

# *ALMA ZOUAVES*



**Aperitif Crimean Scenarios for *Belle Epoque*  
By Pierre Laporte**

## “Balaklava”

### Russian player:

- 12 stands of cavalry (4 units)
- 28 stands of infantry (7 units)

### Allied player:

- 4 stands of Highlanders (1 unit)
- 3 stands of British light cavalry (1 unit)
- 3 stands of British heavy cavalry (1 unit)
- 3 stands of French cavalry (1 unit)
- 8 stands of French infantry (2 units)
- 3 stands of Turkish infantry (3 units)



### Deployment/Terrain

As seen on the map above. Turkish units are entrenched.

The Chernaya river is treated as “rough” terrain, and the Balaklava harbour is impassable. The town itself is considered “cover”. In assault situations, hills provide tactical benefit only against downhill opponents, and units must stop when entering a “hill” sector.

### Victory conditions

Russian player wins a resounding victory if he takes Balaklava, and if there is no allied unit occupying Causeway Heights. He wins a marginal victory if he achieves only one objective. Allied player wins if he frustrates the Russian player from gaining both objectives.

### Units Characteristics Summary Chart

	Doct.	BS	TM	Firing	1 UD	2 UD	3 UD	Ass.	Special
French Infantry	Close	3	2	“E-F”	3	1	1	1/2/3	
French Cavalry	Close	4	4	“G”	1	-	-	1/2/3	Dashing
Turkish Infantry	Close	2	2	“F”	2	1	1	1/2/3	
Light Brigade	Close	3	4	“G”	1	-	-	1/2/3	Bold/Dash.
Highlanders	Close	3	2	“E”	3	2	1	1/2/3	
Heavy Brigade	Close	4	3	“G”	1	-	-	1/2/3/4	Dashing
Russian Infantry	Close	3	2	“F”	2	1	1	1/2/3	Stubborn
Russian Cavalry	Close	2	4	“G”	1	-	-	1/2	Dashing

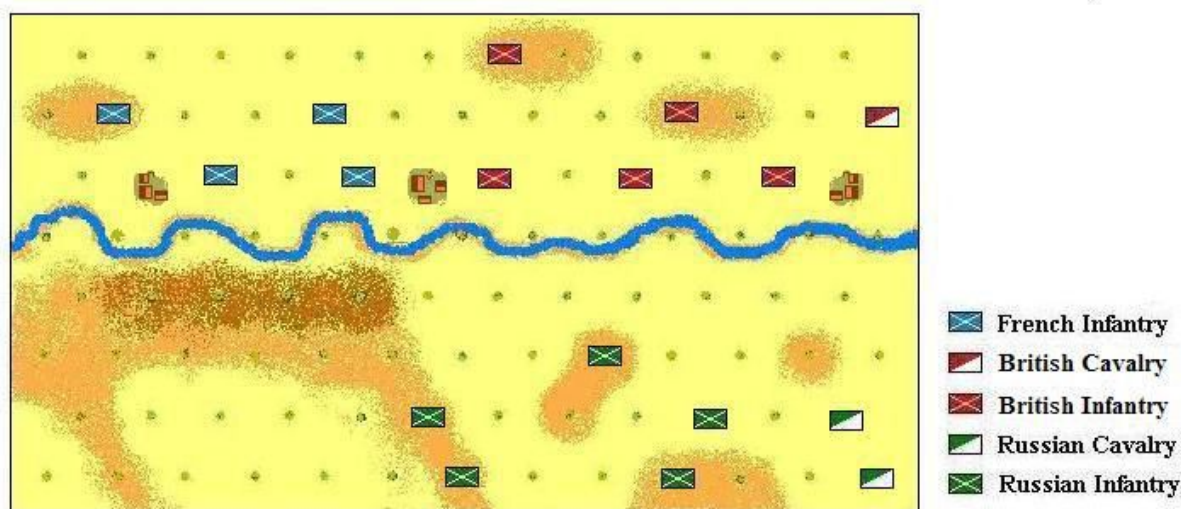
## “The Alma”

### Russian player:

- 20 Infantry stands (5 units)
- 4 Cavalry stands (2 units)

### Allied player:

- 12 British Line stands (4 units, 3 stands each)
- 3 British Guard stands (1 unit)
- 12 French Line stands (3 units)
- 4 Zouaves stands (1 unit)
- 1 British Cavalry stand (1 unit)



### **Terrain/Deployment**

The Alma is treated as “rough” terrain, as are the cliffs on the southern bank. Furthermore, any unit must pass successfully a reactivity test before entering a “cliff” (dark brown) sector. The Russian leading unit is entrenched.

### **Reinforcements**

If the allied camp sustains appalling losses (4 stands, or more), a 4 stands strong Turkish unit may enter at the end of a turn in an edge row sector of the French (left) side.

### **Victory conditions**

The Allied player must entirely destroy its opponent’s army to claim a complete victory. The Russian player remains victorious as long as no allied unit occupies the southern bank.

### **Troops Characteristics Summary Chart**

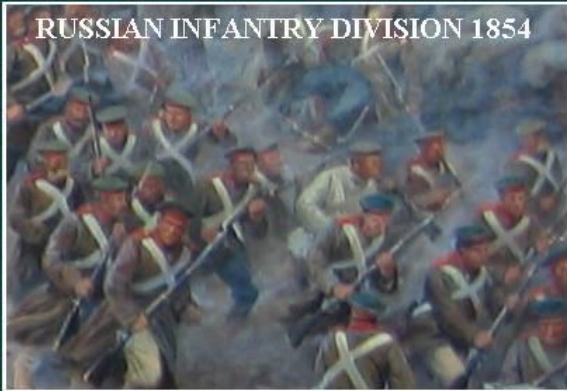
	Doct.	BS	TM	Firing	1 UD	2 UD	3 UD	Ass.	Special
Zouaves	Loose	3	2	“E”	3	2	1	1/2	Dashing
British Line	Close	3	2	“E”	3	2	1	1/2/3	
British Guards	Close	4	2	“E”	3	2	1	1/2/3	Stubborn
British Cavalry	Close	3	4	“G”	1	-	-	1/2/3	Bold/Dash.
French Line	Close	3	2	“E/F”	3	1	1	1/2/3	
Russian Cavalry	Close	2	4	“G”	1	-	-	1/2	Dashing
Russian Infantry	Close	3	2	“F”	2	1	1	1/2/3	Stubborn

### Optional Rule: Russian Infantry Dense Columns

Russian player may choose a “Dense Columns” doctrine, in which case the infantry’s BS is increased by 1; on the other hand, those units are considered as “conspicuous targets”.


### Characteristics Cards

**RUSSIAN INFANTRY DIVISION 1854**



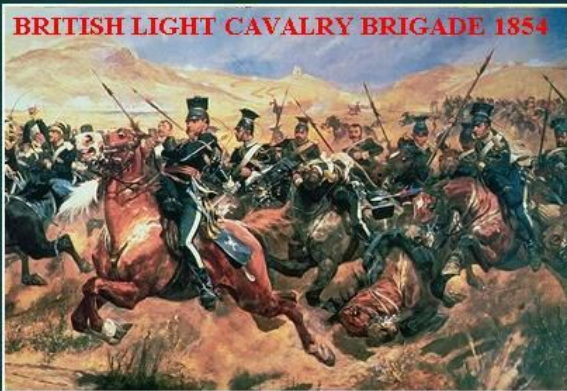
**Doctrine:** Close Order  
**Reactivity Level:** Trained (BS 3)  
**Travel March:** 2 UD  
**Firing:** "F" Class Unit  
**To Hit Number:**  
    \*2 (close range, 1 UD)  
    \*1 (medium range, 2 UD)  
    \*1 (long range, 3 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** Stubborn

**BRITISH GUARDS 1854**




**Doctrine:** Close Order  
**Reactivity Level:** Elite (BS 4)  
**Travel March:** 2 UD  
**Firing:** "E" Class Unit  
**To Hit Number:**  
    \*3 (close range, 1 UD)  
    \*2 (medium range, 2 UD)  
    \*1 (long range, 3 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** Stubborn

**BRITISH LIGHT CAVALRY BRIGADE 1854**



**Doctrine:** Close Order  
**Reactivity Level:** Trained (BS 3)  
**Travel March:** 4 UD  
**Firing:** "G" Class Unit  
**To Hit Number:** 1 (close range, 1 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** Bold/Dashing/Conspicuous

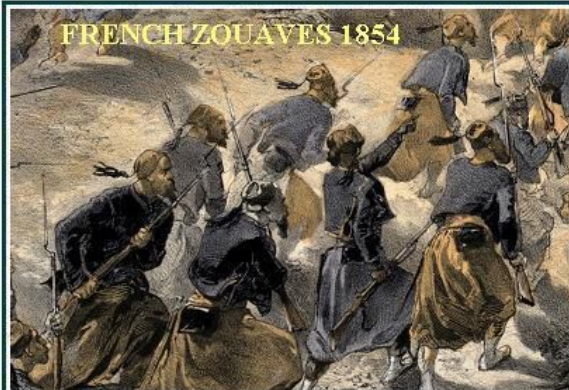
**BRITISH HEAVY CAVALRY BRIGADE 1854**



**Doctrine:** Close Order  
**Reactivity Level:** Elite (BS 4)  
**Travel March:** 3 UD  
**Firing:** "G" Class Unit  
**To Hit Number:** 1 (close range, 1 UD)  
**Assault Classification:** Choc (1/2/3/4)  
**Special:** Dashing/Conspicuous

### Optional Rule, rigid formations

To reflect the lack of maneuverability inherent to Napoleonic style rigid formations still in use during the Crimean War, line units must always clearly face toward either a sector's side or its summit. Every facing change or move backward behind the frontline costs 1 UD, thus reducing the unit's global movement rate.



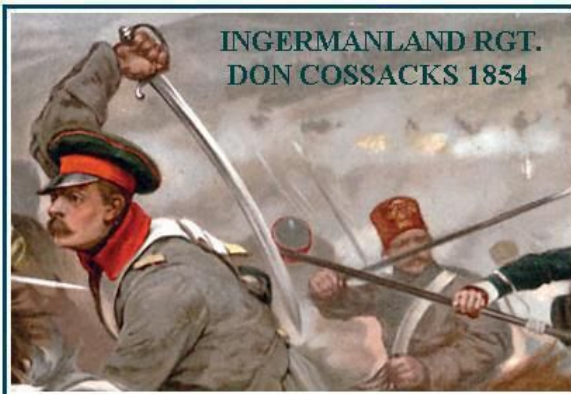
**FRENCH ZOUAVES 1854**  
**Doctrine:** Loose Order  
**Reactivity Level:** Elite (BS 3)  
**Travel March:** 2 UD\*  
**Firing:** "E" Class Unit  
**To Hit Number:**  
    \*3 (close range, 1 UD)  
    \*2 (medium range, 2 UD)  
    \*1 (long range, 3 UD)  
**Assault Classification:** Regulars (1/2)  
**Special:** Bold/Dashing  
*\*: even leaving rough terrain*



**THIN RED LINE 1854**  
**Doctrine:** Close Order  
**Reactivity Level:** Trained (BS 3)  
**Travel March:** 2 UD  
**Firing:** "E" Class Unit  
**To Hit Number:**  
    \*3 (close range, 1 UD)  
    \*2 (medium range, 2 UD)  
    \*1 (long range, 3 UD)  
**Assault Classification:** Regulars (1/2/3)



**FRENCH CAVALRY BRIGADE 1854**  
**Doctrine:** Close Order  
**Reactivity Level:** Elite (BS 4)  
**Travel March:** 4 UD  
**Firing:** "G" Class Unit  
**To Hit Number:** 1 (close range, 1 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** Dashing/Conspicuous



**INGERMANLAND RGT.  
DON COSSACKS 1854**  
**Doctrine:** Close Order  
**Reactivity Level:** Poor (BS 2)  
**Travel March:** 4 UD  
**Firing:** "G" Class Unit  
**To Hit Number:** 1 (close range, 1 UD)  
**Assault Classification:** Militia (1/2)  
**Special:** Bold/Dashing/Conspicuous

## “The Chernaya”

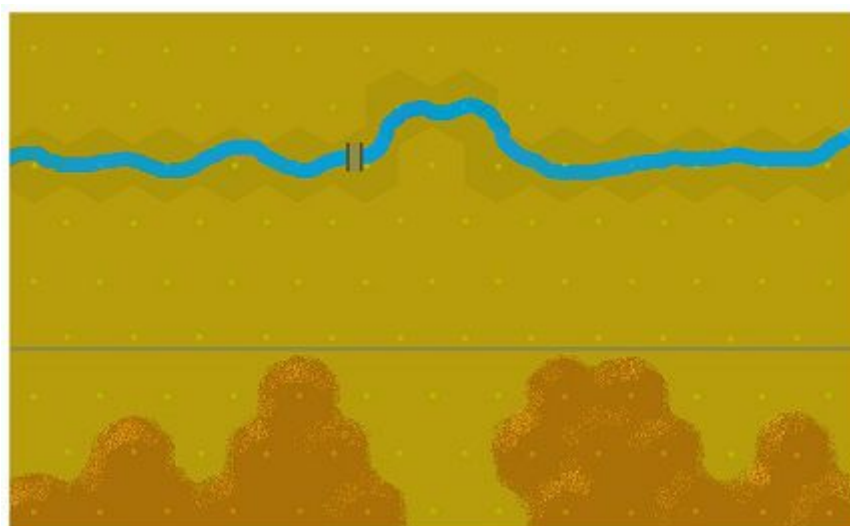
**Note:** you must have read the “Saving the guns” expansion to play this scenario.

### Russian player:

- 40 infantry stands (10 units)
- 4 cavalry stands (2 units)
- 4 stands of smoothbore guns (2 reserve artillery units)

### Allied player:

- 12 French infantry stands (3 units)
- 4 Zouave stands (1 unit)
- 8 Bersaglieri stands (2 units)
- 6 Turkish infantry stands (2 units)
- 2 stands of smoothbore guns (1 reserve artillery unit)



### **Terrain/Deployment**

The Chernaya river is treated as rough terrain.

Allied player deploys first, anywhere south of the grey line figuring the aqueduct.

Russian player deploys anywhere on the north bank of the river.

### **Units Characteristics Summary Chart**

	<b>Doct.</b>	<b>BS</b>	<b>TM</b>	<b>Firing</b>	<b>1 UD</b>	<b>2 UD</b>	<b>3 UD</b>	<b>Ass.</b>	<b>Special</b>
French Infantry	Close	3	2	“E-F”	3	1	1	1/2/3	
Zouaves	Loose	3	2	“E”	3	2	1	1/2	Dashing
Turkish Infantry	Close	2	2	“F”	2	1	1	1/2/3	
Sardinian Bersaglieri	Loose	2	2	“E”	3	2	1	1/2	
Russian Infantry	Close	3	2	“F”	2	1	1	1/2/3	Stubborn
Russian Cavalry	Close	2	4	“G”	1	-	-	1/2	Dashing

### **Victory conditions**

The Russian player must entirely wipe out its opponent to claim a complete victory.

The Allied player remains victorious as long as no Russian unit occupies the southern bank.

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