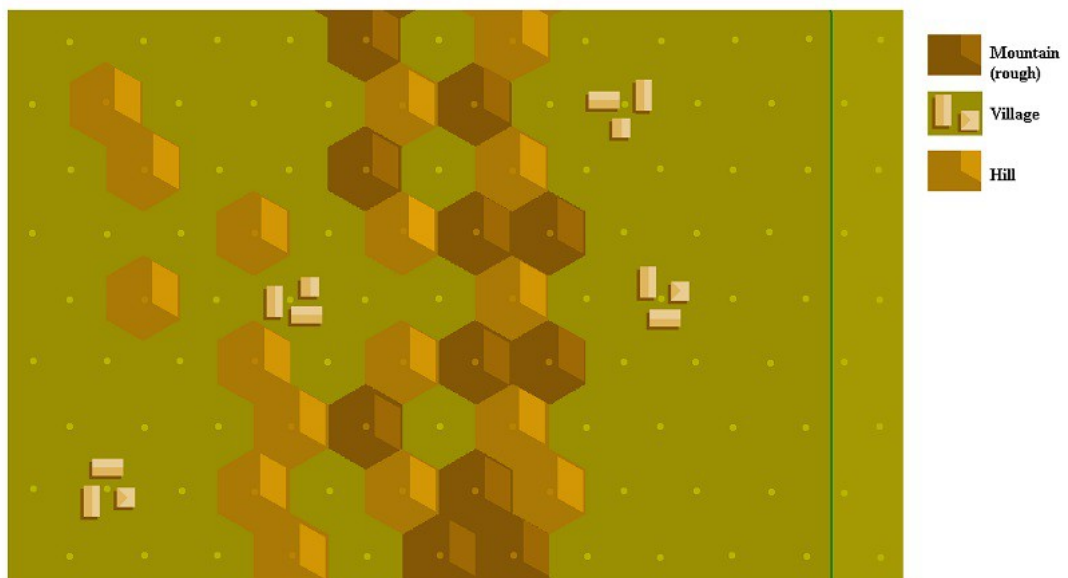


« Shipka Pass, 1877 » (solo game)



Russian (player's) force: 24 elements, distributed in 6, 7 or 8 units (player's choice). One unit (4 stands max.) is a Guard unit equipped with Berdan rifles (see next page).



The Russian force is deployed in the first row of sectors of the east side (light green area).

Following each Russian unit's movement, roll for each undiscovered "hill" or "village" within 4 UD from that unit:

- Place **1d6 - 2** Turkish stands in a "village" sector,
- Place **1d6 - 3** Turkish stands in a "hill" sector.

For example, if player rolls a "6" when checking for enemy presence in a "village" sector, a 4 stands strong Turkish unit is discovered.

Each time a new Turkish unit is "raised", a corresponding token is added in the bowl.

Each Turkish unit raised in a "hill" sector is considered *entrenched* for combat purposes.

When a Turkish token is picked up from the bowl, the corresponding activated unit is selected randomly; then roll 1d6: that unit is successfully activated if 4 - is rolled, or 3 - if the Turkish force already sustained 8 losses or more.

Successfully activated Turkish units may perform one action, according to the priority order below:

- 1) Counter-attack: assault any understrength foe within 3 UD, if however the movement is not hampered because of terrain or other units.
- 2) Open fire on nearest foe.

If several targets are eligible, the selected one is chosen randomly.

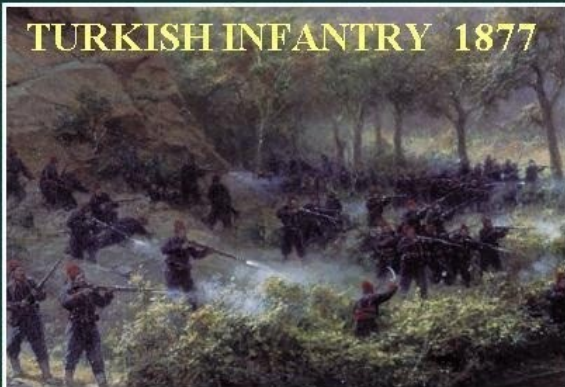
Turkish units are rated "stubborn"; thus they don't recoil in case of "even" losses but loose one stand instead.

Optional rule: Turkish units may perform "support fire" if adjacent to an assaulted friendly unit or its assaulting foe, and if successfully activated.

Player wins if he manages to cross the mountainous area and take the village west of the mountain before the end of turn 12, having destroyed every Turkish unit in the process.


**Quick reference cards** (the Russian Guard is considered "Elite" (BS 4) and "C" class unit)

**TURKISH INFANTRY 1877**



**Doctrine:** Close Order  
**Reactivity Level:** Trained (3)  
**Travel March:** 2 UD  
**Firing:** "D" Class Unit  
**To Hit Number (not moving/moving):**  
    \*3/1 (close range, 1 UD)  
    \*2 (medium range, 2 UD)  
    \*2 (long range, 3 UD)  
    \*1 (extreme range, 4 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** stubborn

**RUSSIAN INFANTRY 1877**



**Doctrine:** Close Order  
**Reactivity Level:** Trained (3)  
**Travel March:** 2 UD  
**Firing:** "D/E" Class Unit  
**To Hit Number (not moving/moving):**  
    \*3/1 (close range, 1 UD)  
    \*2 (medium range, 2 UD)  
    \*1 (long range, 3 UD)  
**Assault Classification:** Regulars (1/2/3)  
**Special:** dashing

**“Print and Play” Counters for the RTW “Shipka Pass” scenario**

