

# CRIMEAN WAR

## OPTIONAL RULES

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Optional Rules may be used by the players to increase the realism of the **Crimean War** game at the expense of additional complexity.

### [32.0] MEETING ENGAGEMENTS

Whenever a friendly force infiltrates (moves through) an enemy Primary ZOC, the enemy force may declare a "Meeting Engagement." The enemy force may then attack the moving friendly force, temporarily reversing role of attacker and defender.

32.1 Only moving units may be attacked by Meeting Engagement. If there are non-moving forces in the same hex, then they are not affected by this. (*Comment: representing the coordination problems of pre-radio forces.*)

32.11 Only movement directly from an enemy Primary Zone of Control to another Primary Zone of Control is subject to Meeting Engagement attack. Movement through enemy Secondary Zones of Control (even if to/from a Primary Zone of Control) is not.

32.12 The player conducting the Meeting Engagement (i.e., the nonphasing player) must expend one Command Control point to conduct the Meeting Engagement. If not able to, then he may not conduct a Meeting Engagement.

• Note this means that the non-phasing player must have at least one Command Control point remaining from his/her own player turn in order to conduct a Meeting Engagement.

32.13 A single force may execute only one Meeting Engagement per enemy player turn. A single moving force may be attacked more than once by Meeting Engagement as long as it is attacked by different forces.

32.14 Meeting Engagement combat may take place only in the enemy movement phase. It may not be conducted against enemy units conducting advance or retreat after combat.

32.2 The non-phasing force immediately attacks the moving force in the hex entered. This is resolved exactly as normal combat. The non-moving force is the attacker, and the moving force is the defender.

32.21 Any of the three BRTs may be used for

Meeting engagements.

32.22 Attack Enhancement may not be employed in Meeting Engagements (i.e., the attacker doubling his strength by expending a Command Control point).

32.23 Combat results are applied normally, except that there never is any advance after combat nor pursuit combat. Units retreat normally.

32.3 If the moving force receives a defeat, then its move ends after it finishes its retreat (defeat is defined as any result which causes the retreat of the moving force, or completely eliminates it). Otherwise, it may continue moving.

32.4 Meeting Engagement costs no movement points to the moving force.

#### 32.5 Restrictions:

32.51 A force may not attempt Meeting Engagement through prohibited hexsides.

32.52 Units entering a fortress may not be attacked by Meeting Engagement (*since enemy ZOCs do not extend into enemy occupied fortresses*). And before anyone asks, Siege Attacks may not be made as meeting engagements.

### [33.0] KINBURN OPERATION

In October of 1855 the Allies sent an expeditionary force to seize several Russian fortresses at the mouth of the Bug and Dnieper Rivers. The objective was to interfere with Russian lines of supply. The Allied play may, once per game, attempt such an operation.

33.1 At the beginning of any Allied movement phase, the Allied player may declare the Kinburn Operation. The player withdraws one French and one British infantry/marine brigade (for a total of two units). Roll one die on the Kinburn Operations Table (below) applying any modifiers and immediately apply the result.

#### 33.2 Kinburn Operations Table

die roll	result
1-2	<i>Disaster</i>
3-4	<i>Attack repulsed</i>
5-6+	<i>Success</i>

33.21 **Die roll modifiers:** +1 for each Allied elite infantry or marine brigade utilized.

#### 33.22 Results.

*Disaster:* Both units are eliminated (Russians gain Victory Points for eliminated units).

*Attack repulsed:* Nothing happens. Allies receive both brigades as reinforcements on the following turn.

*Success:*

(1) For the remainder of the game, the Russians receive the following number of Supply units depending upon the Reinforcement Group chosen: Nominal = 2; Divisional = 3; Corps = 4; Elites = 3. (This does not affect additional supply points received or lost via Event).

(2) Both brigades used are removed from play permanently (do not count as Victory Points for Russians).

(3) The Allies gain 5 additional Victory Points at the end of the game.

### [34.0] BETTER BRITISH PREPAREDNESS

The British Army had been subjected to severe budget limitations during the years prior to the Crimean War. Especially hard hit were logistical and medical services. This option presumes that the British had devoted more of their scarce military budget to logistics.

33.1 This option may only be used with Scenario 3, the Campaign Game.

33.2 When using this option, make the following changes to the Allied reinforcement schedule:

(1) The British deduct 1 x elite infantry division and 1 x regular infantry division from their September 1854 reinforcements.

(2) The British receive 4 x supply points each turn, starting with September 1854 (instead of listed supply points).

### [35.0] HISTORICAL WITHDRAWALS

When using this option, treat the Allied events **Turkish Defeat in Caucasus** and **French Recall Troops** as **No Event**. Instead, Turkish and French forces are withdrawn as indicated below.

34.1 **October 1855:** Withdraw the following Turkish units: Leader Omar; 4 x infantry brigades (or equivalent in divisions); 2 x cavalry brigades (or equivalent in divisions). Elite infantry/regular cavalry must be at least 50% of units withdrawn (if available).

34.2 **November 1855:** Withdraw the following French units: 4 x infantry brigades (or equivalent in divisions). Elite infantry must be at least 50% of units withdrawn (if available).

• Historically, the Turkish units were sent to Asia Minor to attempt the relief of the fortress of Kars; the French units were rotated to France and North Africa.