Game Designers' Workshop

CRIMEA
The Dawn of Modern Warfare

CRIMEA

Contents

RULE 1 — Introduction

Crimea is a grand-tactical (division/brigade) historical game-simulation of the Crimean War from the allied landings at Evpatoria through the fall of Sevastapol. The map covers the areas around the major communication centers of the Crimean peninsula on a map scale of one hex equals one mile.

Crimea is actually several games in one. The *basic game* covers the conduct of the major part of the historical campaign, and is played using only the map section showing the area around Sevastapol. The *advanced game* covers the other areas in the Crimea where fighting took place (Evpatoria and Kertch) as well as allowing both players a wider range of strategic options. The *battle games* cover each of the pitched battles of the war.

RULE 2 — Rules

The rules have been arranged sequentially for ease of comprehension. First are the rules necessary to play the basic game. Next are the rules covering the battle games. Finally are the advanced game rules.

RULE 3 — General Course of Play

Crimea is a two player game with one player representing Russia and the other representing the allies (France, Britain, Turkey and Sardinia). Players will maneuver their units and engage in combat in an attempt to seize or maintain control of The Russian Black Sea naval base of Sevastapol.

RULE 4 — Game Components

The following items of equipment are included in *Crimea:*
A. One map.
B. One set of unit counters consisting of a Russian/Turkish counter sheet and a French/British/Sardinian counter sheet.
C. One rules booklet.
D. One set of charts including:
    1. One Allied Initial Order of Battle.
    2. One Allied Order of Appearance.
    3. One Allied Unit Composition Chart.
    4. One British Morale Scale/Ammunition Supply Chart.
    5. One Russian Initial Order of Battle.
    6. One Russian Order of Appearance.
    7. One Russian Unit Composition Chart.
    8. One Lines of Communication Chart.
    9. Two Combat Results Tables.
    10. One Terrain Effects/Unit Identification Chart.

RULE 5 — Game Length and Victory Conditions

Each turn in Crimea represents two weeks except during the winter (December through March) when each turn represents a full month. The game covers the period September, 1854 through October, 1855, a total of 23 turns. Whichever player holds Sevastapol at the end of this time wins the game.

RULE 6 — Sequence of Play

Crimea is played in *turns.* Each turn is divided into two *player turns,* an allied and a Russian. Each turn consists of the following:

A. Allied player turn
 1. Fortification construction segment
 2. Strategic movement segment
 3. Action segment
B. Russian player turn
 1. Fortification construction segment
 2. Strategic movement segment
 3. Action segment

RULE 7 — Fortifications

At the beginning of each player's turn he may construct *fortifications.* The number of fortifications that he may construct that turn is indicated on the Order of Appearance. Fortifications must be built on the turn indicated and may not be saved up. There are three levels of fortifications; level one, two and three. *Level one* fortifications may be built in any land hex. *Level two and three* fortifications may only be built in a city hex, with the exception of the Russian level three fortification on hex 1221 (explained later in this rule). A level two fortification costs as much to build as two level one fortifications; a level three costs three times as much as a level one. That is, if a player is entitled to build four fortificaions on a given turn he may build four level one fortifications, a level one and a level three, or two level two's.

Improving fortifications: A fortification in a city hex may be improved by adding additional fortifications to it in later turns up to a maximum of level three. For instance, a player may build a level one fortification in one turn and on a later turn build an additional fortification there to change it to level two.

Effects on fire: Fortifications improve the ability of a unit to withstand fire. A level one fortification adds two to the die roll of any fire directed at units defending within it. A level two or three fortification is immune to fire except for seige fire (see later rules).

Units in a fortification are so designated by placing them *under* the fortification counter. Enemy assaulting units which enter the hex are not in the fortification and should be placed on top of it. Enemy assaulting units do not receive any of the benefits of being in a fortification (or the morale benefits of being in a fortified city hex — see Rule 12B, Morale) until they have entered the fortification by eliminating or driving away (retreating) all defending units in the hex.

Effects on melee: Units in a fortification have an advantage in melee. Level one fortifications subtract one from the die roll. Level two fortifications subtract two from the die roll. Level three fortifications subtract three. A modified die roll of less than −1 is treated as −1. Only infantry, marines and sailors may melee in a fortification hex. Cavalry may not.

The Russians may build level two and three fortifications in any full land hex adjacent to a city hex of Sevastapol which already has a fortification in it.

The Russian level three fortification on hex 1221 is a special case. It represents the Star Fort, a permanent, stone fortress there since before the war. It functions

as a fortification in all respects *except* that for every level of the fortification, it has an intrinsic artillery factor of 10. In other words, it begins the game as a level three fortificaion, and thus has an intrinsic fire value of 30. If reduced to a level one fortification by allied seige artillery it would have an intrinsic fire value of 10. If the Russians rebuild it to a higher level it regains its intrinsic fire value. Each intrinsic fire value of 10 per level may be fired separately. That is, if allied units were in three separate hexes adjacent to the Star Fort, the Russian could fire 10 at each, 20 at one and 10 at another, or 30 at one.

RULE 8 — Zones of Control

Each unit has a *Zone of Control* (ZOC) consisting of the six hexes immediately surrounding it. ZOC's affect only strategic movement, not combat. When a unit enters an enemy ZOC during strategic movement it must stop and may not make any further strategic movement that turn.

RULE 9 — Stacking of Units

Any number of units may occupy a hex at the same time. However, *only a limited number may fight.* For the allies, one unit of any size and type, plus one artillery unit may engage in combat (fire or melee) in a hex. For the Russians the same restrictions apply with the exception that in place of the one unit of any size and type may be substituted two regiments of the same type.

The Russian has several battalion-sized infantry units. The Russian may place in a stack and use in combat one infantry battalion in addition to any other units stacked in a hex. British marine battalions may not be used by the allied player in this manner. In a fortification, one *additional* artillery unit than is normally allowed may engage in combat for either player.

Headquarters units have the ability to unite their sub-units into one single unit for the purposes of stacking. Units belonging to the parent unit (i.e., having the same designation) represented by the headquarters and occupying the same hex as the headquarters unit are removed from the board and placed in the appropriately labeled box on the Unit Composition Chart. Such units are still considered to be in the hex with their parent headquarters for all purposes *except* stacking. Headquarters count as one unit for purposes of stacking regardless of how many sub-units they have absorbed in the manner described above. There is no headquarters unit included for the French Imperial Guard (IG) division. The headquarters is considered to be with the 2nd brigade of that division (the Grenadier Guards) at all times. Units on the same hex as the 2nd brigade and which belong to the division may be placed on the Unit Composition Chart as per the procedure above. The box on the Unit Composition Chart corresponding to this division bears the symbol of the 2nd brigade.

All units in a hex in excess of stacking may not fight, but suffer any adverse effects due to combat such as retreats, disruptions, checks, etc. inflicted on the fighting units in the hex.

RULE 10 — Detachments

The allied player has at his disposal several British infantry "detachments" of approximately battalion strength and marked with the designation of a British division. These are considered to be normally contained in the division and are placed in the appropriate box on the Allied Unit Composition Chart. In this state they do not add to the combat strength of the division, nor may they be used to subtract losses from that division. During either strategic movement or during a friendly movement phase of the action segment they may be detached from the division and may move independently. Any movement points expended up to that time by the division have also been expended by the detachment. While detached, the detachment counts as a unit for stacking purposes.

RULE 11 — Strategic Movement

Units conduct movement during the strategic movement segment. Strategic movement is calculated in terms of *movement points* (MP's). The movement allowance printed on each counter is the number of MP's that unit possesses. During a player's strategic movement segment he may move any, all or none of his units up to the limits of their movement allowance as modified by terrain. Generally, a unit expends one MP for every clear terrain hex it enters. Different terrain increases or decreases this cost. Units are moved individually, expending MP's as they trace their path through the hexagonal grid. Units may move in any direction or combination of directions. No enemy movement is allowed during a player's strategic movement segment. No unit may enter a hex containing an enemy unit during the strategic movement segment. Any unit which moves adjacent to an enemy unit must stop and may not move farther in that segment.

Russian ferry: There is a Russian ferry in the harbor of Sevastapol. It connects the land portions of hexes 1122 and 1123. The owning player may treat this ferry as if it were a road connecting with any roads that run into those two hexes. To own the ferry, it is necessary for a player to own both hexes.

RULE 12 — The Action Segment

Following the strategic movement segment is the action segment of the player turn. The action segment occurs if either 1) the player who has just finished his strategic movement segment has moved a unit adjacent to an enemy unit or 2) the allied player, at the end of his strategic movement segment, declares his intention to fire siege artillery. Failing either of these, there is no action segment in that player turn. Both players will move their units during this segment and conduct combat. For the purposes of the rules that follow, the person whose player turn it is is the *attacker*.

A. **Turn sequence:** The action segment consists of several *action turns.* Each action turn consists of all of the following phases:

1.**Simultaneous fire phase:**

Both players may fire their units during the simultaneous fire phase. Only undisrupted units with a *fire combat factor* (see Unit Identification Chart) may fire. The order in which fire combat is resolved in unimportant since all fire is considered simultaneous and the results are not implemented until all fire combat is concluded. Units may fire at any unit to which they are adjacent.

The following procedure is used in resolving fire combat:
  a. Total the number of factors firing.
  b. Roll a die and modify the result according to the fire modifiers on the Terrain Effects Chart.
  c. Consult the CRT to determine the result.

Results on the CRT are in terms of losses and/or a *check* result. All losses are taken in terms of steps, each step of a unit representing that unit at a progressively lower strength. All headquarters, artillery units and infantry battalions have only one step. When they suffer losses, they are eliminated. All infantry and cavalry regiments, cavalry brigades and infantry brigades other than French have **two** steps. The lower step is printed on the reverse of the full strength counter. When these units lose a step, invert the counter to show the weaker version of the unit. If they take an additional loss, they are eliminated. French infantry brigades have **four** steps. The first step is taken by inverting the full-stength counter. The second step is taken by removing that counter from the board and replacing it with the other (weaker) counter in the game bearing the same historical designation. When another step is lost, this counter is inverted. An additional, fourth loss eliminates the unit. Losses are removed by the owning player. Losses must first be removed from the units in a hex which are within

the stacking limits and are designated by the owning player as the ones which will engage in combat. Only after all of these units are eliminated may losses be taken from units in excess of stacking.

Checks: A check result on the CRT is implemented by placing a check marker on the target unit. The check marker remains until the beginning of the next simultaneous fire phase. Checked units may not move unless they first voluntarily disrupt themselves.

Hold fire: During the simultaneous fire phase, a player may elect to have any number of units hold fire. These units may not fire during simultaneous fire, but may fire later under certain circumstances.

2. Siege fire commitment phase:

The allied player may commit siege fire during this phase if he is the attacker (defined at the beginning of Rule 12). Two types of siege artillery are provided: *siege guns* and *siege mortars.* Siege guns attack fortifications and reduce them. Siege mortars attack the troops in fortifications and cause casualties. Unlike normal units, siege guns and mortars may fire at units two hexes away rather than just adjacent. Siege guns and mortars may fire over intervening units. Both types of fire are conducted on the Siege Fire Table, but are rolled separately. Each hex containing a fortification may be attacked once by siege guns and once by mortars in a siege fire commitment phase. During this phase, the allied player totals the number of factors he wishes to fire against a hex, and the players may note this as an aid to memory, if they wish. Siege fire is not resolved at this time.

3. Disrupted defender movement phase

The defender at this time may move each of his disrupted units one hex in any direction. Disrupted units may not move into any hex containing enemy units. Certain terrain features constitute barriers to movement. Units attempting to move up slopes or out of rivers must roll to see if they are successful. Units which do not make the required die-roll may not move that phase. It is only necessary to roll the die once for each class of units in a hex (see TEC).

4. Attacker movement phase:

The attacker may now move all of his units which are capable of movement one hex. All units are subject to the same requirements as to moving up slopes and leaving river hexes as was outlined above under disrupted defender movement.

5. Siege fire resolution phase:

The attacker now resolves any siege fire that he committed himself to during the siege fire commitment phase. Locate the column of the Siege Fire Table corresponding to the number of factors firing and roll a die. The intersection of the column and the row corresponding to the die-roll is the result. Results on the Siege Fire Table are always expressed as a number. If mortars are firing, the number represents the number of steps lost by troops defending in the target hex. If siege guns are firing, the number represents the number of levels that the target fortification is reduced. If the result of siege gun fire calls for reducing the level of the fortification more levels than it has, the excess is taken in steps of casualties of the troops in the fortification. If siege mortars are firing and cause more losses than there are troops in the hex, there is no additional result. The defender decides which units suffer casualties. Siege guns and mortars do not recieve any die-roll modifier due to terrain.

6. Fortification repair phase:

In those action turns where the allies fire siege guns, the Russian may repair some or all of the fortifications destroyed. Roll a die and consult the Fortification Repair Table. The number that appears in the column next to the die-roll is the number of levels of fortifications that may be immediately repaired. Suppose the allies had fired at a Russian level three fortification with eighty factors of siege guns and rolled a *3.*

The Russian loses 3 levels of fortifications and thus removes the fortification counter completely. At this time, the Russian player rolls a *4* on the Fortification Repair Table, which allows him to repair two levels. He would therefore rebuild it to a level two fortification. If he rolled a *6,* he could repair four levels, but could only rebuild this fort up to a level three. Any excess levels of repair are lost and may not be used to build new fortifications. If more than one fortification hex is reduced, the Russian still only rolls once for repair. The resulting number of levels repaired may be divided between the fortifications reduced.

7. Hold fire resolution phase:

At this time, all defenders which held fire during the simultaneous fire phase may fire at any enemy unit which has moved into its hex or cavalry units charging through an adjacent hex. It may fire only at those units. Hold fire resolution is conducted as any other except that there is no modification of the die-roll for terrain. There is, however, an automatic modifier to the die roll of −2 for all hold fire attacks. If enemy units from two separate hexes move into a friendly unit's hex, the friendly unit may fire at both of them as if they were stacked together. When enemy units are moving into a friendly hex and the hold fire result is *check,* the enemy units are moved back into their original hex and checked there. Cavalry units charging past a unit and suffering hold fires from it ignore *check* results.

8. Attacker melee phase:

Melee combat takes place during the melee combat phase. All units of the attacking player in hexes with enemy units must attack. Only units of the attacker in a hex up to the stacking limit may attack; units in excess of stacking may not attack. Units of the defending player in the hex in excess of stacking may not defend.

The following procedure is followed in resolving melee combat:

a. Total the attacker's melee value and defender's melee value.

b. Compare the attacker's modified value to the defender's modified value and express it in terms of the closest ratio on the Melee Combat Table, rounding in favor of the defender.

c. Roll the die and consult the table to determine the effect.

Generally, losses are expressed either in terms of steps lost or a retreat result or both. The number in the result box is the number of steps lost. A retreat, when called for, forces the owning player to retreat one hex. The owning player determines which units are lost and the line of retreat. If called on to retreat, the attacking player must retreat into the hex from which he entered the melee hex. If called on to retreat, the defending player may not retreat into any hex from which an attacking unit entered the hex. If attacking units moved in from all surrounding passable (non-lake, sea or board edge) hexes and the defender is required to retreat, he is instead eliminated. Russian 12-2 artillery battalions may never retreat as a result of combat; they are eliminated instead.

The following general restrictions apply:

1) A unit may not be attacked more than once during a melee combat phase.

2. A unit may not attack more than once during a melee combat phase.

3) All defending units in a hex which may melee must combine their melee values and be attacked as if they were a single unit.

4) If *CM* is rolled, it is a **continuing melee** and the following rules apply:

a) All units in a *CM* may not withdraw unless they first voluntarily disrupt themselves.

b) If the defender in a continuing melee does not move additional troops into the hex in his next movement phase, he does not have to attack in his melee phase. The attacker must then attack again during his next melee phase or withdraw (first disrupting himself).

c) If the defender does move additional troops in, he must attack in the defender melee phase.

5) Cavalry, dragoons and horse artillery may, at its option, refuse melee combat if attacked solely by infantry. The cavalry unit merely withdraws one hex away from the infantry, subject to normal retreat restrictions. If attacked by cavalry, cavalry units may not withdraw before combat. Cavalry, dragoons and horse artillery which are checked may only retreat before combat by voluntarily disrupting themselves.

6) Only infantry may melee in a hex containing a fortification.

9. Defender undisrupted movement phase:

The defender may now move all of his undisrupted units capable of movement one hex. All units are subject to the same requirement as to moving up slopes and leaving river hexes as outlined previously for the attacker.

10. Attacker's hold fire resolution phase:

At this time, all attacker's units which held fire during the simultaneous fire phase may fire subject to the same restrictions and procedures as in the defender's hold fire phase.

11. Defender melee phase:

The defender now conducts his melee attacks. This is done in exactly the same manner as explained in the attacker melee phase except that the roles of attacker and the defender are reversed.

B. Special considerations

The preceding section dealt with the specific turn sequence of an action turn. The following factors are of additional concern to the mechanics of the action *segment.*

1. Morale:

All ground units (infantry, cavalry and artillery) are subject to morale with the exception of headquarters, siege artillery and guard units. Immunity of headquarters to morale effects does **not** give immunity to regular units absorbed by the headquarters. Whenever a unit which is subject to morale is in any one of the following situations, it must roll for morale:

 a. Due to casualties, either from fire or melee, a unit has been reduced to the unit's *breakpoint* (see Unit Identification Chart).

 b. A friendly unit in the same hex has been routed.

 c. A friendly unit in the same hex has been eliminated.

 d. A unit is required to retreat due to melee.

When rolling for morale, roll for each unit individually. If a unit is subject to more than one of the conditions of morale (for instance, the unit is reduced to breakpoint and a friendly unit routs in the same hex) it must roll for morale that many times. Each time an additional condition occurs, it must roll again.

Whenever a unit rolls for morale, a die-roll of *1, 2,* or *3* results in the unit routing. A routed unit is immediately retreated one hex by the owning player. At the conclusion of the retreat, the unit is *disrupted.* Disruption is indicated by placing a *disrupted* marker on the affected unit. Units which are disrupted may not fire, nor may they enter an enemy occupied hex. Their melee value may only be used for defense, and the printed value is halved. All units which become disrupted remain so until the beginning of the next player turn.

As an exception to the above, units in a fortified city hex or the Russian Star Fort in hex 1221 need never roll for morale. This applies only to units in the fortifications, not troops attempting to storm them.

Whenever a unit is in a situation where it must roll for morale, the owning player may instead choose to retreat all units stacked with the affected unit(s), as well as the affected unit. They must roll for morale, but only rout on a roll of *1.* If they do not

rout, they are checked until the next simultaneous fire phase.

If all units contained in a headquarters are disrupted, the headquarters may be moved as if it were disrupted with its subordinate units.

Any disrupted unit which is fired on is automatically routed again. Loss by the Russians of an infantry battalion does *not* require a morale roll by the other Russian units in the hex.

2. Termination of the action segment:

A complete action segment consists of an indeterminate number of action turns. After three complete and consecutive action turns have past without any melee combat, the action segment is complete (exception, see Strategic Reserves).

3. Strategic reserves:

At the beginning of the action segment, the attacker may designate a unit or units as *strategic reserves* by placing a *reserve* marker on top of them and noting how many movement points they have remaining. A unit may not be in an enemy ZOC when it is so designated. If, during the action segment, an enemy moves adjacent to the strategic reserve, it loses strategic reserve status.

At the termination of the action segment, the attacker may continue the strategic movement of his strategic reserve with the movement points that those units have remaining. If it uses road movement it must pay the one movement point to do so, even if it had already done so in the strategic movement segment. If its strategic movement brings it adjacent to an enemy unit, a new action segment may be begun. Reserves may be released at the end of any complete action turn. Not all of the reserves have to be released at one time; some may be held until after later action turns. However, at least one full division (all surviving elements) or its equivalent (two brigades of infantry or cavalry for the allies, four regiments of infantry or cavalry for the Russians) must be released each time.

4. Cavalry charges:

Each cavalry unit may charge once per player turn at any time that it could normally move. A charge allows cavalry to move *two* hexes instead of one, but the charge must terminate with the cavalry unit in the same hex as an enemy unit. Units which have held fire during the simultaneous fire phase may fire at cavalry units which move into their hex or adjacent to their hex. Dragoons may charge also.

Cavalry may not charge into a village, city, rough crest or fortified hex but may ignore movement restrictions imposed by terrain on the charge turn.

RULE 13 — New Units

New units come into play as called for on the Order of Appearance. Those Russian units on the Order of Appearance labeled *Sevastopol* appear in any city hex of Sevastopol. All other Russian units enter the board from either the road to Simferopol or Evpatoria. If one of the road hexes is blocked by enemy units or their ZOC's, the units may enter from any board edge hex between those two roads.

Allied units appear either at any friendly port or on the road to Evpatoria. If the road to Evpatoria is blocked by enemy units or their ZOC's allied units may enter anywhere on the north edge of the board. A port is any village or city in a partial sea hex. It is friendly if friendly units occupy or were the last to pass through it.

New units appear at the beginning of the strategic movement segment.

RULE 14 — Replacements

Both players may rebuild units which have been reduced in strength or destroyed. The procedure for this is different for the two players.

A. Russian replacements:

The Russian has several regiments designated *reserve.* These units may be used to replace losses in regular regiments in addition to being used normally. If, at the end

of the Russian strategic movement a reserve regiment is stacked with an understrength regular regiment, the reserve regiment may be reduced by one step and the regular regiment increased by one step. Alternatively, the reserve regiment could be removed from play and two regular regiments increased by one step each. A previously destroyed regiment may be reconstituted at its reduced strength by reducing a reserve regiment by one step and placing the revived regiment in that hex. Reserve regiments may never transfer troops to an understrength regiment or reconstitute a destroyed regiment in an enemy ZOC.

Russian *naval regiments* may perform the same function as reserve regiments with the following additional restrictions:

1. They may not reconstitute a destroyed regiment, only reinforce one reduced in strength.

2. They may only reinforce a reduced regiment if they are stacked with it in a hex of Sevastopol.

Remember that only designated reserve regiments and naval regiments may carry out this procedure. Reserve infantry battalions may not. Regiments of the *Reserve Uhlan Division* are not reserve regiments for the purposes of this rule. Infantry reserve regiments and naval regiments may only serve as replacements for infantry regiments. The two reserve cavalry regiments *(2nd Reserve Hussars and 2nd Reserve Uhlans)* may only serve as replacements for cavalry regiments, but may do so for any regiment bearing the cavalry symbol, regardless of type (Hussars, Uhlans, Cossacks). Dragoon regiments bear a distinct symbol and may not benefit from replacements.

The Russians may replace one step of Don Cossack cavalry every month starting in November 1854. These appear in either turn of the month, but if unused by the end of it may not be accumulated.

Artillery units may not be replaced. Any headquarters unit destroyed may be replaced at no cost and is placed on the board at the beginning of the strategic movement segment on or adjacent to any friendly unit.

B. Allied replacements:

Allied replacements appear as per the Order of Appearance and are not represented by units but rather by a number of steps that may be used to build up understrength or destroyed infantry or cavalry units. Allied replacements may be used for either infantry or cavalry. Units receive replacements at the beginning of the strategic movement segment and only those units which begin the segment in supply may receive replacements. The allied player may use replacements to reconstitute destroyed units. These units appear as if they were new units. Unused allied replacements may be accumulated. British detachments which have been destroyed may be replaced at a cost of one replacement. Allied artillery of a division which has been eliminated may be replaced by removing from play an artillery unit of the same size, type and nationality and replacing it with the destroyed unit. Artillery may not be replaced under any other circumstances.

Any destroyed headquarters unit may be replaced at no cost and is placed on the board at the beginning of the strategic movement segment on or adjacent to any friendly unit.

Unused allied replacement steps may be accumulated. Replacement steps may be used only to rebuild units of the specific nationality.

C. Both players:

Under no circumstances may any unit of either side absorb more than one replacement step per game turn. Reconstituted, formerly destroyed units always appear at their lowest strength level and may not be further reinforced until subsequent game turns.

RULE 15 — British Morale

Included in the game is a scale marked British Cumulative Losses. Starting the first turn of the game, the allied player must keep a running tally of the number of steps of losses taken by the British. Until such time as the British have lost a total of 20 steps, no British unit is subject to morale, Immediately upon loss of the 20th step, the British are subject to the normal morale rules for the remainder of the game. For the purposes of this rule, loss of a headquarters unit does not count as a step. Any other single-step unit (marines, detachments, artillery) counts as a step.

RULE 16 — Winter

During the first winter (turns 6 through 9) the following rules are in effect:

A. Assaults: No unit may move into an enemy occupied city or fortification hex, nor may units melee in such hexes.

B. British attrition: Each winter turn, the British suffer attrition. Immediately prior to the allied strategic movement segment, roll a die and double the result. This is the number of steps of infantry and/or cavalry lost. Losses are subtracted immediately and must be taken in units out of supply to the extent possible. Attrition losses count toward cumulative British losses as per Rule 15.

C. Strategic movement: All terrain movement costs are doubled during winter for movement and supply.

RULE 17 — Siege Artillery

The mechanics of siege fire is covered in Rule 12 (The Action Segment), but the following rules cover certain other unique characteristics of that arm.

A. Ammunition: Periodically, the Allied Order of Appearance will include the note ammo. Whenever it does, the allies receive one *issue of ammunition.* The amount of ammunition available to the allied player is kept track of on the Ammunition Chart. Place a counter not in use in the correct box on the scale. Each siege fire commitment phase that the allied player commits siege fire, regardless of how many or how few units fire, his supply of ammunition is reduced by one issue.

B. Movement: Siege artillery may only move during the strategic movement segment, never during the action segment.

C. Conventional combat: Since siege artillery may not move during the action segment, they are not subject to retreats or morale. If, due to melee results, all allied units are retreated out of a hex containing siege artillery and Russian units hold the hex, the siege artillery units remain on the map but are ignored for the rest of the action segment and do not affect Russian movement or combat. If, at the conclusion of the final action turn of that player turn, the units are still in the hands of the Russians, they are eliminated. If the allies hold the hex they are in, they are unaffected and may function normally.

Siege guns may fire conventionally during the action segment. They fire as any other unit in the simultaneous fire phase. However, only one siege gun battery or battalion in a hex may fire conventionally, regardless of the presence of headquarters units. Such a conventionally firing unit may not fire in the siege fire commitment phase of that action turn. A conventionally firing siege gun is subject to all restrictions imposed on normal units during simultaneous fire (may not fire at units in a level two or three fortification, may only fire at units directly adjacent to it, etc.). Conventional fire of siege guns does not use up an issue of ammunition.

RULE 18 — Supply

In order for a unit to be in supply, it must be able to trace a *supply line* from a source of supply to the unit no more than six movement points in length using the strategic movement costs. For the Russians, a source of supply is either the road

to Simferopol or Sevastopol if it, in turn, is in supply. For the allies, a source of supply is either the road to Evpatoria or any friendly port.

If a player has any units not in supply at the beginning of the strategic movement segment, he suffers attrition. Roll a die. The resulting number is the total number of steps lost by that player to be taken from unsupplied units of his choice: infantry, cavalry or artillery.

Russian cossacks are never out of supply. The two Russian reserve infantry battalions are Black Sea Cossacks and thus also are never out of supply.

Units which are unable to trace a supply line from a supply source of any length are *isolated*. A separate die is rolled for attrition of isolated units. Isolated units have until the end of the first friendly player turn to become unisolated. If they have not done so by that time, they are eliminated.

Cossacks are never isolated.

RULE 19 — Setting up the game

The Order of Appearance charts provide information as to what Russian units deploy initially. Set up all Russian units south of the river which flows into the sea at hex 1604 (the Alma River). British initial troops enter on the road to Evpatoria. The basic game starts on Turn 1.

RULE 20 — The Battle Games

The battle games are short games, each covering one of the major battles of the Crimean war. Each battle game lasts only one action segment and is played according to all rules governing the action segment. Units available, initial dispositions, victory conditions and descriptions of the battle games appear on the Battle Game Data Sheet.

RULE 21 — Advanced Game: Introduction

The advanced game deals with the wider range of strategic options available to the players. All rules previously covered are in effect as modified by the rules that follow.

When playing the advanced game, the events of an action segment on one board section do not influence those on another. That is, just because a unit moves into a ZOC of an enemy unit during strategic movement on the *Evpatoria* board, and triggers an action segment, does not mean that troops on the Sevastopol board are in an action segment.

RULE 22 — Lines of Communication

All five board sections are used in the advanced game. Players move units from one board section to another by moving along *lines of communication* during the strategic movement segment. Movement along lines of communication is conducted on the Line of Communication Chart (LOCC). The LOCC contains Line of Communication boxes and map section boxes. Units move along a path of boxes connected by arrows, paying one MP for each box they enter.

Units which enter a map section box corresponding to a map section on which there are enemy units, must be placed on the board and continue strategic movement across it. The unit appears on the correctly labeled road and is considered to have already paid the one MP cost to use road movement. If the unit reaches an exit road without entering an enemy ZOC and with MP's left, it may expend one MP, be removed from the board and moved into the next LOC box and continue to move.

If a unit enters an LOC box which contains enemy units, it has one of three options:

1. The unit may stop and end its strategic movement in the LOC box. In this case, no combat takes place.

2. The unit may attempt to force a passage.

3. The unit may attempt to clear the enemy units from the LOC box.

Force passage: If the moving player elects to force a passage he determines how many cavalry units (regiments or brigades) and horse artillery units that he has and how many the enemy has in the LOC box. The relationship between the two is expressed in terms of the superiority, parity or inferiority of the moving player in *number of units* compared to the enemy. The Force Passage CRT is then consulted. Roll a die and implement the result. The number indicates the losses suffered by the players (attacker in upper left, defender in lower right). These losses are taken in cavalry to the extent possible. If more losses are called for than there are cavalry steps available to a player, the excess number of steps are **doubled** and taken from infantry and/or artillery units of the opposing player's choice. A number of asterisks indicates the number of strategic movement points that the moving player expends in forcing a passage. Units left with no MP's or a negative MP balance may not continue movement that turn and remain in the LOC. box. Surviving enemy units also remain in the LOC box.

Clear the LOC: If the moving player elects to clear the LOC, he determines his superiority or parity in cavalry and horse artillery units as in the procedure for forcing a passage, except that the Clear LOC CRT is consulted instead. Losses on the Clear LOC CRT are expressed and implemented exactly as in the case of forced passage. In addition, some results contain the notation *C*, meaning cleared. In the case of a *C* result, surviving units of the non-moving player are retreated to any connected LOC or board section box by the moving player, who may then resume his movement at no MP cost. If a *C* result does not occur, neither player's pieces move and both remain in that LOC box.

There is a board segment box labeled *Odessa* for which there is no corresponding map board section. This is because allied units may never enter this board section. Russian units must pay three MP's instead of one to move either from Odessa to a LOC box or vice versa.

During winter, strategic movement through LOC and board section boxes not containing enemy units costs only one MP each, not two.

If a player arranges his units in such a way that it is impossible to enter a board section without moving onto an enemy unit, the moving player may move directly onto an enemy unit and melee with it. Such an enemy unit may not hold fire.

Units retreated off of a board edge which has a road leading to a LOC are placed in the corresponding LOC box and remain there for the remainder of that action segment. The hex the units retreated from need not have been the road hex, so long as there is a road to an LOC somewhere on that edge of the board. Units retreated off of a board edge which does not have a road leading to a LOC are eliminated.

RULE 23 — Naval Units

Several naval units are included in the game. Each of these represents a squadron of warships and attached merchantmen. Naval units move and have combat during the strategic movement segment. The following rules govern their use.

A. Movement: Naval units may move freely through any number of navigable hexes. A navigable hex consists of:

1. Any full sea hex either adjacent to the board edge or connected to the board edge by a chain of adjacent full sea hexes.
2. Any partial sea hex which is also the mouth of a river.
3. Any harbor. A harbor is any city or village in a partial sea hex.
4. Any harbor channel hex.

Naval units which move off of one board may immediately reenter that board or any other board on any navigable hex adjacent to the board edge. Naval units must

trace their course through hexes and if the enter a hex containing an enemy unit must stop and conduct naval combat.

B. Combat: Naval units which move into a hex occupied by enemy naval units must attack. Determine the inferiority, parity or superiority of the attacker (moving player) over defender in terms of number of naval units in the hex, roll a die, and consult the Naval Combat Table. Losses are in terms of number of naval unit sunk. If at the conclusion of combat the attacker has an equal or greater number of naval units in the hex as the defender, the attacker may retreat the defender into any adjacent navigable hex and then continue his move. If he has fewer units remaining, he must immediately retreat to the nearest friendly port which he can reach without moving into a hex containing enemy units. If he is unable to do so, his fleet is eliminated. The first hex of his retreat must be into the hex he entered the enemy occupied hex from. If a naval unit is sunk, any ground units carried by the naval unit (see transports below) are lost.

C. Transports: Each naval unit may transport ground troops. All naval units have a transport capacity of four transport points except the British, whose naval units have a capacity of eight transport points. Transport capacity is halved during winter months. Transporting ground units costs the following:

Unit	Points
Each artillery battery	1
Each artillery battalion	2
Each step of infantry, cavalry, or replacements	1
Each headquarters	1
Marine battalions and ammunition	free

Ground units must be transported as complete units, and a unit may not be split between two transporting ships. Transporting takes place during naval movement.

Naval units which transport troops may move, embark troops, move, disembark troops. Ships may not move after disembarking troops. Troops may only be embarked or disembarked in a harbor hex free of enemy troops. Allied troops on the Order of Appearance chart are considered to be in a Turkish harbor and may be embarked.

Ground troops disembarked during the strategic movement segment may move strategically, but may not enter a line of communication (see Rule 22).

D. Sevastapol defenses: Sevastapol has extremely strong harbor defenses commanding the harbor channel (hex 1022). Each allied naval unit that enters hex 1022 must suffer from the fire of these defenses. Roll a die once for each allied naval unit. On a roll of *1, 2,* or *3* it is sunk.

If allied ground units hold either hex 1022 or 1023, allied ships are sunk only on a roll of *1* or *2.* If allied ground units hold both hexes, Sevastapol has no harbor defenses.

E. Stripping ships: The Russians may strip ships of their armament. For each naval unit so stripped, the Russian receives one 12-2 artillery battalion. In addition, for every two naval units stripped, the Russian receives one 0-2-3 naval infantry regiment. Naval units must be stripped in a harbor and the resulting ground units appear in that harbor. Stripped naval units are permanently removed from play.

F. Blocking channels: Harbor channels may be blocked by sinking ships in them. only the player who occupies the harbor may block its channel. The channel is blocked by moving a ship into the channel hex and inverting it. The naval unit is considered sunk and the harbor channel is permanently blocked. Once a harbor channel is blocked, it may not be used as a source of supply by either player, nor may naval units enter it. Blocked channels may only be cleared by the player owning the harbor and by moving two naval units into the hex and leaving them there for two consecutive turns.

The Russians may block a channel with a stripped naval unit if it was stripped in that harbor.

G. Russian Fleet escape: If the Russian player moves naval units off of a board edge, instead of moving them back on another board, he may place them in the Odessa board section box of the LOCC. These units are now based in Odessa and threaten allied naval communication across the Black Sea. The allies must withdraw two more units from play than the Russians have placed in Odessa. These units are on blockade and escort duty and may not be used for anything else. Once in Odessa, Russian naval units may not leave.

H. Shore bombardment: Naval units may fire conventionally during each simultaneous fire phase. They fire in the same manner as any other unit and are subject to the same restrictions. Naval units have a conventional fire factor of 20.

I. Opposed landings: If the moving player wishes to land troops in a harbor which is occupied by the enemy, he may attempt to do so in the action segment. Since ships may fire during simultaneous fire, they must attempt to destroy or drive away by fire all enemy troops in the harbor. If there are no enemy troops in the harbor by the time normal movement takes place, the attacker may land all the troops carried by any one naval unit, and may continue to disembark the troops from one ship each attacker's movement phase. Disrupted units may not move into a harbor which is under fire (adjacent to) an enemy naval unit. In all other respects, an opposed landing action segment is identical to any other action segment.

J. Gunboats: The Russians have available a gunboat in Sevastopol. The gunboat may occupy any partial sea hex in the harbor. The harbor is any hex east of hexes 1022 and 1023, inclusive. Gunboats may move any number of hexes during strategic movement and one hex per action movement phase. The gunboat may fire during the simultaneous fire phase with a fire factor of 5. The gunboat does not count against land stacking.

RULE 24 — New Units

Russian: New units for the Russians appear in one of three places: Kertch, Odessa or Sevastopol, and are marked as such on the campaign game Order of Appearance. Kertch units appear in the city hex labelled Kertch. If Kertch is captured, the units appear in Odessa two turns later than scheduled. Units scheduled to appear in Sevastopol appear in any city hex of Sevastopol. If Sevastopol is captured, these units do not appear. Units scheduled to appear in Odessa appear in the *Odessa* box of the LOCC.

Allied: All new units for the allies appear in Turkey and must be transported to a harbor on one of the board sections before they can be used. Replacements may be used upon arrival in a harbor and can be used by any units in supply by that harbor.

RULE 25 — Anglo-French Cooperation

The allies did not have a supreme commander in the field (although the post was once offered to Field Marshal Raglan, the British commander, if he would initiate a vigorous field campaign — he declined). Consequently, the war was conducted by a council of war which worked out compromises rather than issued orders. As a result, in the game allied troops may not be deployed on a board section unless there is at least one French and one British unit with them. If the British or the French unit(s) are eliminated due to combat, winter attrition, or supply, the allies are not obligated to bring in additional units of that nationality.

RULE 26 — Greek Volunteers

The Greek Volunteer infantry battalion belonging to the Russians may not be used to conduct combat, either fire or melee, against a hex containing British units.

RULE 27 — Supply

The supply rules for the advanced game are identical to the basic game except for sources of supply. Russian sources of supply are Odessa, Kertch and Sevastopol. If Sevastopol is blockaded by naval units, it ceases to be a source of supply for the duration of the blockade. A *blockade* is defined as the presence of a hostile naval unit in such a position that naval movement is impossible into or from the harbor without passing through or adjacent to that unit.

The allied player's source of supply is any friendly harbor not under blockade by the Russian player.

Supply lines must still be traced using the strategic movement rate given in Rule 18 — Supply, but must now go through the LOCC if units on one board section are tracing supply to a supply source on another board. Supply may not be traced through a LOC containing enemy units unless friendly units force a passage through that LOC from the direction of the supply toward the unit to be supplied. Of course, if the LOC is cleared of enemy units during strategic movement, supply may be traced through it.

Supply attrition and isolation attrition are conducted separately for each board section. That is, if the allied player has units out of supply on the Sevastopol board and the Theodosia board section, he would roll once for attrition for Sevastopol and once again for Theodosia.

RULE 28 — Setting Up the Game

All allied units start in Turkey and must be transported to a board section according to the procedures outlined in previous rules. Russian troops may be placed anywhere on the board sections listed in the advanced game Initial Order of Battle.

RULE 29 — Optional Scenarios

The following two optional scenarios allow the two players a slightly broader range of strategic possibilities. They may be used separately for play balance, together, or ignored entirely.

A. Russian Free Set-up:

The Russians were willing to concentrate the bulk of their army around Sevastopol to discourage an allied landing there, even if it allowed an unopposed landing at Evpatoria. As an alternative, the Russian player may place any unit listed in the Intial Order of Battle on any board section or in any LOC box he wishes.

B. Napoleon's Plan:

Emperor Napoleon III maintained that the correct course of action for the allies was to launch a field campaign against the Russians. Assuming that this policy was adopted, use the following rules:

1. The allies receive additional replacements. When replacements on the Order of Appearance have the additional parenthetical notation N followed by a number, that number represents the replacement steps received when playing the Napoleon's Plan scenario, in addition to the normal replacements.

2. If the allies capture Sevastopol they gain only a tactical victory (except see below). To gain a decisive victory, they must sieze and hold by the end of the game every city hex on the map. The Russians still win decisively if they hold Sevastopol at the end of the game. If they do not hold Sevastopol, but hold every other city, the game is a draw.

"Supreme excellence consists of breaking the enemy's resistance without fighting."

"Thus, the highest form of generalship is to baulk the enemy's plans; the next is to prevent the junction of the enemy's forces; the next in order is to attack the enemy's armies in the field; the worst policy of all is to besiege walled cities."

—Sun Tsu, *The Art of War*, 500 B.C.

"From the squalor and stupidity of the Crimean War we can at least cull negative lessons."

—B.H. Liddel Hart, *Strategy*, 1954 A.D.

"I was as close to the conduct of the war in the summer of '54 as anyone, and I can tell you truthfully that the official view of the whole thing was:

'Well, here we are, the French and ourselves, at war with Russia in order to protect Turkey. Ve-ry good. What should we do, then? Better attack Russia, eh? H'm, yes. (pause) Big place, ain't it?'"

—George Macdonald Fraser, *Flashman at the Charge*, 1973

CRIMEA: Designer's Notes

The conduct of the Crimean War has, for over a hundred years, provided historians with a nearly inexhaustible source of amazement and disgust. Both sides rivalled each other's blunders, and the allies' final victory was due more to the simple professionalism of the French rank and file and junior officers than to any superiority of leadership. The game is designed to allow players the ability to explore alternate strategic plans and options, while keeping operative the actual pressures that triggered the historical decisions.

Players may be interested in the size units which the counters represent. A British infantry brigade was 2,500 strong, a cavalry brigade was of 600-700 and an artillery battery contained eight guns. A French infantry brigade contained 5,000 men, a cavalry brigade had from 1,000 to 2,000 and an artillery battalion 12 guns. A Russian infantry regiment contained 3,200 men, a cavalry regiment 960, a dragoon regiment 1,200 and an artillery battalion had 24 guns, generally heavier than the opposing allied field guns.

The basic game will, in all likelihood, follow the same general pattern as the historical campaign. The Russians attempt a delaying action probably along the line of the Alma and then fall back on Sevastopol. The allies are forced to march around Sevastopol to attack it from the south and siege Balaklava and Kamiesch to supply themselves. As additional troops arrive, the Russians will be able to form a field army in the neighborhood of MacKenzie Farm to launch ever increasingly severe attacks on the allied flank.

Supply is deceptively relaxed. Units do not suffer any adverse effects when out of supply, but do suffer attrition. While from one to six steps does not seem too harsh a penalty to pay at first glance, two or more turns out of supply can see even the largest army beginning to show the signs of disintegration. As a result, the campaign game will often resolve itself in the struggle to sieze and hold the lines of communication to Simferopol upon which any allied army will be dependent, or the line of communication to Odessa upon which a Russian army will rely after the allied capture of Kertch (which the mobility and firepower of the allied fleet makes almost certain).

Crimea was a stimulating game to design, and I found my interest growing the deeper I got into the project. For those of you interested in doing further research into the campaign, I have included a partial bibliography of the major works consulted in preparing the game.

Frank Alan Chadwick

CRIMEA
The Dawn of Modern Warfare

Crimea Errata - September 1975

Rule 9: Stacking

When more units are in a hex than the stacking rule allows, place them so that the units which may fight are on the top of the stack.

Units absorbed by a headquarters are moved as one unit with the headquarters. A headquarters unit is always the last unit in a hex to suffer losses. In other words, it may never be destroyed unless all other friendly units in the hex are also destroyed.

Rule 10: Detachments

British detachments are never out of supply if they are within 2 hexes of their parent headquarters, which is in turn in supply.

Rule 12: The Action Segment

 A. Turn Sequence

 1. Simultaneous Fire: All units which have not already become unchecked do so at the termination of the Action Segment.

 2. Disrupted Defender Movement: Classes of units for the purposes of action movement consist of: Infantry - All infantry, marines, naval infantry and infantry headquarters.

 Cavalry - All cavalry, dragoons and cavalry and dragoon headquarters.

 Artillery - All artillery and horse artillery.

8.Attacker Melee Phase: Units which have no melee factors and which are attacked by enemy units while unstacked with friendly units with a melee factor are automatically eliminated. Units which are forced to retreat must retreat away from the point of melee contact. That is, attackers must retreat into the hex or hexes they entered from. Defenders must retreat in the opposite direction if possible. No die roll is necessary for movement through terrain during a retreat. Cavalry in a fortification attacked by enemy infantry is automatically driven out (retreat one hex).

B. Special Considerations

1. Morale: Units are only subject to morale during the action segment. Units which take losses due to supply attrition or line of communication combat (rule 22) do not roll for morale. Morale rolls are made at the instant that a unit is in a situation requiring a morale check. Each unit is rolled for seperately, including each unit absorbed by headquarters.

3. Strategic reserves: Units must be on land to form a strategic reserve. Units on board ship waiting to be disembarked may not constitute a strategic reserve. Reserves, when released, must be a full division or its equivalent, but reserves are never required to be released. Released reserves may not leave a board section and enter a Line of Communication.

Rule 18: Supply

Units in cities are not automatically entirely eliminated at the end of a turn of isolation, but must roll for attrition.

Rule 21: The Advanced Game. The Advanced Game begins on Turn 0.

Rule 22: Lines of Communication

Units which exit a board section on an edge that has a road leading off of it into an LOC but do not exit on that road may move into the LOC box, but end their strategic movement doing so.

Since supply lines for normal supply purposes may only be 6 MP's long and must be traced to a specified city (not into an LOC) the above method will not allow tracing normal supply through an LOC except along a road. However, since supply lines for isolation purposes may be any length, they could be traced into an LOC from other than a road hex and then on through other boxes of the LOC chart. So long as there is a path open, no matter how long, units tracing supply along that path are not isolated.

LOC combat takes place during the stategic movement segment. Only so many horse artillery units as there are cavalry units in an LOC box may be counted toward the number of units for LOC combat. For instance, if there were two cavalry units and three horse artillery units, they would count as a total of 4 units (2 cavalry and 2 horse artillery).

Rule 23: Naval Units

A. Movement: Ships may move one hex per action turn at the same time that undisrupted friendly units move.

B. Combat: If called upon to retreat as a result of naval combat, allied ships may retreat to Turkey. Ships which are attacked already in harbor are not required and may not retreat to another harbor. If any survive the first attack, the attacker may attack them again and again until they are all eliminated. A ship or stack of ships may move and attack enemy naval units as many times as it wishes during a turn. It may only transport troops once, however.

C. Transports: Troops may only embark in a harbor. Troops must begin their strategic movement in the harbor to be embarked. Troops which disembark during strategic movement expend one MP so doing. Troops which disembark during the Action Segment (ie an opposed landing) use an entire movement phase so doing.

H. Shore Bombardment. Ships in a harbor may only fire on adjacent hexes which are separated from their own by a full water hexside.

J. Gunboats: The defenition of the Sevastopol harbor should read "Sevastopol Harbor Basin". Gunboats may move in the harbor Basin. Other ships may move in the channel and harbor itself (city hexes).

K. Destruction by Enemy Ground Units: Ships (Naval Units and Gunboats) in a partial sea, channel or river mouth hex occupied solely by enemy ground units must retreat one hex. If they are in a harbor hex occupied solely by enemy ground units they are eliminated.

Rule 24: New Units

Reinforcements may be voluntarily delayed by the owning player. Cossack replacements are taken by the Russian player in the same manner as allied replacements are taken.

CHARTS
Unit Identification Chart

Unit Sizes	National Colors
I - battery	Russia - Green
II - battalion	Britain - Red
III - regiment	France - Blue
X - brigade	Sardinia - Grey
XX - division	Turkey - Brown

Color Coding

Regular units - black on national color
Guard units - white on national color
Units at breakpoint - national color on white

Combat Results Table

Melee Combat: A die roll of less than -1 is treated as -1. Odds greater than 7:1 are treated as 7:1. Odds less than 1:4 are not allowed.

Fire Combat: A die roll of less than -1 is treated as -1. A die roll greater than 8 is no effect. If more than 26 factors are firing, fire only once on the 26 column. To use a column of the fire table, the firing player must have at least the number shown. Eleven fire factors would use the ten column. One fire factor would use the "one or two" column. All fire modifiers are cumulative. When firing from two different hexes, use the modifier least advantageous to the firing player. The asterisk by the +2 die roll modification for firing into a level one redoubt indicates that it does not apply to siege fire.

Naval, Clear LOC and Force Passage Combat Tables: Attack superiorities greater than those shown on the tables are treated as the highest superiority shown. Attack superiorities less than those shown are not allowed.

Terrain Effects Chart

All melee modifiers are cumulative. The number shown for each class of unit in the action segment movement column is the number or higher that must be rolled to move. If more than one type of terrain is involved, units must make all of the required rolls in the same turn to move.

Battle Games: Russian Order of Battle
    Battle Game 1: The Battle of the Alma
11th D.C. cav regt should read 11th H.A. btty.
    Battle Game 2: The Battle of Balaklava
delete 5th Naval inf regt.
    Micro Game: *"Into the Valley of Death"*
Hex 1629 Fol units of 12th Infantry division: HQ, Odessa inf regt, Ukrain inf regt, Azov inf regt, Hv arty bn.
Hex 1729 Fol units of 6th Lt Cav division: CbU cav regt, 12th HA btty.
Hex 1728 Fol units of 16th Infantry division: HQ, Vladmir inf regt, Sousdal inf regt, Hv arty bn.

The Allied Ammunition Supply and Cumulative British Loss Tracks are on the Line of Communication Chart.

The Game as History - A Parting Observation

The Russian fort construction rate is based on actual construction rather than capability. Spurred into action by the defeat of Menchikov's army at the Alma, the Russians hastened to throw up their defense works. Had the Allied landings been closer to Sevastopol, the sense of urgency would have come sooner. Therefore, incorporate the following rule addenda:

If, in the Campaign Game, the Allies invade the Sevastopol board section on Turn 0, the Russians may build 6 of the 10 Turn 1 fortifications on Turn 0.

Even with this rule, the Allied player will soon find that an initial invasion at Balaklava and/or Kamiesh, followed by a vigorous attack on Sevastopol, will virtually insure victory. Try it several times, if you wish, as an example of what most military commentators have pointed to as the obvious solution to the campaign. As an alternative, use either or both of the following rules to simulate the doctrine followed by the Allies.

1. Safe Anchorage. *Since the Russian troops in and around Sevastopol are in sufficient strength to dominate the plateau overlooking the harbors, a landing at Balaklava or Kamiesh would seem to be rash and unwise.* The Allies may not land troops at Balaklava or Kamiesh until they have occupied them by troops moving overland. This rule is not in effect if the Russian free set-up option is in effect, and the Russian has placed less than the equivalent of one and one-half divisions on the Sevastopol board (6 regiments of infantry and/or cavalry, plus 3 battalions of artillery).

2. The Seige Train. *Since our respective nations have gone to the not inconsiderable expense and trouble of providing us with the largetst and finest seige train in history, it would be bordering on criminal incompetence to throw away the lives of our gallant lads in frontal assaults on prepared positions without first receiving the benefit of preparatory fire.* Allied units may not move onto a fortified city hex, or any fortification greater than level 1 unless the hex first has seige fire committed against it.