

***QUICK START FOR OF THE CHARGE OF THE LIGHT BRIGADE,
THE BATTLE OF BALACLAVA: THE 150th ANNIVERSARY***



*To be played at NASHCON, 2004 at nine on Sunday morning, May 30, 2004 ,
Cool Springs Mariott, Franklin (Nashville) TN.*

One Hundred-Fifty Years ago, 1854. The Russians are attacking the allied supply ports so as to lift the siege of Sebastopol. The Turks, the “Thin Red Line,” the Heavy Brigade and the Light Brigade are all that stand in the way! The rules for the game are my *Charge of the Light Brigade* which have been around for some 15 years. These rules are presented to the players on just two sheet of papers. The game – played with 25mm figures -- is simple to learn and play.



The Game

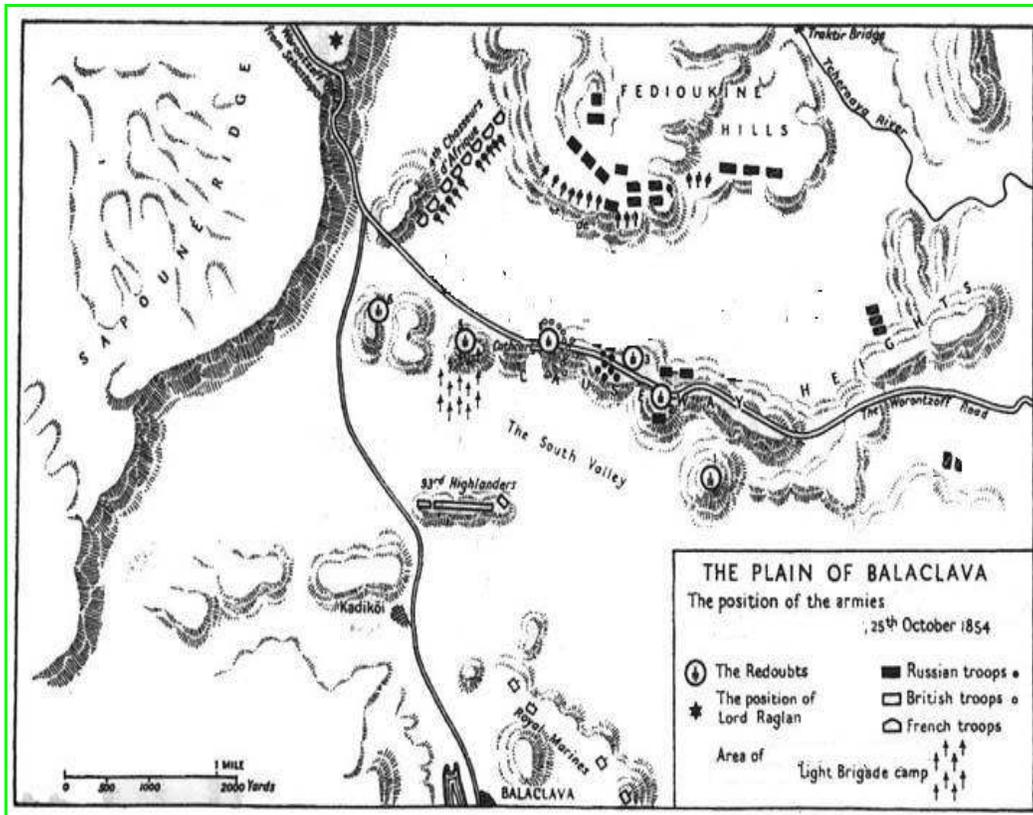
The rules for the *Battle of Balaklava* are my *Charge of the Light Brigade* specifically designed for the Crimean War. Everyone will be provided with a play sheet which will have the charts and an outline of the rules.



The game is played on a six by 18 foot table (!) We run this game periodically at Nashcon and have fine tuned the thing over the years. Each side starts out in historically accurate positions –including Lord Cardigan, who is asleep on his yacht in Sevastopol harbor.

gives an approximation of the field.

The following map





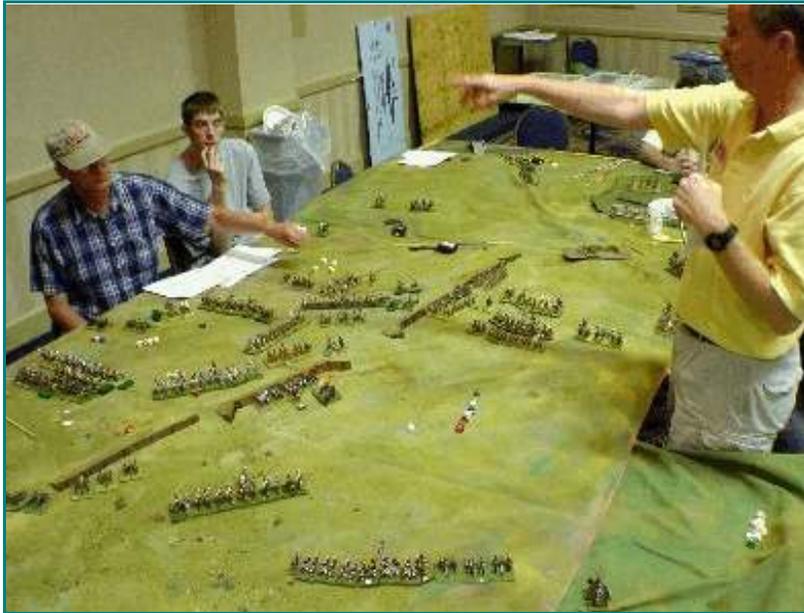
The Russians have the burden of attack and must do so promptly lest Allied reinforcements from the trenches prove decisive. The allies cannot denude the trenches round Sevastopol however without risking a sortie from the besieged Russians.

The actual battle involved the Russians attacking the Turks in the several redoubts and driving them back. The Russian cavalry then advanced toward Balaclava. The “Thin Red line” -- the 93rd Highlanders -- stopped some of the Russians. The British Heavy Brigade repulsed an even larger force of Russian cavalry.

The British could see that some of the allied guns in the redoubts were being dragged away by the Russians. Wellington had never lost a gun and the British general (who had lost an arm at Waterloo) was not about to lose any

guns either. Thus, he commanded his cavalry to “capture the guns.” Unfortunately, the cavalry commander in the valley below could not see the guns his general could see from the heights above. But what the cavalry *could* see were Russian guns a mile or so away. The British -- “not to reason why, but to do or die” -- charged: the now infamous Charge of the Light Brigade. Allied infantry finally arrived from the trenches to effectively end the battle.

The result of the actual battle was what we would call a minor tactical



victory for the Russians since they remained in control of the redoubts which threatened but did not cut the supply line. However, the port of Balaclava was saved, the loss of which would have been disastrous for the British.

The object of the game is for the Russians to take the port of Balaclava, or more

realistically, to block the road from the port to the trenches. If they can accomplish this with sufficient force they have won a major victory for they have effectively lifted the siege of Sevastopol and won the war. The allies -- to win a major victory -- must retake the redoubts the Turks will abandon early in the game.

For more about the game see the WEB site devoted to these Rules:

<http://groups.yahoo.com/group/CrimeanWargame/>

The Events leading up to the Battle and the Battle itself can be found at the following FIVE links :

<http://www.geocities.com/Broadway/Alley/5443/crimbal.htm>

<http://www.xenophongi.org/crimea/war/balaklava/balabat.htm>

<http://www.creimeanwar.org/>

<http://www.victorianweb.org/crimea/blunder2.html>

<http://www.rickard.karoo.net/battlesmain6.html>

Crimean War Medal (with Balaclava clasp)

