

THE EASTERN WAR

1853



1856

HISTORICAL WARGAME

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INTRODUCTION

You have the tactical board game that allows you to play out field battles at the division vs division level of the Crimean War of 1853 — 1856.

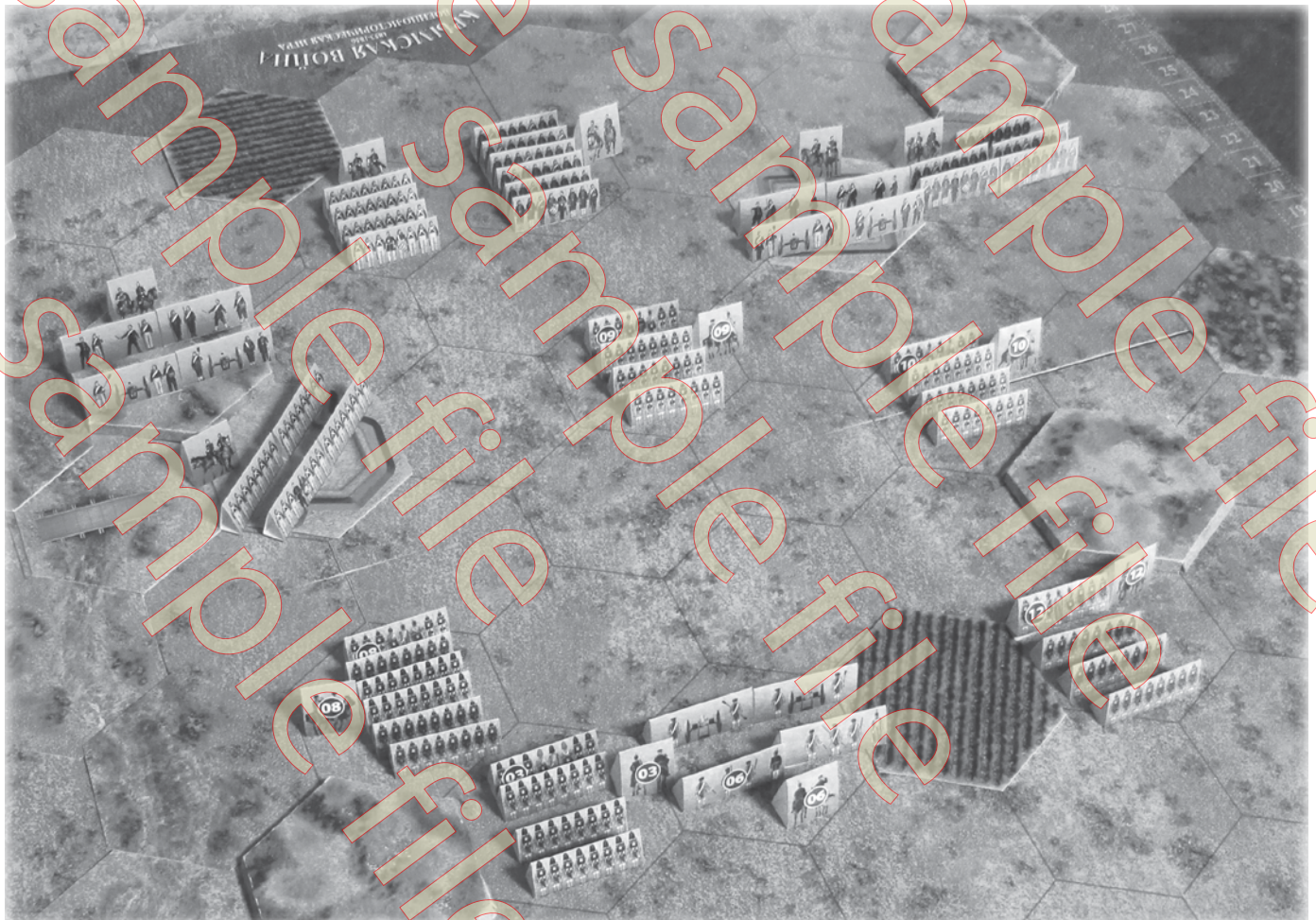
The base game does not involve playing out specific historical battles, but it does provide an opportunity to recreate the random battles between the armies of the Russian, French, British and Ottoman Empires in individual battles and clashes. The basic rules will also allow players to create their own scenarios as close as possible to the historical episodes of this war.

The main goal of the game is for the player to gain tactical superiority on the battlefield in a specified period of time.

Victory is determined by **victory points**, which the player receives for holding **control points** on the battlefield. The decisive factor is not the number of enemies killed or the number of your own losses, but the length of time the enemy **control points** are held.

As we know, most battles of the Eastern War did not end with the complete defeat of the enemy armies. In most cases, the opposing sides dispersed, seeing the futility of further confrontation. Fights for possession of important positions were a primary task.

Remember please! The winner is the player who has the most victory points by the end of the game.



1. GAME BOARD AND BASIC CONCEPTS

GAME BOARD

The playing board is a battlefield **9 by 9 hexagons**. Two one-hex rows at each player's side are the sites of troop deployment (see Fig. 12). Victory point's counters are located along the left and right edges of the board.

REGIMENT

The main game units are "Regiments" and "Batteries". These names are arbitrary, but they sufficiently reflect the ratio of the branches of the armed forces in one division. One "Regiment" or "Battery" must occupy **one hexagon**. It is **not allowed** to place (combine) several "Regiments" together in the **same hex** with the purpose of to combine their strength..

The **Strength Points** of each Regiment or Battery is displayed by several blocks with images of soldier figures (Fig. 1). It is important to understand that in our case, the **Strength Points** is a combined indicator of the state of morale, fatigue, and the number of unit.

If, as a result of enemy attacks or fire, the Strength Points of a Regiment fall to **1**, then this Regiment can not to fire. If fall to **0** (not a single block remains on the battlefield), then it is considered broken, and cannot be restored.

If at the time of the destruction of the regiment there was an **Order's Marker** and an **Adjutant officer** within, they are also considered lost and are eliminated from the game until the end of the battle.

BRIGADE

Two Regiments can form the Brigade at the start of the battle (Fig. 5, 6). Each Brigade can include two infantry Regiments or two cavalry Regiments or one infantry Regiment and one artillery Battery (in this case, the battery able to move with the Regiment as an infantry unit).

Both Regiments of one brigade can carry out the general order **Move**, **Fire** or **Special Order** together. In this case, only one Adjutant officer is required to transmit orders to the Brigade. All other **Orders** must be received by the brigaded Regiments separately.

During the movement, the brigade Regiments must act

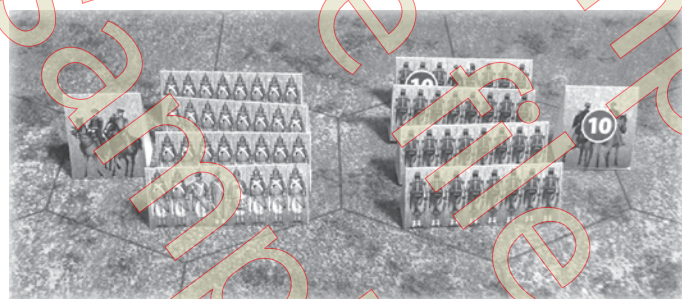


FIG. 1 RUSSIAN AND FRENCH INFANTRY REGIMENTS



FIG. 2 RUSSIAN AND FRENCH CAVALRY REGIMENTS

inseparably (Fig. 3).

During the battle, the brigade Regiments may split up by the player's discretion or due to circumstances. After this moment each Regiment must receive **Orders** individually and use its **Adjutant officer** for further actions. In future, these Regiments cannot be reunited into a brigade again.

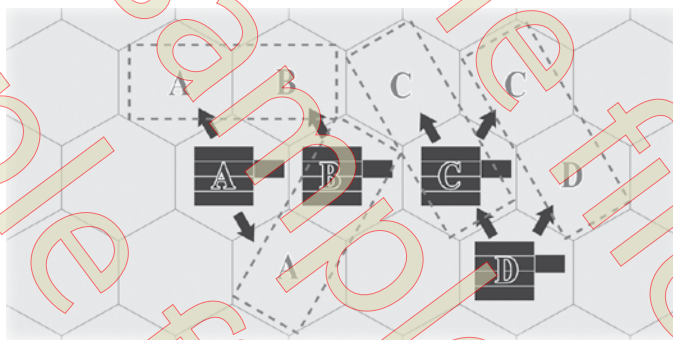


FIG. 3 POSSIBLE MOVEMENTS BY THE BRIGADE

ADJUTANT OFFICERS

Adjutant blocks (Fig. 4) are a agents of interaction between field units and the Command and division Headquarters (Fig. 7).

The **main task** of Adjutants is to deliver **Orders** from **Headquarters** to units on the battlefield.

If during the battle the player sends his Officer to the **Headquarters**, then his block is moved from the field to the **Headquarters card** in one movement. In this case, the **Order**



FIG. 4 RUSSIAN AND FRENCH ADJUTANT OFFICERS AND ORDERS MARKERS

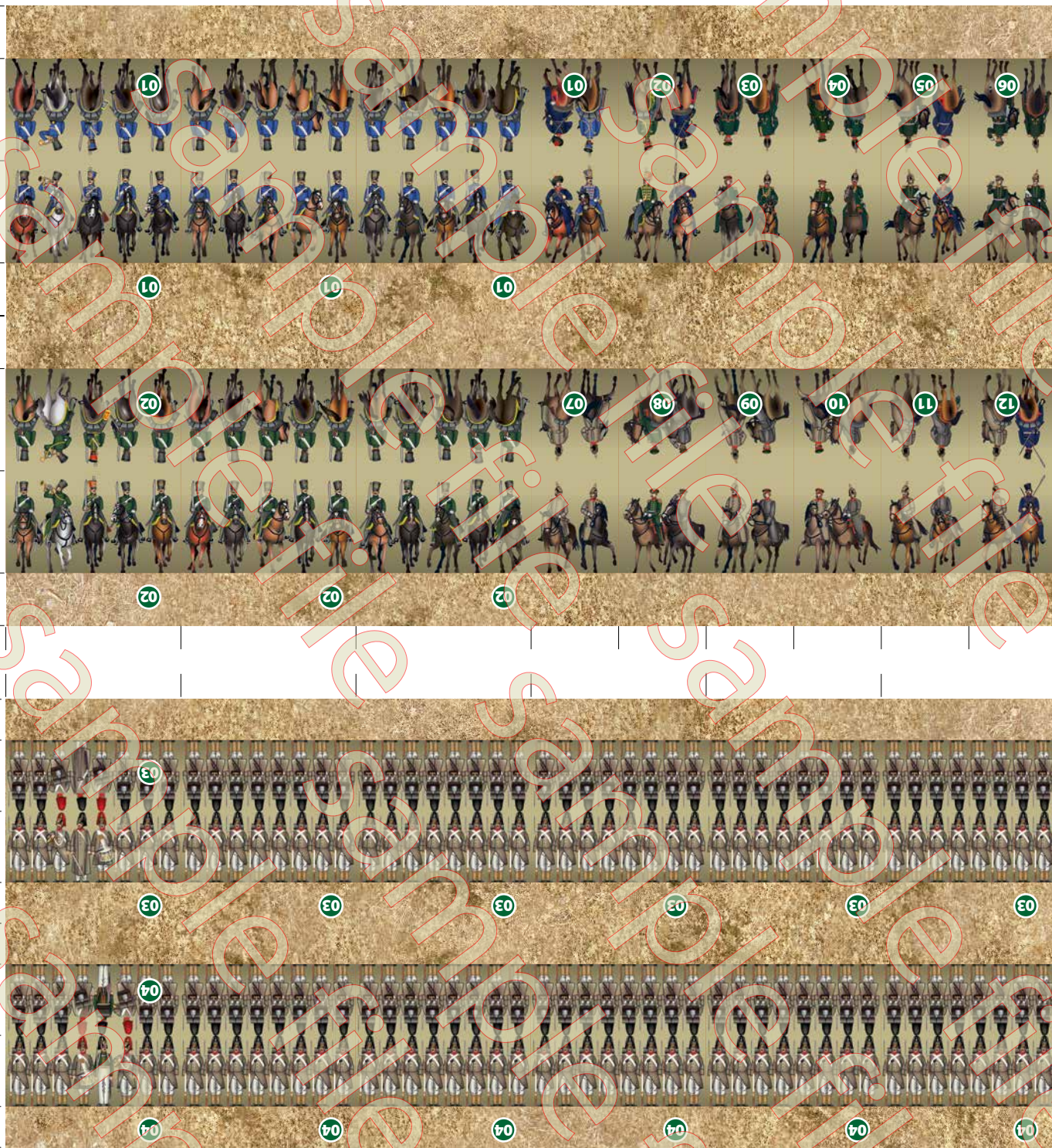


FIG. 5 FRENCH INFANTRY BRIGADE



FIG. 6 FRENCH MIXED BRIGADE. REGIMENT AND BATTERY

Русская армия



Les Troupes Françaises





