[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP
Each of the 22" x 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

Unit Types
- Infantry
- Cavalry
- Horse Artillery

Unit Sizes
- I = Company
- II = Battalion
- III = Regiment
- 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.
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 RULES

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

[5.1.1] 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 Friendly 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 hexes, units must expend additional Movement Points (see Section 13.0, Terrain Effects Chart).

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

[5.24] When crossing a Steep Slope hexside, a unit spends 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 spends 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 0714 moving to hex 0815 along the indicated path would pay a total of three Movement Points: 1 to cross the Steep Slope hex (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 spends 2 to cross the Steep Slope hex (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.


[6.13] 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 hexes or across Cliff hexes.

[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 one 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 uses 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 undisturbed 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).

[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 6.5 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 Cliff Slope or Cliff hexside from the uphill side of the hex (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 of the hex (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.

[7.4] FIRE TABLES

[7.4.1] Artillery Fire Strength Table

[7.4.2] Fire Combat Results Table

[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

[8.1.1] 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.

[8.1.2] 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 unit will attack each defending unit, as long as all adjacent undisrupted Friendly units participate in an attack.

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

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

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

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

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

[8.1.8] 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.

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

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.2.1] 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.

[8.2.2] 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.

[8.2.3] 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.

[8.2.4] 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

[8.3.1] 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.

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

[8.3.3] 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.

[8.3.4] 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).

[8.3.5] 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.

[8.5.1] 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 hexide (see Terrain Effects Chart, Section 13.0).

[8.53] Where possible, a retreat ing 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 position. 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] DISPACMENT

[8.61] If Friendly infantry or cavalry units occupy hexes in a retreating unit's only possible retreat route, those Friendly units are 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 enter 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 participated 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 initially 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 stay 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.


[9.2] 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

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 11.20).

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 make 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.
If the combat result affecting a cavalry unit includes the phrase "cavalry units take one hex only during the Defensive Fire Phase." This indicates that only the 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 his Movement Phase.

**CASES:**

**[12.1] MOVEMENT OF REINFORCEMENTS**

**[12.11]** Reinforcements are assumed to be positioned 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 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 hold 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 Terrific 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 unrostered 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 limiting and unlimbering of the artillery. The formations in which the units fight 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

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

**Notes:** Disrupted units never benefit from roads. There is no additional cost to move along a Gentle Slope. MP = Movement Points.
## [7.41] Artillery Fire Strength Table

<table>
<thead>
<tr>
<th>Artillery Class</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>8</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>7</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>8</td>
<td>4</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>7</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>6</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>5</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>7</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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

<table>
<thead>
<tr>
<th>Total Firepower of Attacking Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

**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 if:
1. The defending unit is in a town hex.
2. The defending unit is receiving fire through a redoubt hex.
3. The defending unit is an unstacked skirmisher (in Kerken only).
4. It is a night or fog game-turn (in Kerken 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

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

<table>
<thead>
<tr>
<th>Attacker Morale:</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Die</strong></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td><strong>E</strong></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td><strong>3</strong></td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td><strong>3</strong></td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td><strong>2</strong></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td><strong>2</strong></td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td><strong>1</strong></td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td><strong>1</strong></td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
</tr>
</tbody>
</table>

**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.
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16.2 Inkerman Movement Allowance Table

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16.4 Exiting the Map

16.5 Initial Deployment

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17.2 Effect of Ravines on Line of Sight

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18.2 Effect of Night and Fog on Movement

18.3 Effect of Night and Fog on Combat

18.4 Effect of Night and Fog on Rallying

18.5 Effect of Night and Fog on Sighting

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[15.0] INTRODUCTION

Inkerman, "The Soldier’s Battle" is a simulation of the combat occurring between British, French, and Russian forces on Inkerman Ridge on 5 November 1854 during the Crimean War. Inkerman is known as the Soldier’s Battle because of the lack of higher command during most of the fighting. The game scale is 180 meters per hex and 30 minutes per Game-Turn.

[16.0] MOVEMENT ADDITIONS AND MODIFICATIONS

CASES:

[16.1] INKERMAN MOVEMENT ALLOWANCES

[16.11] Undisrupted infantry skirmisher units have a Movement Allowance of 8.

[16.12] Undisrupted infantry battalion units have a Movement Allowance of 7.

[16.13] Undisrupted artillery units have a Movement Allowance of 5.

[16.14] Undisrupted cavalry units have a Movement Allowance of 10.

[16.15] All units have a Movement Allowance of 1 less than their undisrupted or disrupted rate during a Night or Fog Game-Turn.

[16.2] INKERMAN MOVEMENT ALLOWANCE TABLE

[16.3] ENTRY INTO AND EXIT FROM SEVASTOPOL

[16.31] Only Russian units may enter or exit Sevastopol or the Mamelon.

[16.32] Russian units may only enter or exit Sevastopol or the Mamelon along roads.

[16.33] Sevastopol is defined as those hexes in the northwestern corner of the map enclosed by Redoubt hexes.

[16.34] The Mamelon is defined as the three hexes (0411, 0511, and 0512) in the northwestern corner of the map enclosed by Redoubt hexes.

[16.4] EXITING THE MAP

[16.41] Players may exit their units from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the mapedge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited.

[16.42] Once a unit is exited from the map, it may not return.

[16.43] The northern hexrow, from 0100 through 2400, is considered Sevastopol Harbor. No unit may exit into these hexes.

[16.44] Exit units are not considered eliminated (but see Case 16.45) and are kept separate from eliminated units.

[16.45] A Player may exit his units from the map only during his Movement Phase. A unit may not be exited off the map as a result of combat; if forced to do so, it is eliminated instead.

[16.5] INITIAL DEPLOYMENT

Note that units designated (a) are artillery; units designated (c) are cavalry. All other units are infantry. Note: Do not confuse the parenthesized letter (a) with the letter "a" that forms the designation for several British units; only if the letter is parenthesized does it signify unit type.

[16.51] Allied Initial Deployment

FRENCH

There are no French units deployed at the beginning of the game.

BRITISH

<table>
<thead>
<tr>
<th>Hex</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1723</td>
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<tr>
<td>1724</td>
<td>23/Lt</td>
</tr>
<tr>
<td>1822</td>
<td>a33/Lt</td>
</tr>
<tr>
<td>1823</td>
<td>Rf/Lt</td>
</tr>
<tr>
<td>1914</td>
<td>a55/2</td>
</tr>
<tr>
<td>2011</td>
<td>a95/2</td>
</tr>
<tr>
<td>2210</td>
<td>a30/2</td>
</tr>
<tr>
<td>2315</td>
<td>(a) 2nd Div</td>
</tr>
<tr>
<td>2316</td>
<td>b95/2</td>
</tr>
<tr>
<td>2414</td>
<td>(a) 2nd Div</td>
</tr>
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<td>b55/2</td>
</tr>
<tr>
<td>2423</td>
<td>Cdsm Gds</td>
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<tr>
<td>2425</td>
<td>(c) Lt Brgd</td>
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<td>b49/2</td>
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<td>2809</td>
<td>a49/2</td>
</tr>
<tr>
<td>2812</td>
<td>a41/2</td>
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</table>

[16.52] Russian Initial Deployment

SOIMOVOV’S UNITS

<table>
<thead>
<tr>
<th>Hex</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0908</td>
<td>3 Butyrsk</td>
</tr>
<tr>
<td>0909</td>
<td>4 Butyrsk</td>
</tr>
<tr>
<td>1008</td>
<td>1 Butyrsk</td>
</tr>
<tr>
<td>1009</td>
<td>2 Butyrsk</td>
</tr>
<tr>
<td>1108</td>
<td>3 Uglitz</td>
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<tr>
<td>1309</td>
<td>4 Sudsal</td>
</tr>
<tr>
<td>1408</td>
<td>1 Sudsal</td>
</tr>
</tbody>
</table>
[18.0] NIGHT AND FOG GAME-TURNS

GENERAL RULE:
Night and Fog Game-Turns affect unit movement, fire combat, sighting, and disruption recovery. In addition, Skirmishers may not form into battalions during a Night or Fog Game-Turn.

CASES:

[18.1] OCCURRENCE OF NIGHT AND FOG

[18.1.1] Game-Turns are either Night or Day. Day Game-Turns are either Clear or Fog. Any Day Game-Turn not specified as Fog is considered Clear.

[18.1.2] Game-Turns One through Six are Night Game-Turns. Game-Turns Seven through Eleven are Fog Game-Turns.

[18.2] EFFECTS OF NIGHT AND FOG ON MOVEMENT

During a Night or Fog Game-Turn, the Movement Allowance of all units is reduced by one. Example: An undrunk infantry battalion has a Movement Allowance of 6 during a Night or Fog Game-Turn. A disrupted Skirmisher unit has a Movement Allowance of 3 during a Night or Fog Game-Turn.

[18.3] EFFECT OF NIGHT AND FOG ON COMBAT

[18.3.1] All Fire Combat attacks are shifted one column to the left during Night or Fog Game-Turns. Example: Two units with a combined Fire Attack strength of 10 attack an adjacent unit during a Night Game-Turn. The combat is resolved on the +7 column of the Fire Combat Results Table.

[18.3.2] Russian units may not receive a Regimental Morale Bonus for Fire and Melee combat during Night and Fog Game-Turns.

[18.4] EFFECT OF NIGHT AND FOG ON RALLYING

[18.4.1] For each unit attempting to Rally during the Rally Phase of a Night or Fog Game-Turn, the owning Player ignores the presence of any and all other units in that hex or adjacent to it.

[18.4.2] Add 1 to all Rally die rolls during Night and Fog Game-Turns.

Note: Disrupted units with a Morale Rating of 1 may not be Rallied during a Night or Fog Game-Turn.

[18.5] EFFECT OF NIGHT AND FOG ON SIGHTING

Night and Fog Game-Turns limit the distance that a Line of Sight may be traced.

[18.5.1] The Sighting Range on all Clear Game-Turns is unlimited.

[18.5.2] The Sighting Range on all Night Game-Turns is 1 hex.

[18.5.3] The Sighting Range during Fog Game-Turns increases as the number of consecutive Fog Game-Turns increases (see Case 18.54). That is, the longer the Fog lasts, the greater the Sighting Range.

[18.5.4] Fog Game-Turn Sighting Table (see page 8)

[18.5.5] Artillery units that fire during a Night or Fog Game-Turn are considered Spotted. Spotted units remain Spotted until they are moved from the hex they last fired from. Units may sight to a Spotted unit as though sighting during a Clear Game-Turn. Players may note Spotted units on a piece of scratch paper or by rotating the counter 180° with respect to the owning Player to distinguish such units from those that are not spotted.

[19.0] STACKING

GENERAL RULE:
No more than two Friendly units may end a Phase in the same hex. Stacked units have fewer combat options than unstacked units.

CASES:

[19.1] RESTRICTIONS ON STACKING

[19.1.1] No more than two Friendly units may end a Phase in the same hex.

[19.1.2] Any two Russian units may end a Phase in the same hex.

[19.1.3] The Allied Player may not end a Phase with British and French units in the same hex.

[19.1.4] Two French units may end a Phase stacked together in a hex only if one of those units is the French artillery unit.

[19.1.5] Two British units may end a Phase stacked together only if one of those units is a British artillery unit (exception: see Case 19.16).

[19.1.6] Any British Skirmisher unit may end a Phase stacked with any British unit except the Light Brigade cavalry unit.

[19.2] EFFECTS OF STACKING ON FIRE COMBAT

[19.2.1] The bottom unit of a stack may neither fire nor be fired upon unless both units are artillery or both units are Skirmishers.

[19.2.2] If both units are artillery, the bottom unit may fire upon any unit (subject to restriction in 19.21) and be fired upon.

[19.2.3] If both units are Skirmishers, both units may fire, but they may not fire upon the same unit. If both units are Skirmishers, the bottom unit may be fired upon.

[19.2.4] If the top unit of a stack is removed from the hex by fire combat (either through elimination or retreat) the remaining unit may then be fired upon. Example: Two British Skirmishers are in hex 0707 and two in hex 0807. Two Russian infantry battalions are in hex 0806 and two in 0706. Either British unit in either hex may make a fire attack on the top Russian unit in 0806. If the top unit in 0707 and the bottom unit in 0807 combine in a fire attack that results in the retreat of the top Russian unit out of 0806, the bottom unit in 0707 and the top unit in 0807 may now combine in a fire attack on the remaining Russian unit in 0806. If the top units in hexes 0806 and 0706 combine in a fire attack that retreats the bottom unit from 0707, the two bottom Russian units may not fire.

[19.3] EFFECT OF STACKING ON MELEE COMBAT

If both units in a hex make a melee attack, they must attack as a combined strength; they may not attack separate hexes.

[19.4] EFFECTS OF STACKING ON RETREAT AND ADVANCE AFTER COMBAT

[19.4.1] Stacked units may be retreated into separate hexes.

[19.4.2] A Player retrograding a single unit into a hex occupied by a stack of units has the option to displace both units as a stack or displace one unit of the stack.

[19.4.3] A single unit retrograded into a hex occupied by another single unit automatically forms a stack unless prohibited by the stacking rules.

[19.4.4] A stack of units retrograded into an occupied hex displaces the unit(s) in that hex.
[19.45] A Player may advance up to two Friendly units (which participated in the melee attack) into a hex vacated as a result of Melee Combat.

[19.46] Stacked units are not required to Advance After Combat as a stack. A Player may advance the units into different hexes or may advance either unit with the other remaining in its hex.

[19.5] RUSSIAN REGIMENTAL MORALE BONUS

[19.51] Russian battalions of the same regiment that are stacked together each have their Morale Rating raised 1 point during Fire and Melee Combat. This applies even if one or both units is disrupted.

[19.52] No Russian units may receive this bonus during either a Night or Fog Game-Turn.

[20.0] SKIRMISHERS

COMMENTARY:

Certain British infantry units are designated as Skirmishers. These units fought in a piecemeal fashion during the initial foggy hours, and only managed to form up into coordinated fighting units later in the morning, if at all. Note that these units are distinguished from weak units with similar combat characteristics, which simply happen to be understrength battalions by the notation "Sk" to the left of the unit type symbol.

CASES:

[20.1] EFFECT OF SKIRMISHERS ON FIRE COMBAT

[20.11] A Skirmisher unit on the bottom of a stack may only fire or be fired upon if the top unit is also a Skirmisher.

[20.12] Unstacked Skirmisher units attacked by Fire Combat have the fire attack shifted one column left in addition to any other fire combat modifications. Example: A Skirmisher unit is alone in the Barrier hex (2312). Russian units in hexes 2411, 2311, and 2211 attack the Skirmisher unit on a Fog Game-Turn with a combined Fire Strength of 9. The attack is resolved on the 5 column of the Fire Combat Results Table (shifted one column left for each Redoubt, Fog and unstacked Skirmisher modifications).

[20.2] EFFECT OF SKIRMISHERS ON RALLY

[20.21] Undisrupted Skirmishers do not raise Morale Ratings of stacked or adjacent Friendly units 1 point in the Rally Phase.

[20.22] Undisrupted Skirmishers do lower opposing adjacent units' Morale Ratings 1 point in the Rally Phase (exception: Night and Fog, 18.4).

[20.3] FORMATION OF SKIRMISHERS INTO BATTALIONS

Certain British battalions are represented by two Skirmisher counters. These units may form into a single battalion counter during Clear Game-Turns.

[20.31] During any Clear Game-Turn, the Allied Player may form battalions from his Skirmisher units.

[20.32] The formation into a battalion occurs automatically at the end of the Allied Rally Phase if both units having the same battalion designation are stacked together and neither is disrupted.

[20.33] Once the two Skirmishers form a battalion, the two counters are treated as a single unit from that point on. The two counters' Fire and Melee strengths are added together and used as integral values. The unit may fire and melee offensively when disrupted; ignore parentheses around disrupted combat values. Note that the unit has an undisrupted Movement Allowance of 7, and as the two counters are now one unit, the Allied Player may place a third Skirmisher in the same hex without exceeding Stacking limits.

[21.0] PICKETS

COMMENTARY:

Pickets represent the small groups of men on guard duty or guarding the camps of the Light Division, Fourth Division, and Guards Brigade of the First Division.

CASES:

[21.1] LOCATION OF PICKETS

All Pickets are printed directly on the map.

[21.2] EFFECTS OF PICKETS

[21.2.1] Pickets are immobile undisrupted British Skirmisher units. Note that Pickets may never melee offensively.

[21.2.2] Any British unit stacked in a Picket hex is automatically assumed to be on top.

[21.2.3] Pickets may never move. Any combat result requiring a Picket to disrupt, retreat, or displace eliminates the Picket.

[21.2.4] French units may freely move through a Picket hex but may not end a Phase in that hex unless the Picket has been destroyed.

[21.2.5] Russian units may not enter a Picket hex until the Picket is destroyed. If the Picket is destroyed, Russian units may freely move through and/or end a Phase in that hex. If a Picket is destroyed as a result of Melee Combat, the Russian Player may execute an Advance After Combat into that hex as part of that combat. Destroyed Pickets should be noted on a piece of scratch paper.

[22.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to the Players for eliminating Enemy units, for exiting the map, and for controlling certain territorial objectives.

CASES:

[22.1] CONTROL OF GEOGRAPHICAL OBJECTIVES

Control of a hex is defined as being the last Player to move a unit into or through the hex. Zones of Control do not affect Control of a hex.

[22.2] RUSSIAN VICTORY POINT SCHEDULE

The Russian Player receives Victory Points (VP’s) for:

For every Russian unit exited into any of the hexes 2527 to 2927 inclusive.

For each of the following hexes (only once per game per hex) if a Russian unit ends a Russian Movement Phase in the hex without any adjacent Allied units: 1723, 1724, 1823, 2415, 2516, 2615, and 2524.

[22.3] ALLIED VICTORY POINT SCHEDULE

The Allied Player receives Victory Points (VP’s) for:

Condition

For each Russian infantry battalion eliminated.

For each Russian "Light" artillery unit eliminated.

For eliminating the Russian "Light + Position" artillery unit.

For each of the Russian "Position" artillery unit eliminated.

For each of the following hexes he controls at the end of the game: Lancaster Battery (1514), Barrier (2512), and Sandbag Battery (2811).

LEVEL OF VICTORY

[22.4.1] The burden of attack is on the Russian Player. If the Russian Player does not achieve a score of at least 9 Victory Points, the Allied Player automatically gains a Defensive Victory.

[22.4.2] If the Russian Player achieves a score of at least 9 Victory Points, victory is determined by subtracting the Allied Player's Victory Points from the Russian Player's and consulting the Schedule below. However, if the Russian Player has 9 to 11 Victory Points, the Allied Player receives at least a Tactical Victory, regardless of the victory awarded by the VP difference.

For every Russian unit exited into any of the hexes 2527 to 2927 inclusive.

For each of the following hexes (only once per game per hex) if a Russian unit ends a Russian Movement Phase in the hex without any adjacent Allied units: 1723, 1724, 1823, 2415, 2516, 2615, and 2524.

[22.3] ALLIED VICTORY POINT SCHEDULE

The Allied Player receives Victory Points (VP’s) for:

Condition

For each Russian infantry battalion eliminated.

For each Russian "Light" artillery unit eliminated.

For eliminating the Russian "Light + Position" artillery unit.

For each of the Russian "Position" artillery unit eliminated.

For each of the following hexes he controls at the end of the game: Lancaster Battery (1514), Barrier (2512), and Sandbag Battery (2811).

LEVEL OF VICTORY

[22.4.1] The burden of attack is on the Russian Player. If the Russian Player does not achieve a score of at least 9 Victory Points, the Allied Player automatically gains a Defensive Victory.

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VP Differential

RUSSIAN VERSUS ALLIED

Victory Level

+10 or more

Russian Decisive

+5 to +9

Russian Tactical

+2 to +4

Russian Marginal

-1 to +1

Draw

-4 to -2

Allied Marginal

-9 to -5

Allied Tactical

-10 or less

Allied Decisive

OPTIONAL RULES

The following six sections contain rules that will add more realism to the game of Inkerman at the expense of some simplicity and playability. The sections contain a total of fourteen optional rules which have been divided into six groupings (one to three rules per group) for play balance purposes. These groupings are structured such that playing the combination of rules within the group will not completely unbalance a Scenario. Players are not restricted to the groupings and may play any rule or combination of rules as they wish.

[23.0] VARIABLE DEPLOYMENT AND OBJECTIVE VALUE

COMMENTARY:

Rules 23.2 and 23.3 apply only to the Historical Scenario.

CASES:

[23.1] VARIABLE SAND BAG BATTERY VALUE

The Sandbag Battery was a tactically worthless piece of terrain, yet men fought and died for it dur-
ing the entire battle. In fact, the longer the position was fought over, the greater its worth in the eyes of the belligerents. A French general visiting the site after the battle called it the abattoir (slaughter-house).

To recreate this, the Sandbag Battery is worth to the controlling Player at the end of the game a number of victory points equal to the number of times times the Player has captured and recaptured the hex. Capture is defined as the first time a Player controls the hex. Recapture occurs each time a Player, having controlled the hex but losing control of it to the opposing Player, regains control of the hex. **Example:** At the end of the game, the Allied Player controls the Sandbag Battery hex. He was the first Player to enter the hex and subsequently lost control and recaptured the hex four times. The Allied Player therefore receives five Victory Points for the hex and the Russian Player no Victory Points for the hex.

### [23.2] VARIABLE ARRANGEMENT OF RUSSIAN REGIMENTS

This rule permits the Russian Player to rearrange the order of his units while maintaining the same overall order of fighting, main body, and reserve regiments was left to the decision of the two army commanders, although the initial deployment would in any event have remained the same.

### [23.21] Each Russian Regiment (the Rifle Battalions are not part of any regiment) consists of four battalions and occupies two or four hexes in the initial deployment. Each of these groups of two or four hexes is a Regimental Box.

### [23.22] A Regimental Box belongs to the commander of the regiment that is in those hexes in the initial set-up.

### [23.23] The Russian Player may initially deploy any regiment in any Regimental Box belonging to the same commander. The battalions of the regiment may be placed in any order in the hexes of the Regimental Box. The Russian Player may not place battalions of more than one regiment in hexes originally assigned to battalions of the same regiment.

### [23.3] VARIABLE RELEASE OF RUSSIAN REGIMENTS

This rule supersedes Historical Scenario (Case 29.16) Special Rule #6, with respect to the Game-Turns on which Russian units are released. This rule reflects the effects of the fog, General Soinovson’s death, and other factors that caused the Russians to hesitate in committing their entire force.

### [23.31] At the beginning of the appropriate Russian Movement Phase roll one die for each commander.

### [23.32] General Paulov’s Army: Paulov’s units are divided into two groups. The First Group contains the eight units in the Borodino (Brdno) and Tarutin Regimental Boxes (see Case 23.2). The Second Group contains the seventeen remaining units. The first attempt to release a Group succeeds on a die roll of 1, 2, or 3. If an attempt is unsuccessful, add one to the release range on the next attempt (therefore the fourth attempt automatically succeeds in releasing a Group). The Russian Player may begin rolling for the release of the First Group on Game-Turn Nine. The Russian Player may begin rolling for the release of the Second Group on the Game-Turn after the First Group is released.

### [23.33] General Soinovson’s Army: The two artillery units, and the units in the Tomsk and Katerinburg (Katrbrg) Regimental Boxes may move and attack normally. The units in the Kolivansk (Kolivnsk) Regimental Box are automatically released on Game-Turn Nine. The 6th Rifle Battalion is contained part of the Kolivansk Regimental Box for release purposes. The Russian Player may begin to roll for release of the units in the Vladimir, Sudal, Uglich and Butirska Regiments in the same manner. Beginning on Game-Turn Eleven, the Russian Player may only release the easternmost unreleased regiment on any Game-Turn. A regiment is released only on a die roll of 1, 2, or 3 (unlike General Paulov’s units, there is no modification to the die roll based upon the number of Russian players remaining). Beginning on Game-Turn Ten, the Russian Player displaces the unreleased regiments one hex east in accordance with the restrictions in the Historical Scenario Special Rule #6. Any unreleased regiments are automatically released on Game-Turn Sixteen.

### [24.0] THE BIG GUNS

**COMMENTARY:**

There were three sources of heavy artillery that influenced both sides’ maneuvers. Troops avoided coming within the effective range of the guns for the simple reason of self-preservation. The heavy artillery tended to be fired en masse, and the number of guns involved, plus the constant changing position of their targets, caused inaccuracies that spread the fire over a wide area.

**CASES:**

### [24.1] BIG GUN OPERATION

**[24.11]** A Big Gun may be fired in any of the owning Player’s Offensive and Defensive Fire Phases. Big Gun attacks are made before regular Fire Phase in which they may be attacked once in a Fire Phase by Big Guns and once by regular Fire Combat. This is an exception to the rule preventing a unit from being attacked more than once in the same Fire Phase.

**[24.12]** All Big Gun attacks must be declared before rolling for the results of the attacks. Only Enemy-occupied hexes may be designated, and all Line of Sight restrictions are in effect (exception: see Case 24.4).

**[24.13]** A Big Gun firing on a designated hex attacks all units in that hex and in the adjacent six hexes. This applies even if the Big Gun could not trace a Line of Sight to one or more of the adjacent hexes and/or if any of the surrounding hexes contain Friendly units. (If you are willing to take the risk of shooting up your own units, it is your privilege.) Each hex is attacked separately. If a hex contains a stack of units, each unit is attacked separately. Big Guns may never be attacked.

**[24.14]** The various Big Gun strengths are listed on the Big Gun Combat Table (Table 24.2). The attack strengths are expressed in Effectiveness Ratings. If a hex is being attacked by more than one Big Gun, add the Effectiveness Ratings together. If an unit being attacked is already disrupted, add one to the final total. Note that the Effectiveness Rating of Big Gun fire on the target hex is unmodified; the Effectiveness Rating of Big Gun fire is decreased by 1 on hexes adjacent to the target hex.

**[24.15]** Results: A die roll equal to or less than the Effectiveness Rating disrupts an undisrupted unit in place and eliminates an already disrupted unit. **Example:** Big Gun attacks are designated on hexes 0703 and 0903, with Effectiveness Ratings of 3 and 4 respectively. A disrupted unit in hex 0803 would automatically be eliminated as the final Effectiveness Rating for that attack is a 6 (1 + 4 – 1 = 4 for a disrupted unit) and it is impossible to roll a 7 on one die. Note that neither the defending unit’s morale rating nor the terrain has any effect on the attack.

### [24.2] BIG GUN COMBAT TABLE

(see page 8)

### [24.3] RUSSIAN PLAYER’S BIG GUNS

**[24.31]** There are five Big Guns in Sevastopol (hexes 0110, 0208, 0306, 0305 and 0405). Each Big Gun attack on the “Sevastopol” row of the Big Gun Combat Table.

**[24.32]** There are two Big Guns in the Mamelon (hexes 0512 and 0511). Each Big Gun attack on the “Mamelon, Allied” row of the Big Gun Combat Table.

**[24.33]** There are two Russian Steamships (the Chersonese and the Vladimir). A Steamship’s Effectiveness Rating is affected by whether it is moored, getting underway, underway, or mooring. A Steamship that is moored uses the “Steamship-Moored” row. A Steamship that is underway, getting underway or mooring uses the “Steamship-Moving” row. A Steamship that is Moored may not move unless it gets Underway, and a Steamship that is Moving may not stop unless it undergoes Mooring. Each operation takes one Game-Turn.

**[24.34]** The two Steamships operate independently. Note that there are no Steamship counters provided. Players should keep track of the locations of the Steamships on a separate sheet. Both Steamships may never be located in the same hex.

### [24.35] Steamships may enter only All-Sea hexes. (Note that the off-map area directly north of hexes 0100 through 2200 is considered All-Sea for Steamship movement purposes.)

**[24.36]** A Steamship that is Underway has an unlimited Movement Allowance and may be moved during the Russian and Allied Players Movement Phases (If a Steamship is Underway, the Russian Player simply names the hex it is in, which may be different hexes during the Offensive and Defensive Fire Phases). Examples: Vladimir is Moored in hex 0700 at the beginning of Game-Turn Ten. The Vladimir is declared to be Getting Underway in the Russian Player’s Movement Phase. It attacks using the Steamship-Moving row from hex 0700 during this Game-Turn. On Game-Turn Eleven the Russian Player changes his mind, and decides that he cannot afford to move the steamship. He announces that the Vladimir is Mooring during the Russian Player’s Movement Phase in hex 0700. The ship attacks on the Moving Row in hex 0700. Since the Vladimir is considered Moored on turn Twelve and attacks on the Moored row. Note that once the Russian Player declares the ship to be Getting Underway, he has to declare the ship is Mooring before it can use the Moored row again, even though the ship never leaves its hex.

### [24.4] ALLIED PLAYER’S BIG GUNS

The Allied Player has five Big Guns. For the convenience of players, the Allied Big Guns are depicted on the map in hexes 1825, 1926, 2126, 2326, and 2576. The guns are actually deployed off-map, south of the area represented by the map. Note, therefore, that the Allied Big Guns are shown in the indicated boxes solely for purposes of determining range; they are ignored for purposes of shooting, stacking, and all other game functions. To determine the range for an Allied Big Gun, count the hex in which the unit is depicted, the target hex, and all intervening hexes. Note that an Allied Big Gun may freely fire on the hex in which it is pictured, in which case it would fire as though at a range of one hex. Each Big Gun makes a special attack on the “Mamelon, Allied” row of the Big Gun Combat Table. Terrain features do not block
Line-of-Sight of Allied Big Guns; Night and Fog do restrict the distance a Big Gun may sight. If a Russian unit is in range, its hex may be designated. Example: The Big Gun in 2426 may designate hex 1925 for an attack at a distance of five hexes (not six, as hex 2326 may be counted).

[25.0] RANDOM EVENTS

**COMMENTARY:**
There were a large number of *What If* possibilities that could have had strong influences on the course of the battle. This section covers many of the most probable occurrences.

**CASES:**

[25.1] WEATHER

The rain during the night before the battle contributed to the terrible condition of the roads in the area (many were tracks) and insured a damp morning — just the condition needed to produce fog.

[25.11] The Allied Player rolls one die before the start of the game to determine the previous night's weather. A roll of 1 or 2 results in No Rain; a roll of 3 through 6 results in Rain.

[25.12] If there was No Rain the night before, all roads are treated as Major Roads on Day Game-Turns, the Movement Allowance of cavalry and artillery units are increased by 1 Movement Point per Game-Turn, and cavalry units now are disrupted only if they expend 10 or 11 Movement Points in their Movement Phase.

[25.13] Game-Turns Seven through Eleven are no longer automatically Fog, and Game-Turns Twelve on are no longer automatically clear. On Day Game-Turns the Allied Player rolls one die before the beginning of each Game-Turn to determine whether it will be Clear or Fog.

[25.14] The Weather Determinant equals the die roll plus 6. If the die roll in Case 25.11 resulted in Rain, 1 is added to the Weather Determinant on each Game-Turn through the end of the game. If the previous Game-Turn was either Night or Fog, 1 is added to the Weather Determinant for each Game-Turn. If the Weather Determinant is equal to or greater than the number of the Game-Turn, that Game-Turn is Fog. Players will have to keep track on a piece of scratch paper of the number of consecutive Fog Game-Turns. Note that it is quite possible to have the fog lift and then come back down on the next Game-Turn. If this occurs, the visibility for that Game-Turn is one hex as it is a new first Fog Game-Turn. Example: The Allied Player rolls a 4 (Rain) when determining the weather of the night before. On Game-Turn Seven the Allied Player rolls for Fog or Clear, rolling a 2. His Weather Determinant is 10 (2 + 6 + 1 + 1 + 1). This is greater than the number of the Game-Turn, and Game-Turn Seven is therefore blessed with Fog.

[25.2] ALLIED RANDOM EVENTS

[25.21] The Allied Player rolls one die before the start of the Scenario and consults the Allied Random Events Table (25.22) adding one to the die roll if there was No Rain during the previous night.

[25.22] Allied Random Events Table

(see separate sheet)

[25.3] RUSSIAN RANDOM EVENTS

[25.31] The Russian Player rolls one die before the start of the Scenario and consults the Russian Random Events Table (25.32), adding one to the die roll if there was No Rain during the previous night.

[25.32] Russian Random Events Table

(see separate sheet)

[26.0] ADDITIONAL NIGHT/FOG COMPLICATIONS

**COMMENTARY:**
Sighting was severely restricted during the night and in the fog. In addition, formations were constantly being broken up while moving through the difficult terrain. Any unit commander not willing to recognize and allow for these factors and reduce movement accordingly often had his troops dissolve into disorder.

**CASES:**

[26.1] DISRUPTION CAUSED BY MOVEMENT

All units Night/Fog Movement Allowances are equal to their respective Clear Day Movement Allowances. Undisrupted infantry units not in March Mode (27.1) are subject to possible disruption by their movement. Immediately after an undisrupted infantry unit ceases movement in its Movement Phase, roll for its disruption. The Sighting Range (18.54) for that Game-Turn less the number of hexes moved yields the Dissolution Probability. Roll one die. If the die roll is equal to or less than the Dissolution Number, that unit is disrupted. Example: An undisrupted infantry unit with a Morale Rating of 4 is moved two hexes on Game-Turn Four. The Dissolution Probability is 1 (2 – 1) and the die roll is 1, resulting in the unit becoming disrupted by its movement. Note that cavalry units, artillery units, and disrupted infantry units are never disrupted due to movement; that the unit's Morale Rating has no effect; that the number of Movement Points expended have no effect; and that infantry units moving one hex are never disrupted.

[26.2] ZONE OF INFLUENCE OF SKIRMISHERS AND PICKETS

Unstuck undisrupted Skirmisher units (a Picket is an immobile undisrupted Skirmisher) possess a Zone of Influence instead of a Zone of Control on Night and Fog Game-Turns. Russian units are not required to stop upon moving adjacent to an unstuck undisrupted Skirmisher. However, Russian units that begin the Russian Player Melee Phase adjacent to an unstuck undisrupted Skirmisher unit are required to melee attack the unit as per the standard melee rules (Case 8.1).

[27.0] MANEUVERS

**COMMENTARY:**
Commanders generally keep a portion of their troops out of the battle proper. These troops are known as Reserves. Being kept out of the fighting permits them to move rapidly from one part of the battlefield to another and also insures that the men will be relatively rested, giving them an edge when they are committed. Reserves are normally used to plug dangerous gaps in the defenses, cover retreats, and hopefully exploit advantages gained by the main forces. Armies have two general deployments: Combat and Travel. The Standard Rules for artillery units reflect the time involved in limbering for movement and unlimbering for combat. These rules give such limitations for other units.

**CASES:**

[27.1] MARCH MODE

[27.11] Undisrupted infantry units may be placed in or removed from March Mode at any time during the unit's Movement Phase. The easiest way to distinguish these units is to rotate the counter 180° so that the printing is upside down with respect to the owning Player (however, see Case 18.55 to avoid confusion).

[27.12] An infantry unit expends 4 Movement Points to enter March Mode and 7 Movement Points to leave March Mode. Artillery, cavalry and disrupted infantry units may never be placed in March Mode. Infantry units that begin the game or enter as reinforcements may start in or enter in March Mode at the owning Player's option. A unit in March Mode attacked by Fire or Melee Combat immediately leaves March Mode after that combat is resolved.

[27.13] Infantry Units in March Mode:

A. Have a Movement Allowance of 8 Movement Points per Game-Turn on Day Game-Turns that the unit begins in March Mode;
B. May move along Major Roads at the Major Road rate (see also Weather, Case 25.12);
C. Are not subject to Fatigue (27.3);
D. Are not disrupted because of movement during Night/Fog Game-Turns (26.1).

[27.14] Infantry Units in March Mode:

A. Have no Zone of Control;
B. May not end a Movement Phase stacked with any other infantry unit in March Mode;
C. Defend in Melee Combat at their Disrupted Melee strength values;
D. May not make Offensive or Defensive Fire attacks or engage in Offensive Melee attacks (this is an exception to Case 8.1);
E. Have the Attack strength shifted one column to the right when attacked by Fire Combat;
F. May not move adjacent to undisrupted Enemy units in the March Mode unit's Movement Phase.

Note that a unit that begins a Day Game-Turn in March Mode that leaves March Mode still has 1 Movement Point left to its Movement Allowance.

[27.15] When using the March Mode optional rules, undisrupted infantry units not in March Mode treat all roads as minor roads.

[27.2] RESERVES

This rule requires a fair amount of bookkeeping. Reserves were not necessarily the best units, but they might be weak, average, or superior troops depending upon the decision of the particular commander. The Allies never really managed an organized deployment. The Russians made considerable use of reserves, and one of the problems they encountered was the delay in their commitment at a time when they might have proved decisive (a delay caused by the death of General G. S. Soimonov when he rode forward in the fog to find out what was happening).

[27.21] The Allied Player may permanently name any unit(s) as Reserves at the beginning of any Allied Movement Phase. The unit(s) may not be within four hexes of a Russian unit and may not move in that Movement Phase. Units entering as reinforcements may only be Reserve. The Allied Player may not have more than three units in Reserve at any one time (a destroyed Reserve unit no longer counts against the three unit limit). Any Russian unit destroyed due to attack by a reserve unit (whether or not other Allied units were involved in the combat) is worth double Victory Points to the Allied Player. At the end of the game, any destroyed Allied Reserve units are worth double their Victory Points to the Russian Player, and any disrupted Reserves are worth one Victory Point to the Russian Player.

[27.22] At the beginning of a scenario the Russian Player designates any two regiments of Skirmishers' and Pickets' forces (a total of four regiments) as Reserves. At the end of the scenario, the
these units modify the Victory Point Schedules as follows: Each destroyed Reserve unit is worth 2 Victory Points to the Allied Player; each disrupted Reserve unit is worth 1 Victory Point to the Allied Player; each exited Reserve unit is worth double the appropriate existing Victory Point award.

Historical Scenario Modifications: The four regiments in the Vladimir, Susdal, Ulititz and Butirsk Regimental Boxes (Case 23.2) are all automatically released on Game-Turn Eleven. This applies whether or not the Players are using the Variable Russian Regiment Release Optional Rule (Case 23.3) and whether or not the reserve units are in the above named Regimental Boxes. If the Players are using the Random Events Optional Rule (Section 25.0) and the Russian result is "General Soimonov not killed," the four regiments are released on Game-Turn Ten. However, if a 1 is rolled for a result of "General Soimonov killed" then none of the regiments may be released until the conditions of the die roll are met.

Russian Optional Scenario Modifications: Ignore Special Rule #8, restricting the number of regiments the Russian Player may move on any Game-Turn.

[27.3] FATIGUE

This rule requires a fair amount of bookkeeping when played in combination with March Mode (Case 27.1).

[27.31] A Fatigued unit's Morale Rating is decreased by 1 point (some Russian battalions will become zero) and the appropriate Movement Allowance is decreased by 1 Movement Point. Once a unit is Fatigued, it is Fatigued for the remainder of the game.

[27.32] If the March Mode Optional Rule (Case 27.1) is not used, then all British and Russian units are Fatigued at the start of Game-Turn Nineteen. French units are never Fatigued. If playing the Random Events Optional Rule and the Russian Player receives a "General Paulov hurries" result, all of Paulov's units are Fatigued on Game-Turn Eighteen.

[27.33] If the March Mode Optional Rule is used, a unit that begins a Game-Turn with 10 Fatigue Points is Fatigued. Infantry and cavalry units receive 1 Fatigue Point at the end of a Game-Turn if the unit did not remain in March Mode for the entire Game-Turn. However, if I or more of the battalions in a Russian Regiment does not remain in March Mode for the entire Game-Turn, all of the units that regiment receive 1 Fatigue Point (the Rifle Battalions neither affect nor are affected by regiments or the other Rifle Battalion). An artillery unit receives 1 Fatigue Point each time the unit moves in its Movement Phase and 1 Fatigue Point each time the unit fires in a Fire Phase (if the unit fires offensively and defensively in a Game-Turn it receives 2 Fatigue Points that Game-Turn). If playing the Random Events Optional Rule and the Russian Player receives the result of "Paulov hurries," all of Paulov's units begin the game with 1 Fatigue Point.

Historical Scenario: The scenario starts with all units at zero Fatigue Points (unless Paulov has "hurried"). A Russian unit that may not move freely until released still receives Fatigue Points for those turns it was not permitted to move. When using the map receive 1 Fatigue Point per Game-Turn until they enter the map, on which Game-Turn they may begin to use the March Mode effect. All French units receive 1 Fatigue Point per Game-Turn until the Game-Turn they enter the map at which point they may begin to use the March Mode benefit. In addition, subtract 2 Fatigue Points from the French unit's accumulation the Game-Turn it enters the map.

Russian Option Scenario: Same as above, except that all units begin receiving Fatigue Points on the Game-Turn that a British unit is attacked or a Russian unit has been within sighting range for two Game-Turns.

[28.0] ADDITIONAL COMBAT PROCEDURES

CASES:

[28.1] SPLITTING FIRE

[28.11] No unit may fire its entire Fire Strength more than once in any Fire Phase. However, within any given Fire Phase a unit may now choose to split its Fire Strength between any number of targets, as long as the unit's Fire Strength is not exceeded and at least 1 Fire Strength Point is directed at each target unit. This rule permits a unit that attacks the top unit of a stack with only part of its Fire Strength to fire upon the bottom unit of that stack if that unit is exposed by the top unit being retreated by the Fire Attack.

[28.12] Restrictions

Only one unit may Split Fire in any Fire attack; any unit that Splits Fire must continue to participate in the succeeding attacks or forfeit its remaining Fire Strength. Example: If three Friendly units were combining fire strengths in an attack upon an Enemy unit only one of the three units might Split its Fire. If the unit that Split Fire had a Fire Strength of 5 and applied 3 points to the attack, that unit must participate in the next Fire attack that Phase by the owning Player or lose its 2 remaining Points (although it would only have to contribute 1 of the 2 Points in that next attack). The aforementioned Player could not have a series of attacks firehere in the first Fire Combat attack a unit Split Fires, contributes its remaining Fire strength in the next attack, which is a combined attack, and, in that same attack, split the fire of another of his units.

[28.2] MASSED FIRE

[28.21] Any two units that end a Friendly Movement Phase stacked may deploy in order for fire en masse with both units up front. This deployment may only be made in the owning Player's Movement Phase but the units remain in this position until one or both units leave the hex for any reason. The easiest way to distinguish these units is to place the top unit half-on and half-off the bottom unit (this spreading of the units may cause some space problems in closely packed situations). The Allied Player will have to take note of which Picket hexes are exercising this option. Note that this rule does not apply to Skirmishers formed into battalions; the two Skirmisher counters are treated as one unit for all purposes.

[28.22] Offensive Effects

The Fire Strengths of the two units are combined and one is subtracted from the total to give the Massed Fire Strength. The two units now fire at a target as one unit although they may fire at more than one target using the Split Fire Optional Rule. Note that this rule does permit two stacked Skirmishers to fire on the same hex.

[28.23] Defensive Effects

The two units are attacked in Fire Combat as a single target/counter. However, their Morale Ratings (Russian Regimental Morale Bonus where applicable) are compared separately to the same die roll. If one unit is forced to retreat, the other unit retreats along with it but pays no penalty for that movement (if one unit is disrupted by fire and the other is not, the non-disrupted unit is not disrupted even if it must accompany the other unit on its retreat). If both units are required to retreat because of fire combat results, they retreat as a stack the greater number of hexes required. Fire attacks on Massed units are shifted one column to the right (this applies to stacked Skirmishers using this option). The Melee Strengths of Massed units are unaffected.

[29.0] SCENARIONS

GENERAL RULE:

There are two Scenarios in Inkerman. The instructions for each Scenario include Historical Notes, detailing briefly the events and circumstances of the Scenario; each Player's Initial Order of Battle; each Player's Reinforcement Schedule; the Scenario Length (in game turns) and Special Rules in effect for the Scenario. The term "General Soimonov's units" and "General Paulov's units" apply to the following Russian units; General Soimonov's units consist of two artillery units and twenty-nine infantry units (seven regiments of four units each and a Rifle Battalion). General Paulov's units consists of four artillery units and twenty-one infantry units (five regiments of four units and one Rifle Battalion). The two forces are color coded for easy recognition.

CASES:

[29.1] HISTORICAL SCENARIO

[29.11] Historical Notes

On 5 November 1854 Russian forces from Sevastopol launched a dawn attack on the exposed right wing of the besieging Allied army. The main thrust of the 30,000+ man attack was directed against the British 2nd Division (approximately 3,000 men) on Inkerman Ridge. An early morning fog destroyed organized communications and the first few hours were characterized by intense fighting by small groups of men. Although the attack achieved almost total surprise, the fog, narrowness of the battlefield, loss of senior officers and especially the aggressiveness of the individual British soldiers, prevented the Russian army from destroying the much smaller force engaging them. The Allies eventually brought up sufficient reinforcements to force the Russian army to retire.

[29.12] Russian Initial Deployment

All Russian units begin the game undistributed in their respective set-up hexes printed on the game map.

[29.13] Allied Initial Deployment

French: No French units begin the Scenario deployed on the map.

British: The fourteen units of the 2nd Division, the three units of the Guards Brigade (GdS), the Light Brigade cavalry unit, and the four units of the Light Division (Lt) begin the Scenario in their respective set-up hexes printed on the game-map. The nine units in hexes 2210, 2316, 2414, 2415, 2416, 2515, 2516, 2614, 2615, and 2624 begin the game in a disrupted state. The remaining thirteen units start undistributed.

[29.14] Russian Reinforcement Schedule

The Russian Player receives no reinforcements in this scenario.

[29.15] Allied Reinforcement Schedule

On Game-Turn Eight (in 1826) British: a77/Lt and a88/Lt.
On Game-Turn Nine (on 1826)
British: a19/Lt.
On Game-Turn Ten (on 2426)
British: 20/4, 21/4, 57/4, 68 + 46/4, 63/4 and R1/4.
On Game-Turn Eleven (on 2426)
British: 181-br artillery unit.
French: 2 6Ligne and 1 7Leger.
On Game-Turn Twelve (on 1826)
British: a50/1.
On Game-Turn Thirteen (on 1826)
British: b50/3 and R1/3.
On Game-Turn Sixteen (on 2426)
French: 2 Algeris, 1 Zouaves, 2 Zouaves, Chasseurs and the Pint. artillery unit.
On Game-Turn Seventeen (on 2426)
French: 4ChsD3 Aig cavalry unit.

[29.16] Special Rules

1. The Scenario begins on Game-Turn Eight and lasts through Game-Turn Twenty-one (fourteen turns).
2. Game-Turns Eight through Eleven are Fog GameTurns.
3. The Allied Player is the First Player.
4. Certain of the Allied Player’s British units are under movement restrictions:
   a. The three Guards Brigade units (hexes 2523, 2423 and 2624) may not move until Game-Turn Ten.
   b. The four Light Division units (hexes 1723, 1724, 1822 and 1823) may not move until Game-Turn Ten.
   c. The Light Brigade unit (hex 2425) may not move until Game-Turn Sixteen.

All of the above units defend normally. If any of the units is attacked before its release turn, all of the units in that group are released and may move.

5. Each of the two French units entering on Game-Turn Eleven is under the following restriction: The first Game-Turn the unit enters the map it may move freely. On every succeeding Game-Turn the Allied Player rolls one die for each unit (two rolls) to determine if that unit may move that Game-Turn. A die roll of 1, 2, or 3 and the unit may be moved in its Movement Phase that Game-Turn. A die roll of 4, 5, or 6 the unit may not move in its Movement Phase that Game-Turn. The die is rolled each Game-Turn for the unit until the Game-Turn after the unit ends its Movement Phase adjacent to one of the later entering French units (the Allied Player may not end a Game-Turn with the 2 6Ligne and 1 7Leger adjacent to each other in order to satisfy the release requirement), when the unit may move freely.

6. The Russian Player’s units are under the following movement restrictions:
   a. General Soimonov’s Katerineg Regiment (four units), Tomsk Regiment (four units) and his two artillery units may always move freely.
   b. General Soimonov’s Kolivansk Regiment and the 6th Rifle Battalion may not move until Game-Turn Nine.
   c. The Vladimir Regiment may not move freely until Game-Turn Eleven. The Susdal Regiment may not move freely until Game-Turn Thirteen. The Uglitz Regiment may not move freely until Game-Turn Fifteen. The Butirsk Regiment may not move freely until Game-Turn Seventeen.
   d. Beginning on Game-Turn Nine, any units in (c) that may not yet move freely always move one hex east in the Russian Player’s Move-
8. The Russian Player is under the following restrictions on Fog Game-Turns (Seven through Eleven): At the beginning of each Russian Movement Phase roll one die (separately) for General Soimonov and for General Paulov, subtracting two from the die roll. The result is the number of regiments commanded by that general that may not move in that Movement Phase. Note that the two Rifle Battalions are not part of any Regiment. Any regiment may be picked on any Game-Turn, and none of the units in that regiment may move (a regiment must still have at least one of its battalions on the map; the Russian Player may not name a destroyed regiment).

[25.22] ALLIED RANDOM EVENTS TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>No change.</td>
</tr>
<tr>
<td>2</td>
<td>French 6th of the Line and 7th Leger units may always move freely.</td>
</tr>
<tr>
<td>3</td>
<td>Canrobert’s offer of help accepted. The French group of four infantry units and one artillery unit arrive three turns earlier than scheduled.</td>
</tr>
<tr>
<td>4</td>
<td>Both 3 and 4 of above.</td>
</tr>
<tr>
<td>5</td>
<td>Order for artillery not misdirected. The British 181st artillery unit arrives one turn earlier than scheduled.</td>
</tr>
<tr>
<td>6</td>
<td>Both 4 and 6 of above.</td>
</tr>
<tr>
<td>7</td>
<td>Both 4 of above.</td>
</tr>
</tbody>
</table>

Note: Events 4 and 6: When playing the Russian Option Scenario, “scheduled” is defined as the Game-Turn determined by the initial sighting or attack of Russian units.

[24.2] BIG GUN COMBAT TABLE

<table>
<thead>
<tr>
<th>Range in Hexes</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
</tr>
<tr>
<td>Sevastopol</td>
<td>5</td>
</tr>
<tr>
<td>Steamship-Moor 6</td>
<td>5</td>
</tr>
<tr>
<td>Steamship-Mov 5</td>
<td>3</td>
</tr>
<tr>
<td>Mamelon; All 5</td>
<td>2</td>
</tr>
</tbody>
</table>

Explanation:

# = Fire Strength; - = no effect at that range.
ALMA:
[7.41] Artillery Fire Strength Table: (omission) Range in Hexes

Artillery
Class
J 8 6 4
1 2 3 4+
[17.2] (correction) 1st sentence: "West" should read "East." 2nd sentence: "East" should read "West." (The terrain on the terrain map is correct.)

[18.4] Diagram (clarification) The Line of Sight between the units in 2106 and 2309 is blocked. It passes through the hexes 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.


[18.43] (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 set up in Case 22.1 as UGL/2E on hex 3013 and UGL/1E on hex 3213.

BALA CLAVA:

[16.1] (correction) British: The "4L Dr/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 (Canrobi, #2, Arababia, 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, 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 undisputed side. The Russian "2 Susdal" counter should have values of 2-3-3 not 3-2-3 on its front (undisputed) side.

TCHERNY 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.