THE CRIMEAN WAR

STANDARD RULES

for the games

ALMA, BALACLAVA, INKERMAN, TCHERNAYA RIVER

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[1.0] INTRODUCTION

The *Crimean War* game system simulates tactical warfare on the Crimean Peninsula in the mid-1800's. Each game in the system represents one of the significant battles of that war. Playing pieces represent the units which participated in the battles, and the map represents the terrain over which those units fought.

The rules for each game in the *Crimean War QuadriGame* comprise two folders, the first of which contains the Standard Rules, which are common to all the games in this series. The second folder contains Exclusive Rules, including Initial Deployment, Victory Conditions and so forth, which pertain to each game individually.

While designed to insure playability, this game system's level of complexity is higher than that of previously published QuadriGames. This increased complexity reflects an effort to add greater realism to the games. The standardized rules and game components make it easier for the gamer to go from one game to another within the series.

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

Each of the 22" × 17" mapsheets portrays the battle area of one game. A hexagonal grid is superimposed over the terrain features in order to regularize the movement and positioning of playing pieces. To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.
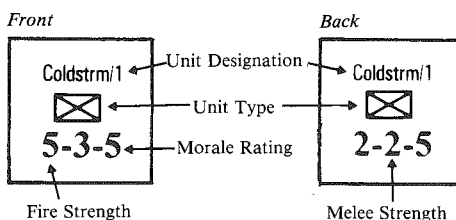
[2.2] CHARTS AND TABLES

Various visual aids are provided to simplify and illustrate certain game functions. These are the Fire Combat Results Table, Melee Combat Results Table, Terrain Effects Chart, and Artillery Fire Strength Table.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the historical battle. The numbers and symbols on the pieces represent the fire strength, melee strength, morale rating, and unit type. These playing pieces are referred to throughout the rules as "units."

[2.4] HOW TO READ THE UNITS

Front / Back — Coldstrm/1 — Unit Designation — Coldstrm/1; Unit Type; 5-3-5 / 2-2-5 — Morale Rating; Fire Strength; Melee Strength

Unit Types

Infantry   Artillery
Cavalry   Horse Artillery

Unit Sizes

I = Company   III = Regiment
II = Battalion   X = Brigade

Fire Strength is the relative firepower of a unit when engaging in Fire Combat, expressed in terms of Fire Strength Points.

Melee Strength is the relative strength of a unit when engaging in Melee Combat, expressed in terms of Melee Strength Points.

Morale Rating represents the capacity of units to withstand enemy fire. Each unit's Morale Rating is based on how that unit performed historically under fire.

Movement Allowance is the maximum number of clear terrain hexes which a unit may be moved in a single Movement Phase. More than one Movement Point may be expended for each hex entered. The Movement Allowance for infantry units is 5 Movement Points, for cavalry it is 8 Movement Points, and for horse artillery it is 7 Movement Points. The Movement Allowance for regular artillery units appears in each game's Exclusive Rules.

[2.5] PARTS INVENTORY

	Folio Game	QuadriGame
Game Map	1	4
Die-Cut Counter Sheet	1 (100 Counters)	1 (400 Counters)
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Historical Article	0	1
Die	0	1
Game Box	0	1
Zip-lock Bag	1	0

If any of these parts are missing or damaged, write:

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope and phrased to be answered in one word, will be answered. Send to: Game Questions: Crimean War Quad, at the above address. *Only those questions accompanied by a stamped, self-addressed envelope will be answered!*

[3.0] SETTING UP THE GAME

The cardboard playing pieces should be punched out of the Unit Counter Sheet. The Players should determine which of the opposing forces each of them will command.

The Players then consult their respective Initial Deployment Charts. (Initial Deployment of units can also be found printed in the appropriate hexes on the game maps.) These charts tell the hex number and designation of each unit which is in play on the map during the First Game-Turn. Players should simultaneously place these units, each in its proper position on the map. Any remaining units should be placed aside and brought into play according to the Reinforcement Schedule.

Once the units are set up, Players are ready to commence Game-Turn One. Place the Game-Turn Marker in the first position on the Game-Turn Record Track.

In order to determine which Player is first, consult the Exclusive Rules Folder. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternated Player-Turns. During each

Player-Turn, the appropriate Player maneuvers his units and resolves combat in sequence, according to the following Sequence of Play outline and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. An outline of activities which may take place during each Phase follows.

A. FIRST PLAYER TURN

1. *Movement Phase:* The Phasing Player may move all, some, or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control and the Exclusive Rules of the game being played. The Phasing Player may bring reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

2. *Defensive Fire Phase:* The non-Phasing Player may fire with any of his units that are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of the Fire Combat and Line of Sight rules. Neither Player may move his units during this Phase, except as forced to do so as a result of combat (exception: see Case 11.26).

3. *Offensive Fire Phase:* The Phasing Player may fire with his units using the same procedure as described in Phase 2.

4. *Melee Phase:* Any Phasing infantry or cavalry units which begin this Phase adjacent to an Enemy unit may engage in Melee Combat rules. Neither Player may move his units during this Phase except as a result of combat.

5. *Rally Phase:* The Phasing Player may attempt to Rally his units in compliance with the rules described in the Rally rules (Section 10.0) of the Standard Rules.

B. SECOND PLAYER-TURN

The second Player becomes the Phasing Player and repeats Phases 1 through 5.

C. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker is advanced one space along the Game-Turn Record Track to mark the passage of one Game-Turn and to signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hexgrid. As a unit enters each hex, it must expend one or more Movement Points of its Movement Allowance.

CASES:

[5.1] MOVEMENT PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player may move his units during his own Movement Phase. During the Fire and Melee Phases, an attacking or defending unit may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Fire and Melee

Phases, Friendly units must not be moved except when advancing or retreating as a result of combat (exception: see Case 11.26).

[5.12] A unit may never be moved into a hex containing an Enemy unit.

[5.13] A unit must stop upon entering an Enemy-controlled hex and may not be moved out of that hex for the duration of the Game-Turn except as a result of combat. At the beginning of the next Friendly Movement Phase, the unit may be moved out of the controlled hex only if it is moved directly into a non-Enemy controlled hex.

[5.14] A unit may never be moved directly from one Enemy controlled hex to another.

[5.15] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat and has rolled the die, he has irreversibly initiated the Combat Phase.

[5.16] The number of Movement Points expended by a unit during a single Movement Phase may not exceed that unit's Movement Allowance. A unit may expend any portion of its Movement Allowance, but unused Movement Points may not be accumulated or transferred to another unit.

[5.17] Movement from hex to hex must be consecutive. A unit may not skip hexes.

[5.18] Once a unit has been moved and a Player's hand is taken from the piece, that unit may not be moved any further during that Movement Phase, nor may its move be altered without the consent of the opposing Player.

[5.19] All infantry units have a Movement Allowance of 5, all cavalry units a Movement Allowance of 8, and all horse artillery a Movement Allowance of 7, unless stated otherwise in the Exclusive Rules. (See Exclusive Rules for artillery Movement Allowances.) In addition, whenever an infantry or cavalry unit is disrupted, its Movement Allowance is halved (rounding fractions up). No horse artillery or regular artillery may move while disrupted.

[5.2] EFFECTS OF TERRAIN ON MOVEMENT

[5.21] A unit must expend one Movement Point to enter a Clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points (see Section 13.0, Terrain Effects Chart). All terrain costs are cumulative.

[5.22] To cross certain types of hexsides, units must expend *additional* Movement Points (see Section 13.0, Terrain Effects Chart).

[5.23] When crossing a Gentle Slope hexside, a unit expends one *additional* Movement Point (exception: see Case 5.26).

[5.24] When crossing a Steep Slope hexside, a unit expends two *additional* Movement Points (exception: see Case 5.26).

[5.25] When moving from one Steep Slope hex to another Steep Slope hex that forms part of the same slope (in other words, moving along a Steep Slope) a unit expends two Movement Points. When the Steep Slope hex also contains Woods, the unit pays four Movement Points.

Example: *(See top of next column)* An infantry unit in hex 0715 follows path A to hex 0914 and expends 4 Movement Points. It expends 2 Movement Points in hex 0814 and 2 in 0914 because it is moving along a Steep Slope. If the same unit were to follow path B, it would expend 5 Movement Points, one for entering hex 0815, and 4 for 0915, because it is moving along a Steep Slope into a Woods hex.

[5.26] When an *infantry* unit is moving "downhill" (crossing a Slope hexside from the uphill direction) the cost to cross that Slope hexside decreases by one Movement Point. This rule applies only to infantry units! Cavalry and artillery pay the same moving downhill as they do moving uphill.

Example: An infantry unit in hex 0714 moving to hex 0815 along the indicated path would pay a total of three Movement Points; 1 to cross the Steep Slope hexside (reduced from 2 because it is an infantry unit moving downhill), 1 for hex 0814, and 1 for hex 0815. The cavalry unit in hex 0614, following the indicated path, would expend 7 Movement Points to reach hex 0816. It expends 2 to cross the Steep Slope hexside (only infantry benefits from moving downhill), 1 for hex 0715, 1 for hex 0716, 2 for crossing the Steep Slope hexside, and 1 for hex 0816. Since the cavalry unit has expended 7 Movement Points, it would be disrupted (see Case 11.11).

[5.27] Whenever two opposing slopes share the same hexside, that hexside is considered to be a Ridge hexside (see Terrain Key). When crossing a Ridge hexside formed by two Gentle Slopes, all units pay one additional Movement Point. If the Ridge is formed by a Gentle Slope and a Steep Slope, then a unit must pay two additional Movement Points to cross it. If the Ridge is formed by two Steep Slopes, then a unit would pay three additional Movement Points to cross it. All units pay these costs, including infantry.

[5.3] STACKING AND MOVEMENT

[5.31] A Friendly unit may move *through* hexes occupied by other Friendly units at no additional Movement Point cost.

[5.32] Friendly infantry and/or cavalry units may never end any Phase stacked with another Friendly infantry or cavalry unit. They may stack with a Friendly artillery unit.

[5.33] Artillery units may always stack with one other unit, whether infantry, cavalry, or artillery.

[5.34] Friendly units may never end any Phase in the same hex as an Enemy unit, nor may they move through an Enemy-occupied hex.

[5.35] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.36] Friendly-controlled hexes never inhibit the movement of Friendly units.

[5.37] There is no Movement Point cost for a unit to change its position in a stack.

[5.38] There may never be more than two units stacked together in the same hex at any time.

[6.0] ZONES OF CONTROL
GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any undisrupted unit in that hex. Hexes upon which a unit exerts a Zone of Control are called *controlled* hexes, and they inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:
[6.1] WHERE ZONES OF CONTROL EXTEND
[6.11] All undisrupted units exert a Zone of Control throughout the Game-Turn. The presence of Zones of Control is never negated by the presence of other units, Enemy or Friendly.

[6.12] Disrupted units never exert Zones of Control.

[6.13] If there are both Enemy and Friendly Zones of Control exerted into the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect in having more than one unit exerting Zones of Control into a single hex.

[6.14] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with these *exceptions*: Zones of Control never extend through non-bridged River hexsides or across Cliff hexsides.

[6.2] EFFECTS OF ZONES OF CONTROL ON COMBAT
[6.21] Melee Combat between undisrupted units which end the Movement Phase in Enemy Zones of Control is mandatory (see Section 8.0).

[6.22] Disrupted units which end a Movement Phase in an Enemy Zone of Control are never required to Melee attack, although they may do so if they are capable of conducting Melee Combat at the discretion of the owning Player (see Cases 8.16 and 8.17).

[6.3] EFFECTS OF ZONES OF CONTROL ON MOVEMENT
[6.31] Units pay no additional Movement Points to enter an Enemy-controlled hex.

[6.32] A unit may exit an Enemy controlled hex either by retreat or advance as a result of combat, by removal of the Enemy unit exerting the Zone of Control as a result of combat, or by regular movement at the beginning of a Friendly Movement Phase (see Cases 5.13 and 5.14).

[6.33] A unit may always exit an Enemy-controlled hex in which it begins its Friendly Movement Phase, but no unit may ever move directly from one Enemy-controlled hex to another.
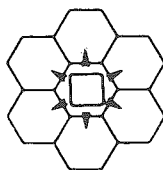
[7.0] FIRE COMBAT
GENERAL RULE:
All Fire Combat occurs during the Defensive and Offensive Fire Phases of the Player-Turn. During the Defensive Fire Phase, the non-Phasing Player may fire at any Enemy unit to which he can trace a Line of Sight (see Case 7.3). During the Offensive Fire Phase, the Phasing Player may fire at any Enemy unit to which he can trace a Line of Sight. All units that possess a Fire Combat strength may participate in combat during the Fire Combat Phase of the Player-Turn. However, units whose Fire strengths are parenthesized may fire only in the Defensive Fire Phase (see Case 7.21). A unit may never fire at more than a single unit during any Fire Combat Phase (exception: see Case 7.22).

CASES:
[7.1] FIRE ALLOCATION AND COMBAT RESOLUTION
[7.11] There is no limit to the number of Friendly units that may fire at an Enemy unit in a single hex. Different Friendly units may attack the same hex, even if they are at different ranges and/or in different hexes (see 7.22). The Fire strengths of units attacking into a given hex are always combined.

[7.12] After the Player has combined the Fire strengths of all his units firing at a given hex, he consults the Fire Combat Results Table (see Case 7.42). He utilizes the proper column (his combined Fire Strengths) and rolls the die to obtain the combat result.

[7.13] If the numbered result obtained on the Fire Combat Results Table is equal to or greater than the target unit's Morale Rating, then that target unit is considered *disrupted*.

[7.14] If the target unit is already disrupted and the result on the Fire Combat Results Table is *equal* to the target unit's Morale Rating, then the target unit retreats one hex; if the result is *greater* than the target unit's Morale Rating, the target unit is eliminated.

[7.15] An undisrupted unit whose Morale Rating is less than the result on the Fire Combat Results Table must retreat a number of hexes equal to the difference between the result and their Morale Rating. This is in addition to suffering disruption. **Example:** A unit with a Morale Rating of 2 which suffers a result of 4 on the Fire Combat Results Table would be disrupted and forced to retreat two hexes (Fire Combat Result minus the Morale Rating of the unit equals the number of hexes that must be retreated).

[7.16] If a unit cannot retreat it is eliminated (see Case 8.5).

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[7.17] Artillery units are never required to retreat due to Fire combat. However, all other rules governing Fire combat still apply to artillery units.

[7.18] Units may *never* advance after combat as a result of Fire Combat. All retreats, however, are carried out exactly as described in Cases 8.5 and 8.6 (Melee Combat).

[7.2] FIRE COMBAT PROHIBITIONS AND RESTRICTIONS
[7.21] Only those units whose Fire strengths are not parenthesized may fire in the Offensive Fire Phase. Units whose Fire strengths *are* parenthesized may participate in Fire combat only during the Defensive Fire Phase; they may never fire in the Offensive Fire Phase.

[7.22] Only the top unit in a stack may fire or be fired upon, unless both are artillery units, in which case both may fire and be fired upon (with both suffering the effects of that combat).

[7.23] A unit may never be attacked more than once in any given Fire Phase.

[7.24] A unit may never fire more than once per Fire Phase.

[7.25] A unit may never fire at an Enemy unit to which it cannot trace a Line of Sight.

[7.26] A unit may always fire through other units, whether they are Friendly or Enemy.

[7.27] Infantry units may only fire at units that are adjacent to them. Artillery units may fire at units several hexes away, depending on the range of the gun used by that artillery unit (see Case 7.41).

[7.28] Regular artillery units may move *or* fire, but may never do both in the same Game-Turn. If an artillery unit moves it may not fire in the succeeding Offensive and Defensive Fire Phases.

[7.29] If a horse artillery unit moves it may not fire in the Offensive Fire Phase of that Player-Turn. It may, however, fire in the Defensive Fire Phase of the *next* Player-Turn.

[7.3] LINE OF SIGHT
[7.31] To determine if a given unit may fire at a given hex, lay a straight-edge from the center of the hex occupied by the firing unit to the center of the target hex. This straight line is the Line of Sight (LOS). If the LOS passes through a blocking hex or a blocking hexside that is not common to the firing unit's hex, the LOS is blocked.

[7.32] If the firing unit is firing across a Steep Slope or Cliff hexside from the uphill side (the side without the slope symbol), and the distance to that Cliff or Steep Slope hexside is *greater* than half the distance to the target hex from the firing unit's hex, counting hexsides, then the LOS is blocked. If the firing unit is firing across a Cliff or Steep Slope hexside from the downhill side (the side containing the slope symbol), and the distance to that Cliff or Steep Slope hexside is *less* than half the distance to the target hex from the firing unit's hex, counting hexsides, then the LOS is blocked. Note: *Count all* hexsides which the LOS passes through; see following example.
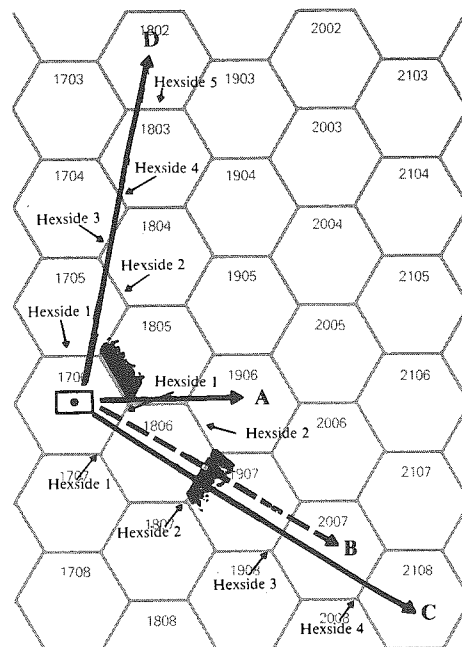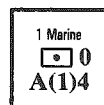
Example: The artillery unit in hex 1706 can trace an LOS to hexes A, C, and D. It cannot trace an LOS to hex B since the Steep Slope hexside is greater than half the distance (counting hexsides) from the firing unit to the target hex. Hexsides would be counted as labeled on the diagram.

[7.33] Whenever the LOS passes through first an upslope hexside, and then through a downslope hexside, the LOS is blocked, regardless of whether the slopes are Steep or Gentle.
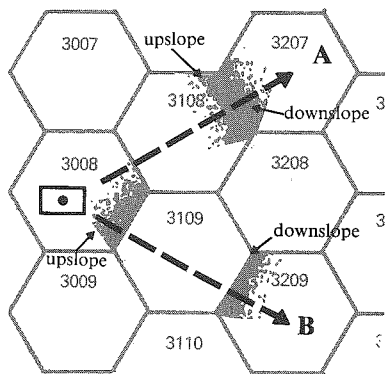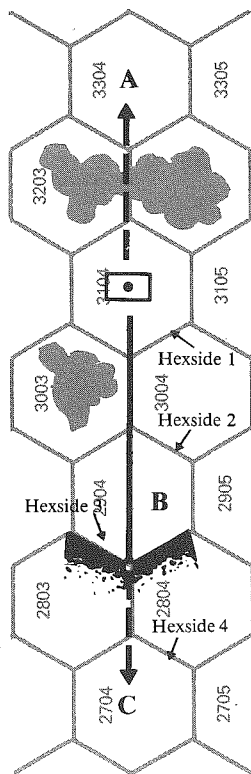

Example: The artillery unit in hex 3008 cannot trace an LOS to either hex A or B because the LOS would pass through an uphill and then a downhill slope.

[7.34] Ridges always block LOS *except* when they form a side of the firing unit's hex.

[7.35] Hexes containing Woods or Town terrain are the only *hexes* that block LOS.

[7.36] If the LOS is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if *both* hexes are blocking terrain.

Example: The artillery unit in hex 3104 cannot trace an LOS to hex A since both hex 3203 and 3204 are blocking terrain. The artillery unit is also unable to trace an LOS to hex C since the hexsides on either side of the LOS are Steep Slopes which

are greater than half the distance to the target hex (see Case 7.32). It would, however, be able to trace an LOS to hex B since of the two adjacent hexes (3003 and 3004) only one is blocking terrain.

[7.37] The terrain in the target hex and in the hex of the firing unit *does not* block LOS.

[7.38] Other units, whether Enemy or Friendly, never block LOS.

[7.39] Units may *always* fire at Enemy units in an adjacent hex, regardless of terrain.

[7.4] FIRE TABLES

[7.41] Artillery Fire Strength Table
(see page 8)

[7.42] Fire Combat Results Table
(see page 8)

[8.0] MELEE COMBAT

GENERAL RULE:

Melee Combat occurs during the Melee Phase. The Phasing Player is the attacker and the non-Phasing Player the Defender, regardless of the overall strategic situation. All undisrupted units having unparenthesized Melee strengths that begin the Melee Phase in Enemy ZOCs must Melee with all Enemy units which are exerting those ZOCs.

PROCEDURE:

The Attacker totals the Melee strengths of all the units meleeing against a given hex and compares this total to the total Melee strengths of the defending units in the hex being attacked. This comparison is expressed as a ratio of attacking to defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to the nearest odds ratio listed on the Melee Combat Results Table.

Example: If 13 Strength Points attack 4 Strength Points, the combat ratio would be 3.25 to 1, rounded off — always in favor of the Defender — to 3 to 1. The Attacker then consults the Melee Combat Results Table and locates the terrain type the defending unit occupies. He then follows the line across until he comes to the appropriate odds ratio column, rolls the die under that column heading, and immediately applies any combat results before resolving any additional attacks being conducted in that Melee Phase.

CASES:

[8.1] WHICH UNITS MAY MELEE

[8.11] All Enemy (non-Phasing) units that have undisrupted Friendly (Phasing) units in their ZOCs must be attacked by the Friendly Player's units in the Melee Phase. The Friendly Player may resolve these attacks in any order, so long as all adjacent units are attacked within the requirements of Case 8.2.

[8.12] All of the Phasing Player's undisrupted units which are in Enemy-controlled hexes at the end of the Fire Phase must attack some Enemy unit during the ensuing Melee Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent undisrupted Friendly units participate in an attack.

[8.13] A defending unit may be attacked at one time by as many as six adjacent units.

[8.14] No unit may attack more than once per Melee Phase.

[8.15] Units may only Melee attack when adjacent to a defending unit.

[8.16] Disrupted units are never required to attack by Melee, even if they possess Melee Strengths that can be used offensively (see Case 9.2).

[8.17] Units whose Melee Strengths are bracketed may not participate in Melee attacks. They use their Melee Strengths only for defense.

[8.18] It is possible for a unit to be attacked twice during a Player-Turn: once during the Fire Phase and once during the Melee Phase.

[8.19] A given unit's Combat strength is always unitary; it may not be divided among different combats either attacking or defending.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] The Melee strengths of all units defending in a given hex must be combined if that hex is attacked during the Melee Phase. The Defender may not withhold a unit in a hex under attack. Different units in a given hex may not be attacked separately.

[8.22] If a Phasing Player's undisrupted unit is in the ZOC of more than one Enemy unit, it must Melee attack all those adjacent Enemy units which are not being Melee attacked by some other attacking unit.

[8.23] Units in two or more different hexes may combine their Melee strengths and attack a single hex if all the attacking units are adjacent to the Enemy occupied hex.

[8.24] Attacks may involve any number of attacking or defending units in different hexes. For the attacks to be resolved as a single combat, however, all attacking units must be adjacent to all defending units.

[8.3] EFFECTS OF TERRAIN ON MELEE COMBAT

[8.31] Only defending units benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

[8.32] Defending units do not benefit from River, Slope, or Redoubt hexsides unless all units attacking that defending unit are attacking across River, Slope, or Redoubt hexsides.

[8.33] The effect of terrain on combat has been integrated into the Combat Results Table. Simply locate the terrain from which the defending unit benefits, refer to the proper Combat Ratio column, and roll the die under that column heading.

[8.34] Terrain benefits for combat are not cumulative. A defending unit always benefits only from the one most advantageous terrain on the Combat Results Table. **Example:** A unit in a Redoubt behind a Steep Slope would benefit from the Redoubt only (see Melee Combat Results Table, Case 8.4).

[8.35] When two or more defending units occupying different types of terrain, each having a different effect on the Combat Odds, are attacked in a single combat, all defending units benefit from the terrain most favorable to the defender.

[8.4] MELEE COMBAT RESULTS TABLE and Explanation of Results

(see page 8)

[8.5] HOW TO RETREAT

When a Combat Result requires that a unit(s) be retreated, the owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated.

[8.51] A retreating unit may never be moved into an Enemy controlled hex. Friendly units do not negate Enemy ZOCs for purposes of retreat.

[8.52] A retreating unit may not be moved through a prohibited hexside (see Terrain Effects Chart, Section 13.0).

[8.53] Where possible, a retreating unit must be retreated into vacant hexes. If no other route is available, the retreating unit may be moved through Friendly occupied hexes, displacing every Friendly unit into whose hex it is moved (see Case 8.6).

[8.54] In all cases, the retreating unit must terminate its retreat the indicated number of hexes away from its former combat positon. If it can retreat only a portion of the number of required hexes, it is eliminated in the last hex in which it is able to retreat. The retreat path (see Case 8.71) terminates in the hex in which a unit is eliminated.

[8.55] All artillery units (except horse artillery) which are forced to retreat as a result of combat are eliminated. Undisrupted horse artillery is always allowed to retreat after combat.

[8.56] Units should always be retreated so that the maximum number of hexes possible is between them and Enemy units. *All other rules regarding retreat after combat still apply.*

[8.6] DISPLACEMENT

[8.61] If Friendly infantry or cavalry units occupy hexes in a retreating unit's only possible retreat route, those Friendly units are displaced (moved out of their hexes) by the retreating unit. The displaced unit is moved one hex (by the owning Player) ,as if it were itself retreating. Then the retreating unit is moved to the vacated hex and, if necessary, continues to retreat. The retreating unit may displace as many units as necessary in order to retreat the required number of hexes.

[8.62] Artillery units are not displaced by Friendly retreating units. A retreating unit may move through them freely. However, if a retreating unit would end its retreat in a hex containing two artillery units (in violation of stacking restrictions, see Case 5.38), and there are no other hexes available to retreat to, the retreating unit is eliminated.

[8.63] If displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves displace other Friendly units in a chain reaction of displacement, if such is the only path of displacement open to them. A unit may be displaced more than once per Melee Phase if such a situation is unavoidable.

[8.64] Units may not displace other Friendly units if they have other paths of retreat open to them.

[8.7] ADVANCE AFTER COMBAT

[8.71] Whenever a defending Enemy unit is forced to retreat or is eliminated as a result of Melee combat, it will leave a path of vacant hexes behind it called the Path of Retreat. This includes hexes vacated pursuant to Case 8.54. Any or all Friendly attacking units which particpated in the combat may be advanced along the Path of Retreat.

[8.72] Victorious units may cease advancing at any hex along the Path of Retreat as long as they do not violate stacking restrictions (see Case 5.32).

[8.73] When advancing after combat, victorious units may initally be moved out of an Enemy-controlled hex. They must, however, stop in the first Enemy-controlled hex they are moved *into*.

[8.74] An advancing unit may not stray from the Path of Retreat.

[8.75] An option to advance must be exercised immediately before any other combat resolution. Units are never forced to advance after combat. After advancing, units may neither attack nor be attacked in that Phase (see Case 8.14), even if their advance places them next to Enemy units whose

combats are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[8.76] The defender may never advance after combat.

[8.8] EFFECTS OF MORALE ON MELEE COMBAT

[8.81] The Melee Combat Results Table is organized in such a manner that the Attacker's Morale Rating determines which die roll column is used to resolve the attack. For example, an attacker with a Morale Rating of 3 would use the third die roll column from the left to cross reference with a combat result.

[8.82] When a Melee combat result has been obtained, a unit with a Morale Rating of 1 adds 1 to the number of hexes it must retreat. A unit with a Morale Rating of 5 subtracts 1 from the number of hexes it must retreat. This rule applies to both attacking and defending units when retreating; this rule is applied to each affected unit individually, whether a unit is stacked or not.

[8.83] When several units possessing different Morale Ratings participate in the same Melee attack, the highest Morale Rating present in that attack determines the die roll column to be used for resolution.

[8.84] Defenders' Morale Ratings affect only the number of hexes to be retreated as a result of Melee Combat. They do not affect the actual resolution of combat.

[9.0] DISRUPTION

GENERAL RULE:
Units may suffer disruption as a result of either Fire or Melee Combat, or in the case of cavalry units, by expending a certain number of Movement Points in one Movement Phase or by entering certain types of terrain.

PROCEDURE:
When a unit is disrupted, it is flipped over to its back. If the back of the counter is blank, the unit is eliminated.

CASES:

[9.1] DISRUPTION AND MOVEMENT

[9.11] All infantry and cavalry units which suffer disruption have their Movement Allowances halved, rounding any fractions up.

[9.12] Disrupted artillery and horse artillery units may never be moved. If forced to do so as a result of combat they are eliminated.

[9.13] Disrupted units do not exert Zones of Control or affect the movement of Enemy units through adjacent hexes.

[9.14] Disrupted units receive no movement benefits on roads.

[9.2] DISRUPTION AND COMBAT

[9.21] Disrupted units are never required to attack adjacent Enemy units, regardless of Zones of Control.

[9.22] Since disrupted units possess no Zone of Control, adjacent Enemy units are never required to attack them.

[9.23] If a disrupted unit does attack during the Melee Phase, it must follow all rules pertaining to standard Melee Combat.

[9.24] If a disrupted unit stacked with an undisrupted unit is attacked, the disrupted unit must add its Melee strength to the total strength of the hex as per the Melee Combat rules (see Case 8.21).

[9.25] Disrupted artillery and horse artillery units may never participate in Fire Combat.

[9.26] When firing at a disrupted unit, *shift one column* to the right on the Fire CRT. **Example:** If a unit is firing with 6 Fire Strength Points at a disrupted Enemy unit, the 7 column on the Fire Combat Results Table is used.

[10.0] RALLYING

GENERAL RULE:
During the Rally Phase of the Player-Turn, the Phasing Player may attempt to rally any of his disrupted units.

PROCEDURE:
For each disrupted unit, the Phasing Player rolls a die. If the die roll is equal to or less than that unit's Morale Rating, that unit is considered rallied and is flipped over to its undisrupted side.

DIE ROLL MODIFIERS FOR RALLYING
If a disrupted unit is adjacent to an undisrupted Enemy unit when attempting to rally, add 1 to the die roll.

If a disrupted unit is adjacent to an undisrupted Friendly unit when attempting to rally, subtract 1 from the die roll.

If a disrupted unit is in a Redoubt, subtract 1 from the die roll.

All modifications of the die roll are cumulative. **Example:** A disrupted unit with a Morale Rating of 2, in a Redoubt and adjacent to both an undisrupted Enemy unit and an undisrupted Friendly unit would subtract 1 from the die roll (−1 for the Redoubt, −1 because it is adjacent to an undisrupted Friendly unit, and +1 because it is adjacent to an Enemy unit).

[11.0] CAVALRY

```
37Cos/12
☑
0-7-4
```
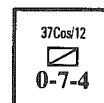
GENERAL RULE:
Whenever a cavalry unit engages in Melee Combat or expends a certain number of Movement Points it suffers disruption. Cavalry units may also be retreated before combat during the Defensive fire Phase (see Case 11.26).

CASES:

[11.1] CAVALRY AND MOVEMENT

[11.11] Whenever a cavalry unit expends *7 or more* Movement Points in one Movement Phase, that cavalry unit is disrupted.

[11.12] A cavalry unit that is moved into a Woods hex through a non-road hexside is disrupted at the end of that Movement Phase. If forced to enter a Woods hex as a result of combat, the cavalry unit is eliminated.

[11.13] Cavalry units may not cross Redoubt hexsides which do not have a road running through them. If forced to do so as a result of combat, they are eliminated.

[11.2] CAVALRY AND COMBAT

[11.21] Whenever a cavalry unit engages in *Melee Combat* it becomes disrupted. The disruption takes place *immediately* after the combat has been resolved. This disruption occurs regardless of the combat results or whether the cavalry unit was attacking or defending.

[11.22] A cavalry unit which suffers a disruption result from Melee Combat is only required to meet any retreat requirements that may apply. There is no additional effect on the cavalry unit due to the disruption result (the "D" is disregarded).

[11.23] If a cavalry unit is unable to retreat in accordance with the Retreat Rules (see Case 8.5), it is eliminated.

[11.24] If the combat result affecting a cavalry include an asterisk (*) that cavalry unit is eliminated.

[11.25] Whenever a disrupted cavalry unit engages in Melee Combat, it is eliminated. The elimination takes place immediately after the combat has been resolved. Elimination occurs regardless of the combat results or whether the cavalry unit was attacking or defending.

[11.26] The non-Phasing Player may retreat his cavalry units *one hex* only during the Defensive Fire Phase. This is done *after* all Defensive Fire attacks have been resolved. Only those cavalry units in the ZOC of a non-cavalry Enemy unit may retreat. In addition, they may never be retreated into an Enemy ZOC.

[12.0] REINFORCEMENTS

GENERAL RULE:

Both Players may receive Reinforcements. These appear during the owning Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the name of the Reinforcing units, the Game-Turn of appearance, and the specific hex or mapedge on which they enter the map.

PROCEDURE:

During his Movement Phase, the owning Player places a Reinforcing unit on any hex of the specified mapedge. He may place them at any time during this Movement Phase.

CASES:

[12.1] MOVEMENT OF REINFORCEMENTS

[12.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcement expends Movement Points to enter the entry hex according to the Terrain Effects Chart. In almost all cases the Reinforcements are entered onto a hex which has a road leading off the map. These units expend Movement Points at the road movement rate to enter the map.

[12.12] In several cases more than one unit is scheduled to appear in the same hex in the same Game-Turn. These units are deployed off map, adjacent to the listed map entry hex. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

[12.13] As each unit enters the map, it pays the cost for entering the entry hex, plus the additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. **Example:** The lead unit in a column would pay ½ Movement Point to enter the map, the second would pay 1 Movement Point to enter the map, the third 1½ Movement Points, and so on.

[12.14] Once on the map, Reinforcements may be moved normally.

[12.2] RESTRICTIONS ON REINFORCEMENTS

[12.21] Reinforcements may not enter a hex which is currently occupied by an Enemy unit. A Reinforcement unit may be moved into an Enemy-controlled hex, but it must cease movement therein.

[12.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit (or a Friendly unit in an Enemy ZOC), the Reinforcing unit may enter the unblocked mapedge hex nearest to the scheduled hex.

[12.23] A Player may deliberately withhold Reinforcements, bringing them into Play (if at all) on some later Game-Turn.

[12.24] Regardless of whether a Reinforcement is brought into play on its scheduled Game-Turn, it must appear in its scheduled hex or alternative (see Case 12.22).

[12.25] Until they are moved onto the map, Reinforcements have no effect on play. They do not exert a Zone of Control onto the map, nor may artillery units (for example) fire from imaginary hexes off the map.

[13.0] TERRAIN EFFECTS CHART
(see page 7)

[14.0] DEVELOPER'S NOTES

One of the problems with SPI's previous Quadri-Games (*Blue & Grey, Napoleon at War,* etc.) is that, while they are easy to play and require relatively little playing time, they are not very realistic. It is true that the games often follow the historical course of the battle and provide historically accurate results, but the game mechanics themselves do not accurately reflect the manner in which these battles were fought on the tactical level. Of course, such accuracy is not the intention of these games; their intention is to provide a game that anyone can sit down and play in only a few hours. As a matter of fact, this is stated right in the beginning of each set of Standard Rules for these games. While a great number of people want such games (as shown by the large number sold), an equally large number of people would like to see the Quads made more realistic and would be willing to sacrifice some playability to see this. This is basically what I have attempted to do in the *Crimean War Quad.* Drawing on many of the concepts used in games such as *Terrible Swift Sword* and *Wellington's Victory,* plus using many ideas of my own, I have put together a game system that I hope accurately reflects what a battle fought during this period was like. At the same time, I have tried to keep the game fairly playable so that it is still fun to play and not just an exercise in rules reading. I feel that this has been accomplished, as do the other people who have worked on this game.

What follow are basically the reasons why some of the things covered in the rules were considered important and a commentary on what they represent. While some people may not agree with what I have to say, they represent my conclusions based on accounts of the battles and conversations with a number of people.

In battles fought during this period (mid-1800's), the most important aspect was morale, or a unit's ability to stand up to enemy fire without routing. Units possessing high morale would often take tremendous losses without routing, while units with a low morale would often rout at the mere sound of a shot. This quality is represented in the Morale Ratings of the units and in the Fire Combat Results Table. Generally the more shells being fired at a unit, the greater the chances of that unit being disrupted. Disruption represents the loss of command control over a unit and that unit's consequent loss of combat effectiveness. If a unit is eliminated due to combat, it does not necessarily mean that all of the men in that unit were killed. Rather, it means that the men in that particular unit decided they could think of more comfortable places to be than on a battlefield and have left for those places; in other words, they are running for

their lives. Rallying disrupted units represents the fact that a unit which is on the verge of breaking would often see a friendly unrouted unit and this, the sight of other soldiers standing up to enemy fire, would give their morale enough of a lift to keep on fighting. The disruption of cavalry units when involved in Melee Combat represents the tendency of cavalry units to become disorganized whenever they fought, necessitating a period of reorganization. The reason they become disrupted whenever they expend a certain number of movement points reflects the fact that when a cavalry unit moved at a high rate of speed (such as when charging) over large stretches of ground, the cavalry formation would start to break up and become disorganized. It should be pointed out that the reason there is no special shift for cavalry on the Melee Combat Results Table when attacking non-cavalry units is that the advantages of cavalry over other types of units is factored into their Melee strengths. The rule restricting the fire of artillery units after they have moved represents the limbering and unlimbering of the artillery. The formations in which the units fought is represented by the rule limiting fire to only the top unit in a stack. In effect, the unit placed on the top of the stack is standing in front of the unit on the bottom of the stack, preventing that unit from firing or being fired at.

The hardest part of actually writing these rules was trying to come up with a set of Line of Sight rules. The ideal way to handle the problem of Line of Sight would have been to color code the different height levels (as in *Wellington's Victory*). Unfortunately, due to time and space limitations we were not able to do this for the *Crimean War Quad.* We were therefore forced to sacrifice some realism and use an alternate system. The Players should keep in mind that these rules are intended to recreate a three-dimensional object on a two-dimensional surface and should be guided accordingly should any disputes over the Line of Sight rules arise. Despite the problem with the Line of Sight rules and order of battle problems which came up as the Quad was being developed, the system itself was fairly easy to design, and we never encountered any serious problems with it throughout testing.

[13.0] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Enter or Cross	
Clear hex	1 MP	
Woods hex	2 MP	
Vineyard hex *Alma* only	3 MP	
Swamp hex *Inkerman* only	3 MP	Cavalry and artillery may enter only on roads
Town hex	1 MP	
Major Road hex	½ MP	If entered through road hexside; otherwise other terrain in hex determines cost
Minor Road hex	1 MP	If entered through road hexside; otherwise other terrain in hex determines cost
Steep Slope hex	2 MP	When moving along slope (see Case 5.24)
Steep Slope/Woods hex	4 MP	When moving along slope (see Case 5.24)
Gentle Slope hexside	+1 MP	
Steep Slope hexside	+2 MP	
Ridge hexsides (see Case 5.27 for description)		
2 Gentle Slopes	+1 MP	
Gentle Slope/Steep Slope	+2 MP	
2 Steep Slopes	+3 MP	
Cliff hexside	Impassable	
Redoubt hexside	No additional MP for infantry; artillery and cavalry may cross a redoubt hexside only if a road passes through it.	
River hexside	+2 MP	
Stream hexside	+1 MP	
Bridge hexside	1 MP	
Aqueduct hex	3 MP	Artillery and cavalry may not enter
Bridge hex (over Aqueduct)	1 MP	
Ford hexside, *Tchernaya* only	+1 MP	
All-Sea hex *Balaclava, Inkerman* only	Prohibited, except to steamships in *Inkerman*	

Notes: Disrupted units never benefit from roads. There is no additional cost to move *along* a Gentle Slope. MP = Movement Points.

The Battle of Inkerman

CRIMEAN WAR QUAD: Standard Rules Tables

[7.41] ARTILLERY FIRE STRENGTH TABLE

Artillery Class	Range in Hexes (artillery counter to target)					
	1	2	3	4	5	6
A	8	5	3	2	1	1
B	7	4	2	1	1	–
C	8	4	2	–	–	–
D	7	3	2	–	–	–
E	6	3	1	–	–	–
F	5	3	1	–	–	–
G	7	2	–	–	–	–
H	3	1	–	–	–	–

Explanation of Artillery Fire Strength Table:

Artillery units have no Fire Strengths printed on the counter. Instead, they have a letter indicating the class of that artillery unit. To find the Fire Strength of a given artillery unit, locate this letter on the Artillery Fire Strength Table. Then cross reference this with the range to the target hex. The resulting number is the Fire Strength of that artillery unit. Range is determined by counting the number of hexes between the artillery unit (exclusive) and the target unit's hex (inclusive).

[7.42] FIRE COMBAT RESULTS TABLE

DIE	Total Firepower of Attacking Units							
	1	2	3	4	5	6	7	8+
1	–	–	1	1	1	2	2	3
2	–	–	1	1	2	2	3	3
3	–	1	1	2	2	3	3	4
4	1	1	2	2	3	3	4	5
5	1	2	2	3	4	4	5	6
6	2	3	3	4	4	5	6	6

Explanation:

Undisrupted Units: If the defending unit's Morale Rating is equal to or less than the number appearing as a result, the unit is disrupted. In addition, if the unit's Morale Rating is less than the result, the unit must retreat a number of hexes equal to the difference between the result number and the unit's Morale Rating.

Disrupted Units: If the defending unit's Morale Rating is equal to the number appearing as a result, the unit must retreat 1 hex. If the unit's Morale Rating is less than the result, the unit is eliminated.

Column Shift Summary:

Shift one column to the left it:

1. The defending unit is in a Town hex.
2. The defending unit is receiving fire through a Redoubt hexside.
3. The defending unit is an unstacked Skirmisher (*Inkerman* only).
4. It is a Night or Fog Game-Turn (*Inkerman* only).

Shift one column to the right if:

1. The defending unit is disrupted.
2. The defending unit is a cavalry unit.
3. The defending unit is an artillery unit that could not fire in that Player-Turn.

Note that all column shifts are cumulative.

[8.4] MELEE COMBAT RESULTS TABLE

Terrain (attacked into or across)	Combat Ratio (Attacker to Defender)							
Town, Redoubt hexside, Vineyard	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
River hexside, Steep Slope hexside	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
Woods, Gentle Slope hexside, Stream Hexside	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
Clear, Aqueduct	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
Swamp†	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1

Attacker Morale:					DIE								
1	2	3	4	5									
					1	E	3*	3*	2*	2	1	R	R
2	1					3*	2*	2*	2	1	R	R	1
3	2	1				2*	2*	1	1	R	R	1	1
4	3	2	1			2*	1	1	R	R	1	1	2*
5	4	3	2	1		1	1	R	R	1	1	2*	2*
6	5	4	3	2		1	R	R	1	1	2*	2*	3*
	6	5	4	3		R	R	1	1	2*	2*	3*	E
		6	5	4		R	R	1	2*	2*	3*	E	E
			6	5		R	1	2*	2*	3*	E	E	E
				6		1	2*	2*	3*	E	E	E	E

Explanation:

E = Eliminated; R = Retreat 1 hex (no disruption); 2 or 3 = Retreat 2 or 3 hexes (with disruption); * = Cavalry unit or already disrupted unit is eliminated; † = If attacking unit is also in a Swamp hex, use Clear terrain line.
Bold results refer to Attacker.
Light results refer to Defender.

Retreat Modifiers:

Units with a Morale Rating of 1 add 1 to the number of hexes they must retreat.
Units with a Morale Rating of 5 subtract 1 from the number of hexes they must retreat.

The CRIMEAN WAR

Balaclava

The Charge of the Light Brigade, 25 October 1854

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15.0 INTRODUCTION
16.0 INITIAL DEPLOYMENT
   16.1 The Allied Army
   16.2 The Russian Army
   16.3 Player Schedule
   16.4 Artillery Movement Allowances
17.0 REINFORCEMENT SCHEDULE
   17.1 Regular Reinforcements
   17.2 Additional Reinforcements
18.0 THE FOUR REDOUBTS
   18.1 Four Redoubts' Fire Mechanics
   18.2 Capturing the Redoubt's Guns
   18.3 Spiking the Redoubt's Guns
19.0 FATIGUE
   19.1 Units Subject to Fatigue
   19.2 How to Record Fatigue
20.0 DEMORALIZATION
21.0 CAVALRY STACKING
22.0 THE AQUEDUCT
23.0 VICTORY CONDITIONS
   23.1 How Victory is Determined
   23.2 Victory Point Schedule
24.0 DESIGNER'S NOTES

[15.0] INTRODUCTION

Balaclava is a battalion-level simulation of the Crimean War battle that resulted from a Russian attempt to destroy the port of supply for the British forces besieging the Russian fortress of Sevastopol. The battle was fought in the two valleys separated by a ridge north of Balaclava on 25 October 1854. In addition to British and Russian units, the British were aided by the Turks and French.

[16.0] INITIAL DEPLOYMENT

GENERAL RULE:

The positions of the Allied and Russian Armies as of 0700 hours, 25 October 1854 are printed on the map. Players should place a unit of the appropriate characteristics in each hex as shown. Reinforcements are listed in Section 16.0 The information printed on the map is duplicated here. Note that units designated (a) are artillery; units designated (h) are horse artillery; units designated (c) are cavalry; all other units are infantry. Hexes designated "T" indicate that the unit is stacked on top.

CASES:

[16.1] THE ALLIED ARMY

Turkish

Hex	Unit Designation
0714	6 Militia
1114	5 Militia
1312T	4 Militia
1811T	3 Militia
2012T	2 Militia
2313T	1 Militia

British

Hex	Unit Designation
0518	(a) 4 LtDr/L
0519	(c) 8 Hus/L
0520	(c) 11 Hus/L
0618	(c) 13 LtDr/L
0619	(c) 17 Lance/L
0620	(h) C Troop
1312	(a) #4
1417	93 Suth
1417T	(a) Barker's
1720	(a) 4 Marine
1811	(a) Arabtabia
1920T	(a) 1 Marine
1920	1 Roy Mar
1922T	(a) 2 Marine
1922	2 Roy Mar
2012	(a) #2
2313	(a) Canrobt
2317	(c) 4 DrGds/H
2318	(c) 5 DrGds/H
2319	(h) I Troop
2124	(a) 3 Marine
2417	(c) 1 RD/H
2418	(c) 6 InnDr/H

[16.2] THE RUSSIAN ARMY

Hex	Unit Designation
0602	1 Sous/16
0603	2 Sous/16
0701	3 Sous/16
0703	4 Sous/16
0704	1 Vlad/16
0805	2 Vlad/16
1006	3 Vlad/16
1008	1 Od/12
1108	2 Od/12
1109	3 Od/12
1208	4 Od/12
1307	(a) 5 Lt Bty
1407	(c) Comb Uhlan
1606	(a) 6 Lt Bty
1608	(c) 1 KvHus/6
1609	(c) 2 KvHus/6
1610	1 Ukr/12
1707	(c) 1 DnCh/12
1708	(c) 2 DnCh/12
1709	(c) 3 DnCh/12
1710	(c) 1 IgHus/6
1809	(c) 2 IgHus/6
1910	2 Ukr/12
2010	3 Ukr/12
2107	(a) 7 Lt Bty
2111	4 Ukr/12
2211	1 Azov/12
2212	2 Azov/12
2306	(c) 60 DonCos
2307	(c) 53 DonCos
2308	(c) 1 BurCos
2312	3 Azov/12
2412	4 Azov/12
2811	2 Ural/12
2812	1 Ural/12
2812T	(a) 1 Hvy Bty
2911	3 Ural/12
2911T	(a) 2 Hvy Bty
2912	(a) 3 Hvy Bty
3010	4 Ural/12

[16.3] PLAYER SCHEDULE

[16.31] The Russian Player is the First Player. His Player-Turn is first in every Game-Turn.

[16.32] The game consists of twelve Game-Turns. Each Game-Turn represents forty-five minutes of actual time.

[16.4] ARTILLERY MOVEMENT ALLOWANCES

[16.41] All Russian artillery units and the British Barker's artillery unit have movement allowances of 3.

[16.42] All other artillery units (the Marine batteries and the redoubt guns) are immobile; they have movement allowances of zero.

[17.0] REINFORCEMENT SCHEDULE

GENERAL RULE:

The Allied Player receives reinforcements during the course of the game, which enter in accordance with the rules for reinforcements (see Section 12.0). Reinforcements are scheduled to enter on Game-Turns Three, Four, and Five. In addition, Russian movement may trigger an additional group of reinforcments in any Game-Turn.

CASES:

[17.1] REGULAR REINFORCEMENTS

On Game-Turn Three (in hex 0108)
French: 4 ChDAf/1, 4 ChDAf/2, 1 ChDAf/1, 1 ChDAf/2

On Game-Turn Four (in hex 0108)
British: 42 BW/1, 79 Cam/1, Scot Fus/1, Gren Gds/1, Coldstrm/1

On Game-Turn Five (in hex 0121)
British: 20/4, 21/4, 63/4, 46/4, 57/4, 1 Bat RB/4

[17.2] ADDITIONAL REINFORCEMENTS

[17.21] Triggering Additional Reinforcements

If the Russian Player moves any of his units east of the 0400 hex column, the French Additional reinforcements enter the game in the next Allied Movement Phase. The threat of these units forestalled a Russian attack up the Sapoune Heights.

When Activated (between hexes 0101 and 0109, inclusive)

French: 1 Zou/1/1, 1 Zou/2/1, 7 Lig/1/1, 7 Lig/2/1, 20 Lig/1/2, 20 Lig/2/2, 27 Lig/1/2, 27 Lig/2/2

[18.0] THE FOUR REDOUBTS

GENERAL RULE:

The four easternmost redoubts (in hexes 1312, 1811, 2012, and 2313) have special Fire Combat and Victory Point mechanics.

CASES:

[18.1] FOUR REDOUBTS' FIRE MECHANICS

An artillery unit on the bottom of a stack in a redoubt hex at the beginning of the game may engage in Fire Combat despite its position in the stack. However, the artillery unit may not be *attacked* if it is on the bottom of the stack.

[18.2] CAPTURING THE REDOUBTS' GUNS

If the Russian Player forces the retreat of, or eliminates the unit stacked with the emplaced artillery unit in one of the four redoubt hexes, and a Russian unit exerts a Zone of Control into the redoubt hex, then the Russian Player is considered to have captured the emplaced artillery unit and the unit is removed from play (see Victory Point Schedule, Case 23.2). No Russian unit need occupy the redoubt for the artillery unit to be captured; the Russian must merely exert a Zone of Control into the hex occupied solely by the emplaced artillery.

[18.3] SPIKING THE REDOUBTS' GUNS

If the Russian Player fails to capture a gun in one of the four redoubts, then the Allied Player may deny the gun and its attendant Victory Points to the Russian Player. Any guns removed in this manner are considered spiked and are removed from play.

[19.0] FATIGUE

COMMENTARY:

The British units entering the game as reinforcements represent the troops manning the siegeworks around Sevastopol. To reflect the tiring nature of this duty (sleeping in muddy trenches, alerts at all hours, and so on), the British reinforcements have only a limited usefulness.

GENERAL RULE:

Only British reinforcements are subject to fatigue. Each unit's initial fatigue level is equal to its morale. Each time one of these units moves its full Movement Allowance in a Game-Turn, executes a melee attack, or suffers disruption, its fatigue level is reduced by 1. When the unit's fatigue level reaches zero, the unit is fatigued and is disrupted for the rest of the game. The unit may not be rallied.

CASES:

[19.1] UNITS SUBJECT TO FATIGUE

All units of the British First and Fourth Divisions are subject to fatigue, namely: Coldstrm/1, Scot Fus/1, Gren Gds/1, 42 BW/1, 79 Cam/1, 20/4, 21/4, 63/4, 46/4, 57/4, 1 Bat RB/4.

[19.2] HOW TO RECORD FATIGUE

The British Player should use a sheet of paper to record the unit designations and initial morale values of the British reinforcements, and to record the reductions of the fatigue level for each unit as the reductions occur.

[20.0] DEMORALIZATION

COMMENTARY:

One of the reasons that British initiative was so low throughout the battle was their fear of losses.

GENERAL RULE:

When the sum of the non-parenthetical Melee strengths of eliminated British units exceeds 22 Melee Strength Points, the British are Demoralized. Henceforth each British unit functions as if its Morale rating were half the printed value (round all fractions up).

[21.0] CAVALRY STACKING

Because many of his units are understrength, the Allied Player may stack British cavalry units four Strength Points per hex. If two or more cavalry units are stacked in the same hex, it is still possible to have an artillery or horse artillery unit in the stack also. (This rule is an exception to Cases 5.32 and 5.33.)

[22.0] THE AQUEDUCT

GENERAL RULE:

The Aqueduct affects the Melee strength of all units attacking out of it. It also inhibits the movement of artillery and cavalry units.

CASES:

[22.1] EFFECT OF AQUEDUCT ON COMBAT

[22.11] All units attacking out of an Aqueduct hex have their Melee strengths halved, rounding any fractions down.

[22.12] Units defending in an Aqueduct hex defend with their printed Melee strengths. Defending units are not affected by the Aqueduct.

[22.13] The Aqueduct has no effect on Fire Combat.

[22.2] EFFECT OF AQUEDUCT ON MOVEMENT

[22.21] The cost to enter an Aqueduct hex is three Movement Points.

[22.22] Cavalry and Artillery units (horse artillery included) may never enter Aqueduct hexes. If forced to do so as a result of combat, they are eliminated.

[23.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is awarded to the Player who has accumulated the greatest number of Victory Points at the end of the game. Victory Points are awarded for eliminating Enemy Melee Strength Points, for removing Enemy artillery units from play, for exiting units from play, and for occupying certain hexes at the end of the game. See the Victory Point Schedule for specific Victory Point awards.

CASES:

[23.1] HOW VICTORY IS DETERMINED

Each Player keeps track of the Victory Points he has scored on a separate piece of paper. These Victory Points are awarded for a variety of actions as detailed in the Victory Point Schedule (Case 23.2). At the end of the game the Players determine the difference between the two totals; if the difference is less than fifty points, the game ends in a draw; otherwise the Player with the greatest total wins.

[23.2] VICTORY POINT SCHEDULE

[23.21] Points Awarded the Russian Player

Condition	VP's
Point for every Melee Strength Point of British infantry, French infantry or cavalry, and Turkish infantry eliminated.	1
Points for every Melee Strength Point of British cavalry eliminated.	2
Points for every redoubt artillery unit captured (see Case 18.2).	3
Points for every British artillery unit eliminated (except redoubt units).	8
Points for exiting two or more units off the south edge of the map at hex 2026 (to raid Balaclava).	15
Points for occupying the three easternmost redoubt hexes (1811, 2012, 2313) at the end of the game.	30

[23.22] Points Awarded the Allied Player

Condition	VP's
Point for every Melee Strength Point of Russian infantry or cavalry eliminated.	1
Points for every redoubt artillery unit remaining at the end of the game.	6
Points for every Russian artillery unit eliminated.	15
Points for occupying or being the last to occupy the three westernmost redoubt hexes (0714, 1114, and 1312).	30

BIBLIOGRAPHY

Most Useful:
The Invasion of the Crimea, A.W. Kinglake
A History of the British Cavalry, Volume Two, Marquess of Anglesey
The War Against Russia, A.J. Barker

Useful:
History of the British Army, Volume 10, J.W. Fortescue
The Crimean War, R.V.L. ffrench Blake
The Destruction of Lord Raglan, Christopher Hibbert
The Reason Why, Cecil Woodham-Smith
The Thin Red Line, John Selby

Minimally Useful:
The Royal Marines, J.R. Moulton
The Argyll and Sutherland Highlanders, Douglas Sutherland
The War, Russell

Useless (but fun):
Flashman at the Charge, George MacDonald Fraser

[24.0] DESIGNER'S NOTES

Balaclava is an incongruity in the *Crimean War Quadrigame* in its lack of historical action, but it shares in the remarkable stupidity of the war's commanders. The battle is generally acknowledged to be the outstanding example of stupidity on both sides. Due to the telegraph, the events that transpired at Balaclava were reported soon afterward in the English press, and the following poem by Lord Tennyson (1809-1892) resulted:

The Charge of the Light Brigade

Half a league, half a league,
   Half a league onward,
All in the valley of Death
   Rode the six hundred.
"Forward, the Light Brigade!
Charge for the guns!" he said.
Into the valley of Death
   Rode the six hundred.

"Forward, the Light Brigade!"
Was there a man dismayed?
Not though the soldier knew
   Someone had blundered.
Their's not to make reply,
Their's not to reason why,
Their's but to do and die.
Into the valley of Death
   Rode the six hundred.

Cannon to right of them,
Cannon to left of them
Cannon in front of them
   Volleyed and thundered;
Stormed at with shot and shell,
Boldly they rode and well,
Into the jaws of Death,
Into the mouth of Hell
   Rode the six hundred.

Flashed all their sabres bare,
Flashed as they turned in air
Sabring the gunners there,
Charging an army, while
   All the world wondered;
Plunged in the battery smoke
Right through the line they broke;
Cossack and Russian
Reeled from the sabre-stroke
   Shattered and sundered.
Then they rode back, but not
   Not the six hundred.

Cannon to right of them,
Cannon to left of them,
Cannon behind them
   Volleyed and thundered;
Stormed at with shot and shell,
While horse and hero fell,
They that had fought so well
Came through the jaws of Death
Back from the mouth of Hell,
All that was left of them,
   Left of six hundred.

When can their glory fade?
O the wild charge they made!
   All the world wondered.
Honor the charge they made!
Honor the Light Brigade,
   Noble six hundred!

The famous charge resulted from the misinterpretation of an order to seize the redoubt guns when it looked as though the Russians were retreating from "Number Four."

Earlier in the battle a mass of Russian cavalry came over the ridge to find itself face-to-face with the Heavy Brigade. Since the Russians were repulsed with little loss of life on the British side, the charge of the Heavy Brigade is the more successful of the two. Here is the poem that Tennyson wrote at the urging of one of the most famous historians of the Crimean War, A.W. Kinglake.

The Charge of the Heavy Brigade

The charge of the gallant three hundred,
   the Heavy Brigade!
Down the hill, down the hill, thousands
   of Russians,
Thousands of horsemen, drew to the valley —
   and stayed;
For Scarlett and Scarlett's three hundred
   were riding by
When the points of the Russian lances arose
   in the sky;
And he called 'Left wheel into line!' and they
   wheeled and obeyed.
Then he looked at the host that had halted
   he knew not why,
And he turned half round, and he bad
   his trumpeter sound
To the charge, and he rode on ahead,
   as he waved his blade
To the gallant three hundred whose glory
   will never die —
'Follow,' and up the hill, up the hill, up the hill,
Followed the Heavy Brigade.

The Trumpet, the gallop, the charge, and the
   might of the fight!
Thousands of horsemen had gathered there
   on the height,
With a wing pushed out to the left, and a wing
   to the right
And who shall escape if they close? but he
   dashed up alone
Through the great gray slope of men,
Swayed his sabre, and held his own
Like an Englishman there and then;
All in a moment followed with force
Three that were next in their fiery course,
Wedged themselves in between horse and horse,
Fought for their lives in the narrow gap
   they had made —
Four amid thousands! and up the hill,
   up the hill,
Gallopt the gallant three hundred,
   the Heavy Brigade

Fell like a cannonshot,
Burst like a thunderbolt,
Crashed like a hurricane,
Broke through the mass from below,
Drove through the midst of the foe,
Plunged up and down, to and fro,
Rode flashing blow upon blow,
Brave Inniskillens and Greys
Whirling their sabres in circles of light!
And some of us, all in amaze,
Who were held for a while from the fight,
And were only standing at gaze,
When the dark-muffled Russian crowd
Folded its wings from the left and the right,
And rolled them around like a cloud —
O mad for the charge and the battle were we,
When our own good redcoats sank from sight,
Like drops of blood in a dark-gray sea,
And we turn'd to each other, whispering,
   all dismayed,
'Lost are the gallant three hundred of
   Scarlett's Brigade!;

'Lost one and all' were the words
Muttered in our dismay;
But they rode like Victors and Lords
Through the forest of lances and swords
In the heart of the Russian hordes,
They rode, or they stood at bay —
Struck with the sword-hand and slew,
Down with the bridle-hand drew
The foe from the saddle and threw
Underfoot there in the fray —
Ranged like a storm or stood like a rock
In the wave of a stormy day;
Till suddenly shock upon shock
Staggered the mass from without,
Drove it in wild disarray,
For our men gallopt up with a cheer and a shout,
And the foeman surged, and wavered, and reeled
Up the hill, up the hill, up the hill,
   out of the field,
And over the brow and away.

Glory to each and to all, and the charge
   they made!
Glory to all the three hundred, and all
   the Brigade!

(The two poems are taken from *A History of the British Cavalry 1816-1919, Volume Two: 1851-1871* by the Marquess Anglesey. *Light Brigade* was written in 1854, two months after the battle, and *Heavy Brigade* was written in 1881.)
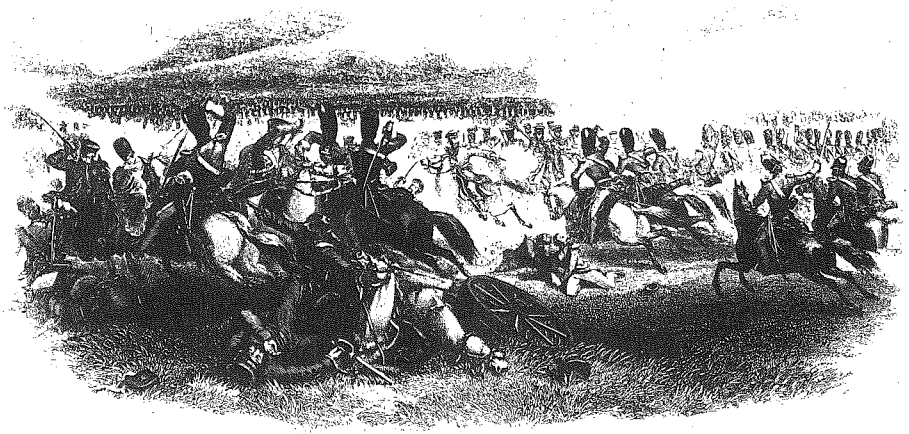
Crimean War Errata
(as of 19 May 1978)

STANDARD RULES:

[5.25] *(clarification)* A Steep Slope hex is one which contains at least one Steep Slope splash.

[7.28] *(correction)* A regular artillery unit may be moved *or* fire but not both in the same *Player-Turn.* If a regular artillery unit is moved, it may not fire in the Offensive Fire Phase of that Player-Turn and the Defensive Fire Phase of the succeeding Player-Turn.

[7.42] Fire Combat Results Table *(correction)* Column shift summary: Shift one column to the right if:

1. The defending unit is a cavalry unit (horse artillery units are artillery for target purposes).

2a. The defending unit is disrupted; *or*

2b. The defending unit is an artillery unit that could not fire in that Player-Turn.

[7.5] Artillery Elevation Restrictions*(addition)*
COMMENTARY:

The "field" artillery in the Crimean War was a direct fire weapon, not capable of much elevation. This produced problems when firing over redoubts' 8-10 foot walls. Artillery *in* a redoubt did not have this problem as the redoubt had firing ports for the guns.

[7.51] An artillery unit in the "splash" hex of a redoubt hexside and firing through that redoubt hexside, may fire only into the adjacent hex.

[7.52] An artillery unit firing through a redoubt hexside from the non-splash hex direction is not affected by the above restriction, regardless of the distance from the artillery unit to the redoubt hexside to the target unit.

[8.32] *(clarification)* The defender receives the terrain benefit only if any attacking units are in the "splash" part of a hexside (that is, they are attacking uphill).

[8.4] Melee CRT: *(clarification)* Odds better than the right-hand column are resolved on the right-hand column. Odds worse than the left hand column are resolved on the left-hand column. A result of '1', '2', or '3' requires the affected unit be placed in its disrupted state, and be retreated that number of hexes. If the unit was disrupted before the start of that Melee combat it is not eliminated unless: The result is accompanied by an"*" (most '2' and all '3' results).

[11.27] *(addition)* Optional Rule: Disrupted cavalry unit may not take advantage of 11.26.

[13.0] Terrain Effects Chart *(clarification)* An Aqueduct hex may be entered by a cavalry or artillery unit in its Movement Phase if:

1. The unit is not disrupted.

2a. The unit is moving along a road; *and/or*

2b. The unit is entering a Bridge hex (from any direction).

An Aqueduct hex may never be entered by a disrupted cavalry or artillery unit at any point in the game, the unit is eliminated instead.

Countermix-All folios: Note that the front of a counter represents the unit's undisrupted state, while the back of a counter represents the unit's disrupted state. Players experiencing difficulty in determining which side of a counter is facing them should mark the disrupted side in some manner (a "dot" for example).

ALMA:

[7.41] Artillery Fire Strength Table: *(omission)*

	Range in Hexes			
Artillery Class	1	2	3	4+
J	8	6	4	-

[17.2] *(correction)* 1st sentence: *"West"* should read *"East."* *(correction)* 2nd sentence: *"East"* should read *"West."* (The terrain on the game-map is correct.)

[18.4] Diagram *(clarification)* The Line of Sight between the units in 2106 and 2309 *is* blocked. It passes through the hexsides congruent to 2107/2206 and 2208/2308 (and also bisects 2207). Case 18.43 indicates that standard rule 7.36 does not apply. Therefore 18.42 Case 'c' does apply, blocking Line of Sight between the two hexes.

[18.42] *(clarification)* Case 'c' refers to Standard Rule 7.33.

[18.43] *(correction)* The reference to 7.2 should read "7.3".

[19.2] *(correction)* The reference to "Phasing" in the Commentary should read "non-Phasing."

[21.13] *(addition)* No Russian unit may exit the map until Russian Preservation has been triggered.

[21.2] *(clarification)* Once Russian Preservation has been triggered an unlimited number of Russian units may be exited in any Russian Movement Phase.

[21.2 & 23.12] *(correction)* All references to hex 1701 should be hex 2225.

Map *(omission)* There are two Russian units' set-up hexes missing from the map. They are correctly listed in Case 22.1 as UGL/2E on hex 3013 and UGL/1E on hex 3213.

BALACLAVA:

[16.1] *(correction)* *British:* The "4LtDr/L" unit setting up in hex 0518 is a cavalry unit not an artillery unit.

[16.43] *(addition)* Horse Artillery units have a movement allowance of 7, as stated in the standard rules.

[17.21] *(correction)* The first sentence should read: "If the Russian Player moves any of his units *west* of the 0400 hex column, the French Additional reinforcements enter the game in the next Allied Movement Phase"

[18.2] *(addition)* added to the last sentence: "The Russian Player may then advance into the redoubt hex one of his units which exert a Zone of Control into that hex. This is an exception to the standard rules restricting advance after Fire and Melee combat.

[18.3] *(clarification)* The Allied Player denies redoubt guns to the Russian Player by removing any remaining guns during any Allied Movement Phase. The Allied Player is not forced to remove any or all guns, and may use any guns that are not captured or spiked against the Russian Player's units. In choosing not to spike a gun, the Allied Player runs the risk of being captured.

[18.4] *(omission)* The four redoubt artillery units (Canrobt, #2, Arabtabia, and #4) each have a Fire Strength range of 1 hex.

[23.21] *(correction)* The reference to the Russian Player gaining Victory Points for exiting units into hex "2026" should read hex "2025."

INKERMAN:

[22.2 & 22.3] *(correction)* The locations of the Lancaster Battery, Barrier, and Sandbag Battery are hexes 1314, 2512, and 2811 respectively. They are located correctly on the map.

[22.2] *(correction)* Reference to Russian units exited *into* 2026 through 2426 and 2527 through 2927 should be *into* 1826 through 2226 and 2327 through 2727 respectively. Reference to Russian units scoring VP's by ending in hexes 1723, 1724, 1823, 2415, 2516, 2615 and 2524 should be 1823, 1824, 1924, 2415, 2515, 2516, 2615 and 2524. The VP indicators are located in the correct hexes on the map.

[24.35] *(clarification)* Russian Steamships may *not* be moved into hexes 2300 and 2400.

[24.4] *(deletion)* The Example is incorrect and should be ignored.

[26.1] *(correction)* The Dissolution Probability is determined by subtracting the Sighting Range from the number of hexes moved, *not* by subtracting the number of hexes moved from the Sighting Range.

[27.2] *(addition)* **Reserves: Russian Option Scenario Modifications:** If the Players are using the Random Events Optional Rule and the Russian Result is a die roll of '1' for "Commanding General killed," the Russian Player must designate a third regiment in Reserve for that particular general.

[27.3] *(correction)* A cavalry unit receives 1 Fatigue Point each Game-Turn it is moved in its Movement Phase.

[29.15] *(correction)* References to Allied Reinforcements entering the map on hexes 1826 and 2426 should be hexes 1825 and 2326 respectively.

[29.16] *(clarification)* Game-Turn Eight is the second consecutive Fog Game-Turn.

Counter-mix *(correction)* The British b95/2 counter is lacking its Skirmisher "SK" marker on its undisrupted side. The Russian "2 Susdal" counter should have values of 2-3-2 *not* 3-2-3 on its front (undisrupted) side.

TCHERNYA RIVER:

[17.14] *(change)* The effect of the Engineer unit applies only to Russian infantry units. Russian cavalry and artillery units receive no benefit from an Engineer unit in an Aqueduct hex.

[18.22] *(correction)* Reference to hex 3021 should be 3010.

[19.23] *(clarification)* The restriction on units in C, D and E applies only to movement. The units may freely fire offensively and/or defensively.

[19.23D] *(clarification)* Reference to 1st French Division is to the 1st Division of the Reserve Corps. The Artillery Reserve referred to is listed under the 1st Cavalry Division. There are no restrictions on other units listed under the 1st Cavalry Division.

BALACLAVA COUNTERS (FRONT)

RUSSIANS

1 Od/12 ⊠ 4-4-2	4 Od/12 ⊠ 4-4-2	2 Od/12 ⊠ 3-4-2	3 Od/12 ⊠ 5-4-2	3 Ural/12 ⊠ 2-4-2	4 Ural/12 ⊠ 2-4-2	1 Ukr/12 ⊠ 2-4-2	3 Ukr/12 ⊠ 2-4-2	4 Ukr/12 ⊠ 2-4-2	1 Azov/12 ⊠ 2-4-2

| 3 Sous/16 ⊠ 2-4-2 | 2 Ukr/12 ⊠ 2-4-3 | 2 Azov/12 ⊠ 2-4-3 | 1 Vlad/16 ⊠ 2-4-3 | 3 Vlad/16 ⊠ 2-4-3 | 4 Sous/16 ⊠ 2-4-3 | 1 Ural/12 ⊠ 2-5-2 | 2 Sous/16 ⊠ 2-5-2 | 4 Azov/12 ⊠ 2-5-2 | 3 Azov/12 ⊠ 2-3-2 |

| 1 Sous/16 ⊠ 2-3-2 | 2 Ural/12 ⊠ 2-3-3 | 2 Vlad/16 ⊠ 2-4-4 | 1 DnCh/12 ◁ (1)4-3 | 2 DnCh/12 ◁ (1)4-3 | 3 DnCh/12 ◁ (1)4-3 | 1 KvHus/6 ◁ (1)4-3 | 2 KvHus/6 ◁ (1)4-3 | 1 IgHus/6 ◁ (1)4-3 | 2 IgHus/6 ◁ (1)4-3 |

| Comb Uhlan ◁ (1)5-4 | 60 Don Cos ◁ 0-4-4 | 53 DonCos ◁ 0-3-3 | 1 BurCos ◁ 0-3-3 | 1 HvyBty ▣ A(1)2 | 2 HvyBty ▣ A(1)2 | 3 HvyBty ▣ A(1)2 | 5 LtBty ▣ D(1)3 | 6 LtBty ▣ D(1)3 | 7 LtBty ▣ D(1)3 |

BRITISH

| 93 Suth ⊠ 5-3-5 | Coldstrm/1 ⊠ 5-3-5 | Scot Fus/1 ⊠ 4-3-5 | Gren Gds/1 ⊠ 4-3-5 | 42 BW/1 ⊠ 4-3-4 | 79 Cam/1 ⊠ 4-3-4 | 20/4 ⊠ 3-3-3 | 21/4 ⊠ 3-3-3 | 63/4 ⊠ 3-3-3 | 46/4 ⊠ 3-3-3 |

| 57/4 ⊠ 3-3-3 | 1 Bat RB/4 ⊠ 5-3-3 | 4 LtDr/L ◁ 0-1-4 | 8 Hus/L ◁ 0-1-4 | 11 Hus/L ◁ 0-1-4 | 13 LtDr/L ◁ 0-2-4 | 17 Lance/L ◁ 0-2-4 | 4 DrGds/H ◁ 0-2-4 | 5 DrGds/H ◁ 0-2-4 | 1 RD/H ◁ 0-2-4 |

| 6 InnDr/H ◁ 0-3-4 | I Troop ◁ G(1)4 | C Troop ◁ G(1)4 | Canbobt ▣ 1(1)2 | #2 ▣ 1(1)2 | Arabtabia ▣ 1(1)2 | #4 ▣ 1(1)2 | 1 Militia ⊠ (2)4-1 | 2 Militia ⊠ (1)2-1 | 3 Militia ⊠ (1)2-1 |

| Barker's ▣ D(1)4 | 1 Roy Mar ⊠ 3-3-4 | 2 Roy Mar ⊠ 3-3-4 | 1 Marine ▣ A(1)4 | 2 Marine ▣ A(1)4 | 3 Marine ▣ A(1)4 | 4 Marine ▣ A(1)4 | 4 Militia ⊠ (1)2-1 | 5 Militia ⊠ (1)2-1 | 6 Militia ⊠ (1)2-1 |

TURKS

FRENCH

1 Zou/1/1 ⊠ 3-3-3	1 Zou/2/1 ⊠ 3-3-3	7 Lig/2/1 ⊠ 3-3-3	7 Lig/2/1 ⊠ 3-3-3	20 Lig/1/2 ⊠ 3-3-3	20 Lig/2/2 ⊠ 3-3-3	Game-Turn

| 27 Lig/1/2 ⊠ 3-3-3 | 27 Lig/2/2 ⊠ 3-3-3 | 4 ChDAf/1 ◁ 0-3-4 | 1 ChDAf/2 ◁ 0-3-4 | 4 ChDAf/2 ◁ 0-4-4 | 1 ChDAf/1 ◁ 0-4-4 |

Balaclava

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Turn Record Track

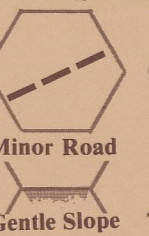| 1	2	3 Rnf: Fr	4 Rnf: Br	5 Rnf: Br	6	7	8	9	10	11	12

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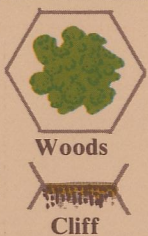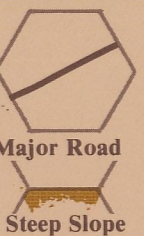
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- Steep Slope
- Minor Road
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- Bridge
- Russian Setup
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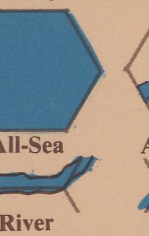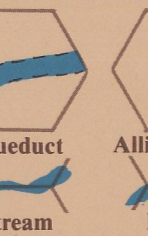
SAPOUNE HEIGHTS

To Sevastopol

FEDOUKHINE HEIGHTS

Redoubt Nr. 6

Redoubt Nr. 5

Redoubt Nr. 4

NORTH VALLEY

Kadikoi

SOUTH VALLEY

Arabtabia Nr. 3

BALACLAVA HARBOUR

To Balaclava

Redoubt Nr. 2

Canrobert's Hill Nr. 1

Woronzoff Road

Tchernaya River

Kamara