

**Procedure**

**1. Determine the Attack Strength.** Total the attacking units' Combat Strengths.

A units attacking across a river hexside has its strength *halved*, retaining fractions (i.e., a 3 becomes a 1.5).

**2. Determine the Defense Strength.** Total the defending units' Combat Strengths.

Double this total if the defending units are located in a Rough or City Hex, and *triple* it in a fortress hex. This doubling or tripling only applies to the defender; the attackers' combat strength is never increased for terrain.

**3. Determine the Combat Ratio.** Divide the Attack's strength by the defender's strength and express this as a simple **odds ratio** (as found at the top of the Combat Results Table). **Always** drop fractions.

For example, if 12 strength attacked 9, it would be 1.33 to 1 odds; drop the fraction and it becomes simple 1:1 odds ratio. This is the column that attack would be resolved under on the Combat Results Table.

Odds greater than 4:1 are treated as 4:1; odds less than 1:2 are prohibited.

**4. Roll the Die.** The attacking player rolls a die and cross indexes its modified result with that battle's odds column to yield the battle's outcome. It is immediately applied before any other attacks are conducted.

**Cases**

**[8.1] Combat Conditions:** What units are eligible for combat.

[8.1.1] Attacking is a purely voluntary action; units are never forced to attack.

[8.1.2] Only one enemy-occupied hex may be the object of a given battle.

[8.1.3] No unit may participate in more than one battle per Friendly Combat Phase.

[8.1.4] No unit may be the object of more than one battle per Enemy Combat Phase and it **must** defend against this attack. (Unlike attacking, the defender's participation in a battle is involuntary.)

[8.1.5] More than one unit may participate in a given attack. As many units as are adjacent to an enemy-occupied hex may combine their strengths into one attack against that hex. Attacking units in a single hex may attack one or more adjacent defending hexes. Note that if one or more such units attack, this does not obligate any of the other adjacent units to participate.

**[8.2] What the Combat Results Mean:** Combat results are alphanumeric. The result to the left of the slash (preceded by an "A") applies to the attacker; the other result (preceded by a "D") applies to the defender. The number indicated is how many losses are applied to that player's forces in that battle as explained below:

- 1:** The player **must** eliminate one of his units which participated in the combat.
- 2:** The player **must** eliminate one of his units which participated in the combat. He then has an option: he may either eliminate a second unit, **or** he may retreat all friendly units which participated in the combat one hex.
- 3:** The player **must** eliminate one of his units which participated in the combat. He then has three options: he may eliminate a second and third unit; **or** he may retreat all friendly units which participated in the combat two hexes; **or** he may eliminate a second unit and retreat one hex.

The owning player always determines which of his units will be eliminated.

**[8.3] Retreats:** When retreating, the owning player moves his units one or two hexes as determined by the combat result. Units may not retreat into hexes containing enemy land units, an enemy ZOC, or into sea or Ferry Hexes. Units that cannot retreat because of these restrictions must take its combat losses by eliminating units.

**[8.4] Divisions:** Division-size infantry units are two-sided pieces. When a result calls for a unit to be eliminated, a full-strength (6-8 German or 4-6 Soviet) infantry division may instead be flipped to its reduced-strength side (3-8 or 2-5, respectively). A reduced-strength division that takes a loss is completely eliminated.

**[8.5] Advance After Combat:** If no enemy units remain in a hex after a battle and friendly units remain adjacent to it, those friendly units may immediately **Advance After Combat** into that newly vacated hex. Any or all surviving units that participated in that battle, up to the stacking limit may advance.

Advance After Combat is not 'movement' per se, and *may* be made through enemy Zones of Control without restriction.

**[8.6] Air Support:** The Axis player has three Air Support markers.

[8.6.1] Each may be placed on any battle hex, once per Game Turn. If the German player uses a particular airstrike marker to support an attack during his Player

Turn, he may not use it to support a defense during the Soviet Player's Turn.

[8.6.2] Each Air Support marker used in a combat shifts the odds by one column in the Axis player's favor (i.e., it increases the odds of Axis attacks, or decreases the odds of Soviet attacks).

For example, if the Axis player uses two Air Support markers to support his 1:1 attack, the odds would be raised to 3:1.

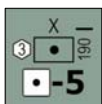


[8.6.3] The German player may place one, two, or up to all three Air Support markers on any given battle. Simply place them on the stack to be attacked or defended as combat is conducted, then immediately removed them to the next space on the Turn Track. When the turn marker is advanced, the Axis player receives all three air units, whether they were used last turn or not.

[8.6.4] Air Support markers are *not* "units" per se. They are only on the map temporarily during a battle and are never affected by its outcome (i.e., they are never eliminated).

**[8.7] German Siege Artillery:**

The Axis siege artillery may be used to *support* attacks against Soviet units up to three hexes away (counting the hex the Russian units are in, but not counting the hex the artillery unit is in).



[8.7.1] Siege artillery may not be used in defense and may not attack by themselves. They may only attack a Soviet unit if that unit is also being attacked by a Axis ground unit.

[8.7.2] Each siege artillery unit committed to a battle adds one (+1) to the Axis' die roll.

[8.7.3] Siege artillery is not affected by the results of attacks it is involved in.

[8.7.4] If attacked by Soviet units, it contributes a notional Combat Strength of '1.'

[8.7.5] The Axis player may use siege artillery **and** Air Support in a battle.

[8.7.6] Similarly, the Soviet Tank unit may support attacks against Axis units, except that it may only attack Axis units it is *adjacent* to, adding one (+1) to the Soviet attack die roll. Unlike siege artillery, this unit can be taken as a combat loss when attacking.



*Either may be taken as combat losses when defending.*

# ASSAULT ON SEVASTOPOL VON MANSTEIN IN THE CRIMEA, 1942

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## [0.0] USING THESE RULES

**New gaming terms**, when they are initially defined, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green SMALL CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 3.0 is the fourth rule). These rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 3.1 is the first Case of the third Rule; and Rule 3.1.2 is the second Subcase of the first Case of the third Rule.

**Important information is in red text.**

References to examples of a Rule or Case are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

## [1.0] INTRODUCTION

**Assault on Sevastopol** is a simulation of the German attack against the strategic city of Sevastopol on the Crimean peninsula

during the German 1942 summer campaign (that would end at Stalingrad).

**Assault on Sevastopol** is basically a two-player, operational-strategic level game, with one player controlling the Axis forces (Germans and Rumanians), and the other, the Soviet forces.

## [2.0] GAME EQUIPMENT

### Parts Inventory

- 1 11x17" map with tables
- 1 sheet of 40, two-sided game pieces
- 1 rules booklet
- 1 Battlesson booklet

*Not included is one 6-sided die that you will need to provide for resolving battles.*

### [2.1] The Game Map and Scale

The game map represents the southern portion of the Crimean peninsula in Russia, where the actual campaign took place. A hexagonal grid has been superimposed to regulate movement and the position of the playing pieces. A unit must always be located in a specific hex. Explanations of the terrain features are found on the **Terrain Effects Chart** (TEC).

Each hex is equivalent to three kilometers from side to side. Each turn represents approximately three days of real time.

### [2.2] Game Charts & Tables

Various game aids are provided for the players in order to simplify and illustrate certain game functions. These include the Combat Results Table (CRT), the Terrain Effects Chart (TEC), the Turn Record Track, and the Stacking Information Box.

### [2.3] The Playing Pieces

[2.3.1] The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by the particular playing piece.

The German player controls the German Army (gray), German Air Force (gray), and Rumanian (purple) units. The Soviet player controls all Soviet (brown) units. All land units have information printed on them, representing their capabilities as shown above. Certain units are back-printed with additional information. They are full-strength on their front side and reduced-strength on their reverse.

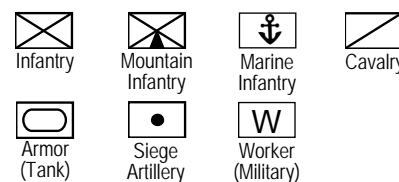
The **non-marker** playing pieces shall henceforth be referred to as "**units**."

### [2.3.2] Sample Units:

The diagram illustrates unit symbols and their components. It shows front and back views of units with strength and movement allowance. Examples include Russian Unit (4-6), Rumanian Unit (3-6), and Siege Artillery unit (X 190). It also shows symbols for Air Support Marker (1 Shift), Armor (Tank) (BG Ind. 1), and Ferocity/Tenacity marker (Tenacity, Ferocity).

Unit **types** include infantry-type units (foot soldiers), armored (Russian "tank"), cavalry (horse mounted), or artillery (German super-heavy siege guns).

### Unit Type Symbols



**K** Komsomol (Communist Youth Organization)

**Combat Strength** measures a unit's value in battle as expressed in Strength Points; higher numbers are stronger.

Movement Allowance determines how far the unit can move expressed in **Movement Points**; higher numbers are faster.

### Unit Size Symbols

- XX Division (9 – 18,000 men)
- X Brigade (2 – 4,000 men)
- III Regiment (1,500 – 3,000 men)
- BG Battle Group (varies greatly)

Unit **size** is provided for historical interest only and has no effect on game play.

Unit **identification** is also for historical interest. On German units, the designation is in two parts: The Roman numerals are the unit's parent corps. The Arabic numeral is the divisional identification.

The map is divided into hexagons (we call them "hexes" for short) which define units' positions just like the squares of a chessboard. The map also shows important terrain such as rough, cities, towns, fortifications, and rivers. The lighthouse is included for geographic interest only; it has no gameplay effect.

The six-sided die, which players must provide, is used **only** with the Combat Results Table to determine the result of battles. **The die has nothing to do with movement of units.**

### [3.0] STARTING THE GAME

#### Procedure

1. The Soviet player places his reinforcement units (A, B, and 142) on the Turn Track (on turns 2, 4, & 6).
2. The Soviet player then takes all his remaining units and places them on the map on any land hexes on the west (Sevastopol) side of the Black Setup line printed on the map.

Although Soviet units may begin the game anywhere within the designated area, a Soviet unit, or its Zone of Control (see 6.4), must be adjacent to each hexside of the start line.

3. The German sets aside his three Air Support markers. He then sets up all of his units on the other side of the Black Setup line.

4. If using Optional Rule 9.0, both players set aside their Ferocity / Tenacity markers.

5. Place the Game Turn marker in the number '1' box on the Game Turn Record Track.

You may want to place it German-side up to indicate that it is currently the German Player Turn.

After following these steps to set up the game, the German player begins the game and follows the Sequence of Play (below) until the tenth Game Turn is completed.



### [4.0] SEQUENCE OF PLAY

#### Procedure

**How the Turns Work:** The players take turns moving their units and making attacks. Each **Game Turn** is divided into parts called "**phases**" that are performed in the exact order listed below. All actions in one phase must be finished before the next phase can begin.

The first two phases constitute the German "**Player Turn**," the last two form the Soviet Player Turn.

#### German Player Turn

1. **German Movement Phase.** The German player may move his units.
2. **German Combat Phase.** The German player may attack adjacent enemy units.

#### Soviet Player Turn

3. **Soviet Movement Phase.** The Soviet player may move his units.
4. **Soviet Combat Phase.** The Soviet player may attack adjacent enemy units.

#### Housekeeping

5. **Game Turn Phase.** Advance the Game Turn marker or, if the last turn was played, stop and determine the winner.

These two Player Turns are repeated ten times. The game is over at the end of the tenth Game Turn and the players determine the winner as per Rule 5.0, below.

### [5.0] HOW TO WIN

The Germans win if, at the end of ten turns, there are no Soviet units to the east of the Red Victory line on the map.

The Soviets win by avoiding the German Victory Condition.

### [6.0] MOVEMENT OF UNITS

#### General Rule

Each unit has a Movement Allowance number printed on it which represents the basic number of hexes it may move in a single Movement Phase. Each player moves only his own units during the Movement Phase of his Player Turn (called the "**Friendly**" Movement Phase), as shown in the Sequence of Play (Rule 4.0). No enemy movement is allowed during your turn, except as a result of combat.

Note that a player may move some, all or none of his units in his movement phase.

Unlike *Chess*, in **ASSAULT ON SEVASTOPOL** a player has the opportunity to move all his pieces during his turn. This gives the player the chance to set up his attacks by

concentrating units, or to carefully enhance his defensive positions.

#### Procedure

Units move one at a time, hex by hex, in any direction or combination of directions that the player desires. A unit may continue moving until it has either expended all of its Movement Points, can move no further as entering another hex would exceed its Movement Allowance, or the player desires to stop moving it.

#### Cases

**[6.1] A Unit's Movement Allowance:** A unit may never exceed its Movement Allowance during its Movement Phase.

[6.1.1] Each unit spends one or more Movement Points of its total allowance for each hex that it enters. Individual units may move less than their Movement Allowance.

[6.1.2] Units may not, however, lend or accumulate unused Movement Points.

[6.1.3] Units are never forced to move during their Movement Phase.

[6.1.4] A unit may enter a hex containing other friendly units. It may continue to move through that hex, or stop in it, as long as it does not exceed the number of units specified by the stacking rule.

**[6.2] Terrain Costs for Movement:** Units must spend more than one movement point to traverse some terrain types. The basic cost to enter a clear terrain hex is one (1) Movement Point. The cost to enter other hexes can be higher, as specified in the Terrain Effects Chart on the map.

[6.2.1] If a unit does not have sufficient Movement Points to enter a given hex, it may not do so.

[6.2.2] When a unit enters a hex through a river hexside, it pays two Movement Points *in addition* to the cost to enter the hex across the river.

For example, to cross a river to a Clear hex on the other side would cost a total of **three** Movement Points.

**[6.3] Stacking Effects on Movement:**

Placing more than one unit in a hex is called "**stacking**." Each player may stack up to seven "**stacking bars**" (as shown in each unit's top-right corner) per hex. That is, a player may stack up to two division-sized plus one smaller-size unit per hex.

For example, one Soviet division (3 stacking bars), one brigade (1 stacking bar), two worker battle groups (2 total stacking bars) and the

tank unit (1 stacking bar, for a total of 7) can all stack together in the same hex.

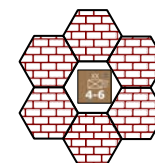
[6.3.1] Friendly and enemy ground units may never stack together in a hex.

[6.3.2] The German air units do not count for stacking. The German player may have one, two, or all three in the same hex at any one time.

[6.3.3] German air units may be placed on Soviet stacks to symbolize their air support of a ground attack there.

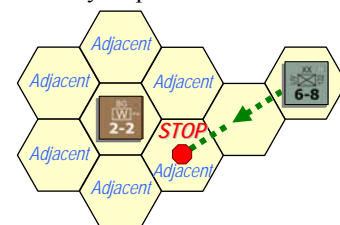
**[6.4] Enemy Zones of Control (ZOC):** A unit must stop upon entering a hex adjacent to an enemy unit.

[6.4.1] Note that there are six hexes adjacent to most hexes on the map. The six hexes adjacent to an enemy unit are called the **Zone of Control** (abbreviated "**ZOC**") of that unit (as shown here).



This Zone of Control represents the area a unit can control by virtue of its firepower or through sending out patrols.

[6.4.2] Whenever a unit enters a hex that is directly adjacent to any of the enemy player's units, the moving unit must immediately stop and move no farther.

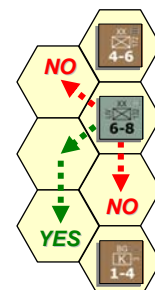


The German (gray) unit on the right must stop as it moves adjacent to (next to) the Soviet (brown; i.e., the opposing player's) unit on the left because it has entered an **Enemy ZOC**.

[6.4.3] If a unit begins its Movement Phase of its turn adjacent to an enemy unit (i.e., in its Zone of Control), it may move out of that enemy controlled hex and continue moving, or it may remain in place in the enemy Zone of Control.

Under no circumstances may a unit move directly from one enemy Zone of Control to another. It must first leave by an uncontrolled hex and then continue moving.

Here you see a German unit that begins its turn in an **Enemy Zone of Control** (i.e., next to an opposing unit). Note how the German unit is limited as to where and how it can move because it began its



### [7.0] REINFORCEMENTS & REPLACEMENTS

How additional units enter the game and reduced-strength are made full-strength.

#### General Rule

The Soviet player receives reinforcement units during the Movement Phases of specified Game Turns.

#### Procedure

At any time during the specified Movement Phase, newly arriving units may enter the map at an indicated hex.

#### Cases

**[7.1] How Soviet Reinforcements Enter:** The Soviets receive one brigade each on turns 2, 4 and 6 as reinforcements.

Historically, two ad hoc formations were assembled from various troops shipped in and divisional forces; the 142nd Brigade arrived relatively intact during turn 5.

Each unit is placed on any hex marked with a port symbol (⚓) that has not yet been entered by the Axis. Once the Axis has passed through or occupied a port hex, it may not be used to receive Soviet forces.

- The Soviet player may voluntarily delay his reinforcements to arrive on any future Game Turn.

**[7.2] German Replacements:** The Germans do not receive reinforcements.

However, they may bring their reduced strength-divisions back to full-strength once per game. This is accomplished by declaring a "**lull turn**." During the lull turn:

- German units (only) may only use ½ of their Movement Allowance. *Note that Rumanian units are free to move their full Movement Allowance.*
- No Axis units (including Rumanians) may attack Soviet units.

At the end of that German Player Turn, all reduced-strength German divisions **that are not adjacent to a Soviet unit** are flipped back to their full-strength side.

### [8.0] COMBAT

Unit eligibility and combat resolution.

#### General Rule

Each unit has a Combat Strength value printed on it that represents its basic power to attack and defend. An attack results in a "battle" (i.e., a comparison of the strength of a specific attacking force with that of *all* the defender's units within the specific defending hex); it is resolved by the throw of a die on the Combat Results Table.

turn in an Enemy ZOC. The two paths marked "NO" are violations of the rules; the path marked "YES" is one of the possible legal moves the unit may make. Note that this path also ends adjacent to an opposing unit. This is a legal move because the first hex the unit entered was *not* adjacent to an opposing unit.

[6.4.4] The Zones of Control of the units on a players' own side do not effect friendly units. That is, a unit can freely move through the Zones of Control of other units on its side.

[6.4.5] All *units* have Zones of Control. Air Support *markers* do not.

[6.4.6] **Zones of control do not extend into fortress hexes, sea hexes or across sea hexsides.**

**[6.5] Ferry Hex Movement:** Some units are able to cross via the Ferry Hex within the following limitations:

[6.5.1] Russian Marine units (*only*, not other Russian unit types) may cross the Ferry Hex by paying three movement points (3 MPs) to cross in either direction.



[6.5.2] German units (*only*, not Romanian units) may move **and attack through** the Ferry hex.

- Only one unit per turn may do so.
- The unit must start its combat phase on the North Side hex adjacent to the arrow on the ferry hex, and then during the German Combat Phase, move onto the Ferry Hex and attack either of the two hexes on the Sevastopol side; this attack may be coordinated with other units attacking from the Sevastopol side.
- If the attack succeeds, the German unit may advance into the hex. If it fails, it must retreat back onto the shore hex it started from and suffer a combat step loss. *This loss is in addition to any other called for by the battle result (see 8.2).*
- If no Soviet unit occupies the hexes on the other side, the Germans may automatically Advance After Combat into the hex.

[6.5.3] Units may never end their movement on the Ferry Hex.