

Tutorial for Fortress Sevastopol

Version 0.6.1

Introduction:

Dear players,

in order to ease you into the game and game rules, this tutorial will show you the first game turn of a campaign game. This tutorial is not intended to show you the best opening strategy, but to teach you the different options available to the players.

First of all familiarize yourself with the components (map, counters, charts) in rule 2.0 and the important abbreviations (3.0). Punch out the counters, sort them by units and markers and put them within easy reach.

Okay, here we go. We will now be following our players Tom (Axis) and Jerry (Soviet) through the first turn of the campaign game and the start phase of the 2nd turn. Both players have agreed not to use any optional rules.

The sequence of play (5.0) helps you to get a feel for playing the game.

During this tutorial the following abbreviations are used:

Art = Artillery, Brig = Brigade, Cav = Cavalry, Div = Division, Eng = Engineer, Inf = Infantry, Rgt = Regiment

You may find more in rules section 3.0.

Now lets start:

Campaign Game Turn 1:

Set-Up:

The Set-Up is described in rule 4.0. Place all units and markers accordingly.

Chit Draw Phase Turn 1:

40 20 40 Oct I C 4+0 2	40 20 40 Oct II C 1 1-2
20+25 25 Mar I	25 25 Mar II

Both players draw their chits according to the TRT (on map) of Turn 1. Because there is a Balkenkreuz, Tom draws his 4 chits (AMMO SHRT, **AT ADV**, ELITE, PARTISANS) first. Then Jerry draws 2 chits (**MAJ DE ADV**, TRAIN ENG). Because black printed chits may be played at any time, Tom plays ELITE and attaches the chit to the 49th Art Rgt, which becomes a 4-3-4, backside a 2. Because Jerry has no INTEL chit, he cannot immediatly counter the ELITE chit and it will stay with the unit as long as it is alive. If the unit is eliminated, the chit is returned to the pool.

Preparation Phase Turn 1:

Because there are no Reinforcements, Withdrawals or other applicable actions to do in the first turn, the Preparation Phase is finished now.

Operations Phase Turn 1:

1st Operation, Axis Player:



The game commences with the Pre-Bombardment (24.1) of the Axis player. This is the only situation, where the Axis player starts a game turn. Tom plays the Pre-Bombardment marker which has a Bombardment Factor (BF) of 18 and follows the Bombardment procedure (11.0). This marker may not be modified or combined with other markers (11.1.5) so the final BV remains 18. Tom chooses the 271st Div (2-3-3) as the target unit (11.1.6), so the DV is: 2 x TEM (which is 2) for a total of 4.



Time to throw the dice, Tom rolls an 8 and Jerry a 10, so the Defenders Total is $10 + 4 = 14$ which is subtracted from the Attackers Total $8 + 18 = 26$ and results in $26 - 14 = 12$ AP. So the 271st Div is flipped (2 AP) while three more Inf Divs and two Cav Divs are also flipped, to fulfill the remaining 10 AP. If the difference would be 11 or 13, the Tank Brig has to be chosen, because he is "worth" 3 AP and the result must be fulfilled as best as possible. So in Area 28 only the 52nd Art Rgt and the 5th (+) Tank Rgt remain Fresh, all other units are Spent now. Because of 24.1, the Advantage marker will not be moved.

2nd Operation, Soviet Player:



Jerry decides to hold Armyansk a little bit longer, so he executes a Reactivation Impulse (7.2.6). Because rule 24.2 prohibits to move units into Armyansk, this type of Impulse allows to strenghten the units within the Area. Jerry choses the 271st Div, the 106th Div and 40th K Div for his attempts. There is no modifier, because no HQ is in range. He rolls 10, 6 and 2 respectively. So the the 271st Div is flipped back to its Fresh side, the 106th Div remains Spent and the 40th K Div becomes Disrupted 1.

3rd Operation, Axis Player:



It is Tom's impulse again. He choses for an Air Bombardment with the VIII Fliegerkorps (BF = 8). There are no modifiers because no Soviet AA-unit is within range. The target is again the just reactivated 271st Div, the DV is 4 (2 x TEM) as above (he would like more to chose the Art as target unit, but because there are other targets, this is not allowed (11.1.6)). Tom rolls a 7, Jerry an 8 so the final result is 3 AP ($8 + 7 - (4 + 8) = 3$). So first the target unit is flipped again for 2 AP and Jerry takes the remaining AP on the unlucky 40th K Div, which receives now receives a Disrupted 2 marker. Generally the Impulse Track will be checked after the Axis Impulse, but because of the Air

Bombardment, the marker will not be moved (5.3.1). It stays in the "0" Box and it is the Soviet player's turn now.

4th Operation, Soviet Player:



Jerry likes to fortify some Areas behind the front. Therefore he chooses a Strategic Movement (SM) Impulse. He moves his valuable AA unit from Area 2 to 20, Crimea Eng Brig from 17 to 13 and Coastal Eng Brig from 7 to 20. All units become Spent.

5th Operation, Axis Player:



Tom thinks it's the right time to Assault Area 28 now. With a smile on his face he plays the AMMO SHRT chit (which is discarded and returned to chit pool) and flips Soviet 52nd Art Rgt to its Spent side. Now he chooses Area 29 for a Movement Impulse and moves 5 units (73rd Div, all three Rgts of the 22nd Div and the 620th Eng Rgt), which is the maximum allowed, if crossing an unbreached Trenchline. A Mandatory Assault occurs with Tom declaring the 73rd Div as the Point unit. Jerry states, that the 5th (+) Tank Rgt will be the Forward unit.

So it is time to resolve the Assault. Tom plays the **AT ADV** chit, while Jerry plays his **MAJ DE ADV** chit. Then Tom rolls a 2 and Jerry a 11. Unbelievable !! Because this attack is an important one, Tom uses the Advantage marker (15.0). Even by losing one VP (which is deducted immediately) he thinks a reroll is the best thing he can do now. This time he rolls a 9 vs Jerry's 4. Because the Advantage marker may not be played twice or more in the same turn (15.2), no reroll is possible and the result has to be implemented.



So lets have a look at the final result. The DV is 3 (DR) + 2 (Forward unit) + 2 TEM + 3 Trenchline + 2 (Chit) = 12. This is deducted from the AV of 9 (DR) + 6 (Point unit) + 2 (two supporting artillery units in adjacent Area 29) + 4 (four more Fresh supporting units) + 1 (extra for German engineer) + 1 (Axis formation integrity of the 22nd Div) + 1 (Chit) = 24. So the result is 24 – 12 = 12 CP for the defender.

First the Forward unit takes the first CP which flips it to its Spent side. Jerry decides to leave one weak unit (again the unlucky 40th K Div) behind and retreat the others (which is worth 7 CP: 42nd Cav Div and 48th Cav Div go to Area 24, while the others go to Area 27). Now 3 more CP must be fulfilled, the 42nd Cav Div, the 106th Inf Div and the 156th Inf Div each become Disrupted 1, while the 40th K Div remains in Area 28 and becomes Disrupted 2. The Assault was succesful, so the Trenchline is breached and the appropriate marker is placed, but the Soviets still control the now contested Area. The Advantage marker is moved to the "1" box of the Impulse Track (because the final DR of 9 is > 0, see 5.3.1).

6th Operation, Soviet Player:



Time to strike back! Jerry uses the Black Sea Fleet to Bombard Area 28 (19.2). He chooses one of the Rgts of the 22nd Div and hopes, that they will not have the chance to Reactivate, if Area 28 becomes Axis controlled. He rolls an 8, Tom has a 6 so the final result is 8 DR + 6 (BF of the fleet) – 6 (DR) – 4 (TEM of Area 28 x 2) = 4 AP. Bad news for Tom, he has to absorb 4 AP and decides to inflict the damage on all units (which become Disrupted 1) except for the engineers. Finally the Black Sea Fleet is flipped to its used side.

7th Operation, Axis Player:



Now Tom decides to clear Area 28 from all enemies. Because the Trenchline is breached now (not swallowing all MP's), he activates Zone U for a Movement Impulse to do the job. The 72nd Div, both artillery units and the 190th Assault Gun Brig each expend 3 MP's to move via Area 29 into Area 28. Now they may either finish their move (and become Spent) or execute a Voluntary Assault. As planned Tom decides for the latter.

No chits are played and the die rolls are 9 (Tom) and 8 (Jerry), so this results in (AV = 10 (DR) + 2 (supporting artillery from Area 29) + 5 (Point unit) + 1 (additional Fresh unit; the two moving artillery units do not contribute anything) = 18) vs (DV = 8 (DR) + -1 (DF of 40th K is 1 minus Disruption level of 2 results in -1) + 2 (TEM) = 9) a total of 18 - 9 = 9 CP.



Because the Soviet unit may absorb only one more CP maximum, it is destroyed (removed from the game) and an Overrun (9.4) has occurred. All adjacent Areas will cost 3 MP's and because of the Fresh enemy units only the German assault gun unit may proceed. Tom hopes to surprise Jerry and moves on into Area 24 for another Assault. The 172nd (-) Inf Div is chosen as the Forward unit. No chits are played and DR's are 7 and 6 respectively.

AV is $7 \text{ (DR)} + 3 \text{ (Point unit)} + 1 \text{ (Point unit is armored and no Fresh AT unit is present)} = 11$, DV is $6 \text{ (DR)} + 3 \text{ (Forward unit)} + 1 \text{ (TEM)} + 1 \text{ (attack across an enemy held bridge)} = 11$ which results in a stalemate (10.4.2) and the bridge between Area's 28 and 24 becomes German controlled. The German assault gun becomes Disrupted 1 while the Soviets are unharmed. So as a result of this impulse, Area 28 is cleared of enemy units and becomes Axis controlled. It is also worth one VP and the VP marker is moved to the "1" Box. Finally the Railhead marker (21.1) is moved to Area 28. Area 24 is now contested. The Advantage marker moves to the "2" Box, because the first Axis DR was a 9 which is > 1 .

8th Operation, Soviet Player:



Jerry decides to leave Area 27 to strengthen the more central Area 25 and also fill the gap in Area 26. With a Regroup Impulse he shifts the 52nd Art Rgt and the 271st Inf Div from Area 27 to 25 and the 156th Inf Div from 27 to 26.

9th Operation, Axis Player:



Tom likes to prepare his Assault on Area 27 with his artillery guns and an infantry unit so he also decides to Regroup. The 50th (-) Inf Div and both artillery units are moved from Area 29 to 28. If there would be one more unit, the Area would become fully stacked (10 units limit and remember the three Rgts of the 22nd Inf Div count as one unit for stacking). The 46th Inf Div is held in reserve, to strike later this turn. The DR for determining Turn and Weather Change results in a 8 which is greater than 2 and so the Impulse marker moves to the "3" box of the Impulse Track.

10th Operation, Soviet Player:



Jerry tries to Reactivate the engineer unit and the AA unit in Area 20. The engineer unit (+1 drm) with a DR of 9 is successful and becomes Fresh, while the AA fails. The engineer unit will be ready to construct an IP in future.

11th Operation, Axis Player:



Tom thinks the time is right for his second Air marker. He chooses Area 27 for an Air Bombardment with the 106th Inf Div as target unit. There are no modifiers because there is no Fresh AA unit within range. The DR is a poor 3 for him and an 8 for Jerry. The BV is $3 + 6$ (BF) = 9 and $8 + 4$ (2x2 TEM) = 12 for a -3. So the Bombardment was a miss and unfortunately for Tom the Weather changes to Rain, because the DR is exactly the number where the Advantage marker is positioned on the Impulse Track. Check rule 22.4 for changes. Also because he had used the Advantage marker before, there is no possibility to reroll. The Advantage marker stays in the "3" Box, because Air Bombardments never shift this marker (5.3.1 Exception).

12th Operation, Soviet Player:



Jerry thinks luck is running out for Tom and tries an Infiltration. The 276th Inf Div in Area 27 gets the task to infiltrate Area 28, but unfortunately the dr is 4 and this is a miss (2 or lower would be needed). No other units are available so the 276th Inf Div has to do a Mandatory Assault which results in a repulse. The unit becomes Disrupted 1 and has to return to Area 27.

13th Operation, Axis Player:



Tom now likes to put all eggs in one basket and executes a Barrage with his two artillery units from Area 28 into Area 27. Target unit is the 106th Inf Div. His BV is 8 (2 x 4 BF of the leading 49th Art Rgt) + 2 (supporting 767th Art Rgt) + 4 (DR) = 14 vs DV of 9 (DR) + 4 (2 x 2 TEM) = 13. The Disrupted 1 106th Div becomes Disrupted 2. The DR of 4 is greater than 3 so the Advantage marker on the Impulse Track goes to Box "4".

14th Operation, Soviet Player:



Jerry now turns to Area 20 and declares an Engineering Impulse and uses his TRAIN ENG chit which gives him a DRM of +1. The die roll is a 4 which is modified to 5. This results in placing an IP marker into this Area, while the engineer stays Fresh (7.2.3, 17.2).

15th Operation, Axis Player:



Tom likes to push forward and the 50th (-) Inf Div moves from Area 28 to 24 for an Assault. DR's are 3 and 2. This results in: AV 3 (DR) + 3 (Point unit) = 6, DV is 2 (DR) + 3 (the Forward unit is the 172nd (-) Inf XX, which has a value of 3) + 1 (TEM) = 1 which results in another stalemate. The 50th (-) becomes Disrupted 1. Unfortunately for Tom the Operation Phase ends (DR of 3 is < 4) now. Because he used the Advantage before, he has no further possibilities than to accept his fate...

Chit Discard Phase Turn 1:

In the Chit Discard Phase Tom will keep his chit, because one chit may always be kept. Even if the PARTISAN chit is of no use for Tom, keeping the chit and therefore denying it to his opponent is a reasonable tactic.

Refit Phase Turn 1:



Tom receives 40 Supply Points (SP) and Jerry 20 SP according to the Turn Record Track (TRT). Jerry has to spend his points first (5.5). He spends 3 SP for the 42nd Cav Div in Area 24 (which becomes Spent) and 2 more for the 48th Cav Div in the same Area. The 276th Inf in Area 27 and 156th both need two SP, while 5 more SP are used for all remaining Spent units. His remaining 6 SP will be saved and transferred into 6 RP (13.4.3).



Tom spends 8 SP to bring up the 4 Disrupted 1 units in Area 28 to Spent and 6 more SP to bring the 6 Spent units to Fresh. The two units in Area 24 stay Disrupted 1. So Tom has spend 14 SP and has 26 left. He uses 20 SP to buy two Impulses and moves the Advantage marker into the B box of the Impulse Track. Then he spends 5 SP to buy a chit (reveals as SNAFU) and has one SP remaining, so this SP is transferred into 1 RP.

Administration Phase Turn 1:

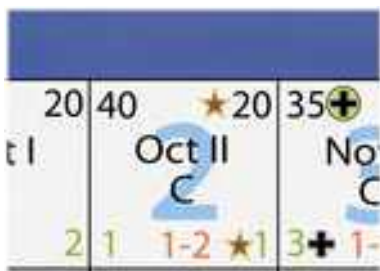


In the Administration Phase both sides Regroup some units (up to 6) and Relocate their HQ's, Soviet first (14.1). Jerry regroups the 5th (-) Tank from Area 27 to 18. Afterwards the Crimea HQ relocates to Area 15. Then Tom regroups all remaining units from U to Area 29, the 46th Inf Div from Area 29 to 28 and finally relocates the HQ into Area 29. Note that Area 28 is now fully stacked and remind the restrictions of 6.1. No one likes to remove IP markers now.

GamT Turn Indication Phase Turn 1:

Because there is no Automatic Victory and it is not the last game turn of the scenario, the Turn marker is moved to Turn 2 .

Chit Draw Phase Turn 2:



In the Chit Draw Phase both players draw one chit respectively. According to the TRT (a brown star is shown), Jerry draws first.

Preparation Phase Turn 2:

In the Preparation Phase Jerry puts his two Reinforcement units into Zone C. Both Fliegerkorps and the Black Sea Fleet are flipped to their front side to become available. There are no Withdrawals or Reentries this turn. Finally the Advantage marker is rotated back to indicate, that the Soviet player may use it from now on.

Operations Phase Turn 1:

1st Operation, Soviet Player:

The Soviet player commences his operation first as in all Turns except the first. The Advantage marker starts from impulse box B.

This is where our tutorial ends. If you like you can proceed and take over the roles of our intrepid commanders Tom and Jerry and continue the campaign game from this point on. Or you could restart the game and use your own strategy on your way to victory. Good luck and enjoy the game!