

NashCon 2006

The Battle of the Alma

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

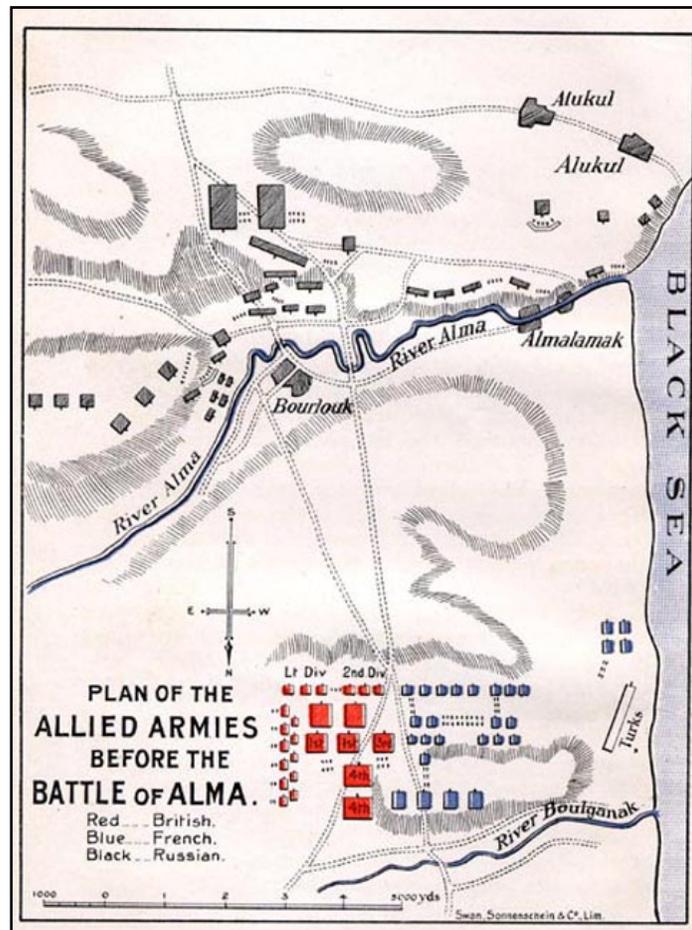
Quick Start Rules & Game Scenario

Time: Sunday 9am- 1pm



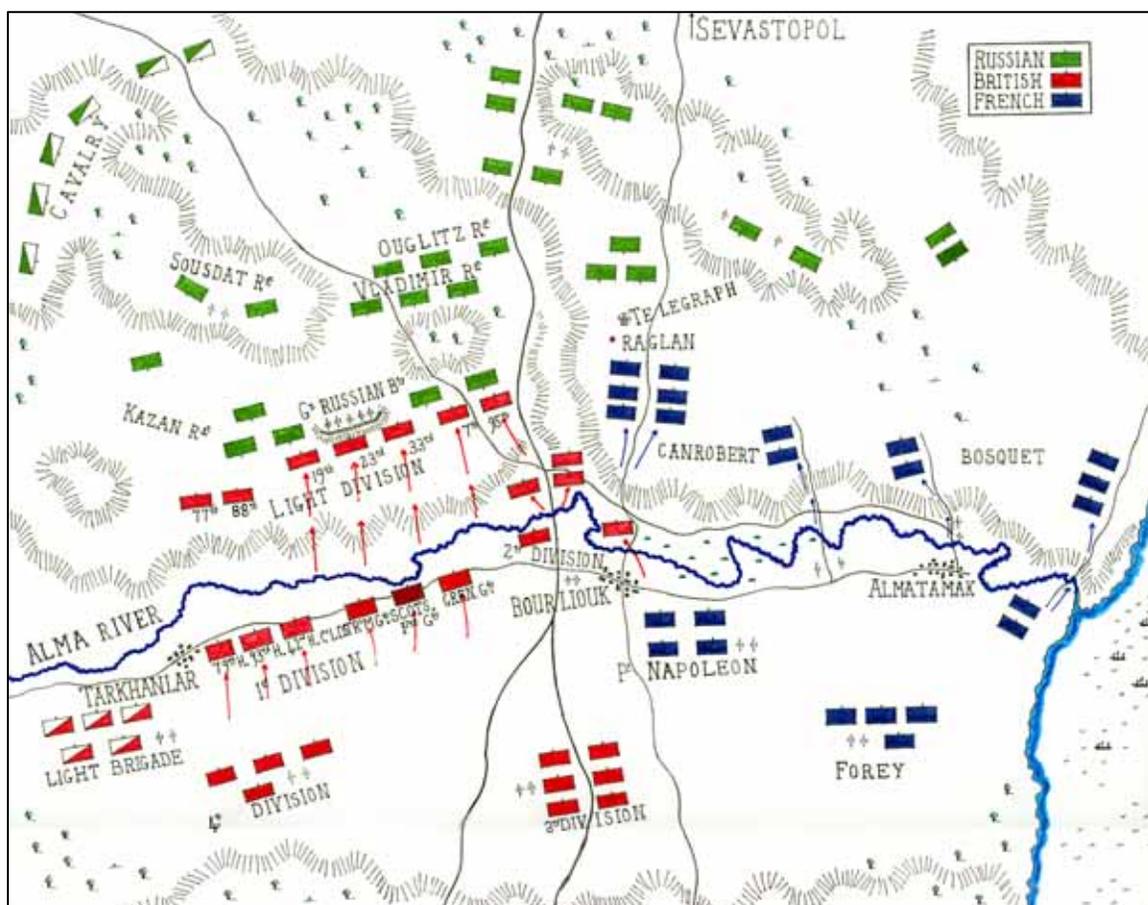
It is 1854 and time for my annual Sunday morning monster-sized game. The British, French and Turks must take the Russian positions in this king-of-the-hill scenario which has been called the decisive Battle of the Crimean war. No dilly-dallying here. You fire cannons on the first turn! Hundreds of 25mm troops for up to two dozen players.

The **Battle of Alma** (September 20, 1854), the first battle of the Crimean War (1854–1856), took place in the vicinity of the River Alma in the Crimea. A Franco-British force gained a victory against General Aleksandr Menshikov's Russian army (33,000 infantry, 3,400 cavalry, 120 guns). General St. Arnaud commanded the French (28,000 infantry, 72 guns, and 7000 Turks), while Lord Raglan commanded the British (26,000 infantry, 1,000 cavalry, and 60 guns).



Prelude

The Franco-British forces landed on the western coast of the Crimean peninsula some 35 miles north of Sevastopol, on the 13th September 1854, at Calamity Bay. Although disorganized and weakened by disease (mostly cholera and dysentery), the lack of opposition these landings met allowed a beachhead of 4 miles inland to be made. Six days later the two armies headed south. The march involved crossing three rivers and it was at the second of these, the River Alma, that the Russians decided to stand. The Russian Army occupied a natural defensive position. The British and French bivouacked on the northern bank of the river, where the ground sloped gently down to the river. Running along the Russian southern bank of the river were precipitous cliffs, 350 feet high, continuing inland from the river's mouth for almost two miles where they met a less steep, but equally high hill known as the Telegraph Hill across the river from the village of Bourliouk. To its east lay the Kourgane Hill, a natural strongpoint with fields of fire covering most approaches, and the key to the whole position. Two redoubts had been constructed to protect the Kourgane Hill from infantry assault; the Lesser Redoubt on the eastern slope and the Greater Redoubt on the west. The road to Sevastopol ran between the Telegraph and Kourgane Hills, covered by Russian batteries sited on the hills and in the narrow valley between them.



The Plan

The Russians had only to hold their ground and keep the pass closed to achieve victory. The French, however, had a plan. Positioned on the allies' right (the western section of allied line, nearest the sea) they would assault the cliffs across the river. In theory, such an obvious attempt to turn the Russian flank would so concern the Russians that they would fail to notice a British attack on their centre and left.

First Attack the Greater Redoubt



On the far right, General Bousquet's division, supported by the guns of the French fleet, crossed the river, scaled the cliffs and were able to expel the Russian infantry and artillery stationed there. Bousquet could not continue the advance without reinforcements, reinforcements that would not arrive quickly. On Bousquet's left, French troops under General

Canrobert crossed the river but were unable to move their guns up the steep cliffs. To Canrobert's left Prince Napoleon's division were not even able cross the river. In the face of heavy fire from the Telegraph Hill their advance stalled and the troops took shelter in the vineyards outside the village of Bourliouk.

Meanwhile, the British had moved forward. The army was arranged in two lines; the first had the Light Division on the left under Sir George Brown and the 2nd Division under Sir George de Lacy Evans on the right. Behind them on the right of the second line, Sir Richard England led his 3rd Division while on his left the Duke of Cambridge commanded the 1st Division. The 4th division under Sir George Cathcart and the cavalry under Lord Lucan were held in reserve. Unfortunately, the Light Division had not extended its line far enough to the left and as it advanced it did so at a slight angle. Sir George Brown was extremely shortsighted and he failed to notice that this had occurred. Soon the troops on the right of the Light Division and the left of the 2nd Division were merging. The parade ground exactness with which the British had set off had now been lost, Sir George Brown turning red with rage, the Russians now faced not with a disciplined British formation, but something with the outward appearance of a mob.

Unable to reorganize their men into anything like their original makeup, British officers finally ordered their men to charge as they were. The men charged, and as they struggled up the slope a densely-packed mass of Russian infantry came towards them. The British troops stopped and opened fire on the Russians. The skill of the British as professional rifleman forced the Russians back. As the red-coated line started back up the hill, the Russian guns opened up. Scrambling up the slopes of the Kourgane Hill in the face of determined artillery fire, the British line was no solid mass of troops, more a thick skirmishing line leaving the Russian guns unable to stop the attack, only hurt it.



The British continued upward and on until they finally tumbled over the walls of the Greater Redoubt, as the Russians were trying to move their guns. As some of the men celebrated from the redoubt, carving their initials on captured Russian guns and marvelling at their achievement the lack of reinforcements soon made itself clear. The First Division, consisting of the Guards and Highland Brigades, was still crossing the river and a great Russian column was moving straight for the Greater redoubt in counterattack.

As the British prepared to meet the Russian attack an unknown officer shouted "Don't fire! They are French." Other officers shouted to fire and in the confusion of conflicting orders, the British troops began to withdraw from the Redoubt.

Retreat and Second Attack

As the Russians column marched down to the Greater Redoubt, an astonishing fact became apparent. Earlier in the day, Menshikov had left the Kourgane Hill and proceeded to view the action on the far left of the Russian army where the French had seemed to, initially, be causing a danger. Now his second in command, watching his men push the British down the hill, looked westward for sign of Menshikov. Instead he saw the cocked hats and white plumes of British staff officers atop a spur of the Telegraph Hill calmly watching the battle. Lord Raglan had wanted a better view of the proceedings and followed by his staff had ridden past the French skirmishers on the left of Prince Napoleon's division and through the Russian skirmishers facing them.

Stumbling across an upward path, Lord Raglan finally found himself on a ridge jutting out from the Telegraph Hill, overlooking the Kourgane Hill and the valley between. Suggesting to his staff that it might be a good idea to have some guns in such a commanding position, the thought was taken as an order and soon two nine-pounders were firing from the ridge. The Russian batteries in the valley were forced to withdraw by fire from these guns, and a few shots fired in their direction persuaded the Russians pursuing the retreating British down the hill was not wise.



By now, the First Division had finally crossed the river and the Russians by the Greater Redoubt saw approaching below them the Grenadier Guards on the right of the British line, the Royal Scots Fusilier Guards in the centre and the Coldstream Guards on the left. Out of sight on the far left was the Highland Brigade. Below the Greater Redoubt,

however, a group of Royal Welch Fusiliers had held their ground when their comrades had retreated and were firing up at the redoubt. Suddenly the Russians unleashed hundreds of soldiers, who swarmed over the parapets of the retaken redoubt and poured a shattering volley of musket fire downwards. The Royal Welch Fusiliers were smashed and rushed down the hill, crashing into the advancing Scots Guards with such force that the line was torn in many places. The Scots Guards faltered, and when they were 40 yards from the redoubt the Russians mounted a massive bayonet charge. The Scots Guards were forced to retreat and they did so stopping only when they reached the river. Almost 200 of them lay dead on the slope.

A large gap now existed between the Grenadiers and the Coldstream guards. The Russian generals saw their chance and pushed two battalions into the gap. As the Grenadiers prepared to meet this charge, again strange orders were given, as had occurred earlier in the Greater Redoubt. An equally unknown officer told the Grenadiers to retire. The colonel commanding the left-wing company of the Grenadiers, however, felt this order to be foolish and instead ordered his company retired to form a right angle with the rest of the battalion which thus now assumed an 'L' shape, with the base of the 'L' pointing back down to the river. As the Russians moved into the gap, his men were able to pour deadly accurate fire into their flank. The recently invented Minie ball bullet combined with this well executed maneuver caused the Russians to hesitate in their attack. Seeing this, the British advanced and soon the Russians themselves retreated. The Greater Redoubt was again in British hands and the defenses on the left of the Russian centre were shattered.

The Final Stage

The last act came on the far right of the Russian line where 10,000 troops were still unused and uncommitted. They were faced by the advancing Highland Brigade; a mere three battalions. Led by Sir Colin Campbell, the 93rd



Highlanders, the Cameron Highlanders and the Black Watch were advancing in a dangerously thin line extended for almost 2,000 yards although in the smoke and confusion of battle the Russians were unable to see that it was only two ranks deep. The disciplined Highland Brigade advanced firing, a task difficult to accomplish in those days of warfare. For the Russians it proved too much and they fell back. The Battle of the Alma was effectively over and a British victory. On the right of the allied line, Canrobert had finally got his guns up the cliffs and his Zouaves seized the Telegraph Hill. The ridge Lord Raglan had so dramatically made his own was now swarming with red-coated troops. The Russian right was fleeing before the Highland Brigade, the Greater Redoubt was taken and the road to Sevastopol was now open.

The Russian retreat became a rout and Lord Raglan sought permission to pursue the Russians, but General St. Arnaud decided this was impossible for his French troops had left their packs at their start points across the river and would have to go back for them before further advances. Raglan was unwilling to pursue the enemy without French support and the broken Russian army was able to escape unmolested.

The Game Itself

Troops are organized in a uniform manner. Infantry are 4 castings to a stand (2 up and 2 back) with 6 stands to a "unit" plus one additional leader figure who is usually mounted. Cavalry have 2 figures to a stand with 6 stands and a command figure per unit. Each battery has three stands with a piece and 2 figures per stand and no separate command stand.



Troops are on square bases. Higher command figures are round stands with, in my army, a mounted figure plus one on foot. The army commanders are usually five or six figures on a "diorama-type base."

An infantry and cavalry "unit" represent about 500 to 1000 actual men but I do not worry overly much about such things. I just call them "regiments" and let it go at that. Remember that the name of the game is simplicity. We use six-sided dice because they are easier to read. Depending on the number of players, each person playing the game should command about two to three units.



The rules for the game are a variation of 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.

When the turn begins each side rolls for initiative. The side which had the initiative last turn adds one to the die roll since, in this game, if you have the initiative you tend to keep it. If you won more close combats than the other side there is an additional modifier. The side winning the initiative gets his choice of who acts first that turn.

During a player's turn all units on a side can do any one action of their choice. An action is: a move, fire, close combat, limber, unlimber, dismount etc. The point is that a unit is limited to only one action of its choice per turn.

A unit may use a "command point" to add extra dice to an activity such as an extra dice for movement. A limited number of command points keeps folks on edge because you cannot afford to use command points for every unit for every turn. The command points are written on a slip of sticky paper underneath the leader or one of the guns. When a command point is expended a hash mark is made on the slip. The ability to use command points, in effect, represents a unit's extra energy to "double time" or execute a charge. The better units have more command points and thus can do more things during a game. This also eliminates a host of other variables which tend to complicate things - and thus otherwise slow down the game.



Movement in the game is by die roll; each pip representing an inch. A unit in line can move 2 dice....in column 3 dice. There are die penalties for terrain and that sort of thing. Given the relatively low number of units in the game allows for movement by die roll which a lot of folks seem to enjoy.

Changing formation in this game is an action as is unlimbering or limbering guns. My idea is that each action represents a brief moment in "real time." Artillery cannot shoot and scoot in the same turn like a modern tank. These were the days of limbered guns and it took some time to gather up the pieces before moving away to a new position.

Fire is simple. Each stand throws a die and a table shows if there is a possible "hit." This considers weapon type and target. You have seen a dozen charts like this. Long range is half hits rounded up. Rifles fire out to 20" and artillery at 40". Remember, you only get one shot per turn.

Even after a possible hit is scored, the unit gets to roll on the "save chart" to see if it can avoid the casualty. The chart is nonlinear, which is to say there is a greater probability for a save -- at least for some units -- when the unit is at full strength than when the unit is reduced to, say, 30% of the stands. This process is to represent the higher quality of one unit over another in that one can take the same amount of punishment and still retain a higher combat effectiveness. In short, the better units fight at "normal" strength for a long time and then - when they reach a certain damage level - they evaporate. Poor quality units diminish proportionally as they take losses. You don't have to worry about any of this as you play since the save chart does all the work for you.



The morale rules are simple. There are a number of things which cause a morale chit. It is the normal stuff like-losing a leader or having a unit rout near you . . . that sort- of thing. Another morale event is if an enemy unit throws two sixes in a single fire phase. If a “bad” morale event happens to the unit the target unit draws a morale chit representing some degree of being shocked by this level of loss all at once. The morale chits can accumulate on the unit. You can have as many as you want until the number of chits equals the number of stands in the unit in which case the unit routs. The sanction for a morale chit is simple: one pip is deducted from every die the unit rolls for all purposes. Since almost everything - including movement - is governed by the dice this penalty is subtle and with several chits - crippling. Nevertheless you don't have to worry about complicated morale effects charts. Just deduct that pip. You can remove a chit during your phase but that consumes the action.

The above summary of the major components of the rules should get you well into the game quickly. All you have to do now is figure out which side you wish to join and start throwing dice.



Battle of ALMA ORDER Of Battle

Russians (500+ figures)

1 Army Commander

6 field Commands (4 infantry and 2 cavalry)

- 1 Regiment of 4 battalions with 2 batteries
- 1 Regiment of 4 battalions with 2 batteries
- 1 Regiment of 4 battalions with 2 batteries
- 1 Regiment of 4 battalions with 2 batteries

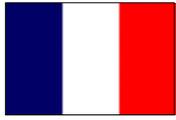
- 1 Brigade of Cossacks of 4 cavalry units
- 1 Brigade of 1 hussar, 1 dragoons, 1 Lancers and 1 battery



Allies

French (250+ figures)

1 Army Commander



3 field Commands

- 1 brigade of 4 units 2 batteries
- 1 brigade of 4 units 2 batteries
- 1 brigade of 2 units 1 battery

Turks (under French control) (80 figures)



1 field Command

- 1 brigade of 3 units 1 battery

British (300+figures)

1 Army Commander



4 field Commands

- 1 brigade of 3 battalions 1 battery
- 1 brigade of 3 battalions 1 battery
- 1 brigade of 3 battalions 1 battery

1 brigade cavalry and 2 batteries art.
 (also commands independent Light infantry battalion)

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**Half a League, Half a League ...**

*Grand Tactical Combat in the Mid-Nineteenth Century*

~~~~~ NASHCON 2006 : Battle of Alma ~~~~~

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Game Sequence

Initiative

(a) Each side rolls one die + or - modifiers. The highest die chooses who goes first this turn.

(b) Modifiers: +1 won initiative last turn; +1 won most close combats last turn; -1 more Routing units.

Side A Turn.

- (a) Action Phase. The player takes *one* action for each unit: move, change formation, change facing by more than 30°; fire, close assault; remove morale chit; mount; dismount; limber; unlimber. The defender may not act in this phase except (1) a defending unit being charged may elect to retreat and (2) a defender attempting a save may use a command dice..
- (b) Resolve close assault.

Side B Turn

- (a) Side B and A switch roles.

Formations

- (a) Infantry can be skirmish (2" between stands), line, double line, column, road column, or square.
- (b) Cavalry is in skirmish (2" between stands), line, column, or road column.
- (c) Artillery is limbered or unlimbered.
- Skirmish formation is 2" between stands. Moves as if in Column formation. Minus 2 in combat. Fire effect on unit is as for being under cover. Only designated light infantry may skirmish.

Close Combat

- (a) Close combat (melee) is an *action*. Unit can only declare a charge if some portion of the unit is two inches from enemy stands. The charging unit rolls for morale, which is all stands plus leader plus one die equals 6 or better. If unsuccessful the attacker withdraws as per case (g). The defending unit then rolls for morale only if it is outnumbered two to one. If the defending unit fails morale it withdraws as per case (g). If both sides remain then the defending units being charged gets to "react" in the reaction phase ONLY if the attacker was using command point(s).
- (b) The attacker then moves up for close assault. Declare which unit is in combat; if any stand touches any enemy stand the **entire** unit fights. Additional units may participate on attack or defense if in "double line formation."
- (c) To resolve combat, roll one die for each stand plus modifiers for each stand. Total everything at once. Highest total wins. Keep your dice on the table as is!
- (d) Pick out all natural 2's from the loser's roll. The total is the number of possible hits ON the loser. Distribute loses throughout. Three 6's in the winner's roll is a possible "leader kill" to the loser; treat as if possible loss of leader from fire. Multiple three 6's is multiple leader loss.
- (e) Roll one die. If a 3,4,5, or 6, the winner takes 1/3 of loser's *possible* loss (rounding up) as winner's possible loss. No leader loss is possible for winner. If a 2, winner takes same number of loses as loser with no possible leader loss. If a 1, winner takes "double losses" (round down) and every participating winning leader rolls for possible casualty loss.
- (f) Winning attacker can advance onto enemy-held position. Winner can take further actions if desired on next phase. Winning defender sits in place.

(g) Loser WITHDRAWS. A withdrawing unit throws 4 dice and falls back that many inches. Ignore terrain penalties for this purpose. Unit stays in formation it was in at time of combat. Unit faces *away* from enemy. If unit was unlimbered artillery the guns are lost. **Loser takes two morale chits**, one for losing combat and one for withdrawing (plus a chit for any leader loss).

(h) Artillery close combat is resolved differently. Combat is as if each gun is a “stand” with a minus I modifier. If the artillery withdraws the gunners are deemed to have run away but the guns remain. The artillery rolls a 4,5, or 6 to spike the guns in which case they are removed. In any event an attacking unit which wins the close assault draws one morale chit due to disorder of moving through artillery pieces.



Modifiers to All Close Combat

(a) *Plus 2* for cavalry charging in double line (lines w/in 4” of each other).

(b) *Plus 1* for each of the following: Behind walls, stream, or trench; on crest of high hill; *attacking* in column formation; infantry attacking or defending in double line (lines w/in 4” of each other); infantry in square; cavalry moving in line formation; leader stand itself.

(c) *Win ties*. Certain elite units win ties in stand-to-stand combat. Also if any unit wins a normal close combat during the game it achieves and retains this bonus for duration of game.

(d) *Zero*. Infantry in line; cavalry in column; all cases where modifier does not clearly apply.

(e) *Minus 1* if unit is hit from rear and attacker started charge from units rear.

(f) *Minus 1* for limbered artillery and standing cavalry and dismounted cavalry.

(g) *Minus 1* for each morale chit.

(h) *Minus 2* for routing troops -- if hit from rear add another minus 1.

(i) *Minus 2* for skirmishing infantry or cavalry.

Casualties & Saving

(a) Each time a stand takes a possible hit such as from fire or melee the unit may try to save the loss by rolling on the SAVE TABLE for that nationality. If the stand rolls the required number or better the loss is ignored.

(b) If there is a figure loss, cap the figure. The stand still fights as normal till all figures are killed.

Leaders

Unit Commander

Each battalion/battery/cavalry regiment unit has so many command points which are marked on the bottom of the leader figure: called the “unit commander.” A command point will allow a unit commander to contribute a benefit to an action for that unit IF the unit commander is within 24 inches of the **brigadier general**. If so, the unit commander may contribute an action benefit at a cost of 1 command point. (only 1 per turn at most)

In Close combat a plus 1 to all combat die when attacking or defending, but defender must declare use first.

In Movement: roll an extra die when moving.

In Fire: a plus one to each firing dice .

In a save attempt: a plus one to all save attempts (can also be used by the passive side).

In a Morale Chit Removal Remove TWO moral chits.

In a Combat Morale Check: Automatically pass (can also be used by the passive side if desired).

Brigadier general IF directly attached to a unit will allow the unit an extra FREE command benefit in ADDITION to any benefit which may be contributed by the unit commander. thus a unit could have 2 benefits in a turn) To use this effect the brigadier must be attached at the beginning of the turn and stay attached through the turn. An attached Brigadier may be subject to casualties from fire on the unit or melees and if killed is replaced 4 turns later. If wounded can return 2 turns later.

Fire Chart

| Weapon
Target | <i>Muskets & Rifles</i>
<u>Russ Artillery</u> | Allied Arty,
<i>Dismounted Cav</i> | <i>Mounted Cav</i> |
|--|--|---------------------------------------|--------------------|
| <i>Lines, [skirmish]</i>
Deployed Guns | 4-6 [5 - 6] | 5-6 [6] | 6 [6] |
| <i>Columns,</i>
Limbered Guns,
<i>Double Lines</i> | 3-6 [4 - 6] | 4-6 [5,6] | 5-6 [6] |
| <u>Enfiladed Lines &</u>
<i>Column & Square</i> | 2-6 [3 - 6] | 3-6 [4 - 6] | 4-6 [5,6] |

(a) Roll one die per stand or artillery figure...number on chart is a *possible* hit on target unit.

(b) [#] means the target unit is behind or is in cover OR skirmish order.

(c) **Fire Priority:** 1st charging enemy; 2nd firing at you; 3rd advancing on you; 4th nearest enemy.

(d) Every time you throw two natural sixes in a *single* fire phase place a MORALE MARKER on the target unit in addition to any hits. A third six is a possible *leader kill* in addition to any hits on the target unit. Four 6's are two markers etc.

(e) **Leader Kill.** If there is a possible leader kill roll another die for the leader **and** any attached Brigadier... on the further roll of **one** the Leader is dead, a new leader appears at beginning of second turn from the leader=s loss; new leader only has 2 of remaining command points rounded up. On the further roll of **two** Leader is only wounded and is revived on the second turn from the injury.

(f) Firing units may **split fire** consistent with fire priority.

(g) Stands may **pivot 30** and fire on -1 on die roll.

(h) **“Double Line”** is two line formations within 4" inches of each other from axis of fire.

(i) **Arc of fire** is 45 degrees left and 45 degrees right of center of firing stand.

(j) **Line of Sight** is blocked by units, woods, hills, houses, and walls.

(k) **Woods:** can fire into or out of only at the edge. Units in woods can only fire at each other within six inches of each other.

(l) **Hills:** units behind crest can only be hit by enemy units on the crest. Units on crest may fire over lower units if no blocking unit or terrain is within 6" of target along axis of fire.

(m) Cannot fire at individual leaders

(n) **Long Ranges:** Muskets 10" ; Rifles 20" ; Horse and Field Artillery 40"; Siege 80"
Short Range is half long range

(o) **WHEN FIRING AT LONG RANGE DIVIDE ALL POSSIBLE CASUALTY HITS BY**

HALF, ROUNDING UP. Morale marker “hits” are *not* divided in half at long range.

MORALE

(a) Take one morale marker for any of following events:

1. *Each* pair of A6's@ on enemy fire against you in any fire phase.

2. When Leader is killed, captured or wounded.

3. Friendly unit ROUTS within 6" along the line of rout.

4. Friendly unit WITHDRAWS through unit 5. Loses close combat. 6. Unit WITHDRAWS.

(b) A unit must still suffer a morale marker even if the potential casualties have been SAVED if the conditions of (a) are met.

(c) **Each morale chit is -1 on every die for everything.**

(d) When number of chits **equals** number of stands (**including** the leader) in unit (or number of artillerymen) unit ROUTS.

(e) A **Rout** requires the unit to move four dice away from enemy (ignore terrain restrictions), face away from enemy and try to regain morale on its next action .If unit cannot regain morale - - by failing to pull a chit -- it routs again until it regains morale or vacates the field of combat.

(f) **A unit can automatically pull a morale chit as its action for that phase except when the unit is in rout status.**

(g) A unit can pass a morale check in attack or defense of a close assault (*or pull a morale chit in rout*) by adding number of stands (or artillerymen) **including** the leader plus one die equals **6** or better.

| MOVE Chart | LINE | Skirmishor..... COLUMN | ROAD | Gentle Slope Hills | Steep Hills Streams, Woods | Walls, Trenches |
|-----------------|----------|------------------------------|------|--------------------|----------------------------|-----------------|
| <i>Infantry</i> | 2 | 3 | 4 | - Low Die | - High Die | - Low Die |
| <i>Cavalry</i> | 3 | 4 | 5 | - High Die | -2 Highest | - HighDie |
| <i>Arillery</i> | 3 (Prol) | --- | 4 | - High Die | -2 Highest | NoCross |
| <i>Staff</i> | 4 | 4 | 4 | 4 | 4 | 4 |

(a) Movement is by six-sided dice. Number in chart is number of dice for a move depending on the unit type and formation and terrain. Each “pip” is an inch. Units need not move the full distance.

(b) Interpenetration: minus low dice to moving unit.

(c) Retrograde, about face, left or right movement is ONE die of movement for all formations.

(d) Squares cannot move.

(e) **Prolong Artillery** move with ONE die. An even on number on the movement roll is needed to cross walls, streams or high hills.

(f) DEDUCT ONE PIP FROM EACH DIE FOR EACH MORALE MARKER ON UNIT.

(h) Cavalry is either moving or standing. Moving cavalry must have had at least 4" of forward movement in its last phase -- either free, command, or reaction -- to be considered moving for combat and morale purposes. Changing formation or firing is considered a standing action

(i) No unit may MOVE closer than two inches to an enemy unit. (To move closer requires a close assault which is a separate action)

SAVE TABLE The number inside the block is that needed to save the casualty on 1D6 depending on the number of stands remaining at the time the save roll is made. **Deduct one pip from each die for each morale marker on unit. X = no save possible**

| STANDS Or artillery figs LEFT | 6+ Leader | 5+ Leader | 4+ Leader | 3+ Leader | 2+ Leader | 1+ Leader |
|-------------------------------|---------------------|---------------|-----------------------|-----------|---------------------|--------------------------|
| Brit Inf | 4,5,6 | 5,6 | 6 | X | X | X |
| French Inf | 5,6 | 5,6 | 5,6 | 5,6 | X | X |
| All Turks | X | X | X | X | X | X |
| <i>Br & F Cav.</i> | 3,4,5,6 | 5, 6 | 6 | X | X | X |
| Russ Inf | 5,6 | 5,6 | 5,6 | 5, 6 | 5,6 | 5,6 |
| Russ Cav | 5,6 | 5,6 | 5,6 | 6 | 6 | X |
| All Arty Leaders | 5,6 per figure SAVE | figure With a | 6 per figure 3,4,5,6. | figure | 6 per figure a 1 is | figure a 2 is Kill Wound |