

DB CRIMEA PLAYSHEET

FIRING

Troop Type	Range	Movement (Paces)			Combat Factor
		In GG	In BG	Roads	v Foot & Cav
Commanders (Cm)	-	400	200	500	+1
Baggage Trains (BT)	100	200	-	400	+1
Redoubts (Re)	1000	-	-	-	+2
British/French Muskets (Ms)	300	200	200	400	+4
Russian/Turkish Muskets (Ms)	200	200	200	400	+3
Jagers (Jg)	400	300	300	400	+2
Heavy Cavalry (HC)	-	300	200	400	+3 & +4
Light Cavalry (LC)	-	400	200	400	+3
Skirmishing cavalry (SC)	-	500	200	500	+2
Irregular Cavalry (IC)	-	500	300	500	+1
Horse Artillery (HA)	600	300	100	400	+3
Mounted Artillery (MA)	1000	300	100#	400	+3
Foot Artillery (FA)	1000	200	100#	300	+3
Cossack Artillery (CA)	1000	300	100#	400	+2

NOTE: #Only for crossing minor obstacles.

Russian/Turkish Ms are 'Stoic'

FIRING		TACTICAL FACTORS
+1		All Guard or Elite Cavalry or Fusiliers.
+1		Firing into an enemy Flank or Rear
-2		Firing within or into Bad Going except if Jager or Brit/French MS Firing within
-1		Brit/French Ms Firing within Bad Going
-2		Firing into Fortifications
-2		Firing whilst on a bridge or causeway
-1		Artillery or Redoubt Firing at Jager
-1		Artillery not responding to enemy firing
-1		In GG and Fired on by Artillery or Redoubt within 300paces
-1		Any Firing at Jagers in Bad Going
-1		For each enemy providing Firing Support
-1		Close Order Cossacks
-1		Redoubt Firing from more than one side
-1		Shaken

FIRING COMBAT RESULTS:

Draw: Firing: No effect. Close Combat: Both units take 1 Hit, Mounted and Generals Recoil.

If unit beaten but not by double the score:

UNIT	Result
Commanders	Recoil and does not suffer a Hit
Redoubts	No effect
All Others	1 Hit

If unit beaten by double the score or more:

UNIT	Result
Commanders	Destroyed
Skirmishing Cavalry & Irregular Cavalry	Flee 600paces and 1 Hit
Jagers	Destroyed by Skirmishers otherwise Flee 600paces and 1 Hit
Redoubts	1 Hit
All Others	2 Hits

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CLOSE COMBAT

Troop Type	Range	Movement (Paces)			Combat Factor
		In GG	In BG	Roads	v Foot & Cav
Commanders (Cm)	-	400	200	500	+1
Baggage Trains (BT)	100	200	-	400	+1
Redoubts (Re)	1000	-	-	-	+2
British/French Muskets (Ms)	300	200	200	400	+4
Russian/Turkish Muskets (Ms)	200	200	200	400	+3
Jagers (Jg)	400	300	300	400	+2
Heavy Cavalry (HC)	-	300	200	400	+3 & +4
Light Cavalry (LC)	-	400	200	400	+3
Skirmishing cavalry (SC)	-	500	200	500	+2
Irregular Cavalry (IC)	-	500	300	500	+1
Horse Artillery (HA)	600	300	100	400	+3
Mounted Artillery (MA)	1000	300	100#	400	+3
Foot Artillery (FA)	1000	200	100#	300	+3
Cossack Artillery (CA)	1000	300	100#	400	+2

NOTE: #Only for crossing minor obstacles.

Russian/Turkish Ms are 'Stoic'

CLOSE COMBAT TACTICAL FACTORS	
+4	Redoubt (-1 for each subsequent side attacked)
+1	All Guard, Elite Cavalry, Highlanders, Zouaves and Grenadiers
+2	Muskets in Attack Column verses Foot
+1	Defending a Fortified Area
+1	Uphill advantage
+1	Supported by General in contact
-2	Within Bad Going except if Jager or Irregular Cavalry or Brit/French MS
-1	Brit/French MS within Bad Going
-2	Artillery not able to Fire at its attacker
-1	For Each enemy unit that is providing Close Combat Support
-1	First Attacked in Flank or Rear
-1	Jagers in Close Combat
-1	Shaken

CLOSE COMBAT RESULTS:

Draw: Firing: No effect. Close Combat: Both units take 1 Hit, Mounted and Generals Recoil.

If unit beaten but not by double the score:

UNIT	Result
Commanders	Recoil and does not suffer a Hit
Muskets	Destroyed by HC in GG otherwise 1 Hit and Recoil
Mounted	All except IC are Destroyed in BG otherwise 1 Hit and Recoil
Artillery	Destroyed
Jagers	Destroyed by Mounted in GG otherwise 1 Hit and Flee 600paces
Redoubts & Baggage	Destroyed

If unit beaten by double the score or more:

UNIT	Result
Commanders	Destroyed
Skirmishing Cavalry & Irregular Cavalry	Destroyed by Mounted or if in BG otherwise Flee 600paces and 1 Hit
Jagers	Destroyed by Mounted or Jager otherwise Flee 600paces and 1 Hit
All Others	Destroyed

All distances are based on 40mm frontage units. All DBN rules apply with the following additions.

Aim

The aim of this supplement is to offer a 'different game' to the Napoleonic DBN game. This has been achieved by introducing new unit types including the use of redoubts and by reflecting the sometimes bazaar, ineffectual high command structure of the British Army.

Unit Scale

DB Crimea is designed so that each unit represent approximately 1000 infantry, 600 cavalry and 12 guns. The Redoubt unit represents several small or one large redoubt of approximately 12 guns and 400 troops.

Command & Control

All CinC's have a Command Radius of 1200paces and Sub Commanders are purchased as required with a radius of 600paces. The British CinC (Lord Raglan) was a 'Poor' Commander (-1 CAP) and 'Indecisive' (first throw a D6: 1,2,3 = *no CAP Throw this Turn*) however the British do have Divisional Sub Commanders (DSC) who have an intrinsic 2 CAPs per Turn, except for the Cavalry DSC (Lord Lucan) who only has 1 CAP. The DSC Command radius is 600paces. A Cavalry DSC must be used if two or more British Cavalry units are fielded (not Skirmish Cavalry). The Cavalry DSC can move a Unit or Formation with a Shaken unit only if he is Attached.

Redoubts (Re)

Redoubts are combat units, only the Defending Force can have Redoubts. 1 French/British Ms can be exchanged for a Redoubt and 2 Russian/Turkish/Sardinian Ms can be exchanged for a Redoubt. Up to 25% of all Ms can be exchanged for Redoubts. Redoubts are on a single 50mm square unit base. Redoubts can be deployed up to 600paces ahead of their own deployment line. Attacking units can use Attack Columns but no other Support in Close Combat. Redoubts can Fire in the same Fire Phase, separately from all sides, however they will suffer a -1 to their Firing. Mounted cannot attack Redoubts. A successful attacking unit advances after combat and immediately occupies the Redoubt and inherits the Redoubts Combat Factor of 2 but with the firing range of the unit type.

Close Order Cossacks (CC)

This is a new unit type. It is a unit of semi-regular Cossacks, organised for close order combat. They were brave skilled fighters but were ill-disciplined and naive in the ways of a modern battlefield. CC move and combat as LC however they suffer a -1 to their Combat Factor when under Fire and always 'follow up' after Close Combat. They cost 1 point.

Mounted Artillery (MA) and Cossack Artillery (CA)

MA is a new unit type, unique to the French, with better movement, it cost 1 Point. The unit has all its crew on the caissons or on horseback but is not Horse Artillery. CA is the same as MA but with a Combat Factor of 2. Cost ½ Point.

Rifled Muskets

This weapon is a new to the battlefield. All British / French Musket units and other nations Jager units are equipped with the rifle musket. This increases their effective range and accuracy.

Russian/Turkish Musket Infantry

These were peasant/serf type soldiers. They were poorly trained, poorly equipped and were harshly treated. This is reflected in their lower Basic Combat Factor. However they were dependable, brave and 'Stoic'. They were also cheap and only cost ½ Point per unit.

Battlefield Deployment

Wide open spaces were a notable feature of the Crimean War. Therefore, the standard 12 Point Game is played on a 3600pcs x 3600pcs battle area. Units deploy up to 1200pcs in from their Base Line. There should always be at least one significant terrain feature, located in the Defenders Deployment Zone. This should be worth 2 VP for the Attacker (not the Defender) and the feature is chosen by the Defender.

Points Costs

CinC's are free of cost, two British DSC's are free. Sub Commanders cost 2 Points and extra British DSC's cost 1 Point.

Guard units, Elite Cavalry and Horse Artillery cost 1 ½ Points.

Russian, Turkish & Sardinian Muskets, Cossack Artillery and all Irregular Cavalry cost ½ Point.

All other units cost 1 Point. (There is no extra points cost for Stoic Units, Zouaves, Highlanders, Fusiliers and Grenadiers)

Note

All Russian and Turkish MS units are 'Stoic' this means that whenever the unit is beaten in any combat calculations, it adds 1 to its final score, then the Combat Result is applied. Zouaves always 'follow up' after winning Close Combat. Before and during the Alma battle at least 10% British MS units and 30% French MS units were equipped with Smoothbore Muskets, therefore these units have a Max range of 200paces. British/French MS units were trained to operate in Close and Loose Order, that is why they are only -1 in BG and not -2.

Army Lists:

Based on 12 Points, 'Early Campaign' is up to and including the Battle of Balaclava, 'Late Campaign' is after Balaclava.

British Early Campaign: 6-10 Ms (2 can be Guard, 1 can be Highlanders, 1 can be Fusiliers), 0-2 Jg, 0-1 EliteHC, 0-1 EliteLC, 0-1 SC, 0-1 FA or HA.

British Late Campaign: 6-10 Ms (2 can be Guard, 1 can be Highlanders, 1 can be Fusiliers), 0-2 Jg, 0-1 EliteLC, 0-1 SC, 0-1 FA or HA.

French Early Campaign: 6-10 Ms (2 can be Zouaves), 0-2 Jg, 1-2 LC (1 can be Elite), 0-1 SC, 0-1 MA or HA.

French Late Campaign: 6-10 Ms (2 may be Guard, 2 can be Zouaves), 0-3 Jg (one can be Guard), 1-2 LC (1 may be Elite), 0-1 SC, 0-1 MA or HA (one can be Guard).

Turkish & Sardinians: 8-14 Ms, 0-2 Jg, 0-1 LC, 0-1 IC, 0-2 FA.

Russians: 8-14 Ms (one is Grenadiers), 2-4 Jg, 2-6 LC (at least 25% to be CC), 0-2 IC, 1-4 FA (one must be CA and one can be HA).