

The Valley of Death



The Noble Six Hundred

Balaclava is a name that lives on in infamy - a testament to the incompetence of the British Army's aristocratic officer corps and the blind heroism of its soldiers.

Sevastopol was besieged following the amphibious landings at Calamita Bay by a combined Anglo-French army in 1854. Their position around the heavily fortified harbour city was particularly precarious, hinging on several redoubts on the heights overlooking the city.

A massive Russian army launched an all-out assault on these redoubts, bringing the full force of their veteran infantry, cavalry and artillery to bear against the invaders.

The stoic determination of the Highlanders under Campbell and the heroic counter-charge by Scarlett's heavy brigade frustrated the Russian's initial efforts. Wanting to capitalise on the Russian retreat, Lord Raglan ordered his light cavalry to engage a Russian battery on the heights.

Raglan's orders were misinterpreted by the light brigade's officers. Instead of moving up onto the heights, they began to charge down the valley floor.

Flayed by cannon fire and musketry, the light brigade galloped into the pages of history!

*“Half a league, half a league,
Half a league onward,
All in the valley of Death
Rode the six hundred.”
- Alfred, Lord Tennyson*

Set Contents



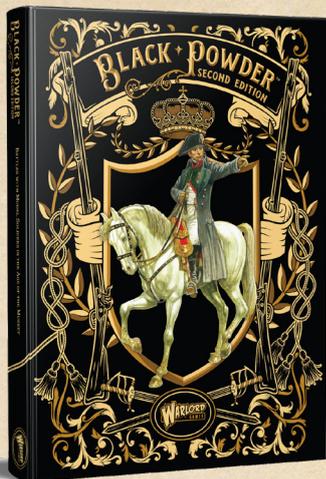
Black Powder 2nd Edition

We've included an A5 version of the main Black Powder rulebook. This contains all the rules you need to play a game and is packed to the gunwhales with fantastic scenarios and background information to enhance your gaming experience!

The book covers 200 years of military history, stretching from Marlborough's campaigns during the Wars of Spanish Succession to the desperate last stand at Rourke's Drift.

Combined with the stats presented in this publication, you'll have all you need to recreate the desperate hell-for-leather charge of the Light Brigade and get a taste for warfare in the Crimea.

After a few games, you might want to expand your forces and take a look at larger battles like the Alma or the Siege of Sevastopol. Keep an eye on the Warlord Games website for more information on these iconic battles and how to refight them in Black Powder 2!



The Light Brigade



You'll find a pack of Lancers and a pack of Hussars, giving you a total of 16 cavalry models. These fantastic models capture the desperate charge into the teeth of the Russian guns - dynamic poses conveying the momentum of a galloping horse. We've included a pack of each type to represent the different units that made up the brigade - the 17th Lancers, 8th Hussars and 11th Hussars.

Obolensky's Battery



Obolensky's battery was situated in a redoubt at the end of the valley - Nolan's imprecise delivery of the orders painted it as a target for the Light Brigade. We've provided two Sarissa redoubts, 24 plastic infantry and 2 12-pdr cannons to represent the battery on your tabletop.



The Forces

The Light Brigade



Your dashing brigade of cavalry is composed of two different unit types - Lancers and Hussars. Organise your troops into three four-man units. We've chosen to use small units to represent the chaotic melee that ensued once the Light Brigade came under fire. The blundering Lord Cardigan is in command of the cavalry!

James Brudenal, 7th Earl of Cardigan (Staff Rating 6)



Unit 1



Unit 2



Unit 3

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Lancers	Cavalry	Lances	5	-	4+	2	Marauders, Ferocious Charge, Small
Hussars	Cavalry	Sabres	4	-	4+	2	Marauders, Ferocious Charge, Small

The Forces



Obolensky's Battery



You've got two small units of conscripted Russian infantry to protect the flanks of your battery. Split your box of infantry in half and make two twelve-man units. These units have limited firepower but are reasonably strong in hand-to-hand! Your force's main striking power comes from the two 12lb cannons emplaced in the battery. Blast the cavalry before they get in close!

Prince Obolensky (Staff Rating 7)



Unit 1



Unit 2



Unit 3



Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Russian Line Infantry	Infantry	Smoothbore Muskets	5	2	4+	4	Reliable Attack Column
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Steady



Charge the Guns

The bungled order would prove to be the undoing of the Light Brigade. With Russian gun batteries dug in on the heights and valley floor, their charge was doomed to failure before it even began.

Cardigan and Lucan both agreed that their orders should be carried out to the letter, and marshalled their forces.

The charge began at the trot, but as the shells and musket balls began to rain down on the serried ranks of horsemen, it turned into a desperate gallop towards the Russian guns!

Setup

This scenario takes place on a 3x3' table.

Use the scenario map as a guide when setting up terrain.

The Light Brigade deploy anywhere in the marked area.

Obolensky's battery and attending infantry may deploy anywhere in the marked area.

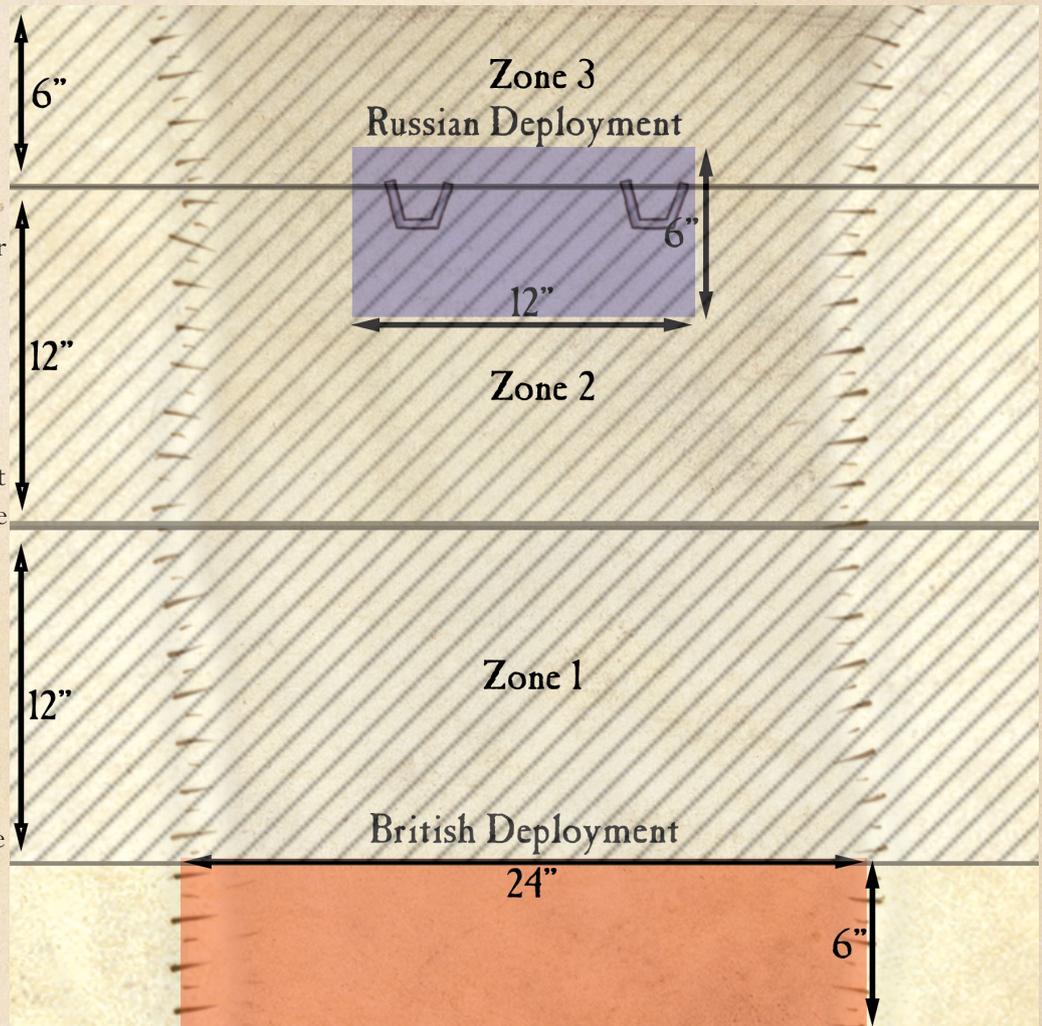
Objectives

Cardigan and the Light Brigade have been ordered to silence the batteries at the end of the valley.

The Russian battery must withstand the charge.

Game Length

The game lasts six turns, or until the Russian guns are destroyed. On turn six, roll 1d6. On a 4+, play another turn!



Victory Conditions

At the end of each turn, check the position of each Light Brigade unit, including Lord Cardigan.

The British player gains 1 Victory Point for each unit in Zone 1, 2 Victory Points for each unit in Zone 2, and 3 Victory Points for each unit in Zone 3. They also gain 2 Victory Points for each Russian unit killed.

The Russian player gains 3 Victory Points for each British unit killed!

Special Rules

Cannons to the Left, Cannons to the Right!

The Russians have captured the British redoubts on the heights, enfilading the valley floor with heavy guns and musketry.

At the end of each turn, roll 1d6 for each British unit still on the battlefield. On a 1, they immediately become Disordered.

Of the 666 men known to have ridden in the charge, 271 became casualties and 375 horses were killed. With his light cavalry in ruins, Raglan's position became untenable and he was forced to pull his infantry back.

From this position on the heights, the Russians were able to threaten the siege lines around Sevastopol.



Next Steps



Expanding your Forces



Infantry

By adding some additional infantry to your respective armies, you can build up to taking on the whole battle of Balaclava - the engagement between British and Russian infantry on the heights, Campbell's thin red line in the valley and the devastating counter-attack by the Heavy Brigade!

Russian players can look forward to the massive infantry assaults at Inkerman and defending their positions on the heights at Balaclava and Alma!

Artillery

The Crimean War is characterised by back-and-forth artillery duels from hastily constructed redoubts, with infantry and cavalry storming positions and driving off the gun crews.

For the larger battles of the war, both sides will need to expand their artillery batteries!



See more at www.warlordgames.com