



Fortress Sevastopol

DECKE



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Version 1.0

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1.0 INTRODUCTION

Fortress Sevastopol is a simulation of the Axis assault on the Crimean Peninsula. The game tries to recreate the bitter struggle between the Axis and Soviet forces from October 1941 until July 1942. Their aim, possession of the big Soviet harbor on the Black Sea: Sevastopol!

As the Soviet player you want to hold on to Sevastopol, and defend the Crimean Peninsula against the Axis invaders. As the Axis player you want to take control of the Peninsula, and more important, Sevastopol.

The objective of the game is for the Axis player to use his German and Romanian forces to take control of the Peninsula by occupying Areas, and so gain enough Victory Points, to win the game. The Soviet player will have to deny the Axis player to achieve this.

Units in this game represent combat units of Division to Battalion size. Game turns equal about half a month per turn.

Play Notes and Design Notes (printed in blue): Numbers in brackets are a reference to a rules section.

Optional Rules will be printed in Italics. They are printed directly in the right sections and are summarized in section 27.0.

Optional rules are just that, optional. They will make the game more realistic, but at the cost of some extra rules. Before the game starts, players should agree on which Optional rules will be used in their game.

Examples are written in green.

2.0 GAME COMPONENTS

Fortress Sevastopol consists of:

- One map
- One sheet of 9/16" counters (228 counters)
- Two Player Aid Cards
- One Rulebook
- 4 six-sided dice

2.1 The Map

2.1.1 Scale: The map depicts the Crimean Peninsula on a scale of 1 cm equals about 5 km (**Exc.: Sevastopol City Map**).

2.1.2 Areas: The map is divided into 29 Areas. Each Area contains an identifier, either a circle or a square, which is divided into two sections. The number in the top half (from 1 to 29) identifies that Area. The black number in the lower half of the identifier (ranging from +1 to +5) is that Area's Terrain Effect Modifier (TEM) which is used when resolving attacks against units in that Area. Areas with a square Identifier contain a City (9.4, 10.4.1, 17.2, 18.2), circle symbols represent other terrain.

2.1.2.1 Sevastopol: The city of Sevastopol consists of 7 smaller Areas (Areas 1–7). These Areas are enlarged for better handling of the counters and markers in this region.

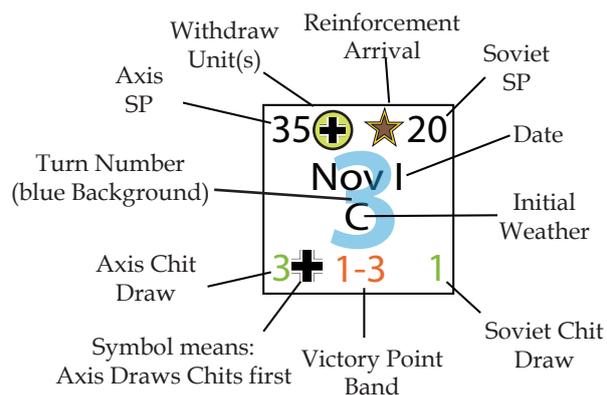
2.1.2.2 Port Areas: Areas with a Port symbol allow sea movement between these Areas and Zone C (8.6). Also amphibious invasions may start from an Area with a Port symbol (9.6). Invasions are not allowed directly from Zone C.

2.1.3 Boundaries: There are four types of boundaries, Open (solid black line), River (blue line) Trench (red zig-zag line) and Wall (black and white line). For Walls and Trenchlines see Fortifications (17.1).

2.1.4 Victory Point Areas: The number of Victory points an Area represents is printed in red.

2.1.5 Zones: There are two Zones on the map, one in the north representing the Ukraine (U), one in the east representing the Caucasus (C).

Turn Record Track

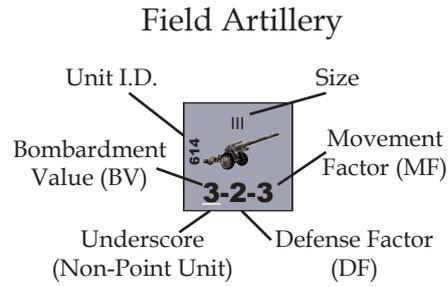


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2.1.6 Turn Record Track (TRT): The TRT printed on the mapboard is used to note the current game turn, the initial weather of the turn, the number of Supply Points (SP), the Victory Point (VP) Band and the number of Event chits drawn (5.1). Also the current Weather marker and the arriving Reinforcements are placed here.

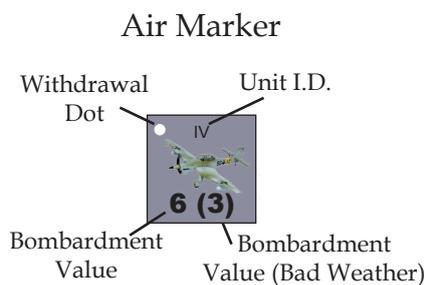
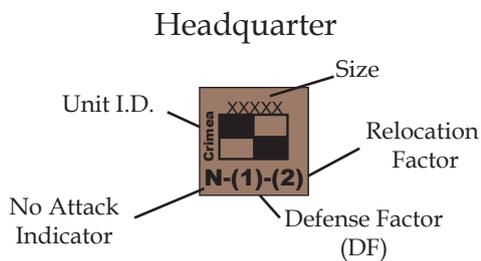
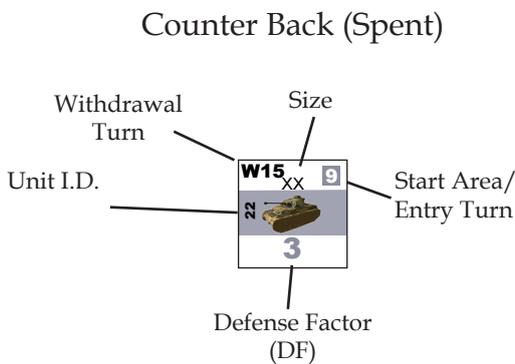
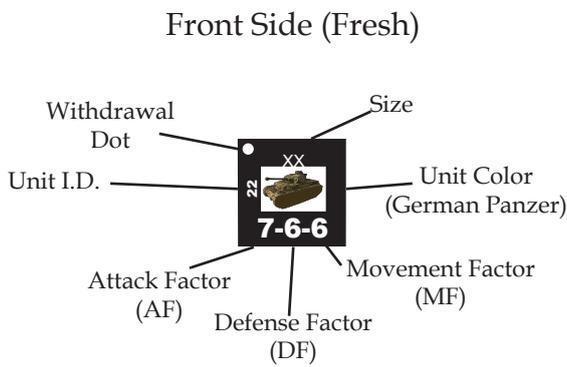
2.1.7 Impulse Track: The Impulse Track is used to record the current Impulse and the player who has the Advantage (15.0).

2.1.8 General Record Track: The General Record Track is used to record Reserve Points (RP) and Victory Points (VP).



Unit Types

-  Infantry
-  Mountain Infantry
-  Jaeger Infantry
-  Marine Infantry
-  Cavalry
-  Engineer
-  Anti-Tank (AT) Infantry
-  Motorized Infantry
-  Flak / Anti-Air (AA)
-  Rocket Artillery
-  Field Artillery
-  Siege Artillery
-  Panzer / Tank
-  Headquarter (HQ)



2.2 Units

2.2.1 There are seven different kinds of units: Infantry, Armor, Artillery, Anti-Tank, Flak/AA, Engineer and HQ units. Each unit has two printed sides either Fresh (front side) or Spent (back side). Most units are Division sized, but some represent Regiments, Brigades, or Battalions.

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2.2.1.1 Infantry type units consist of infantry, mountain, cavalry, marine or motorized infantry.

2.2.1.2 Armor type units are Soviet tanks (red background color) or German panzers, including Assault Guns (AG) (black background color). Armor type units may give an Armor bonus in an Assault (10.2).

2.2.1.3 Artillery type units consist of field artillery (including rocket artillery) or siege artillery. Field artillery units have their Attack Factor underscored to reflect, that they cannot be used as a Point unit (2.2.2.5) in an Assault. Siege artillery have their Attack Factor encased to reflect that they may not combine their strength with other units in a Bombardment Impulse or provide support during an Assault. Siege artillery must bombard or barrage alone, and can only attack City Areas. Siege artillery have a Range value (yellow colored) in the upper left corner, which depicts their range in Areas.

2.2.1.4 Anti-Tank (AT) units have an asterisk instead of an Attack Factor which means that they may not be used as a Point unit (2.2.2.5) in an Assault. Also Fresh AT units negate an Armor bonus in combat if they are participating in a defense.

2.2.1.5 Flak/AA units have an asterisk as an Attack Factor which means that they may not be used as a Point unit (2.2.2.5) in an Assault. Furthermore they provide defensive benefits versus Air Bombardments (11.3). These units are identified by a blue band on the front side of the counter.

2.2.1.6 Engineer units have an asterisk as an Attack Factor which means, that they may not be used as a Point unit (2.2.2.5) in an Assault. They may perform some unique functions (17.2, 20.2).

2.2.1.7 HQ units have a “N” as Attack Factor, a Defense Factor in brackets and a Relocation Factor in brackets. This means that a HQ may not attack, its Defense Factor is only used if it is the sole defending unit in an Area. Its Relocation Factor means that it may not move during the Operations Phase, but relocates in the Administration Phase up to a number of Areas corresponding to the value in brackets. Relocation can only take place through Areas that do not contain any enemy units.

2.2.2 Unit information: Unit counters show the size, unit type, organization (ID), Attack Factor,

Defense Factor, and Movement Factor. If the Attack Factor of a unit is underscored, the unit cannot act as a Point unit (2.2.2.5). The counters also show information regarding the turn and Area of entry, withdrawal or reentry.

2.2.2.1 Size and Organization: One of the following symbols appears at the top center of the unit type symbol to identify the size of that unit:

II = Battalion, III = Regiment,

X = Brigade, XX = Division,

XXXX = Army, XXXXX = Army Group

In addition each unit has an identifying number or name to the right (and sometimes left) of the unit type symbol. The German 22nd, the Soviet 25th and the Soviet 95th Infantry Divisions each consists of three parent regimental units, which can use Divisional Integrity (10.2, 10.3). To better remember this rule, these units have their unit type symbol color coded.

2.2.2.2 Front Side (Fresh): On its Fresh side each unit counter has three numbers below its unit type symbol. The first number is the Attack Factor (AF), followed by the Defense Factor (DF) and finally the Movement Factor (MF). Some units have a white dot at the top left of the counter, which is a reminder that this unit is subject to withdrawal (23.2).

2.2.2.3 Back Side (Spent): On the Spent side the unit only has a Defense Factor. **Exception: HQ's read “Elim” on the back side to represent that they can absorb only one Casualty Point (CP).** Also in the upper right corner each unit counter shows information about the start Area or turn of arrival. Units with a black number or letter start the game in the corresponding Area, Box or Zone. Otherwise a unit has a white number located in a colored square, which shows the turn of arrival (these are Reinforcement units).

If the unit has a W and a number, it means this unit has to be withdrawn in the appropriate turn in the Preparation Phase (5.2).

IV Fliegerkorps:

A special case is the German IV Fliegerkorps. The unit will be withdrawn on Turn 3, but will reenter the game on Turn 13.

2.2.2.4 Unit Colors:

Grey: German

Black: German Armor/Motorized

Green: Romanian

Brown: Soviet

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2.2.2.5 Point Unit: A Point unit is a Fresh unit, that enters a non-contested enemy controlled Area (8.5). Only Infantry type and Armor type units may serve as Point units. The Point unit is the leading unit in an Assault (10.2). Other units may accompany a Point unit.

2.2.2.6 Non-Point Unit: all Artillery, Anti-Tank (AT), AA/Flak and Engineers cannot act as Point units. Their Attack Factor is underscored or replaced by an asterisk.

2.2.2.7 Forward Unit: A Forward unit may be of any type, except HQ's. It is the leading unit in a defense (10.3).

2.3.2 Disruption: These markers are used to show a certain level of disorganization (Level 1 or 2), which results from an Assault or Bombardment (12.0).

2.3.3 Control: Control markers are used to mark German controlled Areas. Areas that do not contain a Control marker, and which are not behind the Axis front line, are considered to be Soviet controlled by default.

Note: There are not enough markers for all the Areas in the game. Use the markers to show where the frontline is running.

2.3.4 Victory (VP) and Reserve (RP) Points: These markers are used to record the current levels of victory and available reserves.

2.3.5 Terrain Modification: Trenchline/Wall Breached markers are used to show modifications to the printed map terrain.

2.3.6 Battle Area Marker: This marker is optionally used in crowded situations to remember the location of the Area in which a battle takes place. Remove all units temporarily for resolving the combat off-map and place the surviving units back in the Area with the Battle Area marker.

2.3.7 Weather Marker: This marker shows the actual weather on the Turn Record Track (TRT): Clear, Rain, Snow or Heavy Snow. The initial, historical, weather for each turn is printed on the TRT. If during a turn the weather is subject to change, simply flip the Weather marker.

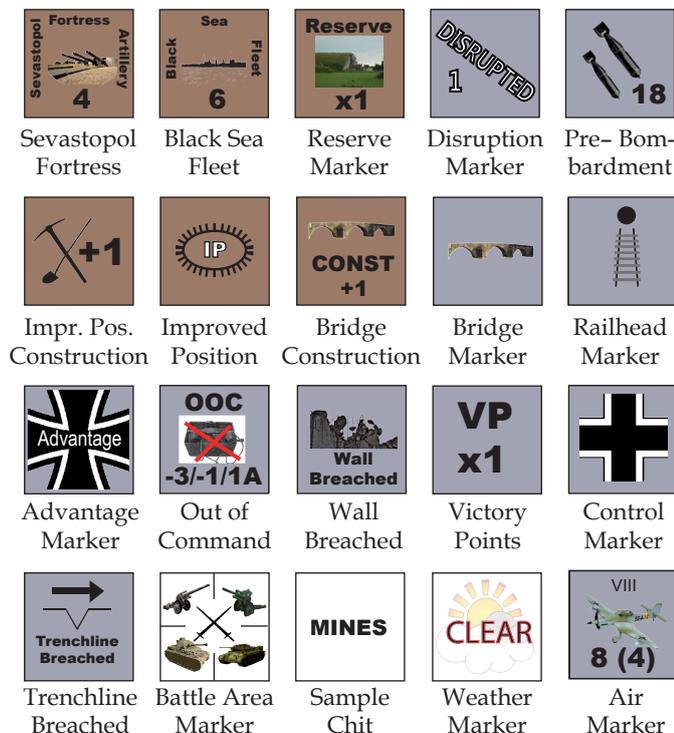
The initial weather as shown on the Turn Record Track represents the dominating historical weather during the period covered by the game turn.

2.3.8 Bridge Marker: The front side of the marker shows an Axis controlled bridge, the backside a destroyed bridge. All bridges without a marker are considered Soviet controlled bridges (21.2).

2.3.9 Improved Position (IP): Each player has a limited number of these IP markers for use (17.2).

2.3.10 IP Construction Marker: Each player has only one of these markers (17.2).

Game Markers



2.3 Markers

2.3.1 Bombardment: There are four types of Bombardment markers: Air, Pre-Bombardment (24.1), Black Sea Fleet and Sevastopol Fortress Artillery. These are not units and always kept in their respective Boxes (**Exc. Pre-Bombardment**). Most Bombardment markers have one active front side with a Bombardment Factor and an inactive back side.

See special case for the German IV Fliegerkorps (2.2.2.3).

2.3.11 Railhead Marker: This marker is used to show the furthest Area where the Axis player has been successful in converting the railline to his own rail system (21.1).

2.3.12 Out of Command: This marker is used to mark units that are Out of Command (OOC). If marked they will suffer some restrictions for not being able to trace a Line of Command (LoC) (13.2).

2.4 Chits

2.4.1 Event Chits: All chits should be put into a cup (or something similar). During the Chit Draw Phase (5.1) these chits will be drawn blindly by the players. The number of chits that each player is allowed to draw is depicted on the Turn Record Track. In an odd turn, the German player gets to draw the chits first. In even turns, the Soviet player draws first. This is shown by symbols on the TRT. Chits may also be purchased in the Refit Phase (13.4.5).

2.4.2 Usage of Chits: Some chits can be used for an Assault, Bombardment, or Barrage and have to be played before the dice are rolled. These chits are printed in red. Otherwise chits may be played at any time. Chits with white background may be used by both players, colored ones only by the appropriate player. Chits are discarded after use and returned to the chit pool. The explanation of the chits will be found on the player aid card.

Note: New players may skip the rules regarding the use of chits and play without them in order to first get familiar with the mechanics of the game.

3.0 ABBREVIATIONS & GLOSSARY

AA: Anti-Air (Soviet)
 AF: Attack Factor
 AG: Assault Gun (German panzer unit)
 AI: Amphibious Invasion
 AP: Attrition Point (s)
 Area:
 contested see 6.4.1
 enemy occupied, see 6.4.2
 free, see 6.4.3
 uncontested, see 6.4.4
 vacant, see 6.4.5
 AV: Attack Value for an Assault

AT: Anti-Tank (2.2.1.4)
 B: BOX printed on markers as a reminder, that these markers will start in the appropriate box on the map.
 BF: Bombardment Factor
 BV: Bombardment Value
 C: Caucasus Zone
 CP: Casualty Point(s)
 CP Level: (from high to low) Fresh – Spent – Disrupt 1 – Disrupt 2
 DF: Defense Factor
 Disrupted: A Spent unit with restrictions (12.0)
 dr: Die Roll = roll of one die
 DR: Dice Roll = roll of two dice
 DV: Defense Value
 Flak: German Anti-Air
 Formation: Units with the same colored unit type symbol belong to a formation (6.1.1, 10.2, 10.3)
 Fresh: A unit which may attack, defend and move
 HQ: Headquarters (20.1)
 IP: Improved Position (17.2)
 LoC: Line of Command (13.2.1)
 MF: Movement Factor = Total number of MP available for a unit
 MP: Movement Points = Number of points available for movement to a unit. These points are used to enter a new Area or perform other activities.
 OOC: Out of Command (13.2)
 RP: Reserve Point (5.5, 13.4.3)
 SM: Strategic Movement (7.2.4)
 SP: Supply Point
 Spent: A unit on its back side, which can defend only
 TEM: Terrain Effect Modifier
 TRT: Turn Record Track
 U: Ukraine Zone
 Unit Mode: Units can either be Fresh, Spent, or Disrupted.
 VP: Victory Point

4.0 CAMPAIGN GAME SET-UP

4.1 General Markers

Place the Weather marker according to the initial Weather (Clear) on the first space of the TRT. Place the Advantage marker in the “0” space of the Impulse Track, Axis side face-up. Place the two RP markers in the “0” space and the VP marker in the “1” space of the General Record Track.

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4.2 Bombardment Markers

Place both German Air, the Black Sea Fleet and the Sevastopol Fortress Artillery markers in their respective displays on the mapboard.

4.3 Units

Place the at-start units of both sides in their respective start locations, Fresh side face-up.

4.4 IP Marker

The Soviet player places one IP marker into Feodosia (Area 14).

4.5 Railhead Marker

Place a Railhead marker into Area 29.

4.6 Pre-Bombardment Marker

The Axis player takes this marker for use in the first turn (24.0).

5.0 SEQUENCE OF PLAY

The campaign game consists of 17 turns, the scenarios have fewer turns. Each turn represents between one half and one month.

5.1 Chit Draw Phase

Each player draws the number of Event chits as shown for the current turn on the TRT. Chits may be played during the game turn according to the rules in 2.4.

5.2 Preparation Phase

Both players place their arriving Reinforcement and Reentry units in their appropriate Zones (C or U) or displays and flip all Bombardment markers to their active sides. Units with a W plus a number which is matching the current turn number have to be removed from the game immediately (the IV Fliegerkorps will reenter the game later). Return reactivated HQ's and place them in a friendly Zone. Rotate the Advantage marker back if necessary (15.2) for use this turn.

5.3 Operations Phase

Starting with the Soviet player (**Exc.: First turn Axis Pre-Bombardment marker see 24.1**), both players perform Impulses in alternating order. Each player chooses from one of the following Impulses:

- Movement (7.2.1),
- Bombardment (7.2.2),
- Engineering (7.2.3),
- Strategic Movement (7.2.4),
- Infiltration (Soviet only) (7.2.5),
- Reactivation (7.2.6),
- Regroup (7.2.7) or
- Pass (7.2.8).

5.3.1 Procedure to Turn End and Weather Change:

The end of each game turn is variable.

During the **Axis** Impulse, the **first** dice roll (DR) for any purpose also doubles as possible Turn End and Weather Change.

If this DR is **lower** than the number of the position of the Advantage marker on the Impulse Track, the Operations Phase of the turn ends after resolving all remaining actions of this Impulse.

Exc.: Double Impulse (5.3.3).

Ex.: You activate an Area with 3 units. Each unit moves to a different Area and starts combat. Lets say the first DR is lower than the position of the Advantage marker so the Operations Phase would end. The other two attacks will be resolved, before the Operations Phase ends.

If the DR is **equal** to the number of the position of the Advantage marker on the Impulse Track, a weather change occurs. If the current weather is Clear it becomes Rain and vice versa. If the current weather is Snow it becomes Heavy Snow and vice versa.

Exception: If an Air Bombardment is executed, the Advantage marker stays in the current box of the Impulse Track, although the game turn may end and a weather change is possible.

If the DR is **greater** than the number of the position of the Advantage marker on the Impulse Track, move the Advantage marker on the Impulse Track to the next higher number, after finishing the Impulse.

5.3.2 Turn End during an Impulse without a DR:

If there is no action which requires a DR for the Axis player (including a Pass Impulse), then perform a DR only to check if the Impulse ends or a weather change takes place (5.3.1).

5.3.3. Turn End and Weather Change during a Double Impulse: If the Advantage marker is used to take a Double Impulse (15.2), the first DR is

also used to check if the turn ends and if a weather change takes place. If the weather changes, this condition will last until the next weather change. If the DR would end the turn, the second Impulse will be executed, before the turn ends.

5.4 Chit Discard Phase

Each player may keep a maximum of **one** chit for future use. All other chits have to be discarded now and returned to the chit pool.

5.5 Refit Phase (13.3)

Move the Advantage marker into the “0” space of the Impulse Track. Use Supply Points (SP) to refit units (13.3), Soviet player first. Unused SP may be saved as Reserve Points (RP) and may be used to influence the Advantage marker on the TRT (13.4.3).

5.6 Administration Phase (14.0)

Up to 6 units from each side may regroup using a Regroup Impulse (7.2.7). Move units whether they are Fresh, Spent, or Disrupted to one or more adjacent free Area’s or a Zone up to the stacking limit, Soviet player first. Next relocate all HQ’s up to a number of Areas corresponding to their bracketed Relocation Factor within the restrictions of 20.1. At the end of the Administration Phase a player can chose to remove any IP marker(s) from his controlled Areas (14.3).

5.7 Game Turn Indication Phase

If a game turn ends (5.3.1, 5.3.2) check for Automatic Victory now (25.2). When the game does not end, place the Weather marker according to the initial Weather of the next turn and proceed the game.

6.0 STACKING, ZONES, CONTROL & AREA STATUS

6.1 Stacking

The stacking limit in an Area is always considered per player not as a total. In Areas other than Sevastopol or Perekop (Area 29) the stacking limit is 10 units per side. Inside Sevastopol it is 5 units per Area and side, in Perekop its 15 units per side. The stacking limit may not be violated at any time, except during a retreat (10.6.6).

So for example if during a Movement Impulse there are 10 units in an Area, you must first leave with at least one unit, before another unit may enter the Area.

6.1.1 Stacking Exception: 2 or 3 units of a formation (the German 22nd, the Soviet 25th and 95th Infantry Divisions) count as one unit for stacking purposes if they occupy the same Area. HQ’s and markers never count against stacking limits.

To avoid counter clutter in an Area you may stack all Fresh, Spent, Disrupted 1 or Disrupted 2 units in separate stacks. Also keep the units of a formation together.

6.2 Zones

Any number of units may occupy a Zone.

6.3 Control

Each Area is always controlled either by the Axis or by the Soviets. Control changes only, if a side has a unit in a vacant Area previously controlled by the enemy. Control can be gained during movement without stopping the Impulse in an Area. It costs 2 Movement Points (MP) for all units which enter a vacant enemy Area during the same Movement Impulse (Control changes at the end of the Impulse). Control can also be gained after a successful battle, if the Area is cleared of enemy units. Control of Zones can never change, because they may not be entered by an enemy unit.

6.4 Area Status

An Area can be under control of one side, either Axis or Soviet, but can also be in one of the following states:

6.4.1 Contested: An Area is contested, if it contains units of both sides. The side who had control of the Area at the start of the Impulse remains controlling the Area.

6.4.2 Enemy Occupied: An Area is enemy occupied, if there are only enemy units in an Area, regardless of control.

6.4.3 Free: An Area is free, if it is not enemy controlled and does not contain any enemy units.

6.4.4 Uncontested: An Area is uncontested, if there are no enemy units in an Area, regardless of control.

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6.4.5 Vacant: An Area is vacant, if it does not contain units of either side, regardless of control.

7.0 IMPULSES

7.1 General

Fortress Sevastopol is played using alternating mini-turns called Impulses. Impulses are executed during the Operations Phase (5.3). In each game turn, except during the first (24.0) the Soviet player gets the first Impulse, followed by the Axis player.

Exception: If one player uses the Advantage marker for a Double Impulse (15.2) he takes two Impulses in a row.

The current player is also called the active player or attacker. The other player is also called the inactive player or defender.

7.2 Types

There are eight different types of Impulses: Movement, Bombardment, Engineering, Strategic Movement, Infiltration, Reactivation, Regroup, Pass.

7.2.1 Movement: In a Movement Impulse a player activates one Area or Zone to move with any Fresh units which started the Impulse in that activated Area/Zone. If those activated units start in an enemy occupied Area or move into a contested Area, they may or must Assault (depending on whether it is a Mandatory, 9.2, or Voluntary, 9.3, Assault).

7.2.2 Bombardment: In a Bombardment Impulse the active player designates one Area to bombard with artillery units, air strikes, the Black Sea Fleet, or the Sevastopol Fortress Artillery.

7.2.3 Engineering: In an Engineering Impulse the active player may construct Improved Positions (17.2), destroy or repair bridges (20.2) without becoming Spent.

7.2.4 Strategic Movement (SM): In a Strategic Movement Impulse the player chooses up to 3 Fresh units with which he may move through an unlimited number of friendly controlled or uncontested Areas. Strategic Movement must end in a free Area and units are Spent at the end of the movement.

Exc.: If using sea movement, the movement must start and end in a friendly controlled uncontested Port (8.3.1).

7.2.5 Infiltration (Soviet only): The intention is to move into an Area without conducting a Mandatory

Assault. The Soviet player (ONLY) may activate up to 3 Fresh infantry units in a free Area adjacent to one Axis controlled non-contested Area. All attempts must be predesignated. Infiltration consumes all MP's of a unit.

7.2.5.1 Procedure: Move up to 3 units into the target Area. Then execute one dr for each attempting unit. If the dr is lower than or equal to the TEM of the target Area, the attempt is successful and the unit becomes Spent in the target Area without an Assault. If the dr is greater than the TEM, this means a failure. If the infiltration fails the unit, or units combined, immediately need to conduct a Mandatory Assault.

7.2.6 Reactivation: The purpose of reactivation is to flip already Spent (and undisrupted) non-artillery units to their Fresh side again. Select one free Area or Zone. Up to 3 Spent and undisrupted units there may try to reactivate, and be flipped to their Fresh side. They do however risk to become Disrupted. Check each unit with a DR.

German units are successful on a final result of 9 or more, Soviet and Romanian units need a 10 or more. German engineers have a +2 DRM, Soviet engineers and naval brigades have a +1 DRM, friendly HQ's in the same Area/Zone will give a +2 DRM, HQ's in the adjacent Area/Zone will give a +1 DRM. If successful, flip the unit from its Spent to Fresh side. On a final result of 4 or less the unit becomes Disrupt 1 instead.

Exc.: For reactivating an HQ, see 13.4.4.

7.2.7 Regroup: Select one Area and move up to 3 non-HQ units (whether they are Fresh, Spent or Disrupted) to one or more adjacent free Areas or a Zone up to the stacking limit. This is not allowed between an Area and Zone C (i.e. via sea movement). Within Sevastopol, units may be regrouped to any free Area in Sevastopol, if no enemy unit is located between the start and the target Area. Units retain their current mode.

7.2.8 Pass: The active player may elect to take NO action during an Impulse. In a Pass Impulse a player accumulates one Reserve Point (RP). Otherwise the Axis player checks with a DR if there is a change of the current weather or the turn ends (5.3.2). If both players Pass consecutively the Operations Phase of the turn ends immediately.

7.3 Variation:

For players, who like more uncertainty with Strategic Movement, Infiltration, Reactivation, Regroup Impulses see 27.1.

8.0 MOVEMENT

8.1 General

During a Movement or Infiltration Impulse the active player may move all, some, or none of his Fresh units from the active Area. Every unit has a Movement Factor (MF). From this total Movement Points (MP) will be deducted until the movement allowance has been used up, or the player stops movement voluntarily. For Strategic Movement, see 7.2.4. Doing so does not prevent the movement of other units in that Area in a later Impulse. Units starting in the same Area may be moved separately or in stack(s) and may move into different Areas in the same Impulse. After all movement is finished, all activated units are flipped to their Spent side.

8.2 Movement and Assault

If during movement unit(s) enter an enemy occupied Area, these unit(s) must stop immediately and an Assault must (9.2) or may (9.3) occur. If Fresh units start in the active Area, they may Assault enemy units in the same Area only by spending MP's (9.1.2).

8.3 Mechanics of Movement

A unit may only move into adjacent Areas (consider Areas connected by double arrows between the map and Sevastopol Areas as adjacent) or from/into Zone U.

Movement requires the expenditure of MP's during an Impulse. A unit may continue to move until it lacks enough MP to do so or enters an enemy occupied Area, where it stops immediately. Units which began movement in the active Area together do not have to end the move in the same Area or have to be moved simultaneously. Units may not move into an Area, and thereby exceed the stacking limit (6.1).

8.3.1 Sea Movement: Movement is also possible along dashed lines (Soviet only) directly from port to port, during a Strategic Movement Impulse only (i.e. no movement before or after).

8.4 Exit from Enemy Occupied Areas

Fresh non-armor units starting their Impulse in a

contested Area may only be moved into an adjacent free Area and then stop. The same applies to Fresh armor units, if the enemy also has armor units in the Area available. Otherwise armor units may leave the Area normally, as long as the first Area entered is a free Area.

8.5 Entry of Enemy Occupied Areas

Armor and infantry type units may enter enemy occupied and enemy controlled vacant Areas, if they have enough MP's to do so, but only from a non-contested Area. Artillery, anti-tank, flak (AA) and engineer units must always be accompanied by a Point unit, either armor or infantry type (8.7).

8.6 MP Costs

Units pay:

- 1/4 MP to enter a free Area (6.4.3) within Sevastopol (Areas 1 – 7) regardless of weather
- 1 MP to enter a free Area (6.4.3) or Zone U
- 2 MP's to enter an Area with only Spent/ Disrupted enemy units or an enemy controlled vacant Area (6.4.5)
- 3 MP's to enter an Area containing at least one Fresh enemy unit
- All MP (from one Area into an adjacent one):
 - to cross a river without an intact bridge,
 - to cross an unbreached Trenchline,
 - using sea movement,
 - if OOC (13.2) or
 - in an Amphibious Invasion (9.6).

Movement Point costs are not cumulative, only the highest cost in MP's is applied.

8.6.1 Weather: Units deduct MPs from their MF during certain weather conditions:

- – 1 MP per unit to enter Area(s) during Rain conditions or per Axis unit during Snow conditions.
- – 2 MP's per unit to enter Area(s) during Heavy Snow conditions.

8.7 Movement Restrictions

- Crossing boundaries: A maximum of 5 units may cross a river at a bridge or an intact Trenchline or an intact Wall-Line each Impulse,
- Infantry type units only (5 maximum per Impulse) may cross Areas with destroyed bridges.
- Point units (2.2.2.5): Only Point units may enter a contested enemy controlled Area.
- Non-Point units (2.2.2.6): Once an Area has been

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entered by a friendly Point unit, these units may enter that Area in a later Impulse. Alternatively they may accompany Point units in a stack.

- A maximum of 3 units may be activated in Zone C each Impulse,
- Units may not move into a fully stacked Area (6.1),
- HQ units may not move during the Operations Phase, but may relocate in the Administration Phase (14.0).
- No Soviet unit may enter Armyansk (Area 28) on the first turn

Design Note: Due to the intensive bombardments it was too difficult to maneuver in this area.

8.8 Strategic Movement

In a Strategic Movement Impulse the player chooses up to 3 Fresh units with which he may move through an unlimited number of friendly controlled or uncontested Areas. Strategic Movement must end in a free Area and the units are Spent at the end of this movement.

Exc.: If using sea movement, the movement must start and end in a friendly controlled uncontested Port (8.3.1).

8.9 Minimum Move

If otherwise unable to do so, a unit which has not yet used any MP in that Impulse may move one Area by using all of its MP's, provided no other restriction will be violated.

8.10 Amphibious Invasion

If the appropriate Event chit is used, Soviet units may establish beachheads in any applicable Areas (see the Event chit explanation on the player aid card and 9.6).

9.0 ASSAULT

9.1 Resolving Assaults

Enemy units will be attacked in Assaults. There are two different kinds of Assaults: Mandatory Assaults (9.2) or Voluntary Assaults (9.3). Units may start an Assault from free (9.1.1.) or contested (9.1.2) Areas.

9.1.1 Assaults starting in a free Area: A stack of Fresh units may be activated and be moved to an enemy occupied Area if sufficient MP's are available. This results in a Mandatory or Voluntary Assault.

9.1.2 Assaults starting in a contested Area: Only Fresh units in an active contested Area may assault (9.5). This is resolved like a Voluntary Assault (9.3), except that there is no retreat possible. The unit(s) have to pay 1 MP to attack Spent/Disrupted enemy units and 2 MP's to attack Fresh enemy units. Add also possible modifications due to weather (8.6.1, 22.0).

9.2 Mandatory Assaults

An Assault is mandatory if friendly units

- enter an enemy occupied Area (6.4.2) which was uncontested (6.4.4) at the start of the Impulse
- enter a contested Area (6.4.1) across an unbreached Trenchline, Wall-Line or a river with a destroyed bridge,
- perform an Amphibious Invasion (9.6)

9.2.1 If the attacker loses the Assault (10.4.3), all mandatory assaulting units must retreat back to the Area, from which they started the Assault by entering the target Area.

Exc.: Amphibiously invading units are eliminated outright (9.6.1).

9.2.2 If the attacker wins (10.4.1) or achieves a stalemate (10.4.2) the following occurs. If attacking across an intact unfriendly bridge, place a Bridge marker or remove a Bridge marker if the Soviet player was the attacker. Bridge markers are printed in gray to show that the bridge belongs to the Axis player. In other cases place Wall Breached or Trenchline Breached markers if applicable.

9.3 Voluntary Assaults

All other Assaults are non-Mandatory and called Voluntary Assaults. This means if an attacker enters a contested Area (6.4.1) and the attack is non-Mandatory (9.2), he may attack with any of the activated units, but is not forced to attack at all. Friendly unactivated units already in the Area may not participate in the Assault.

Furthermore, units which enter a contested Area and do not attack, become Spent while other units Assault at the same time. If the attacker loses the upcoming Assault, active units may stay or retreat at the owners discretion.

9.4 Overrun

If an Assault requires the defender to take more Casualty Points (10.5) than can be absorbed by his defending units, the attacker may continue moving the assaulting units, except if the Assault took

place in a City Area. If enough MP's are remaining, corresponding units may move and/or Assault again.

9.5 Activate a Contested Area (6.4.1)

If the active Area is contested at the start of the Impulse, all, some, or none of the Fresh units starting in that Area may Assault before they begin movement. If the defenders are Overrun, the assaulting units may continue moving (9.1.1). If no defending units remain in the Area but the defenders are not Overrun, the assaulting units are Spent but other Fresh units in that Area may move without the restrictions of 8.4. If the attacker loses the battle, all activated units become Spent or Disrupted and may not retreat.

9.6 Amphibious Invasion (AI):

By playing the appropriate chit, one to three Soviet Naval Brigades located in the same friendly Port may invade certain coastal Areas (8,9,11-17,20-22) during Clear or Snow conditions. No other friendly units may be activated in the same Impulse. If the target Area is vacant (6.4.5), the assaulting units land and are flipped to their Spent side. If the target Area is enemy occupied, immediately proceed with the Assault Resolution procedure (10.0). The Defense Value (DV) of the defender in an Amphibious Invasion is increased by two.

9.6.1 If the attackers were repulsed in this Mandatory Assault, they are eliminated.

9.6.2 If the Amphibious Invasion is successful, place the Amphibious Invasion chit into the invaded Area. This chit serves as a center of communication. Soviet Naval Brigades who can trace a Line of Command to that chit are in command for all purposes (13.2). The chit is not considered a Port, so no other units may move to that Area via sea movement. As soon as the Area becomes Axis controlled or at any time the Soviet player decides to, put the chit back into the chit pool.

10.0 ASSAULT RESOLUTION

10.1 Procedure

Assaults are resolved by comparing the AV of the assaulting units plus a DR with the DV of the defending units plus a DR. The attacker selects a Point unit (2.2.2.5), the defender a Forward unit (2.2.2.7).

One of the playtesters suggested to put a Control marker on the General Record Track to mark the final DR modifier. Simply compare both DR and add or subtract that value.

10.2 Attack Value (AV)

- Attack Factor of the Point unit (Infantry or Armor type, see 2.2.2.5)
- + 1 for each other Fresh assault-capable unit (including units with an asterisk as AF)
- + 1 for each supporting field artillery unit (18.1.1). These units will not become Spent and may support only one Assault per Impulse
- + 1 if an armor type or German motorized infantry unit is the Point unit in non-City Areas (cancelled by Fresh enemy armor type or Anti-Tank units)
- + 1 for each German engineer unit participating
- - 1 for an Axis attacker, if the weather is Snow or Rain
- - 1 for a Soviet attacker, if the weather is Rain or Heavy Snow
- - 2 for an Axis attacker, if the weather is Heavy Snow
- - 1 if the Point unit is Romanian
- - 3 if the Point unit is OOC
- + 1 for Divisional Integrity bonus of the 22nd German Infantry Division, if all 3 units of the formation take part and are Fresh
- +/- effect of chits
- + 1 for every Fresh mountain unit in Areas 11 or 12 (27.2)

10.3 Defense Value (DV)

- Defense Factor of the Forward unit (2.2.2.7). This factor is reduced additionally by the current Disruption level so its -1 for Disrupt 1 and - 2 for Disrupt 2
- - 1 if Forward unit is OOC
- + TEM of the defending Area
- + 2 if any infantry type attacking unit Assaults over a destroyed bridge
- + 1 if any attacking unit conducts a Mandatory Assault over an enemy held bridge
- + 3 if the attacking units Assault over a Trenchline
- + 2 if the attacking units Assault over a Wall-Line
- + 1 for an IP marker
- + 1 for Divisional Integrity bonus of a Soviet Infantry Division, if all 3 units of the formation take part and are Fresh
- + 1 for each Fresh defending unit other than the Forward unit

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- + 2 in an opposed Amphibious Invasion (9.6)
- +/- effect of chits
- + 1 for every Fresh mountain unit in Areas 11 or 12 (27.2)

All AV and DV modifiers are cumulative.

Ex.: A Fresh German engineer unit will add two to the AV DR, +1 for the additional unit and +1 for being a German engineer unit in an Assault.

Note: The net result may become negative, for example, a lone OOC 2-1-3 Romanian unit in an Assault with Clear weather has an AV of - 2 before adding the DR.

10.4 Computing results

The result of the attack depends on the difference between the Attack Total (AV + DR) and Defense Total (DV + DR).

10.4.1 Success: If the Attack Total > the Defense Total, the defender must remove Casualty Points (10.5) equal to the difference between the Attack Total and the Defense Total. All assaulting units, except supporting field artillery, become Spent at the end of the Impulse (unless an Overrun occurs; 9.4). In City Areas the first CP is ignored, but a success remains a success.

10.4.2 Stalemate: If the Attack Total = the Defense Total, the active Point unit becomes Disrupt 1, all other units become Spent except supporting field artillery. There is no retreat at all and no effect on the defender. This rule also applies to City Areas.

10.4.3 Failure: If the Attack Total < the Defense Total, the attacker has been repulsed and there is no effect for the defender. All assaulting units other than supporting field artillery become Disrupt 1. If its a Mandatory Assault, the attacker also has to retreat from the Area.

10.5 Casualty Points (CP)

To satisfy losses, the defender removes CP from his units. The only mandatory loss is that the first CP must be satisfied by the Forward unit. Further losses may be distributed as the defender sees fit in no particular order:

- each Fresh unit that becomes Spent absorbs 1 CP
- each Spent unit that becomes Disrupt 1 absorbs 1 CP
- each Disrupt 1 unit that increases its Disruption to Disrupt 2 absorbs 1 CP

- each Disrupt 2 unit that is eliminated absorbs 1 CP
- each Spent/Disrupted unit that retreats absorbs 1 CP
- each HQ eliminated absorbs 1 CP as the last defending unit
- the same unit may absorb more than 1 CP in an Assault until it is eliminated, but a unit may never combine a retreat with an elimination.

One unit can absorb a maximum of 4 CP's and is eliminated in doing so. If a HQ retreats with other units it absorbs 0 CP.

10.6 Retreats

Units may retreat from an Area as a result of an Assault, but never as a result of a Bombardment.

10.6.1 Attacker Retreats: After a failure in a Mandatory Assault, the attacker must retreat into the last Area from which the unit(s) entered. If the unit(s) started in an activated Area, it remains there. In Voluntary Assaults the attacker may retreat like in a Mandatory Assault or end the move in the assaulted area.

10.6.2 Defender Retreats: Defending units in an Area being assaulted may retreat into an adjacent Area according to rules 10.6.3 – 10.6.6. Also a voluntarily retreat (10.9) is possible, even after the attacker has retreated.

10.6.3 Defender Retreat Restrictions:

- only infantry type units may retreat across a river without a bridge
- units may not retreat into an uncontested enemy controlled Area even if vacant.

10.6.4 Retreat Priorities: If more than one Area is possible for a retreat, the following priorities must be obeyed in order:

- free Area adjacent to least number of enemy controlled Areas
- friendly controlled contested Area
- enemy controlled contested Area
- fully stacked controlled or contested Area (10.6.6).

10.6.5 Procedure: Perform the retreat of one unit before the retreat of the next one.

10.6.6 Retreat into a fully stacked Area: If the only retreat alternative is into a fully stacked Area, a unit

may retreat into that Area and then further, until it reaches an Area where it can fulfill the stacking limit restrictions. In the latter case the unit suffers an additional Disruption Level immediately.

10.6.7 Subsequent Attacks: Units which did retreat in a turn, may be subject to further attacks in that or a later Impulse of the turn.

10.7 Artillery Support

Moving field artillery does not contribute to an Assault, but may accompany a Point unit into an Area being assaulted. One or more Fresh field artillery units, which may not move, may support an Assault in the same or an adjacent Area with one AF each (10.2). Supporting artillery does not have to be in the active Area and remains Fresh after the Assault resolution, regardless of the combat result.

10.8 Excess Casualties

If the Assault produces more CP than all the defender units in the Area can sustain, the attacker has achieved an Overrun (9.4). Additional CP will be ignored.

10.9 Voluntary Retreat

Some or all of the defenders in an Area being assaulted may voluntarily retreat according to the retreat rules after the Assault is resolved, even if the attacker loses the battle. The Forward unit does not have to be among the units that retreat. Fresh units that voluntarily retreat become Spent. Spent or Disrupted units remain so.

11.0 BOMBARDMENT

11.1 Bombardment Impulse

In a Bombardment Impulse the attacker activates an Area to be the target Area and designates one unit as the primary target. There are six different kinds of Bombardment (Field Artillery / Siege Artillery / Air / Naval / Sevastopol Fortress Artillery / Pre-Bombardment). Field or siege artillery units may also Barrage. During a Bombardment or Barrage with field artillery units, one unit is designated as the Lead unit.

11.1.1 Bombardment: If Bombardment is chosen, the printed BF of the Lead unit (do not flip after use) or the value of a marker (which is flipped after use) is used. Additional firing field artillery units add +1

to the BV.

11.1.2 Barrage: If Barrage is chosen, double the BF of the Lead unit and flip the unit to its Spent side immediately. Additional firing field artillery units add +2 in a Barrage to the BV and are also flipped to their Spent side. Only field or siege artillery units may Barrage.

11.1.3 Field Artillery: These units have to be in or adjacent to the target Area and use their BF (basic BV) to bombard. They may be combined with other field artillery units which may be located in different Areas.

11.1.4 Siege Artillery: These units have a range of Areas printed on the counter and are treated like field artillery, except that:

- they may only attack City Areas,
- may not be combined with other units or markers
- and immediately become Disrupted 1, if executing a Barrage (due to ammunition shortage).

See also 2.2.1.3.

11.1.5 Markers: Air, Black Sea Fleet, Pre-Bombardment and Sevastopol Fortress Artillery. These markers use their printed BF and are flipped to their Used side after Bombardment (they may never Barrage). These markers may not be combined with any other unit or marker and may have additional restrictions (19.0, 22.0).

11.1.6 Target: The attacker chooses one unit (a Disrupted 1 or Spent unit may be chosen) in the target Area as the primary target. The primary target must take the first Attrition Point, if any is achieved. Field or siege artillery may not be chosen if other enemy units are present. If an artillery unit is in a contested Area, it may bombard/barrage units in that Area only.

11.2 Bombardment Value (BV)

Bombardment markers use their printed BV for Bombardments. In field artillery Bombardments the BV is the BF of one attacking field artillery unit. Each additional attacking field artillery unit supports the Bombardment with a +1. The supporting units may occupy a different Area as the Lead artillery unit. Siege artillery units may never combine their BF with other units, i.e. they have to attack alone and only into a City Area (2.2.1.3, 11.1.4). The BF is doubled in a Barrage and additional units give +2 each (11.1.2).

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Air Bombardments have further restrictions (19.4, 22.0).

The BV in a Bombardment is the BF of the marker or the Lead artillery unit. Modifier is:

- + 1 per additional bombarding artillery unit in or adjacent to the target Area

The BV in a Barrage is the 2 x BF of Lead artillery unit. Modifier is:

- + 2 per additional bombarding artillery unit in or adjacent to the target Area

11.3 Defense Value (DV)

The DV is the sum of:

- 2 x TEM of the target Area
- + 1 if the Area contains an IP (17.2)
- + 2 for each Fresh Flak/AA unit (only vs Air Bombardments) in the target Area
- + 1 for each Fresh Flak/AA unit (only vs Air Bombardments) adjacent to the target Area
- + 1 for each Fresh field artillery unit (only vs artillery Bombardments/Barrages by field or siege artillery) in the target Area

The Defense Factor of a unit is not important in Bombardments !

11.4 Bombardment Results

Air / Naval / Sevastopol Fortress Artillery markers are flipped to their Used side. An active field artillery unit is unaffected after a Bombardment, but becomes Spent after a Barrage. Siege artillery is unaffected after a Bombardment, but is Disrupt 1 after a Barrage.

11.4.1 The attacker totals his BV plus a DR, the defender totals his DV plus a DR. Then subtract the attacker's result from the defender's result. If the result is positive, the defender suffers Attrition Points (AP), otherwise there is no effect.

In all Sevastopol Areas (1–7) one AP is subtracted from the total.

11.4.2 The defender absorbs AP as follows:

- 3 AP's: per Fresh armor type unit
- 2 AP's: per Spent / Disrupted armor type unit
- 2 AP's: per Fresh other unit
- 1 AP: per Spent other unit

The first loss must be taken from the primary target unit. Then the defender distributes the remaining AP as he sees fit, but if possible no AP may remain unfulfilled. Each defending unit takes a maximum

of only one result per Bombardment (i.e. from Fresh to Spent or from Spent to Disrupt 1 or from Disrupt 1 to Disrupt 2). A Disrupt 2 unit takes no further detriment. Excess hits are ignored. There are no retreats in Bombardment Impulses.

11.5 Ammunition Exhaustion (optional)

To have some more variation use rule 27.3.



12.0 DISRUPTION

12.0 General

Disruption is the effect of Casualty Points in an Assault (10.5) and Attrition Points in a Bombardment/Barrage (11.4.2).

12.1 Level of Disruption

A Fresh or Spent unit which takes further detriments due to Assaults or Bombardments may become Disrupted. There are two levels of Disruption: Disrupt 1 and Disrupt 2.

12.2 Effects of Disruption

A Disrupt 1 unit has its Defense Factor reduced by one, a Disrupt 2 unit has its Defense Factor reduced by two.

12.3 Refit of Disrupted Units

It is more difficult to refit Disrupted units (13.4.2).

13.0 COMMAND, REFIT & SUPPLY

13.1 General

During Impulses units may be flipped to their Spent side or become Disrupted. These units are restricted in their activities (2.2.2.3, 12.0). Except if using Reactivation (7.2.6), units have to be refitted to restore their abilities (13.3). This is only possible during the Refit Phase (5.5, 13.3) by units that are in command (13.2) through the expenditure of SP (13.4).

13.2 Command

To be able to refit and receive supply (13.4), a unit must be in command.

13.2.1 Line of Command (LoC): A unit is in command, if it is in a Zone or can trace a line of any length from the unit through controlled Areas (even if contested) to any one of their respective HQs (but see the restrictions in 13.2.3 and 13.4.2) or to a friendly Zone. Soviet units may also trace a LoC to a Port in a controlled Area and then via a sealine to Zone C. If a unit is unable to do so it is considered to be Out of Command.

13.2.2 Effects of being Out of Command (OOC):

If a unit is OOC, its AF is reduced by 3, its DF is reduced by 1 and it can only move to an adjacent free Area. Units that are OOC are marked with an OOC marker. OOC units may not refit.

13.2.3 Headquarters and LoC: If a HQ itself cannot trace a LoC, all units tracing to it must pay an additional SP for refitting (13.4.2).

13.3 Refit Phase

In this phase, SP's may be Spent to refit units or repair destroyed bridges (21.2.1). Units recover during the Refit Phase by a maximum of 1 level: from Spent to Fresh, from Disrupt 1 to Spent or from Disrupt 2 to Disrupt 1.

13.4 Supply

During the Refit Phase units and/or bridges need SP to recover or be repaired.

13.4.1 Supply Availability: Both sides receive a number of Supply Points (SP) indicated on the TRT for the current turn. These SP's may be used by friendly units or for bridge repair. Any remaining SP's may be transferred to Reserve (13.4.3)

13.4.2 Supply Distribution: Friendly units which are in command, or bridges which need to be repaired, cost:

- 1 SP per recovering unit
- + 1 SP if Area is contested
- + 1 SP if unit is Disrupted
- + 1 SP if unit traces to a HQ without LoC (13.2.3)
- 1 SP per bridge repair (see 20.2.1)

Ex: So a Disrupt 2 unit in a contested Area costs 3 SP (1 for the unit itself, 1 for the contested Area and 1 for Disruption) to recover to Disrupt 1.

13.4.3 Reserves: Unused Supply Points will create Reserve Points on a one on one basis. Reserve Points may be stockpiled up to a maximum of 20 RP, any excess points are lost.

For every 10 RP spend, the player may influence the Impulse marker to "buy" an Impulse for the next turn. Each player may shift the Advantage marker on the Impulse Track in both directions. The letters on the Impulse Track are used, when the Advantage marker will be shifted below zero.

RP may never be used as SP !

Letters are used instead of negative numbers. In general, the German player will try and lengthen the game by buying Impulses, the Soviet player will prefer the opposite, except when going for a counteroffensive.

13.4.4 HQ Reactivation: An eliminated HQ may be reactivated by spending 10 RP. Return it by placing it in a friendly Zone (5.2).

13.4.5 Chit Purchase: A player may purchase one or more chits for 5 RP each.

14.0 ADMINISTRATION

14.1 Regroup Units

In the Administration Phase both sides may regroup up to 6 units in different Areas. The Soviet player regroups first. The regroup procedure is the same as 7.2.7. Soviet units may not use sea movement in the Regroup Phase. Within Sevastopol it is possible to regroup more than one Area, provided all Areas in which a regroup is performed are free.

14.2 Relocation HQs

After the regrouping of units is completed, HQs may relocate a number of Areas up to the number indicated on its counter and within the restrictions of 20.1.

14.3 IP Removal

Players can decide to voluntarily remove any number of their own IP markers from controlled Areas.



15.0 THE ADVANTAGE

15.1 General

In Fortress Sevastopol the Advantage marker represents an opportunity that may arise on the battlefield where morale, weather, positioning of forces, surprise, leadership, or just good old fate, can shift the balance.

15.2 Usage

The Advantage marker can be used at any time:

- to reroll **all** dice for both sides in any one Assault or Bombardment/Barrage
- to reroll any other dr or DR
- to perform a Double Impulse: meaning any two Impulses in a row by the same player (5.3.3)
- to cancel the effect of one Event chit, the chit is removed from the game permanently

The Advantage marker may be used once per game turn only. Flip the marker after use and turn it 90 degrees as a reminder. At start of the next game turn rotate it back in the Preparation Phase (5.2).

15.3 Possession

The possession of the Advantage marker is worth 1 VP, which is incorporated in the Set-Up (4.1).

16.0 ZONES

16.1 General

A Zone represents much more terrain than an Area. There are two Zones in the game, the Ukraine Zone (U) and the Caucasus Zone (C), which also function as reinforcement spaces.

16.2 Movement and Stacking

There are no stacking limits in Zones. Movement from Zone U to Perekop (Area 29) or vice versa costs 1 MP. Movement between Zone C and any Port or vice versa costs all MP.

16.3 Entry by Enemy Units

No side may enter an enemy Zone at any time.

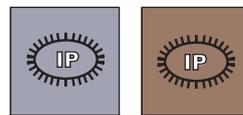
17.0 FORTIFICATIONS & IMPROVED POSITIONS (IPs)

17.1 Fortifications

Fortifications in the game are represented by walls and trenches. These are printed on the map and may be breached but can never be repaired. If an Assault is made solely via a Trenchline a +3, or a Wall-Line a +2 is added to the DV. If the attacker is not repulsed, place a Wall Breached/Trenchline Breached marker on the boundary as reminder and ignore the Trenchline/Wall-Line modifier for the rest of the game.

17.1.1 Fortifications exist between Areas. Each boundary is a separate section, that can be breached. Some Areas may have both, intact and destroyed sections.

Ex.: Assume an attack from Area 5 into Area 4 is successful, then the Trenchline between these two Areas is considered breached, while the other Trenchlines in both Areas remain intact, if they were not destroyed before.



17.2 Improved Positions (IPs)

Active engineer units may construct an Improved Position in an uncontested friendly non-City Area, which not already contains an IP.

Procedure: Designate one or more Fresh engineer units. Roll on the IP Table, if successful place an IP marker in the corresponding Area. If unsuccessful, place the IP Construction +1 marker in the Area (if already there, flip it to its +2 side). During the next try the chances of success in this Area will be enhanced by the appropriate modifier. The number of IP and Construction markers in the game is a strict limit by design.

IP Table:

- 1–4: Failure
- 5+ : Success

Modifiers (drm):

- +1 for each additional engineer unit beyond the first
- +1 if a German engineer unit is involved
- +1 if IP Construction +1 marker is inside the Area
- +2 if IP Construction +2 marker is inside the Area
- +1 if Soviet player tries in Areas 8 or 9 with civilian workers (27.8)

Note that engineer units will not become Spent, if using an Engineering Impulse.

17.2.1 Removal: Players can decide to voluntarily remove any of their own IP markers in the Administration Phase. Simply put them back into the available pool. Otherwise an IP marker is removed and put back in the owning players pool as soon as the enemy gets control of the Area.

18.0 ARTILLERY

18.1 Field Artillery & Rocket Artillery

Field artillery (rocket artillery is considered field artillery for all purposes) may not directly participate in an Assault, but may move together with other units into a contested Area and becomes Spent immediately. As a reminder their Attack Factor is underlined. They may either Bombard, Barrage or support an Assault.

18.1.1 Support an Assault: Each Fresh field artillery unit can support one Assault in the same or an adjacent Area per Impulse. If there is more than one Assault, assign available artillery units to each Assault separately. If inside a contested Area, they may not support an Assault into other Areas. Each field artillery unit provides a +1 to an Assault.

18.1.2 Bombardment: Each Fresh field artillery unit can Bombard in the same or an adjacent Area. If in a contested Area, they may not Bombard other Areas. Determine one Lead Bombardment unit and use its BF, each additional bombarding unit provides a +1 to the Bombardment.

18.1.3 Barrage: Each Fresh field artillery unit can Barrage in the same or an adjacent Area. If in a contested Area they may not Barrage other Areas. Determine one Lead Barrage unit and double its BF, each additional barraging unit provides a +2 to the Barrage.

18.2 Siege Artillery

The German siege artillery units may move only along converted railroad Areas (21.1). Therefore it has a “RR” as its movement value, which means that if activated by a Movement or Strategic Movement Impulse, the unit may be moved into uncontested friendly Areas within the railnet as far as possible. It may never take part in an Assault or move into contested Areas. It may never combine its Bombardment value with other units or markers and may only Bombard or Barrage (with doubled BF) into City Areas. As a reminder its Attack Factor is encased. If the original DR of a siege artillery Bombardment is 2–9 than do not advance the Impulse marker, on a result of 10–12 advance it normally. If a siege artillery unit barrages, it immediately becomes Disrupt 1 after the Barrage. The range of a siege artillery unit is from two to three Areas (count all Sevastopol Areas as one Area), i.e. one or two intervening Area(s).

18.3 Artillery Coordination

If players prefer, they can use rule 27.4 for greater uncertainty concerning artillery coordination.

19.0 NAVAL, FORTRESS & AIR BOMBARDMENT

19.1 General

The Black Sea Fleet, Sevastopol Fortress Artillery and Air Bombardments are handled abstractly, representing concentrated strikes. They may never be combined with each other or any other form of Bombardments or Barrages.

19.2 Black Sea Fleet

In a Bombardment Impulse the fleet may Bombard (never Barrage) the following coastal Areas (8, 9, 11, 12, 14–17, 20–24, 28, 29) and the Areas 1–7 (City of Sevastopol) following the Bombardment procedure.

19.3 Sevastopol Fortress Artillery

In a Bombardment Impulse these guns may Bombard (never Barrage) the Areas 1–7 only (City of Sevastopol) following the Bombardment procedure.

19.4 Air Bombardments

Air Bombardments are only performed if the weather is Clear or Snow, never during Rain or Heavy Snow. If the weather is Snow, use the bracketed BV. The target Area of an Air Bombardment must be adjacent to friendly units or within 2 (Soviet) Areas or 3 (Axis) Areas of a HQ (Sevastopol Areas 1 to 7 count as one Area for this purpose).

19.4.1 Mistaken Air Attack: If friendly and enemy units are in the same Area, there is a possibility of a mistaken air attack. If both original DR in the resolution procedure have the same total the following happens. The defender loses AP normally, the attacker loses half of the defenders DR (fractions rounded up) in AP, but at least 2 AP. The distribution of attacker losses is made by the defender, who can choose any eligible unit(s). Flak/AA units may influence Air Bombardments (11.3).

20.0 SPECIAL UNITS

20.1 HQ Units:

HQ units have some special abilities and restrictions. They may never move, only be relocated in the Administration Phase. The bracketed value represents the number of free Areas, in range, where the HQ may be relocated to. **They may not end their relocation adjacent to an Area which contains enemy units.** Soviet HQ's may be relocated via sea movement to a friendly controlled Port Area.

20.1.1 If attacked while stacked with other friendly units, they do not provide anything to this combat and their retreat will not qualify for a CP loss. If defending alone, they have a Defense Factor of one and are eliminated, when they receive 1 CP or more.

20.1.2 If all units in the same Area are eliminated by an Overrun, the HQ is also eliminated. Eliminated HQ's may return in the next turn's Preparation Phase for the cost of 10 RP in a friendly Zone (5.2, 13.4.4).

20.1.3 HQ's are in no way affected by Bombardments or Barrages and don't count for stacking.

Also they are key units for Air Bombardments (19.4) and provide a modifier in a Reactivation Impulse (7.2.6).

20.1.4 Voluntary Removal: If desired, a player may voluntarily remove a HQ from the map at any time.

20.2 Engineers

During an Engineering Impulse engineers may construct an Improved Positions (17.2) or repair / destroy bridges without becoming Spent.

In an Assault, engineer units are considered non-Point units (2.2.2.6), hence the asterisk as Attack Factor. If German engineers accompany an Assault they provide an extra bonus (10.2).

20.2.1 Bridge Repair: If an engineer unit is activated in an Engineering Impulse it may repair one or more bridges connecting its Area to adjacent ones.

20.2.1.1 Procedure: Roll a dr for each bridge

- 5+ : Success
- 4 or less: Failure (may place Construction 1 marker or flip it to Construction 2 side if already there)

Modifiers (drm):

- +1: if German engineer unit
- +1: if Repair 1 marker on bridge
- +2: if Repair 2 marker on bridge

If the attempt was successful, place an Axis Bridge marker or remove the Destroyed Bridge marker to show Soviet control.

20.2.2 Bridge Demolition: If an engineer unit is activated in an Engineering Impulse, it may destroy one or more bridges connecting its Area to adjacent ones.

20.2.2.1 Procedure: roll a dr for each bridge

- 1–3: Failure
- 4–6: Success

Modifiers (drm):

- + 1 if no enemy unit in adjacent Area
- - 1 if non-engineer infantry type tries

20.3 Flaks/AA

In an Assault, Flak/AA units are considered non-Point units (2.2.2.6), hence the asterisk as Attack Factor. Fresh Flak/AA units modify the values of Air Bombardments (11.3).

20.4 AT-Units

In an Assault, AT units are considered non-Point units (2.2.2.6), hence the asterisk as Attack Factor.

Fresh AT units negate the armor bonus if the Point unit of the attacker is armor type, whether it is the Forward unit or not.

21.2.4 Further rules concerning bridges can be found in 8.7, 10.3, 10.6.3, 20.2.1, 20.2.2.

21.2.5 **Optional Bridge Demolition:** *Players who like to increase simulation may use rule 27.5.*

21.0 RAILROADS & BRIDGES

21.1 Railroads

At the start of the game each player controls the railnet on his side of the frontline. The Axis player has to make Rail Areas operable for him by converting them to the Axis Rail System. Immediately when an Area becomes Axis controlled, the rail system may also change, if the just conquered Area can trace a LoC through connected Rail Areas back to Zone U. If this condition is met, place a Railhead marker there. The Area is available for rail movement starting the next Impulse. If the Soviet player retakes the Area or disrupts the LoC, the Railhead marker is placed back into Area(s), which have a LoC to Zone U. Railroads are used for the movement of siege artillery units only (18.2).

21.2 Bridges:

21.2.1 Control: A bridge may have 3 different states. It may either be Soviet controlled (shown by the absence of any marker), Destroyed (neutral, shown by a Destroyed Bridge marker) or Axis controlled (shown by an Axis Bridge marker).

If during a successful Assault the attacker remains in the newly contested Area, place an Axis Bridge marker to show the Axis held status (or remove such a marker if the Assault is executed by the Soviets). If an Area changes control, all undestroyed bridges, that are now between friendly controlled Areas, immediately change control to that player. All bridges start the game under Soviet control.

21.2.2 **Destroyed Bridge:** Immediately after a successful bridge destruction attempt is executed, place a Destroyed Bridge marker between the two Areas on the bridge. A destroyed bridge may be repaired in the Refit Phase of the same or a future turn by spending one SP (13.4.2) or a successful repair attempt of an engineer unit (20.2.1).

21.2.3 Movement: A maximum of 5 units may cross a river boundary whether the bridge is intact or not. If the bridge is destroyed, only infantry type units may cross by spending all MP.



22.0 WEATHER

22.1 General

There are four types of weather: Clear, Rain, Snow and Heavy Snow. Each turn starts with either Clear, Rain or Snow weather. During a turn the weather is subject to change (5.3.1). If it changes, apply the following.

Change from:

Clear to Rain

Rain to Clear

Snow to Heavy Snow

If the weather becomes Heavy Snow it lasts until the end of the turn.

Barrage and Bombardments are not influenced by weather.

22.2 Clear

If the weather is Clear, there is no effect on the game.

22.3 Snow

If the weather is Snow the AV of Axis units in an Assault is reduced by one. Also the MP value of an Axis unit is decreased by one. Air units use their bracketed BF (19.4).

22.4 Rain

If the weather is Rain the AV of units in an Assault is reduced by one. Also the MP value of a unit is decreased by one. Air Bombardments are not allowed.

22.5 Heavy Snow

If the weather is Heavy Snow, the AV of Axis units in an Assault is reduced by two, the AV of Soviet units is reduced by one. Also the MP value of a unit is decreased by two. Air Bombardments are not allowed.

Design Note: The weather conditions on the Crimea are not as bad as farther north, but the winter 1941-1942 was a harsh one, so there are even some detrimental effects here in the far South.

23.0 REINFORCEMENTS, REENTRY & WITHDRAWALS

23.1 Reinforcements

Reinforcements are placed in the Preparations Phase (5.2) Fresh side up in a friendly Zone.

23.2 Withdrawal

During some turns, units must be withdrawn in the Withdrawal Phase (shown by a white dot on the front side and a W + Turn Number on the backside of the counter). Simply put them aside of the map. If the unit is already eliminated, a unit with at least the same attack and defense values is chosen by the owning player. If this is not possible, the opponent chooses any one non-HQ unit instead.

23.3 Reentry

The IV Fliegerkorps marker reenters the game in Turn 13 (shown by a R + Turn Number on the backside of the counter). Simply place that marker in its box.

24.0 FIRST TURN SPECIAL RULES

24.1 Pre-Bombardment

In the first turn before the first Soviet operational Impulse the Axis player gets a free 18 point Bombardment on Area 28 (Armyansk). The Advantage marker on the Impulse Track stays in the "0" box after execution.

Design Note: This simulates the Axis preparation of the Crimean Campaign by concentrated artillery fire and air bombardment.

24.2 Restriction for Area 28

During Turn 1 no Soviet unit may **enter** this Area.

Because of the intensive German bombardment in preparation for the offensive, the infrastructure in Area 28 suffered heavily.

25.0 CAMPAIGN GAME VICTORY CONDITIONS

25.1 General

Only the Axis player may score VP. These are recorded immediately when they are achieved or lost.

25.2 Automatic Victory

25.2.1 If one side has fewer than 3 units on the map (including Zones) this results in an immediate defeat for that side.

25.2.2 There is a band of VP numbers for each turn on the Turn Record Track. During the Game Turn Indication Phase (5.7) check the higher VP-Number. If the VP marker is 3 or more points above this VP-Number, the Axis player wins immediately. If the VP marker is below the lower VP-Number in the band, the Soviet player immediately wins.

25.3 Game End Victory

If there is no Automatic Victory, the winner is determined during the Game Turn Indication Phase (5.7) of Game Turn 17 as follows: Check the VP-Number (15 VP's). If the Axis player has more than 15 VP's he wins. If he has 14 or fewer VP's he loses. Otherwise it's a draw.

26.0 SCENARIOS

26.1 Campaign:

Duration: Oct I 41 to July 42 (17 Turns).

Set-Up: see 4.0

Axis forces at start:

- 22 units
- 1 HQ
- 2 Air Markers (Luftwaffe)
- Railhead in Area 29

Soviet forces at start:

- 26 units
- 2 HQ's
- 2 Marker (Black Sea Fleet, Sev Art)
- IP in Area 14

Victory: see 25.0

26.2 1941 Scenario:

Duration: Oct I 41 to Dec II 41 (6 Turns).

Set-Up: Same as campaign, see 4.0

Victory: At the Game Turn Indication Phase (5.7) of Turn 6 check the following:

If the Axis player achieves 12 or more VP's he wins, 11 VP's is considered a draw and 10 or fewer VP's is a Soviet victory.

26.3 Tournament Scenario:

Duration: Oct I 41 to Oct II 41 (2 Turns).

Set-Up: Same as campaign, see 4.0

Victory: At the Game Turn Indication Phase (5.7) of Game Turn 2 check the following:

If the Axis player achieves 6 or more VP's he wins, 5 VP's is considered a draw and 4 or fewer VP's is a Soviet victory.

Special Rule: In the first turn, there is no Turn End procedure (5.3.1), so the game will end after finishing Impulse 13 on the track. Turn 2 will be resolved normally.

This scenario is of no historical meaning, it is just a way to have some fun in a short time. It is supposed that this scenario can be finished within two hours.

27.0 OPTIONAL RULES

27.1 More Randomness within Impulses:

If you like to increase the uncertainty of Strategic Movement (7.2.4), Infiltration (7.2.5), Reactivation (7.2.6) or Regroup (7.2.7) Impulses make a dr -1. The result is the number of units that may be activated (which can range from 0 to 5) for that Impulse.

27.2 Mountain Units:

Each Fresh mountain unit in mountain Areas (11,12) will give an additional +1 DRM to AV (10.2) or DV (10.3).

27.3 Ammunition Exhaustion:

For more randomness, if the original DR of a Bombardment by field or siege artillery is 11+, all participating artillery units are flipped to their Spent side. If the original DR of a Barrage by field artillery is 10+, all participating artillery units become Disrupt 1. If the original DR of a Barrage by siege artillery is 10+, all participating artillery units become Disrupt 2.

27.4 Artillery Coordination:

The Lead artillery unit may always execute its Bombardment or Barrage. Also one artillery unit may always support an Assault offensively (all defending artillery units in the assaulted Area may always participate in the Assault).

All other artillery units have to check if they may take part in Bombardments, Barrages or an Assault by a dr:

- Success: 3+
- Failure: 2 or less

In case of failure, nothing else happens, in case of success the unit takes part normally.

27.5 Optional Bridge Demolition:

Before an Assault, where the attacker uses a bridge to cross into the Area, is executed, the attacker announces which units will assault. Then the defender may choose one or more infantry type units, which try to demolish the bridge. If an engineer unit is the leading unit success is a dr of 5+, any other infantry unit is successful on a dr of 6+. Add +1 for each infantry or +2 for each engineer who takes part in the demolition. After the dr all participating units will become Spent immediately. If the result was a success, the attacker may cross only with infantry

type units which started the Impulse in the adjacent Area and proceed with the assault. Other units will become Spent in the adjacent Area.

27.6 Breakdown Units:

Players who feel, that the Breakdown units (regiments of the German 22nd or the Soviet 25th, 95th Infantry Divisions) are too strong, may substitute them by the parent division. Treat the three German units as a 7-8-4 Division unit and the Soviets as 4-5-3 Divisions each.

27.7 Pre-Bombardment:

If desired, the value of the Bombardment can be changed, for example in a game with a novice player vs an expert. Also players can bid for sides with this value (24.1).

27.8 Civilian Workers:

If the Soviet player constructs an IP in Areas 8 and 9 add +1 as dr modifier (17.2).

27.9 Optional Bridge Demolition:

Also allow non-engineer infantry type units to demolish bridges with a -1 modifier (20.2.2.1).

27.10 Soviet Amphibious Assault Option:

The Soviet player receives the Amphibious Assault chit at the start of the game. This chit may be kept in addition to the one, which may be held in the Chit Discard Phase (5.4). If used and redrawn later, it does count against the limit described in 5.4.

28.0 REINFORCEMENT SCHEDULE:

If not noted otherwise, Reinforcements are Soviet or German. If the unit I.D. is followed by a (W), this means the unit have to be withdrawn. The IV Fliegerkorps reenters in turn 13, therefore it is followed by an (R).

28.1 Axis Reinforcements:

Turn 3:

- 73. Inf XX (W)
- IV Fliegerkorps (W)

Turn 4:

- 781. Art III
- 54. Rocket Art III
- 4 Romanian Mountain Inf XX

Turn 5:

- 4. Romanian Art III
- 7. Romanian Art III

Turn 6:

- 18. Romanian Inf XX

Turn 7:

- 10. Romanian Inf XX

Turn 9:

- 22. Pz XX

Turn 11:

- 28. Jaeger Inf XX

Turn 13:

- 672. Siege Art
- 780/781. Siege Art
- 676/725. Siege Art
- 19. Romanian Inf XX
- IV Fliegerkorps (R)

Turn 15:

- 9. Flak III
- 213/318. Inf III
- 158/360. Inf III
- 22. Pz XX (W)

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28.2 Soviet Reinforcements:

Turn 2:

- 79. Marine Inf X
- 302. Mountain Inf XX

Turn 3:

- 396. Inf XX

Turn 4:

- 398. Inf XX

Turn 5:

- 236. Inf XX
- 388. Inf XX
- 390. Inf XX
- 400. Inf XX
- 51/456. Art III

Turn 6:

- 224. Inf XX
- 345. Inf XX
- 386. Inf XX
- 63. Mountain Inf XX
- 138. Mountain Inf XX
- 251. Mountain Inf XX
- 291. Mountain Inf XX
- 24. Tank III

Turn 7:

- 72. Cav XX
- 77. Mountain Inf XX
- 19. Rocket Art III
- 24/81. Tank X
- 55/56. Tank X
- Air

Turn 9:

- 39/229. Tank X
- 40/124. Tank X
- 79/126. Tank X
- 109. Inf XX
- 766/989. AT III
- 547/674. Art III
- 251. Mountain Inf XX
- 291. Mountain Inf XX
- 24. Tank III

Turn 11:

- 596/979. AT III
- 18. Rocket III
- 125. Tank X

Turn 13:

- 2. Marine Inf X
- 3. Marine Inf X
- 596/979. AT III
- 18. Art III

ONLINE RESOURCES

FORTRESS SEVASTOPOL TUTORIAL
(Online only)

[http://ugg2nd.de/out/media/Tutorial_0.6.11\(1\).pdf](http://ugg2nd.de/out/media/Tutorial_0.6.11(1).pdf)

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