



NASHCON 2014

Battle of Balaclava Game Scenario

INCLUDING THE RULES FOR PLAYING

**CHARGE OF
THE
LIGHT BRIGADE**

David Louis Raybin

(c) 2014

Charge of the Light Brigade: Battle of Balaclava Nashcon (5-23-2014) *Scenario, Order of Battle, and Rules*

By David & Ben Raybin

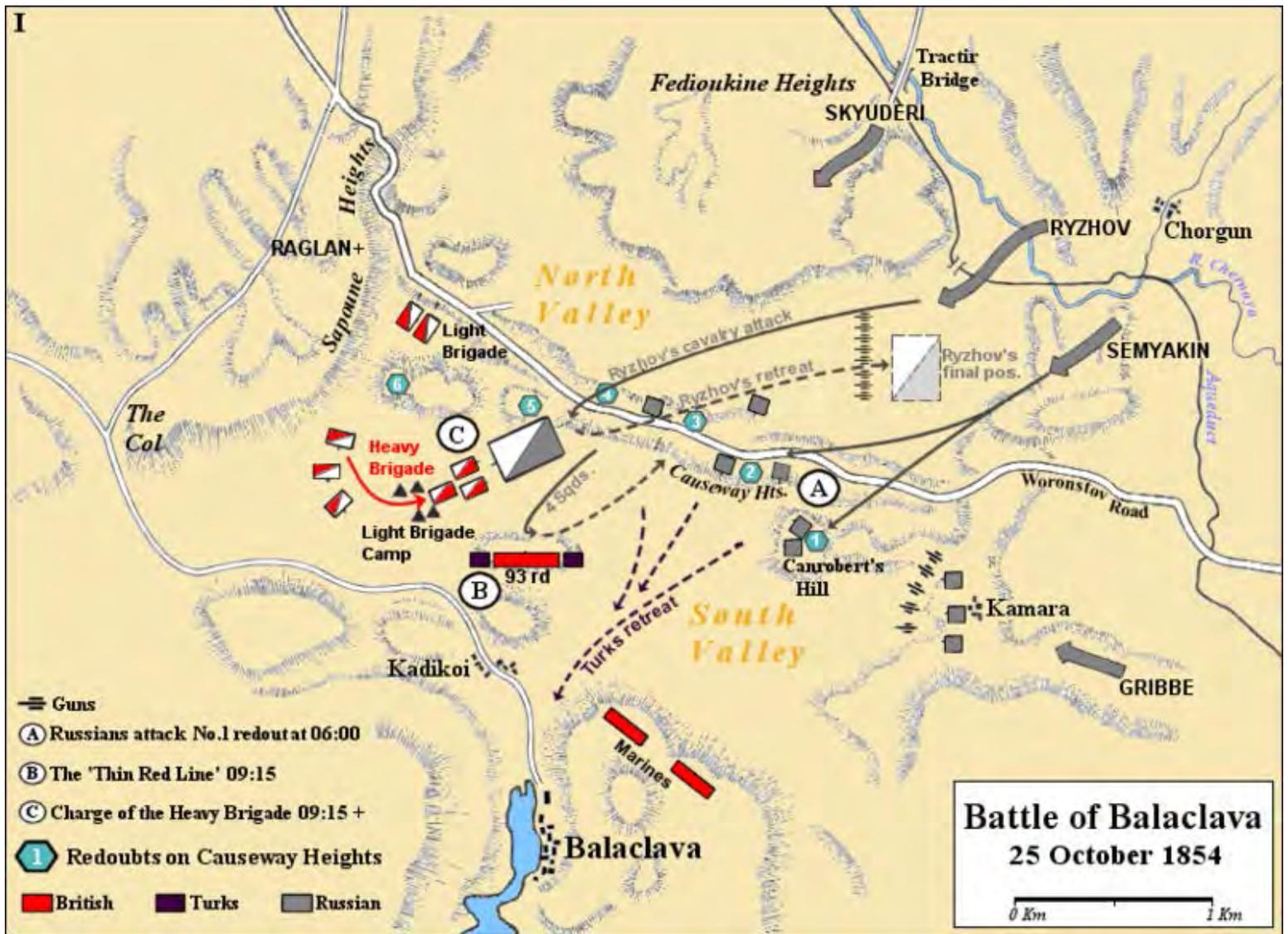
<http://groups.yahoo.com/neo/groups/CrimeanWargame/>

Introduction

This year is the 160th anniversary of the Battle of Balaclava. The following scenario represents the battle using the *Charge of the Light Brigade* Rules. Each side starts out in historically accurate positions – including Lord Cardigan, who is asleep on his yacht in Sevastopol harbor. The organization of the various units is as outlined in the Rules in that battalions are represented by six 4-man stands, cavalry by six 2-man stands and a battery with three model guns and six figures.

The wargame convention in Nashville, Tennessee, to be held in May, will be the first public appearance of this grand scenario in a decade. We will have a field six feet wide by twenty-four feet in length to represent the main battlefield and Balaclava harbor and several ships at anchor. Over a thousand 25 millimeter troops will be available for the game.





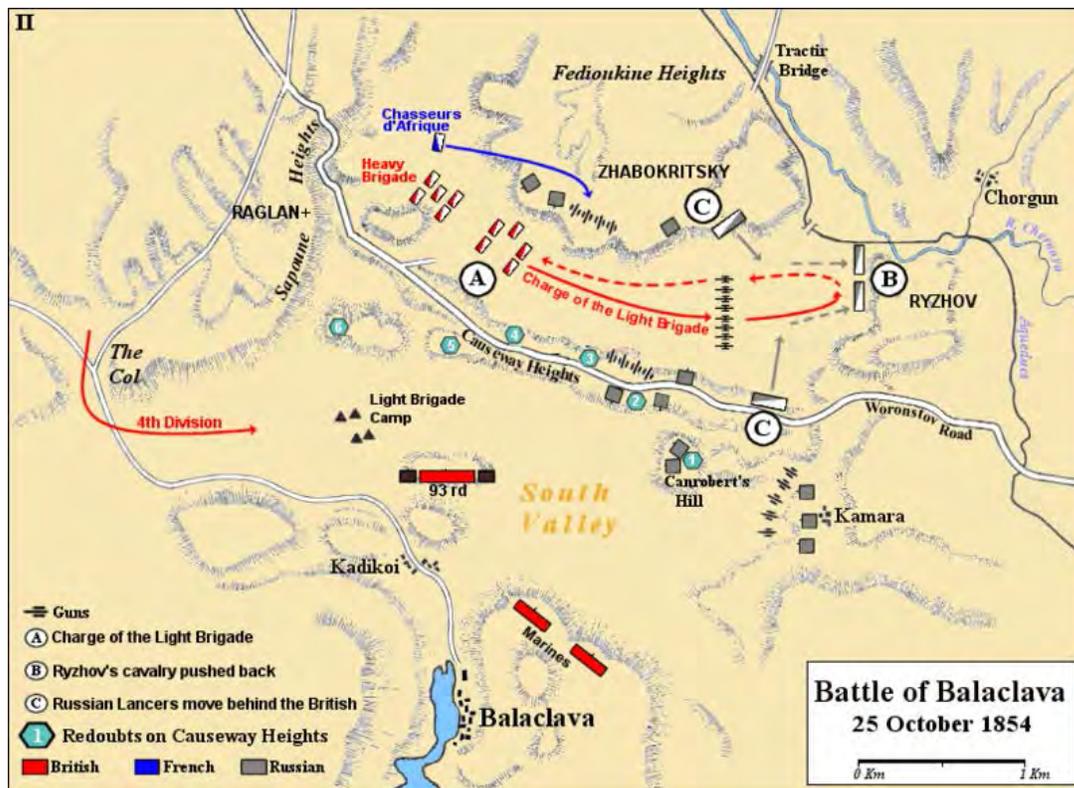
The Russians have the burden of attack and must do so promptly lest Allied reinforcements from the trenches prove decisive. The allies cannot denude the trenches round Sevastopol however without risking a sortie from the besieged Russians.

The actual battle – fought in 1854 – involved the Russians attacking the Turks in the several redoubts and driving the Turks back. The Russian cavalry then advanced toward Balacclava. The “Thin Red line” -- the 93rd Highlanders -- stopped the attacking Russian horse. 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 our 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.



The RULES to the game appear on a play sheets at the end of this scenario.

The Timing of the Battle

In our modern world we just assume that everything is synchronized. Not so in the mid-nineteenth century. There still exists some question about when things happened. The Russians report that their attack began just before dawn. The Turkish-held Redoubts came under fire from the Russian artillery around 5.30 a.m. although there are arguments that say that it may have been an hour later. As to subsequent events we can rely on the *London Times* correspondent William Howard Russell who was there:



William Russell

"The day was over early too - an hour after noon - and there were five good hours of daylight left. The Russians, feeling alarmed at our steady advance and at the symptoms of our intention to turn or cut off their right, retired from No.1 redoubt, which was taken possession of by the allies. At fifteen minutes past eleven, they abandoned redoubt No. 2, blowing up the magazine; and, as we still continued to advance, they blew up and abandoned No. 3, but to our great regret, we were not in time or force to prevent their taking off seven out of nine guns in these earthworks.

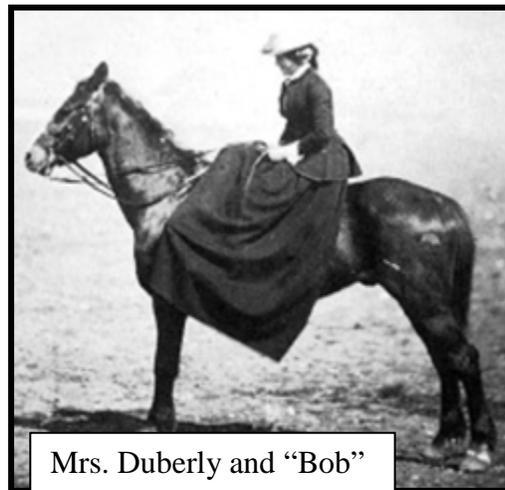
What was Lord Cardigan about? What were the Light Cavalry doing? They had been dismounted for nearly an hour and a half on the ground they occupied facing towards the east. The enemy showed no signs of any intention to resume the aggressive. Apprehensive rather of attack, they withdrew from the advanced redoubts, blowing up the magazines...Thus I noted the arrival of the news of the attack at Headquarters at 7:30; the time of Lord Raglan's turning out "soon after eight o'clock"; of the arrival of the First Division, 10 o'clock; of the Fourth Division taking up position, 10:40; of Canrobert's conferring with Lord Raglan, 10:50; of the arrival of the Chasseurs d'Afrique, 10:55; of the advance of the Light Cavalry, 11:10; of the return of the survivors, 11:35 to 11:45; of the Russian retrograde movement, 11:45; of the first general advance of the Allies towards the redoubts at 12 o'clock and again at 12:40; and of the cessation of the cannonade between the two

armies, which began at 12:15, at 1:15. The watch was, I believe, a little slow." [Russell, *The Great War with Russia*: pp.165, 168-169]

A Contemporary Account

Apart from Russell's account, I have thought mightily of which contemporary description of the battle would best accompany the scenario. There are many. In my view the most compelling is that of Frances Isabella Duberly (1828-1903) who accompanied her husband, an officer in the 8th Hussars, to the Crimea. She published her diary after the war. There are some errors (the 42nd was nowhere near the 93rd, for example) but such technicalities are irrelevant to the sheer emotional drama of her account:

Wednesday, [October] 25th. - Feeling very far from well, I decided on remaining quietly on board ship to-day; but on looking through my stern cabin windows, at eight o'clock, I saw my horse saddled and waiting on the beach, in charge of our soldier-servant on the pony. A note was put into my hands from Henry, a moment after. It ran thus: "The battle of Balaklava has begun, and



promises to be a hot one. I send you the horse. Lose no time, but come up as quickly as you can: do not wait for breakfast."

Words full of meaning! I dressed in all haste, went ashore without delay, and, mounting my horse "Bob," started as fast as the narrow and crowded streets would permit. I was hardly clear of the town, before I met a commissariat officer, who told me that the Turks had abandoned all their batteries, and were running towards the town. He begged me to keep as much to the *left* as possible, and, of all things, to lose no time in getting amongst our own men, as the Russian force was pouring on us; adding, "For God's sake, ride fast, or you may not reach the camp alive." Captain Howard, whom I met a moment after, assured me that I might proceed; but added, "Lose no time."

Turning off into a short cut of grass, and stretching into his stride, the old horse laid himself out to his work, and soon reaching the main road, we clattered on towards the camp. The road was almost blocked up with flying Turks, some running hard, vociferating, "Ship Johnny! Ship Johnny!" while others came along laden with pots, kettles, arms, and plunder of every description, chiefly old bottles, for which the Turks appear to have a great appreciation. The Russians were by this time in possession of three batteries, from which the Turks had fled.

The 93rd and 42nd were drawn up on an eminence before the village of Balaklava. Our Cavalry were all retiring when I arrived, to take up a position in rear of their own lines. Looking on the crest of the nearest hill, I saw it covered with running Turks, pursued by mounted Cossacks, who were all making straight for where I stood, superintending the striking of our tent and the packing of our valuables. Henry flung me on the old horse; and seizing a pair of laden saddle-bags, a great coat, and a few other loose packages, I made the best of my way over a ditch into a vineyard, and awaited the event. For a moment I lost sight of our pony, "Whisker," who was being loaded; but Henry joined me just in time to ride a little to the left, to get clear of the shots, which now began to fly towards us. Presently came the Russian Cavalry charging, over the hill-side and across the valley, right against the little line of Highlanders. Ah, what a moment! Charging and surging onward, what could that little wall of men do against such numbers and such speed? There they stood. Sir Colin did not even form them into square. They waited until the horsemen were within range, and then poured a volley which for a moment hid everything in smoke. The Scots Greys and Inniskillens then left the ranks of our Cavalry, and charged with all their weight and force upon them, cutting and hewing right and left.

A few minutes - moments as it seemed to me - and all that occupied that lately crowded spot were men and horses, lying strewn upon the ground. One poor horse galloped up to where we stood; a round shot had taken him in the haunch, and a gaping wound it made. Another, struck by a shell in the nostrils, staggered feebly up to "Bob," suffocating from inability to breathe. He soon fell down. About this time reinforcements of Infantry, French Cavalry, and Infantry and Artillery, came down from the front, and proceeded to form in the valley on the other side of the hill over which the Russian Cavalry had come.

Now came the disaster of the day - our glorious and fatal charge
But so sick at heart am I that I can barely write of it even now. It has

become a matter of world history, deeply as at the time it was involved in mystery. I only know that I saw Captain Nolan galloping; that presently the Light Brigade, leaving their position, advanced by themselves, although in the face of the whole Russian force, and under a fire that seemed pouring from all sides, as though every bush was a musket, every stone in the hill side a gun. Faster and faster they rode. How we watched them! They are out of sight; but presently come a few horsemen, straggling, and galloping back. "What can those skirmishers be doing? See, they form up together again. Good God! It is the Light Brigade!"

At five o'clock that evening Henry and I turned, and rode up to where these men had formed up in the rear. I rode up trembling, for now the excitement was



over. My nerves began to shake, and I had been, although almost unconsciously, very ill myself all day. Past the scene of the morning we rode slowly; round us were dead and dying horses, numberless; and near me lay a Russian soldier, very still, upon his face. In a vineyard a little to my right a Turkish soldier was also stretched out dead. The horses, mostly dead, were all unsaddled, and the attitudes of some betokened extreme: pain. One poor cream-colour, with a bullet through his flank, lay dying, so patiently! Colonel Shewell came up to me, looking hushed, and conscious of having fought like a brave and gallant soldier, and of having earned his laurels well. Many had a sad tale to tell. All had been struck with the exception of Colonel Shewell, either themselves or their horses. Poor Lord Fitzgibbon was dead. Of Captain Lockwood no tidings had been heard; none had seen him fall, and none had seen him since the action. Mr. Clutterbuck was wounded in the foot; Mr.

Seager in the hand. Captain Tomkinson's horse had been shot under him; Major De Salis's horse wounded. Mr. Mussenden showed me a grape-shot which had "killed my poor mare." Mr. Clowes was a prisoner. Poor Captain Goad, of the 13th, is dead. Ah, what a catalogue.

And then the wounded soldiers crawling to the hills! One French soldier, of the Chasseurs d'Afrique, wounded slightly in the temple, but whose face was crimson with blood, which had dripped from his head to his shoulder, and splashed over his white horse's quarters, was regardless of the pain, but rode to find a medical officer for two of his "camarades," one shot through the arm, the other through the thigh.

Evening was closing in. I was faint and weary, so we turned our horses, and rode slowly to Balaklava. We passed Mr. Prendergast, of the Scots' Greys, *riding* down to the harbour, wounded in the foot; the *pluck* with which an Englishman puts pain out of the question is as wonderful as it is admirable. Time would fail me to enumerate even the names of those whose gallantry reached my ears. Captain Morris, Captain Maude, both cut and shot to pieces, and who have earned for themselves an imperishable name! What a lurid night I passed. Overcome with bodily pain and fatigue, I slept, but even my closed eyelids were filled with the ruddy glare of blood.

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.



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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.

The Rules summary appears at the end of this Scenario.

Wargame Order of Battle

The following order of Battle is only representative since it omits such troops as reserves or late-arriving troops which took no part in the battle. Just as wargame figures represent so many actual soldiers, the number of battalions in this listing is designed to approximate the relative ratio of troops on the field. There is also a practical consideration on how many stands will fit comfortably on the table top.

The tactical situation also dictates a restriction of the number of stands and figures. The game assumes a Russian assault on the Turkish positions and then a dash for the roads leading from Balaclava to the siege lines around Sevastopol. How far the Russians get before the inevitable Allied counter-attack dictates the victory conditions. A significant Russian advance imposes a prohibitively costly Allied assault to retake the positions. A collateral Russian victory condition includes dragging away the allied guns on the Turkish-held heights, an event which precipitated the disastrous Charge of the Light Brigade. Preventing the removal of the guns – a near impossible task – results in a significant Allied victory.



RUSSIAN FORMATIONS

In game terms the Russian forces comprise 6 foot batteries, 1 horse battery, 16 infantry battalions, and 7 cavalry regiments. The following Order of Battle lists the historical order of battle and the representative wargame forces.

Commander-in-Chief: Prince A S Menschikov

Local Area Commander: Lieut.General P. P. Liprandi (Commander 14th Division)
(historical 24,720 + 80 Guns) (1 COMMAND STAND)

LEFT COLUMN

Commander: Major General S I Gribbe (historical 2880 + 10 Guns)
(1 Column Command STAND)

24th Dneprovsky (Dnieper) Regiment [3 Battalions: 18 stands]

4th Rifle Regiment (1 Company) [NONE]

Composite Uhlan Regiment - Colonel Jeropkine [1 cavalry regiment: 6 stands]

53rd Don Cossack Regiment (1 Sotnia) [NONE]

Artillery: [1 Battery: 3 Guns/6 Crew]

6th Light Battery - 6 x 6 pdr

4th Battery - 2 x 12 pdr, 2 x 18 pdr how



LEFT CENTER COLUMN

Overall Center Commander: Major General K R Semiakin
(historical 4080 + 10 Guns) (1 Column Command STAND)

Azovsky (Azov) Regiment - Colonel Kirdner [4 Battalions: 24 stands]

24th Dneprovsky (Dnieper) Regiment (1 battalion) [1 Battalions: 6 stands]

4th Rifle Regiment (1- 2nd - Company) [NONE]

Artillery: [1 Battery: 3 Guns/6 Crew]

6th Light Battery - 6 x 6 pdr

4th Battery - 2 x 12 pdr, 2 x 18 pdr how

RIGHT CENTER COLUMN

Commander: Major General F G Levutsky (historical 2400 + 8 Guns) (1 Column Command STAND)

23rd Ukrainsky Ukraine Jaeger Regiment (3 battalions) [3 Battalions: 24 stands]

Artillery: [1 Battery: 3 Guns/6 Crew]

7th Light Battery - 2 x 6 pdr, 2 x 9 pdr how

4th Battery - 2 x 12 pdr, 2 x 18 pdr how

RIGHT COLUMN

Commander: Colonel A P Skiuderi (1 Column Command STAND)

24th Odessky Jaeger Infantry Regiment [4 Battalions]

4th Rifle Regiment (1 Company 1st) [NONE]

53rd Don Cossack Regiment (3 Sotnias) [NONE]

Artillery: [1 Battery: 3 Guns/6 Crew]

7 Light Battery - Capt. Bojanov

4 x 6 pdr, 4 x 9 pdr how

CAVALRY (historical 2880 + 16 Guns)

6TH HUSSAR CAVALRY BRIGADE

Commander: Lieut. General I I Ryzhov (1 Column Command STAND)

11th Kievsky Kiev Hussars (8 Squadrons) [2 cavalry regiments: 12 stands]

12th Ingermanlandsky Ingerman. Hussars (6 squadrons) [2 cavalry regiments: 12 stands]

1st Ural Cossack Regiment (6 Squadrons) [1 cavalry regiment: 6 stands]



Artillery: [1 Horse Battery: 3 Guns/6 Crew]

12th Light Horse Battery - 4 x 6 pdr, 4 x 9 pdr how

3rd Don Cossack Battery - Colonel Prince Obolensky
4 x 6 pdr, 4 x 9 pdr how

THE FEDIOUKINE HEIGHTS COLUMN

Commander: Major General O P Jabokritski (historical 6840 + 8 Guns) (1 Column Command STAND)

31st Vladimirsky (Vladimir) Regiment [represented by 1 Battalion: 6 stands]

32nd Suzdalsky (Susdal) Regiment [NONE (off the table)]

6th Rifle Bn (2 Companies) [NONE]
Black Sea Foot Cossacks (1 Company) [NONE]

12th Ingermanlandsky Ingerman Hussars (2 squadrons) [NONE (off the table)]

60th Don Cossack Regiment (2 squadrons) [1 cavalry regiment: 6 stands]

Artillery: [1 Battery: 3 Guns/6 Crew]
1st Battery - 6 x 12 pdr guns, 4 x 18 pdr Howitzers
2nd Light Battery - 4 x 6 pdr guns

RESERVE (historical 1800 + 12 Guns)

23rd Ukrainsky Ukraine Jaeger Regiment [NONE(off the table)]
Composite Uhlans 5 Squadrons [NONE(off the table)]
4 Rifle Regiment (3rd 1 Company) [NONE(off the table)]
Artillery: 8 x 6 pdr [NONE(off the table)]

THE ALLIES

The Allied troops are initially represented by 3 battalions of Turks and two batteries in the redoubts and 2 battalions of British Marines and 2 batteries all in static positions around Balaklava. One battalion of Scottish infantry, the 93rd Highlanders and a field battery (Barker's) may leave Balaklava and act at will. The English cavalry division supported by a horse battery is also available for

independent action. These are all the forces that are available to stem the Russian tide for some three hours until Allied reinforcements begin arriving.

THE BRITISH ARMY AT BALACLAVA

Commander-in-Chief: General Sir Fitzroy Somerset, 1st Baron Raglan
Balaclava Defenses ON THE FIELD

Commander: Major General Sir Colin Campbell

93rd Highlanders - Lt Colonel W Ainslie [1 Battalion, 6 stands]

Battalion of Detachments brought up from Balaclava
- Major B Daveney (about 100 invalid men) [in the wargame these men are considered part of the 93rd]

W Field Battery Royal Artillery - Capt G. Barker [1 Foot Battery 3 gun stands]

Royal Marine Brigade
Commander: Acting Colonel T Hurdle

1st Composite Bn, RM - Capt W Hopkins [1 Battalion which cannot move beyond immediate Balaclava defenses]

2nd Composite Bn, RM - Capt R Meheux [1 Battalion which cannot move beyond immediate Balaclava defenses]

Detachments Royal Marine Artillery [2 Batteries emplaced]

Attached Turkish Army
Commander: Lewa Rustem Pasha

3 Infantry Battalions [3 Infantry Battalions, 18 STANDS]

Artillery in Redoubts 1-4 (1 gun stand each in number 2, 3 and 4 redoubts and 2 guns in redoubt 1) [5 STANDS]



CAVALRY DIVISION

Commander: Lieut Gen the Earl of Lucan

HEAVY CAVALRY BRIGADE (12 STANDS)

Commander: Brigadier James Scarlett 5th DG

4th Dragoon Guards - Lt Colonel E Hodge

5th Dragoon Guards - Capt A Burton

1st Dragoons - Lt Colonel J Yorke

2nd Dragoons - Lt Colonel H Griffith

6th Dragoons - Lt Colonel H White

LIGHT CAVALRY BRIGADE (12 STANDS)

Commander: Major General the Earl of Cardigan

4th Light Dragoons - Lt Colonel (Bt Colonel) Lord George Paget

8th Hussars - Lt Colonel F Shewell

11th Hussars - Lt Colonel J Douglas

13th Light Dragoons - Capt J Oldham

17th Lancers - Captain W Morris

ROYAL HORSE ARTILLERY

I Troop - Capt G. Maude

[1 Battery Horse Artillery, 3 STANDS]

British Reinforcements in ORDER OF ARRIVAL. The units will have to dice to see when and if they arrive.

C Troop RHA (from Light Div) - Capt J Brandling [1 Battery Horse Artillery, 3 STANDS]

The 1st Division and is only nominally represented in this game but is listed below in full for historical purposes. The units will have to dice to see when and if they arrive. These units arrive on the upper road from Sevastopol.

1ST DIVISION

Commander: Lieut General HRH the Duke of Cambridge

1ST GUARDS BRIGADE

Commander: Major General H Bentinck

3rd Bn Grenadier Guards - Brevet Colonel E Reynardson [1 Battalion, 6 stands]

1st Bn Coldstream Guards - Bt Colonel G Upton [1 Battalion, 6 stands]

1st Bn Scots Fusilier Guards - Bt Colonel E Forestier-Walker [NONE]

2ND HIGHLAND BRIGADE

Commander: Bt Colonel D Cameron

42nd Highlanders - Bt Lt Colonel T Tulloch [1 Battalion, 6 stands]

79th Highlanders - Lt Colonel J Douglas [NONE]

ROYAL ARTILLERY

Commander: Lt Colonel R Dacres

A Field Battery - Capt D Paynter [1 Battery, 3 STANDS]

H Field Battery - Capt E Wodehouse [1 Battery, 3 STANDS]

The 4th Division and is only nominally represented in this game but is listed below in full for historical purposes. The units will have to dice to see when and if they arrive. These units arrive on the lower road from Sevastopol.

4TH DIVISION

Commander: Lieut General Sir George Cathcart

1ST BRIGADE

Commander: Brigadier T Goldie

20th Foot - Brevet Colonel F Horn [1 Battalion, 6 stands]

21st Foot - Lt Colonel F Adams [1 Battalion, 6 stands]

57th Foot - Bt Lt Colonel T Powell [NOT IN GAME]

2ND BRIGADE [NOT IN GAME]

Commander: Brigadier A Torrens

46th Foot (2 Companies) - Capt W Hardy

63rd Foot - Lt Colonel E Swyny

68th Foot - Lt Colonel H Smyth

1st Bn Rifle Brigade - Bt Lt Colonel A Horsford

ROYAL ARTILLERY [NOT IN GAME]

Commander: Lt Colonel D Wood

P Field Battery - Bt Major S Townsend [NONE]

ADDITIONAL ARTILLERY [NOT IN GAME]

E Field Battery (from Light Div) - Capt C Morris 1 Battery [NONE]

F Field Battery (from 3rd Div) - Capt W Swinton 1 Battery [NONE]

THE FRENCH ARMY AT BALACLAVA

Listed in ORDER of ARRIVAL: These units will dice for arrival with the cavalry having a very high probability of arriving. The cavalry may act at will.

Commander-in-Chief: Gén de Division F. Certain Canrobert

1er escadron de spahis (escort only) [NONE]

DIVISION DE CAVALERIE The Commander: Gén de Division Morris

1ERE BRIGADE [2 regiments,12 STANDS]

Commander: Gén de Brigade D'Allonville

1er Régiment de Chasseurs d'Afrique - Col De Ferrabouc

4e Régiment de Chasseurs d'Afrique - Col Coste de Champeron

THE FRENCH INFANTRY IS REPRESENTED IN THE GAME BY 2 battalions: 1 of Line and 1 Zouave plus 1 foot battery. These units will dice for arrival and, in any event cannot move away from the base of Sapoune Ridge since they are in effect guarding the approach to the allied siege lines.

The historically available units are listed below but do not appear in the Game except as indicated, since they did not actively participate in any way.

1ERE DIVISION (D'INFANTERIE)

Commander (Designate): Gén de Brigade Bouat

1ERE BRIGADE

Commander (and acting Div Commander): Gén de Brigade Espinasse

1er Batt de Chasseurs à pied [NONE]

1er Régiment de Zouaves [1 Battalion]

7e Régiment de ligne [1 Battalion]

2E BRIGADE

Commander: Gén de Brigade Vinoy

9e Batt de Chasseurs à pied

20e Régiment de ligne [NONE]

27e Régiment de ligne [NONE]

ARTILLERY

3e Batterie du 8e Régiment [1 Battery, 3 guns]

1ere Batterie du 9e Régiment [NONE]

ENGINEERS

7e Compagnie du 2e Batt du 2e Régiment [NONE]

Q And A.

The Rules appear at the End of this Scenario. Here are some questions and answers.

1) Do "reacting" units pay command points to do that?

No, they do not. Reaction is "free" and is a consequence of the "moving side" expending command points.

2) Formations: a "double line" is formed by units in two ranks (three bases in the first line, three in the second). When a double line inf. unit fires, are all the six bases allowed to fire (six dices thrown)?

No. Units may not fire through each other.

3) If two different units in line are within 4" (one behind the other) are they considered to be in "double line"? If yes, what does happens in close combat? Both of them are involved?

Yes, they are both involved. That is the point of double line

4) Close combat, : "Pick out all natural 2's from the loser's roll". Does this mean that a losing side of six bases unit that rolled e.g. "1, 3,4,5,6,1" does not receive possible hits? **That is true and reflects the fortunes (or misfortunes) of war.**

5) Close combat, point (again): "The total is the number of possible hits". If a losing units rolled "1,2,2,3,4,2", the possible hits are 3 (three dices with "2") or 6 (2+2+2)? **The total number is six.**

6) How many command points do units have? **The number of points is written on the bottom of the regimental command stand. In general the Russians have 8 per unit, the Turks 6, and the French and British at least 12.**



DAVID RAYBIN



RAYBIN'S CHARGE OF THE LIGHT BRIGADE

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Initiative (a) Each side rolls one die + or - modifiers. The higher die chooses who goes first this turn. Modifiers: +1 won initiative last turn; +1 for each close combats won last turn; -1 for each Withdrawing or Routing or unit last turn.

Leaders (a) Promote replacement of those killed two turns ago. (b) Ascertain if units are in command control radius of brigade commanders; if not, unit draws a morale marker.

Side A Turn. (a) "Free Action" Phase. The player takes *one* action for each unit: move, change formation, change facing by more than 30°; fire, close assault, automatic removal of morale chit (attempt to do so if routing), mount, dismount, limber, and unlimber. *The defender may not act in this phase except a defending unit being charged may withdraw (except infantry may not withdraw from attacking cavalry).*

(b) "Command Point" Phase. By paying one command point any unit (unless its leader is dead) *may* take another action. Results of fire are "held" until Side B gets any reaction shots.

(c) "Reaction" Phase. Side B units may take a reaction action but *only* against any Enemy unit using a command point. Reaction activity is limited to following: 1. Enemy infantry, dismounted cavalry, and artillery -- if at the correct angle and range *at any time* during the command-point-using unit's activity such as movement -- may fire at any command-point-using unit. Ignore fire priority rules but each enemy reacting shooter gets but one volley even if there are multiple eligible targets. 2. If Side B's units in range are not at correct angle for a shot they may turn in place in hopes that they can fire later. 3. Artillery in range may also unlimber. 4. Cavalry within 45 degrees of command-point-using unit can also make a reaction move (charge) and, if it connects within 2" of target, a close assault resolved in next phase. If it fails to reach within two inches of target due to bad dice roll, it draws a morale chit.

(d) Resolve close assault from (b) and (c).

(e) "Second Command Point" Phase. The Side A player *may* now take another action for any of his units including those units who used a point in the first command point phase. To take an action here units must now pay *two* command points.

(f) "Reaction" Phase. (Side B) units can react but *only* against Enemy units active in the second command phase.

(g) Resolve close assault from (e) and (f).

(h) "Third Command Point" Phase. Side A player can pay three points per unit to take an action.

(i) Subsequent Phases. The Side B player now reacts as in (f) and this process continues until Side A declines to take further command point phases.

Side B Turn (a) Side B and A switch roles.

Note: Command and Reaction Phase fire is always simultaneous.

Command Points. Each regiment or battery has so many command points (the other player does not know how many since this number is written on the bottom of each regiment's leader figure or on bottom of one artillery stand). As a command point(s) are used the player marks them off the sticker on the bottom the leader figure or artillery stand. Cossacks have "unlimited" command points but they may only be used for movement. Artillery may use command points per battery for any action including fire BUT if the battery throws snake eyes while firing in the command point phase(s) the battery has depleted its ammunition.

Formations (a) Infantry can be in line, double line, attack column (2 stands wide), march column (single file), or square.

(b) Cavalry is in line, double line, or march column. (c) Artillery is limbered or unlimbered.

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 until all figures are killed. Consolidate a unit's losses on one stand.

Artillery. *Each figure represents a gun.* Artillery casualties from small arms, artillery fire or melee are always to the "crew" figures representing the actual guns.

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. Each charging unit rolls for morale per morale rule. If unsuccessful the attacking unit withdraws as per case (g). If successful, the defending unit then rolls for morale only if it is outnumbered two stands to one. If the defending unit fails morale it withdraws as per case (g), OR it may voluntarily withdraw -- except infantry may not voluntarily withdraw from attacking cavalry.

(b) The attacker then moves up for close assault. 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): if so, friendly infantry or cavalry, if able to directly contact the attacking unit by moving no more than 4 inches *and* passing a morale roll may reinforce the defending unit and a friendly infantry in line formation within 4 inches of defending infantry unit in line formation may, by passing a morale test, reinforce the attacked unit thus forming a "double line." Declare which units are in combat; if any stand touches any enemy stand the **entire** unit fights.

(c) To resolve combat, roll one die for each stand plus or minus modifiers for **each** stand including leader stands. Total everything at once. Highest total wins. Keep your dice on the table as is!

(d) Pick out all natural 1's and 2's from the winner's roll. The total is the number of possible hits ON the loser. Distribute losses throughout. Three natural 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) Winner rolls one die. If a natural 3, 4, 5, or 6, the winner takes 1/3 of loser's *possible* loss (rounding up). No possible leader loss for winner. If a 2, winner takes same number of possible losses 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(s) by expending command points. If *attacking* winner's combat total is twice that of defender, winner has option to stay locked in combat with retreating enemy *after* loser withdraws; fight another close combat. Winning defender sits in place.

(g) Loser WITHDRAWS. Loser throws 4 dice; use the natural result The unit falls back that many inches (ignore terrain penalties) and draws a morale chit. Unit stays in formation it was in at time of combat. Unit faces *away* from enemy. If unit was unlimbered artillery as in case (h). **Combat 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. Each non-casualty *figure* counts as if were a stand but at a minus 1 modifier. If the artillery withdraws or loses the combat 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; otherwise they are captured and the winner gets an Ace for any future command point utilization as a reward. *An attacking unit which wins the close assault draws a morale chit due to disorder of moving through artillery pieces.*

Modifiers to All Close Combat (use all that apply except Cossacks get no bonuses)

(a) *Plus 2* for cavalry charging or counter-charging in double line (lines w/in 4" of each other), Russian attack column striking infantry or artillery straight on

(b) *Plus 1* for each of the following: Defending behind walls, stream, or trench; on crest of high hill; infantry attacking or defending in double line (lines w/in 4" of each other); infantry in square; cavalry charging or counter-charging in line formation; guard infantry; light infantry in the woods; allied attack column; *British heavy brigade attacking cavalry*

(c) *Win ties.* Initiative player always wins ties in close combat.

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

(e) *Minus 1* for each of the following: if unit is hit from rear and attacker started charge from unit's rear; unlimbered artillery; standing cavalry; dismounted cavalry, light infantry.

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

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

(i) *Minus 2* limbered artillery; units in March Column.

(j) "Flank attacks" do not receive any penalties or bonuses.

Fire Chart

Weapon 	Muskets & Rifles	Allied Foot Artillery Russian Horse Artillery	Allied Horse Artillery Mounted Cavalry
Target	Russian Foot Artillery	Dismounted Cavalry	Cavalry
Lines, Deployed Guns	4-6 [5 - 6]	5-6 [6]	6 [6]
Columns, Limbered Guns, Double Lines	3-6 [4 - 6]	4-6 [5,6]	5-6 [6]
Enfiladed Lines & Column & Square	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 Light infantry formation
- (c) **Fire Priority:** 1st charging enemy; 2nd firing at you; 3rd advancing on you; 4th nearest enemy.
- (d) **Every time a unit throws 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 is two markers etc. Fire is NOT combined from units to ascertain 6's.
- (e) **Leader Kill.** If there is a possible leader kill roll another die. A **one or two:** Leader is dead and removed; he is replaced two turns from the injury but cannot affect play immediately when killed or during the next two turns.
- (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 **Note: All command and reaction fire is simultaneous.**
- (n) **Long Ranges:** Muskets 10" ; Rifles 20" ; Horse and Field Artillery 40"; Siege 60"
Short Range is half long range. All horse artillery always fires as if 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.**
- (p) **Canister: fire twice instead of once if firing at same target at targets within 4 inches or less.**

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

- Each pair of "6's" on enemy fire against you in any fire phase.
- When Leader is killed,
- Friendly unit ROUTS within 6" along the line of rout.
- Friendly unit WITHDRAWS through unit.
- Loses close combat.
- Unit WITHDRAWS.
- Winning units attacking a battery.
- Except for artillery and routing units, unit is outside Brigade Commander radius at start of turn.

(b) Each morale chit is -1 on every die for everything except "natural" rolls.

- (c) When number of chits equals number of stands **or artillery figures (including the leader)** in unit, the unit ROUTS.

- (d) A **Rout** requires the unit to move four dice away from enemy (ignore chits and 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.

(e) A unit can automatically pull a morale chit as its action for that phase but must roll to do so when the unit is in rout status.

- (f) **Morale check.** A Russian or Turkish unit can pass a morale check in attack or defense of a close assault (*or pull a morale chit in rout status*) by adding number of stands (or artillery figures) plus one die equals 7 or better; 6 or better for French or British. *Remember to subtract a pip for each morale marker. Subtract 1 for standing cavalry attacked by cavalry.*

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MOVE Chart	Line	Attack Column	March Column	Gentle Slope /Hills	Steep Hills Streams, Woods	Walls, Trenches
Infantry	2	3	4	- Low Die	- High Die	- Low Die
LightInf	3		4	No Penalty	No Penalty	No Penalty
Cavalry	4		5	- High Die	-2 Highest	- High Die
Ft.Guns	3 (Pro1)	---	4	- High Die	-2 Highest	No Cross
Hr.Guns	4 (Pro1)	---	5	- High Die	-2 Highest	No Cross
Staff	4	4	5	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 and pivoting up to 30° 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 except for "natural" rolls specifically mentioned in the rules.**

- (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 or guns 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**

2x each hit is double casualties

STANDS Or Remaining Artillery figures	7 or 6	5	4	3	2	1
British Infantry	4,5,6	5,6	6	X	X	2X
French Infantry	5,6	5,6	5,6	5,6	X	2X
Turks	X	X	X	X	X	X
Allied Cavalry	2,3,4,5,6	5,6	6	X	2 X	2 X
Russian Infantry	5,6	5,6	5,6	5,6	5,6	X
Russian Cavalry	4,5,6	5,6	6	X	X	X
Russian Cossacks	X	X	X	X	X	X
All Artillery	4,5,6 per figure	5,6 per figure	6 per figure			
Leaders	SAVE	With a	3,4,5,6.		a 1 or 2	Is Kill

BRIGADE COMMANDERS Except for artillery and routing units, a portion of each Russian or Turkish unit must be within 12" of its brigade commander at beginning of turn or the unit suffers a morale marker. British or French units must be within 24".