

MUSKET & PIKE

Some modifications to introduce more realism

Facing

1. All units are assumed to have a "facing" as in other tactical level games of pre-1600. The "front face" consists of the three hexes immediately surrounding the top of the unit counter, as you read it. The "rear and flank face" consists of the other three hexes immediately surrounding the bottom of the counter.
2. If melee attacked from the rear or flank, the defending units combat strengths are halved, but no unit is reduced to less than one.
3. A fire unit may only fire to its front.
4. A pike unit may only attack to its front.
5. A unit must expend one movement point to change its facing.

(These rules are meant to reflect the disabilities of the large and cumbersome formations of the day.)

Pikes

1. Pikes may not break square and reform square in the same movement.
2. Pikes in square may only move one hex in any direction.
3. Pikes may enter and move through woods hexes, but are automatically disrupted and must stop moving when they arrive in the first non-woods hex on their exit. N.B. The pikes are disrupted but may still move, however they cannot attack and must defend as disrupted units.

4. Pikes which are disrupted through combat cannot retreat through woods. (In the game rules, pikes enter and fight in woods. This does seem unrealistic, since pikemen could only traverse woods trailing their pikes and woods tended to break the basic formation which was the only defense of a stand of pikes.)

Cavalry

1. Heavy cavalry and Swedish cavalry must charge four hexes to utilise their attack strength of five. If they do not charge, they are reduced to a strength of two.
2. Light cavalry must charge two hexes, otherwise they are reduced to a strength of one.
3. Dragoons may fire from horseback but cannot fire again until they have been dismounted for one turn.

Demoralisation

1. When an army has lost half its strength, it is considered demoralised. A demoralised force must try to exit the map and loses the game.
2. Calculate strength by adding total of fire combat strength of fire units and melee combat strength of other units.

Scenario

Edgehill 23.10.1642
Royalists: 9MP, 9MM, 3DR, 1LC, 1SC, 1HC. Deploy on hill around hex 9.
Parliament: 13MP, 13MM, 1LC, 1SC, 1HC, 1HA. Deploy south of hill, south of road.
Victory conditions - rout the opposing army.

S.Widdows

CRIMEA

A review by Dave Mylie

Crimea is a Game Designers Workshop game that covers the Crimean War in the tactical, operational and strategic levels from September 1854 to October 1855. What you get for your money is considerable, a map-sheet consisting of five separate maps, a rules booklet, a lines of communication chart, nine order of battle and order of appearance charts, two combat results charts, a terrain effects chart, an errata sheet, a bibliography, an introduction to the various battle games and orders of battle for those games, a unit identification chart and a set of excellent counters representing the Russian, French, British, Turkish and Sardinian units. Physically the game is beyond criticism and definitely value for money.

The rules are well written and clearly indexed, they contain designers notes but as the game is so innovative I feel they should have been more informative. Be warned, however, that the rules can be something of a problem and the player may find he has to do a little rule writing himself at times.

There are several scenarios in Crimea, the basic game uses only the largest of the maps which is the area around Sevastopol, while the campaign game uses all five maps, Sevastopol, Simferopol, Kertch, Theodosia, and Eupatoria plus the lines of communication chart which enables movement from map to map. There are also seven battle games Alma, Balaclava, etc., each of which consists of one tactical turn. Movement consists of two segments, a strategic segment during which units move up to the limit of their movement allowance and a tactical segment when a unit may move one hex per tactical turn. Tactical movement takes place after all strategic movement and only if the moving player has moved a unit adjacent to an enemy unit.

It is the tactical turns which give the game its unique flavour. Such a turn consists of simultaneous fire, defender and attacker movement and melee combat. Units have both a melee and a fire combat strength and tactical turns continue until there has been no melee combat for three successive turns. Immediately a tactical turn ends it can be started again by the release of previously designated reserves. If the attacker has several divisions in reserve and commits them one at a time this process can be repeated. The play of a tactical segment can take several hours and as there are twenty three strategic turns it can be a very, very long game. Combat loss is by step reduction with a system of replacements to build up depleted units. There are also extensive morale and supply rules.

Whether a player is looking for a relatively simple, complex, long or short game Crimea provides the answer with its battle, basic and campaign games. It generates such a feel for the period that it must be regarded as a classic.

