

THE CAUCASUS CAMPAIGN

Movement System Summary Chart

Movement Type / Details		Primary	Secondary
Movement Allowance	Mech + Cavalry	Full MA	Full MA
	Foot (others)	Full MA	1 hex
Extended Movement	May not end in EZOC May start in EZOC	+2 MA	--
Strategic Road Movement	- Entire MA on Road	Mech +bicycle	0.5 MA
	- No enter/exit EZOC	Non Mech	+1 hex along road
Rail Movement	Unlimited move along railroad May not start in or enter EZOC	1 unit/phase	--
Sea Movement	Port-to-port (entire MA) May not start in or enter EZOC Sea of Azov (Naval Brigade only)	1 unit/sea/phase Soviet only	--
Amphibious Landing	Poti to unoccupied Black Sea coastal hex	1 Naval Brigade per naval marker (Entire MA)	
Mobile Assault	Mech and Cavalry Units	--	Spend 3MP
	Foot units (Others)	--	--
Assault Marker	Mech and Cavalry Units	--	Spend 3MP or move only 1 hex
	Foot units (Others)	--	Did not move
Minimum Move	All mobile units	May move at least 1 hex	
All types of movement	"0" Movement Units	Never allowed	
Advance after Combat	May ZOC-to-ZOC if enter Defender hex	Mech +Cav	2 hexes
		Others	1 hex