

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.

Counter-mix-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)

Artillery Class	Range in Hexes			
	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 locations¹² 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.

