

# Bloody Retribution: Battle of Inkerman

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## RULES OF PLAY

### 5 November 1854

Two-player grand-tactical simulation of the largest Russian offensive of the Crimean War.

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## 1.0 Introduction

### 1.1 In General

Bloody Retribution: The Battle of Inkerman, 5 November 1854 (“Inkerman” for short) is a two-player grand-tactical simulation—which is also easily adapted for solitaire play—of the largest Russian offensive of the Crimean War. Both players have the opportunity to attack and defend.

### 1.2 Scale

Each hexagon on the map represents 200 yards (183 meters) from side to opposite side. The units of maneuver are brigades, regiments and battalions. Each full turn represents one or two hours of real time. The first two turns were dominated by a dense fog blanketing the battlefield. Therefore, those turns each represent two hours in order to take the inescapably slower tempo of operations into account. Whereas turns 3 through 5 take place after much of that fog had burned off, so each represent just one hour. By using that time dilation technique, no further special rules are required to incorporate this very real “fog” into play of the game.

### 1.3 British Player Notes

Don’t give up the Lancaster Battery without a fight in order to fall back to better terrain, thinking you can later take it back. Yes, the Russians are all just one-step units, but there are a lot of them. The French make for a powerful counterattacking force and are put to best use in turning the Russian right flank.

### 1.4 Russian Player Notes

If you think of your situation primarily in terms of traffic control, you will be off to a good start. Getting your forces into battle efficiently matters greatly: avoid bunching up in the center. Do that by continually working to extending your flank to the west. Eliminate as many of the Piquets as you can—as quickly as you can.

## 2.0 Components

### 2.1 Components

The components to a complete game of Inkerman include these rules, the map, and the sheet of 228 die-cut counters—of which some are variant add-ons to *Amerika Bomber*, another fine *Compass* title—referred to as “units” and “unit-counters.” Players must provide a standard six-sided die to resolve combat and other probabilistic game events.

### 2.2 Game Map

The map illustrates the militarily significant terrain found in and around this portion of the Crimean War theater of operations in 1854, when portrayed at this scale under these system dynamics. A hexagonal (“hex”) grid is printed over the map to regulate the placement and movement of units across it, much as the squares in *Chess* and *Checkers*. A unit is considered to be in only one hex at any one time.

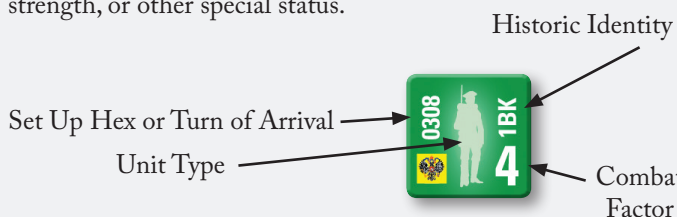
Every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the recording of unit positions if a game has to be taken down before it can be completed. For example, the Sandbagged Battery redoubt is in hex 1910.

### 2.3 Unit-Counters

Most of the unit-counters represent combat formations, while others are informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter-clipper) to remove the nub-like “dog ears” from their corners will facilitate the units’ easy handling during play, and it will also demonstrate your samurai-like determination and discipline.

### 2.4 Sample Combat Unit

Each combat unit-counter displays several pieces of information: nationality, specific historical identification, unit type, combat strength, or other special status.



The illustration shows the Russian 1st Battalion of the Bourtirsk Regiment. It has a combat strength of 4, and it begins play set up in hex 0308.

### 2.5 Nationality

A unit’s nationality, and therefore the side it’s on, is shown by its background color.

#### Russian Units

Gen. F. I. Soimonov’s Division: green background

Gen. P. Y. Pavlov’s Division: gray background

#### Allied Units

British: red background

French: blue background

### 2.6 Specific Identifications & Abbreviations

All units are given their specific identities by the numbers or names used to designate those formations historically. Russian units have their battalion number followed by their regimental name. Note that many of the British battalions were broken into company (or smaller) size detachments. Those units are differentiated by the use of an added letter, such as “A/\_\_\_,” “B/\_\_\_,” etc.

#### BRITISH ABBREVIATIONS

CG — Coldstream Guards

G — Guards

GG — Grenadier Guards

L — Light Division (Infantry)

LB — Light Brigade (Cavalry)

R — Rifle

SFG — Scots Fusilier Guards

#### FRENCH ABBREVIATIONS

BB — Bourbaki’s Brigade

DAB — d’Autemarre’s Brigade

SB — Sol’s Brigade

DMB — De Monet’s Brigade

4CDA — 4th Chasseurs d’Afrique

#### RUSSIAN ABBREVIATIONS

Bk — Bourtirsk Regiment

Bo — Borodino Regiment

Ek — Ekaterinburg Regiment

Ko — Kolivansk Regiment

Ok — Okhotsk Regiment

Ri — Rifle Regiment

Se — Selenghinsk Regiment

So — Soudal Regiment

Ta — Taroutine Regiment

To — Tomsk Regiment

Ug — Uglitz Regiment

Vl — Vladimir Regiment

Ya — Yakutsk Regiment

### 2.7 Unit Organizational Sizes

All the mobile infantry and cavalry units in the game are either (officially) brigades, regiments or battalions. Functionally, they were all roughly battalion equivalents. There are also 13 static British Piquet units in the order of battle; they are about company size. Within the rules of this system, those official distinctions have no functional meaning, so no space was used on the counters to crowd in yet another data point. For all rules purposes a “unit” is a “unit” is a “unit.”

### 2.8 Unit Types

The following symbols in each counter’s unit-type box distinguish the two main combat arms. For the importance of this distinction. (see 2.9 below as well as sections 9.0 and 10.0)





French Infantry



French Zouave Infantry



French Cavalry

*Design Note. Both sides' artillery is accounted for in the bombardment capabilities rules and aren't represented by actual units of maneuver on the map. (See 5.6 and 5.7 for more details on that aspect of play.)*

### 2.9 Movement Factor (MF)

This number is a measure of a unit's ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each. Unlike most wargames, the units' MF aren't printed on the counters. Each infantry and cavalry unit's movement factor is 12. (See section 8.0 and the Terrain Effects Chart printed on the mapsheet for details.)

The British Piquet units are static, meaning they never move—except to come off the map and go into the dead pile.

### 2.10 Combat Factors (CF)

Combat factors are the measure of each unit's ability to conduct offensive and defensive combat operations. (explained in section 10.0)

### 2.11 Step Strength & Step Reduction

Some Allied units have two “strength steps,” which are also simply called “steps.” That's an arbitrary term used to express the ability of a unit to absorb a certain amount of losses before ceasing to be a combat-effective formation (a measure of its “robustness” in current US Army jargon).

If a unit that presently contains two steps suffers a step loss, that counter is removed and its one-step “substitute” counter is placed in the hex formerly occupied by the stronger counter. If a one-step unit suffers a step loss, it is then removed from the map (“eliminated”).

No two-step unit that's once been reduced to one-step strength is ever returned to its former two-step strength. Similarly, no fully-eliminated unit is ever returned to play once in the dead pile. All two-step Allied units begin play at their full two-step strength. A small “2” has been added to the right of Allied two-step units' combat factors to help with their easy visual differentiation from one-step counters. Those one-step substitute counters have a dot in their front-upper-left corners to aid recognition during set up. All Russian units are one-step.

### 2.12 Disruption & Recovery

On their reverse sides, Russian and Allied unit counters display only the battle-flags of their respective empires (and a small “2” if it's an Allied two-step counter). That side is their “disrupted” side.

Units become disrupted whenever they complete a move or take part in an attack or defense, and they are then immediately flipped so their flagged-sides show. Disrupted units retain their

zones of control (see section 7.0) and defend normally, but they may not move or attack. Units recover from disruption—shown by being flipped back so their sides with numeric data again show upward—during each turn's Phases III and V. (See section 5.0 for more details.)

Since British Piquets never move or attack, they never become disrupted and so won't need to be flipped over while on the map. Accordingly, their set-up numbers are on their backsides.

### 2.13 Marker Counters

The uses of the following counters are explained at the appropriate points throughout the rest of the rules.



Russian Victory Hex Control Marker (see section 4.0)



Russian Artillery Bombardment Marker (see 5.6)



Russian Artillery Battery Marker (see 5.6)



Turn Marker (see section 5.0)

## 3.0 Set Up & Hex Control

### 3.1 In General

The players should first decide which side each will command. After that, they each take their own units and sort them onto and around the map according to sequence and instructions below.

### 3.2 Marker & Allied Substitute-Counter Set Asides

Place the Turn Marker in the number 1 box of the Turn Track printed on the mapsheet. Place the Artillery Bombardment Markers and the Russian Victory Hex Control Markers off to the side of the map within easy reach. The Allied player should take all one-step substitute counters for his two-step formations and set them off to the side within easy reach.

### 3.3 Combat Unit Set Up

All initially on-map Russian and Allied units (and Piquets) are set up by that player in the hex shown on each one.

Only the Allied side has any later-entering reinforcement units. Set those off to the side of the map within easy reach.

**Unit-Counters Errata:** The French SB6 counter is missing a “3” in its upper-left corner. The full-strength British “1R-3 & 1R-4” counters should have a “2” on its reverse side in its lower-right corner. (See 5.5 for details of their later entry into play.)

Stacking rules are in effect during set up. (See section 6.0 for details.)

### 3.4 Hex Control

The idea of “hex control”—which side “owns” certain critical hexes at any given instant—is important for judging victory. There are only six critical hexes in that regard. (Explained in section 4.0) At the start of play the Allies control all six of those hexes.



**IMPORTANT:** The control status of a hex switches from one side to the other whenever a unit from the other side enters it. Control switching is immediate, and may potentially occur at any time during play.

### 3.5 Hex Control vs. Zone of Control

Don't confuse the idea of "hex control," introduced above, with that of "zones of control" (ZOC), which is explained in section 7.0. For now, all you need understand with regard to the latter is the fact the mere projection of a ZOC into an enemy-controlled critical hex isn't enough, by itself, to cause the control status of that hex to switch from one side to the other.

## 4.0 How to Win

### 4.1 In General

The Russian player is initially on the overall offensive here, trying to break or entirely overturn the Allied siege-line around the southern half of Sevastopol by attacking its open and therefore vulnerable right (eastern) flank. The Allied player—though he will certainly have to make good use of timely counterattacks—is on the overall defensive, and in effect wins the game by preventing a Russian victory.

There are two gradations of victory available to the Russian player. From best to lesser, they are War-Winning Victory and Operational Victory. Drawn games are also possible. The Allied player wins (without gradation) by preventing either kind of Russian victory or a draw.

### 4.2 Russian Sudden Death War-Winning Victory

If, at any time during play, the Russian player moves a unit into any south map-edge hex, play stops and he's declared to have achieved a war-winning victory by having inserted forces into the vital Allied rear-area logistical zone. Panic will sweep across the siege-lines as word of the Russian breakthrough spreads, and the campaign will end with the Allied force effectively wrecked in the field.

### 4.3 End Game Victories & Draws

There are six "Victory Hexes" shown on the map: each of the three hexes of Home Ridge (1614, 1714, & 1813), the Sandbag Battery (1910), the Barrier (1611), and the Lancaster Battery (0613).

At the end of Turn 5, if the Russian player doesn't control (see 3.4) any of the six hexes listed above, he has lost the game. This was the historic outcome.

At the end of Turn 5, if the Russian player controls any one of the six hexes listed above, he has achieved a draw. That is, the further siege of Sevastopol will be disrupted slightly from its historic schedule, with the Allies forced to spend some time and effort fighting to retake the lost position. Even so, the war will go on largely—and arrive at the same general end—as occurred historically.

At the end of Turn 5, if the Russian player controls any two of the six hexes listed above, he has achieved an operational victory. That is, the further siege of Sevastopol has been disrupted from its historic schedule, with the Allies forced to spend considerable

time and effort fighting to simply restabilize their position around the city. The overall outcome of the war may have been changed, depending on the efficiency with which the Allied recovery operation is conducted.

At the end of Turn 5, if the Russian player controls any three or more of the six hexes listed above, he has achieved a war-winning victory of the same magnitude as in 4.2, but in a different way. That is, the viability of the entire Allied position around Sevastopol has been overturned, as it would be fatally vulnerable to bombardment by newly emplaced flanking Russian artillery. The Allied commanders would have no option other than to seek a ceasefire followed by capitulation, with the honors of war or an evacuation out to sea conducted under heavy cannon fire.

*Note that the number of victory hexes under Russian control during the game has no significance; it is only their status at the end of the game that matters.*

### 4.4 Capitulation

If either player becomes convinced his situation is hopeless, he may capitulate to his opponent at any time.

## 5.0 Turn Sequence

### 5.1 In General

Every turn of Inkerman is divided into five segments called "phases." Each full sequence of phases, as shown below in outline and in expanded outline at the end of this section, makes up one "turn," of which there are a maximum of five in an entire match.

Every action taken by a player must be carried out during the appropriate part of the sequence given below. Once a player has finished a particular phase or a specific activity within a phase, he may not go back to perform some forgotten action or redo a poorly executed one—unless his opponent graciously permits it.

### 5.2 Turn Sequence Outline

- I. Turn Sequence Determination Phase
- II. Alternating Actions Movement or Combat Phase
- III. First Recovery Phase
- IV. Alternating Actions Combat or Movement Phase
- V. Second Recovery Phase

### 5.3 Turn Sequence Determination Phase

During this step, on all turns after the first, the Russian Player openly rolls a die to determine in which order that turn's movement and combat phases will be conducted. The movement phase may come first, followed by the combat phase, or vice versa; however, there will never be more than one of each in every game turn.

On Game Turn 1 the order is always movement phase first. On Turns 2 through 5 that same order is used on a die roll outcome of one, two or three, while the fight-move sequence is used on an outcome of four, five or six. No modifiers are ever applied to those rolls.

#### 5.4 Alternating Actions Movement or Combat Phases

Starting with the Russian player, the two players alternate either launching one attack or moving one unit (depending on whether the present phase is movement or combat).

Individual attacks may have more than one attacking unit in them, but moves are always made one unit at a time. The unit(s) committed to those actions are, upon their completion, flipped over to show their disrupted sides. If a player doesn't actually want to make an attack or a move (or, in the Russian player's case, a bombardment) when it's his turn to do so, he must flip over one unit to its disrupted side (or set aside one artillery bombardment marker) just as if it had moved or launched an attack or bombardment. This is known as the "time marches on" requirement.

#### 5.5 Allied Reinforcements

There are British and French reinforcement units that are not set up on the map because they enter play after Turn 1 has begun. Those units are distinguishable by a number "1" or "2" or "3" in their upper-left corners, which indicates their turn of entry.

Units pay the normal movement cost to enter into their map-edge entry hex. They may use their full movement rate, and this of course counts as one Allied movement action. They may enter at the road movement rate if using a road hex to do so. They may also enter into enemy's ZOC.

If their entry-hex is blocked for any reason, they may be entered at the nearest unblocked southern map-edge hex within their entry area (see below) or they may be held back for a turn or more, decided on a unit-by-unit basis at the Allied player's discretion.

Once on the map, reinforcements have all normal capabilities available to them, and they have no further special status differentiating them from units that began the game already in play on the map. Reinforcements may not be bombarded or attacked while still off map, nor may they attack from off-map.

All Allied reinforcements enter via any southern map-edge hexes from 0824 through 2125, inclusive, as decided by that player on a unit-by-unit basis.

#### 5.6 Russian Artillery Bombardment

At the start of Turn 1, the Russian player has six Artillery Bombardment Markers available. During that and each subsequent turn's movement and/or combat phases, he may choose, instead of moving a unit or launching a ground attack, to make a bombardment. Each such bombardment counts as one action during its phase of execution, and each marker may be used once per turn (not once per phase).

For an Allied unit to be the target of a bombardment, it must be within nine hexes of either one of the Russian Artillery Markers atop Shell Hill at that time. With that qualification met, the Russian player should set aside a marker. They're only included as memory aids and have no actual on-map use.

One die is rolled for each bombardment and that result is cross-

indexed on the Russian Artillery Bombardment Table, printed on the mapsheet.

Any given Allied unit may be the subject of more than one bombardment per turn, but each bombardment counts as a separate Russian action. Also note that no Allied unit is actually ever fully eliminated by bombardment: two-step units may be reduced to one-step, but no one-step unit is ever eliminated by artillery. The Russian player may choose to bombard an already disrupted two-step Allied unit in the hope getting a step loss result.

When/if the Allied player launches an attack into either of the Shell Hill hexes (1208 & 1309), the Russian player must immediately and permanently set aside all his Artillery Bombardment Markers. Note the Allied attack in question need not actually result in that player's capture of the attacked hill hex. The fact that such an attack has been made is sufficient to trigger the immediate and permanent loss of all the Russian Bombardment Markers.

#### 5.7 Allied Artillery

Allied artillery participation in the battle isn't conducted in the same way as that for the Russian guns. Instead, during Turns 3 and 4, all Allied attacks gain a one-column-right bonus shift on the Combat Results Table. At the start of Turn 5, the artillery ammunition has run out and the Allied artillery bonus shift is no longer available for the rest of the game.

#### 5.8 Recovery Phases

A movement or combat phase continues as described above until both players are out of undisrupted units (and unused Artillery Bombardment Markers for the Russian player) or both agree they'd like to end the phase. If one player runs out of undisrupted units (and/or unused markers) before the other, the player with remaining undisrupted units (or unused markers) may go ahead and complete whatever actions he desires to perform with them, within normal rules strictures, but no longer having to pause to allow the opposing player to take an action. When a combat or movement phase has ended, a Recovery Phase takes place in which both players should cooperatively turn back all units on the map so their undisrupted sides are showing upward.

#### 5.9 Ending a Turn & Ending a Game

Turns are completed when each side's Phase V is concluded. At these times, move the Turn Marker forward by one box on the track, which is printed on the mapsheet and start Phase I of the next turn. If the turn just ended is Turn 5, the game is over. (Consult section 4.0 to determine who won.)

#### 5.10 Expanded Turn Sequence

##### *I. Turn Sequence Declaration Phase*

The Russian player begins each game turn after the Turn 1 by rolling to determine the order in which that turn's movement and combat phases will be conducted. No matter the order determined, there's always just one combat phase and one movement phase (in either order). The first turn is always

structured with the movement phase first followed by the combat phase. Either way, the Russian player always conducts the first action in each phase.

### **II. Alternating Actions Movement or Combat Phase**

If the movement phase is being conducted before the combat phase, players alternate moving one unit at a time. The Russian player always makes the first one-unit move. At the end of each unit's move, flip it so that its disrupted side shows, indicating it is out of action for the rest of the phase. There is no passing; if you don't want to actually move any unit when you're up to do so, you must disrupt-in-place your choice of any one of your units. Also note the Russian player, instead of moving or disrupting-in-place a unit when it's his turn to do so, may instead make a bombardment.

That back and forth continues until both players run out of undisrupted units to move, and the Russian player has made all the bombardments he has available or chooses to make this phase, or both players agree to end the phase.

If the combat phase is being conducted before the movement phase, both players alternate launching one attack at a time. The Russian player always makes the first attack. At the end of each attack, flip over all the surviving units of both sides that were involved, so that their disrupted sides show, indicating they're out of action for the rest of the phase. There is no passing; if you don't want to actually make an attack when you're up to do so, you must disrupt-in-place any one unit of your choice. Also note the Russian player, instead of launching an attack or disrupting-in-place a single unit when it's his turn to do so, may instead launch a bombardment.

That back and forth continues until both players run out of undisrupted units to use in attacks, and the Russian player has made all the bombardments he has available or chooses to use this phase, or both players agree to end the phase.

Any number of undisrupted attacking units in a position to do so may take part in any one attack. No unit will attack more than once during a combat phase, but it is possible for a unit to be attacked more than once during a combat phase (by different — and as yet undisrupted — enemy units in each attack).

### **III. First Recovery Phase**

No matter if the combat or movement phase has just been conducted, both players should cooperatively flip back to their undisrupted sides all the disrupted units of both sides presently on the map.

### **IV. Alternating Actions Combat or Movement Phase**

If this turn's movement phase was conducted prior to its combat phase, now conduct the combat phase. If this turn's combat phase was conducted prior to its movement phase, now conduct the movement phase.

### **V. Second Recovery Phase**

No matter if the combat or movement phase has just been conducted, both players should cooperatively flip back to their undisrupted sides all the disrupted units of both sides presently on the map. The Russian player should also reclaim all the Bombardment Markers for reuse in the upcoming new turn.

## **6.0 No Stacking**

### **6.1 In General**

Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. The ability to do that is almost non-existent. Stacking rules are in effect during set up and through all phases of all turns.

### **6.2 Stacking Limit**

No more than one friendly mobile unit may be in any one hex at any one time. Note that whether a unit is disrupted or undisrupted has no effect on its stacking status or on the stacking rules more generally.

### **6.3 No Oppositional Stacking**

Units of the two sides never stack together at any time.

### **6.4 Piquets & Stacking**

The static British Piquet units may each potentially stack with one mobile British or French unit. This is the only allowance for international stacking in the game.

### **6.5 Free Stacking Counters**

None of the markers illustrated in rule 2.13 have any stacking value, and they may be in any hex according to the particulars of each type's use.

## **7.0 Zones of Control**

### **7.1 In General**

The six hexes immediately surrounding a hex containing a unit (and/or British Piquet) constitute the "zone of control" (ZOC) of that unit. Zones of control extend across all hexsides, and into and out of types of terrain, without exception.

All units (and Piquets) project their ZOC at all times. There's no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

### **7.2 Enemy Zones of Control (EZOC) & Movement**

A moving unit must end its move for that phase when it first enters an EZOC. A unit that begins its move already in an EZOC may only move if the first hex it enters contains no EZOC.

### **7.3 Enemy Zones of Control (EZOC) & Combat**

Attacking is not required by a unit simply because it begins a combat phase in the EZOC of one or more opposing units. Combat is always voluntary. (See section 9.0 for details.)



### 7.4 No EZOC Negation

The presence of a friendly unit in a hex containing an EZOC doesn't negate that EZOC for any purpose.

### 7.5 EZOC & Advance After Combat

EZOCs don't in any way inhibit or block advance-after-combat by victorious units. (See 9.19 for details.)

## 8.0 Movement

### 8.1 In General

Every mobile unit in the game, cavalry and infantry and Zouave alike, has a movement factor of 12. That factor is the number of "movement points"—also called "MP," "movement factors" and "MF"—available to the unit to spend moving across the hex grid during each turn's movement phase. Units move from hex to adjacent hex—no "skipping" of hexes is allowed—paying varied costs to do so, depending on the type of unit moving and the terrain and water barriers in the hexes being entered. Move each unit individually.

### 8.2 Limits

MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another. A player may potentially move all, some or none of his units in each movement phase throughout the game. Units that move aren't required to expend all their MP before stopping. The movement of each unit must be completed before that of another is begun. A player may only change the position of an already moved unit if his opponent agrees to allow it.

At the end of any move, that just-moved unit is "disrupted." Show that by flipping it so the side with only its empire's battle-flag is upward. Disrupted units remain disrupted until the immediately following recovery step, at which time both players should cooperatively flip over all the disrupted units on the map to undisrupted status (such that they again show their numbered sides).

### 8.3 No Minimum Movement Guarantee

There's no guaranteed ability for any unit to be able to move at least one hex during a movement phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved costs or the move may not be made. Also note that moving units may never enter hexes containing enemy units. Disrupted units may not move in any way.

### 8.4 Terrain & Water Barriers

There are nine types of terrain and hydrographic features on the map. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC) printed on the mapsheet for quick reference during play.

### 8.5 Clear Terrain

This is the "base" terrain of the game; it's devoid of any natural features that would enhance defense or slow



movement at this level of operations. Each clear hex costs all units two MP to enter. For a hex to be considered "clear," it must be entirely devoid of any other terrain.

### 8.6 Forest

Each forest hex costs French Zouave units two MP to enter; all other units must pay three MP to enter each such hex.



### 8.7 Bridges & Roads & River/Aqueduct & Marsh Hexes

It cost Zouave units three MP to enter an unbridged river/aqueduct or non-road marsh hex. All other non-cavalry units must pay four MP for each such hex. Cavalry may only enter and transit such hexes via road. (Yes, they may end a move in a river-with-road hex.)



Bridges occur wherever a road crosses a river hex, and they are indestructible for all game purposes. All units may move into bridged river hexes at the road movement rate of one MP per hex, provided only that they do so by moving from a road hex into the river hex via hexside crossed by that road.

Roads also negate the slope-hexside crossing-cost for all units (see below).

In all situations, the movement enhancing effect of roads is only available when a moving unit is "moving along the road" from road hex to road hex via a hexside crossed by the road symbol as printed on the map; otherwise, the movement cost is determined by the other terrain in the hex.

### 8.8 Slope Hexsides

Slopes run along hexsides rather than occurring in-hex, and each slope hexside has an "upslope" and a "downslope" side. For example, look at the slope running along hexside 0805/0906. Hex 0906 is on the upslope side while hex 0805 is on the downslope side.



When units move across a slope hexside by crossing from its upslope to its downslope side, they pay nothing extra to do so. When units move across a slope hexside by crossing from its downslope to its upslope side, they pay one MP extra (+1) to do so. Also note the road movement rate may potentially be used to cross slope hexsides in either direction (if a road is actually present).

### 8.9 Steep Slope Hexsides

Steep slopes run along hexsides rather than occurring in-hex. When non-Zouave units move across a steep slope hexside in either direction, they pay two extra MP (+2) to do so. Zouave units pay only one extra (+1) MP to do so in either direction.



### 8.10 Redoubt Hexsides

Redoubts run along hexsides rather than occurring in-hex, but redoubt hexsides have no "upslope" or "downslope" sides. It costs all non-cavalry units one extra (+1) MP to cross a redoubt hexside in either direction.



Cavalry units may only cross such hexsides via roads.

### 8.11 All-Sea Hexes & Hexsides

There are a small number all-sea hexes and hexsides along the map's northwest edge. That area is unplayable for all purposes.



### 8.12 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable costs.

## 9.0 Combat

### 9.1 In General

Attacking is always voluntary. The mere fact of enemy adjacency doesn't necessitate combat. No attack may have more than one enemy-occupied hex as its objective. No unit in a hex being attacked may refuse combat. To execute an attack, first designate the hex being attacked along with those of your units that will be participating in that action.

Multi-hex attack deployments are allowed. That is, though all the units you choose to include in an attack must be immediately adjacent to your objective hex, single attack actions may consist of units attacking from up to all six hexes adjacent to it. (See 9.3 below for further important strictures.)

The player launching the attack presently being resolved is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.

### 9.2 Repeat Attacks & Defense & Disruption

Any given hex may potentially be attacked, by one or both players, any number of times in each turn's combat phase. Each such attack, however, constitutes a separate attack action.

Undisrupted units that participate in their own defense are thereby disrupted, and because of that, won't themselves be able to attack any time later that same phase. Disrupted units defend normally, no matter how many times they're attacked during a given combat phase.

Note that participating in just one attack disrupts all the units participating in that attack for the rest of that combat phase. Units may generally attack only once per combat phase. (See 9.19 for the exception of momentum attacks.) Units may potentially be attacked any number of times during a combat phase—but only by as yet undisrupted attacking units in each new attack.

### 9.3 Indivisibility of Units & Organizational Strictures

No single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit may have part of its combat factor attacked by one or a few attackers while another part is attacked by other units.

British and French units may never take part in the same attack.

Russian units from that army's two different divisions may not take part in the same attack.

### 9.4 Attack Sequencing

There is no arbitrary limit on the number of attacks each player may resolve during each combat phase. Neither player need declare all of his attacks beforehand, and he may resolve them in any order he wishes, alternating one at a time with the attacks of his opponent—as long as the resolution of one is completed before that of the next is begun. Which is also true for Russian bombardments executed during combat phases. (see 5.5)

### 9.5 Combat Procedure

The attacking player should strive to have more combat factors involved in a battle than the defender. Subtract the defending unit's combat factor from the attacker's total of combat factors. That number is the "combat differential."

### 9.6 Combat Results Table (CRT) Limits

Note the column headings on the CRT range from "0" to "+10". Find the column heading that matches the combat differential, calculated according to rule 9.5 above. For example, if your attacking force contains 5 factors, and the defending force contains 3 factors, that battle would be resolved using the "+2" column on the CRT. Attack differentials less than 0 are resolved using the 0 column. Attack differentials greater than +10 are resolved using the +10 column.

### 9.7 Clear Terrain & Forest

Units defending in clear or forest hexes derive no benefit to their defense for terrain

### 9.8 River/Aqueduct or Marsh Hexes

The defender's combat result is reduced by one if all involved attacking units are attacking from river/aqueduct and/or marsh hexes, no matter if bridged or unbridged. Note the defender gets no bonus for being in such hexes; rather, the attacker is penalized for attacking from them.

### 9.9 Slope Hexsides

The defender's combat result is reduced by one if all involved attacking units are attacking upslope through slope hexsides. There is no such effect if one or more attacking units are attacking downslope and/or via non-slope hexsides.

### 9.10 Redoubt Hexsides

The defender's combat result is reduced by two if all involved attacking units are attacking into a redoubt hex via redoubt hexsides. There's no such effect if one or more are attacking via non-redoubt hexsides. Further, no flanking or momentum attack may ever be conducted across redoubt hexes from outside the redoubt.

### 9.11 Steep Slope Hexsides

The defender's combat result is reduced by one if all involved attacking units are attacking upslope through steep slope hexsides or a combination of steep slope and slope hexsides. There is no such effect if one or more are attacking downslope and/or via non-steep-slope/non-slope hexsides. No momentum



or flanking attacks are allowed across these hexsides in either direction.

**9.12 All Sea Hexes & Hexsides**

No attacks are allowed into all-sea hexes or across all-sea hexsides.

**9.13 Allied Artillery Effect**

(see rule 5.7)

**9.14 Cavalry in Combat**

Cavalry defends normally; however, whenever a cavalry unit attacks, either alone or in concert with non-cavalry units, it is automatically eliminated. That elimination does count toward satisfying the overall combat result.

**9.15 Final Combat Resolution**

After all the applicable effects described above are taken into account, the attacker rolls a die and cross-indexes that result beneath the proper differential column on the CRT to get a “combat result.” For example, a result of “3” rolled for an attack made under the “+5” column yields a result of “1/2”.

**9.16 Combat Results**

Results are given exclusively in terms of steps lost by the involved forces in each battle. Results to the left of the slash apply to the attacker and those to the right of it apply to the defender. In the example above, the attacking player would be called on to remove one step (grand total) from among his attacking forces and the defending player would be called on to remove (grand total) two steps from his defending force. Every battle is fully resolved as a discrete event. There is never any carry over of extra unabsorbed step-losses from battle to battle or phase to phase.

**9.17 Apportioning Losses**

In each battle, both players are generally free to apportion their own side’s step losses among his involved units as he sees fit. (The exception has to do with attacking cavalry as explained in 9.14 above.)

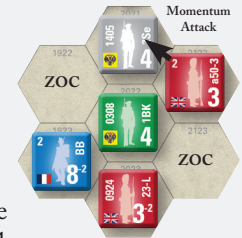
**9.18 Flank Attacks**

If you have units located such that they are adjacent to one or more hexes containing enemy units, and those same units of yours are also adjacent to one or more hexes that contain only an EZOC—you may decide to attack into one of those adjacent empty hexes that contains an EZOC in a procedure known as a “flank attack.”



Flank attacks are conducted using the same general procedures as regular attacks, with the important exceptions that no differential calculation process is undertaken and neither side can in anyway suffer any losses. Instead: just announce the flank attack and then make an advance-after-combat into the chosen hex.

Momentum attacks (see below) may be conducted as flank attacks, and the advance resulting from an initial flank attack may be used to create the opportunity for a momentum attack. No given attacking unit or stack may make more than one flank attack and one momentum attack per friendly combat phase (though they can be in either order). Also note that no flank attack is ever allowed across a redoubt hexside into a redoubt or across a steep-slope hexside in either direction.



**9.19 Advance-After-Combat & Momentum Attacks**

At the end of every attack, whenever the defender’s hex has been left empty, a victorious attacking unit may advance-after-combat into that hex. The no-stacking rule must still be observed. Such advances aren’t part of normal movement; they don’t cost any MP, but an advancing unit must still observe normal terrain prohibitions. EZOCs don’t block advances after combat.



Advancing-after-combat is an option; it is never mandatory. However, the decision to advance must be made immediately after the battle is resolved and before that of another is begun. There is never any defender advance-after-combat; victorious defenders simply hold in place.

An attacking unit that advances-after-combat may attack again immediately, at the owning player’s option, but this is always performed as only that one attacking unit versus one defender. Further, the option to do this must be exercised immediately, prior to starting the resolution of any other battle. This is the exception to the one-combat limit given above in 9.2, and even so, there are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and that victorious attacking unit advances-after-combat again, it would then not be allowed to make yet another momentum attack that same phase. In all other ways, momentum attacks are resolved as normal combat.



At the end of an advance-after-combat, and after allowing for a potential momentum attack, disrupt that just-advanced unit.

**9.20 Piquets in Combat**










British Piquets defend normally and have a step strength of one; however, they never attack. The presence of a Piquet in a hex doesn’t prevent other attack-eligible units from attacking from their hex. In such a circumstance, Piquet units may not be used to satisfy step-loss requirements for attacks originating from their hexes.



British Piquets (Pickets)





TERRAIN EFFECTS CHART			
Terrain		Movement Cost*	Combat Effect*
Clear Hex		2	No Effect
Forest Hex		Zouaves 2 Others 3	No Effect
River/Aqueduct or Marsh Hex		Zouaves 3 Others 4 Cavalry Only On Roads	Defender's combat result is reduced by 1 if all involved attacking units are in unbridged river hexes or a mix of bridged and unbridged river hexes. Cavalry may not attack into, even on roads.
Road Hex		1 & Negates Slope-Crossing Cost**	Determined by the other terrain In the hex.
Bridged River Hex		1 If moving from road hex to road hex via a road hexside; otherwise treat as unbridged	Defender's combat result reduced by 1 if all involved attacking units are in unbridged river hexsides or a combination of bridged and unbridged river hexes.
Slope Hexside		+1 Moving Upslope No Effect Downslope	Defender's combat result reduced by 1 if all involved attacking units are attacking upslope through slope hexsides. No effect if one or more attacking units are attacking downslope and/or via non-slope hexsides.
Steep Slope Hexside		Zouaves +1 Others +2 In Either Direction For Both	Defender's combat result reduced by 1 if all involved attacking units are attacking upslope through steep slope hexsides or a combination of steep slope and slope hexsides. No effect if one or more are attacking downslope and/or via non-steep-slope/non-slope hexsides. No momentum or flanking attacks are allowed across these hexsides in either direction.
Redoubt Hexside		+1 Cavalry Only On Road	Defender's combat result reduced by 1 if all involved attacking units are coming through redoubt hexsides. No effect if one or more are attacking via non-redoubt hexsides. No momentum or flanking attacks are allowed across these hexsides from outside a redoubt (but no effect in that regard from inside).
All-Sea Hex or Hexside		Not Allowed	Not Allowed

\*All situationally applicable movement costs and combat effects are cumulative in their effect.

\*\*Only when moving from road hex to road hex via a hexside crossed by the road; otherwise, cost is determined by the other terrain in the hex.



# Bloody Retribution: Battle of Inkerman

## TURN SEQUENCE OUTLINE

- I. Turn Sequence Declaration Phase
- II. Alternating Actions Movement or Combat Phase
- III. First Recovery Phase
- IV. Alternating Actions Combat or Movement Phase
- V. Second Recovery Phase

## COMBAT RESULT TABLE

Attack Differentials →	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
1	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/3	0/3	0/3	0/3
2	1/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/3	0/3	0/3
3	1/0	1/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/3	0/3
4	2/0	2/0	2/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/3
5	3/0	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3
6	3/0	3/0	3/0	3/0	2/0	2/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3

Attack differentials less than -2 are resolved using the -2 column.  
 Attack differentials greater than +10 are resolved using the +10 column.

## RUSSIAN BOMBARDMENT TABLE

*Die Roll ↓	Result
*0-3	No Effect
4-5	Target disrupted.
**6-7	Target disrupted & loses 1 step if it's 2-step.***

### Cumulative Modifiers

\*-1 if the targeted Allied unit is the Coldstream or Grenadier Guards,

\*\*+1 if the targeted Allied unit is adjacent to either Shell Hill hex.

\*\*\*Ignore the called for step loss if the target is already 1 step.