-style bloody war the only way? Will this be a Chechnya or an Afganistan?

NEW RULES

This game comes in three versions. The simple game uses the basic rules only, the advanced game uses Victory Elite units (add *units), and the optional game includes Victory logistics units (add ^Lunits).

Guerillas. Only available to the rebel player (use Infantry and Mountain* blocks). These units can draw supply (and thus be immune to supply attrition) from any friendly, unoccupied or undisputed city, town, or clear hex. They otherwise function as normal infantry and mountain units. All regular army units (including Government infantry) must trace supply normally.

AR, FA, DB, IN, AY,* SU*, MK* , ENL, FactL can be produced by either player in cities. BB, SS, DD*, CA* units can only be produced by Government forces in port cities.

Supply units may augment any unit in the same hex, but may not build new units.

Forests, mountains and swamps offer double defense.

Only cities (and airstrips) can hold air units, towns in this game do not have airports.

Roads from friendly map-edges count as a supply source, all ports are in supply unless blockaded.

A town augments any 1 Guerilla block by 1 point.

Dispution: After two rounds of normal combat, either player (The attacker first, then the defender) can declare dispution. If the attacker disputes, the defender gets one last round of normal combat, while the attacker is unable to fire. Afterwards, or if the defender, the disputing player leaves blocks in the hex face up, while the other player returns blocks side-up. This hex is now disputed, and cannot be used as a supply source by either player. Units in the hex must trace supply from an adjacent hex. The hex remains disputed until either player moves units out of the hex (must move to friendly or unoccupied hex), initiates combat, or is eliminated due to supply attrition. City production may still occur in a disputed hex provided that a valid supply route exists (i.e. an unbroken land route to another city, port, or friendly map edge).

Authors note: dispution represents a commitment to attrition warfare, raids, rather than normal combat.



Order of Battle

Use any continental maps (eg 1,3,6,15,16). Two map-edges belong to Government forces, and two are Neutral (i.e. belong to rebel forces).

Rebel/terrorist

Set up after local forces in any unoccupied hex

2 infantry 3CV	6 infantry 2CV
2 infantry 1CV	1 fighter 1CV
2 mountain* 3CV	1 artillery* 2CV
2 supply* 3CV	

2 road interdictions (L)
1 airstrip (L)

Rebels may build additional forces by spending 2PP per new cadre built. (Thus must have captured a 2PP city). If the city they have

captured has a valid supply route to a neutral map edge, they may build regular army units instead of guerrillas.

Government/Despot forces

The government must purchase forces with victory points.

Local forces (free)

4 infantry 2CV 1 Fighter 2CV
1 Dive bomber 1CV 1 artillery* 1CV
1 supply* 1CV 3 factories 1PP (L)
1 airstrip (L)

The following forces may appear initially, or may be summoned at any time during the production phase, they appear in any unoccupied or friendly sea hex or road hex along the friendly map edge.

Navy (cost: 3VP)

1 Battleship (2CV) 1 Submarine (1CV)
1 Cruiser* (1CV)

3rd Division (cost: 3VP)

3 Infantry 3CV (*one is mechanized if using Elite rules)
1 Armor 3CV 2 fighters 3CV
1 dive bomber 3CV 1 heavy bomber 3CV
1 artillery* 3CV 1 supply* 4CV
1 engineer(L) 4CV



1st division (cost: 5VP)

3 infantry 4CV (all are mechanized if using elite)
2 armor 4CV 2 fighters 4CV
1 dive bomber 4CV 1 hvy bomber 4CV
1 artillery* 4CV

Elite Guards (cost: 4VP)

1 Parachute 4CV
1 armor 4CV (3CV elite armor if using elite)
1 marines 4CV

The following forces can only be summoned on game turn 10 or later as reinforcements.

5th division (elements, Cost: 2VP)

2 infantry 3CV 1 artillery 2CV
1 dive bomber 1CV

Misc forces (Cost: 1VP)

2 infantry 2CV 1 fighter 2CV

Government forces can be rebuilt if destroyed but no new forces can be created beyond the blocks bought with victory points.

Victory

At any point during the game where one player holds no city, town, resource, or clear hex, the game is stopped, and final victory is calculated. Otherwise the game lasts 40 turns, or until the government player decides to grant independence to the province.

Early victory (on game turn 10 or less) gains the winning player 10 additional victory points.

Drawn out victory (game turn 25 or later) costs the government forces (only) 10 victory points.

No victory If no victory is achieved after 40 turns, the rebels gain 10 victory points.

Independence: The government can declare the provincial independence during the production phase. On a dice roll of 1-2, the attempt has no effect, and the government suffers -5 VP for appearing weak. On a roll of 2-5 this results in an end to the game, and final calculation of victory with a -10 VP penalty to the government. On a roll of 6, this results in the new country being allied, and the government player suffers only -5 VP.

Land control

(must be occupied by friendly forces).

City control 1VP per PP
Town control 0.5 VP each
Clear hex control 0.25VP each

Eliminated units (optional)

As each block is eliminated (removed due to enemy fire) it costs 0.5 VP. If the block is rebuilt and lost, it costs an additional 0.5VP.