

BALACLAVA: Breaking the Siege, 25 October 1854

MUSKET & SABER QUICK PLAY SCENARIO RULES

12.0 INTRODUCTION

12.1 Historical Background

The Anglo-French-Turkish siege of Sevastopol in the Crimea was incomplete, the Russians retaining control of the city's northern hinterland. A Russian field army under Alexander Menshikov hovered nearby, forcing the detachment of a considerable force to guard the open Allied eastern flank, and the British supply base at Balaclava. The Allies had begun construction of a line of redoubts along the open flank, with units on the siege line prepared to reinforce the flank in case of a Russian attack.

In October 1854, Pavel Liprandi's Russian 4th Corps, began reaching the scene. Only one complete division had arrived, but Menshikov, pressured by St. Petersburg, decided on a strike at the British supply line.

Liprandi spent several days positioning his columns and reconnoitering the Allied position. He faced a mixed bag of Allied garrison troops, cavalry, and infantry detachments, who would have to buy time until reinforcements could reach the scene. The ensuing action would give rise to two legendary incidents—British infantry forming a “Thin Red Line,” and the “Charge of the Light Brigade”—but the real prize was Balaclava; should it fall, the entire Allied campaign would be compromised.

12.2 The Scenario

This game covers the battle of Balaclava. One player commands the Russian forces, the other the Allies.

12.3 Standard Rules

All the standard rules apply. Rule 15.0 lists several new rules for this scenario. The scales have been modified.

Hex: 352 yards

Turn: 90 minutes

13.0 SET UP

13.1 Army Colors

Russian: dark green

British: red

French: light blue

Turkish: light green

13.2 Russian Set Up

All Russian units arrive as reinforcements.

13.2A Turn 0600

Each of the following formations may enter at any entry hex from A through E, but all units of a given formation must enter at the same hex (either hex entering at E).

- **Formation A** (3 counters)
- **Formation B** (3 counters)
- **Formation C** (3 counters)
- **Formation D** (3 counters)

13.2B Turn 0730

- **Formation R** (2 counters) at Entry Hex B
- **Formation Z** (3 counters) at Entry Hex A
- **Formation I** (2 counters). One I (Independent) counter may enter with each of formations R and Z.

13.3 Allied Set Up

13.3A On Map

- **Formation C** (5 counters) w/3 0816
- **Formation G** (4 counters) w/6 1611 (Balaclava). The Turkish unit sets up at one-step strength.
- The redoubts are considered Allied-controlled.

13.3B Reinforcements

- **Formation F** (2 counters): 0900/G
- **Formation 1** (2 counters): 1030/F or G
- **Formation 4** (2 counters): 1030/F or G

13.4 Game Length & First Player

The game starts on the 0600 Turn and ends after the end of the 1930 turn. The Russian player is the first player.

14.0 VICTORY CONDITIONS

14.1 Russian Victory

The Russian player wins a victory if, at the end of turn 1930, Russian unit(s) occupy or were the last to pass through redoubt hexes #1–5, or occupy Balaclava.

14.2 Allied Victory

The Allied player wins a victory if, at the end of turn 1930, the Russian player has not won a victory.

15.0 SPECIAL RULES

15.1 Russian Coordination

If units from more than one Russian formation attack together, the units of one formation attack normally (whether stacked together or not); the

CF of each unit involved in that combat from the other formations is halved (rounded up).

15.2 Turkish Rally

The Turkish unit sets up at one-step strength. Each time one of Redoubts #2–4 is first occupied by a Russian unit, roll one die. On a result of 1–3, the Turkish unit may add one step. If the unit has been eliminated or a previous Rally attempt has been successful, no rally attempt is made.

15.3 Twilight

Twilight (turns 0600 and 1930) affects play as follows.

Morale Checks: +1 to all morale check die rolls.

The range factor of all artillery is reduced to one hex: artillery may support or bombard only adjacent hexes (8.4).

15.4 Redoubts

Treat each redoubt as an Allied combat unit with the capabilities listed below (and on the map). Thus, in order for a Russian unit to enter a redoubt hex for the first time, even if there is no Allied unit present, it must first attack the hex and the hex will defend with a CF of 1 and a morale of 3. Until a Russian unit controls a redoubt hex, an Allied unit may freely enter and exit the hex as per the terrain effects. Once a Russian unit has entered the hex, the redoubt unit is eliminated and the special terrain no longer apply.

- They have an attack strength of 0, a defense of 1, and a morale of 3.
- They do not exert a ZOC by themselves. Combat units in the redoubt hexes do exert ZOC.
- They do not trigger counterattacks by themselves. Allied units in the hexes do.
- They are eliminated if a Russian unit advances into the redoubt hex.
- Their elimination does not satisfy a combat loss result if an Allied unit is in the redoubt hex.

The Unfinished Redoubt is treated as a village.

15.5 No Step Recovery

Neither player may recover any lost steps.

Exception: see 15.2 Turkish Rally.

Units may recover from disruption and ineffectiveness per 11.3.

16.0 GAME NOTES

16.1 Designer's Notes

The biggest design problem was that, like all Crimean War battles, Balaclava was notable for its lack of effective leadership: the troops fought hard, and some low-level leaders performed competently, but the fighting tended to degenerate into local actions. Allied issues are built into unit strengths and arrivals, but the Russians needed an additional impediment to preclude too-easy cooperation between columns.

16.2 Russian Player Notes

You must leverage your initial numerical advantage to clear the center of the board. Trying to concentrate at one point will take too much time so press forward all along the front to spread the thin Allied forces. Try to overlap the redoubts at both ends to avoid a purely frontal assault. Use your cavalry to reinforce success. If the Allies over-concentrate to protect it, this will give you a chance to spring forward with cavalry to grab the port.

TERRAIN EFFECTS CHART (TEC)

Clear: 1 MP to enter. No effect on combat, LOS, or ZOC.

Light Woods: 1 MP to enter. Defender adds +1CF to defense total; if any attacker is attacking from a clear hex, additional +1CF for each clear hex. Blocks artillery line of sight unless artillery is on a hill. Bombardment -1CF per bombarding unit.

Road: ½ MP if starting, moving, and ending on a road. 1 MP if starting, moving, or ending in a non-road hex. (see 4.4). Ignore other terrain in hexes entered and on hexsides crossed. No effect on combat (use other terrain in the hex).

Hill: 1 MP to enter. No effect on combat or ZOC. Blocks LOS unless both observer and observed on hill. Light Woods on a hill blocks all LOS.

16.3 Allied Player Notes

Hang onto the redoubts as long as possible, but not to the point of sacrificing your forces: you can always retake the forts when reinforcements arrive. Disrupt the Russian advance as much as possible—Tennyson notwithstanding, cavalry charges are a good way to do it—and stick close enough to the redoubts to mount an effective counterattack in the closing turns.

17.0 ORDERS OF BATTLE

17.1 Russian Forces

Detachment of Gen. Pavel Liprandi

From 4th Corps

- 4th Rifle Battalion
- 1st Brigade, 12th Division: Susdal & Vladimir Musketeer Regiments (3,000 men)

From 6th Corps

- 6th Rifle Battalion
- 6th Cavalry Division
- 1st Brigade, 16th Division: Susdal & Vladimir Musketeer Regiments (3,000 men)
- 1st Brigade, 16th Division: Susdal & Vladimir Jäger Regiments (3,000 men)

17.2 Allied Forces

Balaclava Defenses

- 93rd Highlanders (600 men, det. from Highland Bde.)
- Royal Marines & Invalids (1,300 men)
- Turkish Battalion (c. 740 men)
- Causeway Forts (c. 2,500 men)

Lucan's Cavalry Division [C]

- Scarlett's Heavy Brigade
- Cardigan's Light Brigade

Duke of Cambridge's 1st Division

- Guards Brigade
- Highland Brigade

Cathcart's 4th Division

- 1st (Light) Brigade
- 2nd Brigade

From the French Corps d'Observation

- d'Allonville Cavalry Brigade

Crest Hexside: +1 MP to cross, blocks ZOC and LOS. No effect on combat.

Slope Hexside: +1 MP to move downslope, +2 MP to move upslope. Slope may exist on both sides of a hexside; crossing in either direction is upslope. ZOC blocked across the hexside in both directions. If any adjacent attackers are attacking upslope, defender's CF is increased 50% (rounded down). If all adjacent attackers are attacking upslope, defender's CF is doubled. Bombardment -1CF per bombarding unit upslope.

Inlet Hexside (1511/1512 & 1611/1612): No movement or ZOC across, no combat across except bombardment. No effect on LOS.

Creek Hexside (Chernaya River): Infantry and cavalry move across by expending all MP; artillery may cross only at bridge. No ZOC across. If any attackers are attacking across creek hexsides, defender's CF is increased 50% (rounded down). If all attackers are attacking across creek hexsides, defender's CF is doubled. Infantry or cavalry retreating across disrupted, artillery eliminated.

Brook: Infantry & cavalry +1 MP to enter, artillery must stop after entering. No effect on combat, LOS, or ZOC.

Bridge: negates a watercourse for movement purposes only.

Redoubts: See 15.4.

Village: No effect on play.

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