



By Mountains and Sea

Novorossiysk 1943

By 1943 the Soviets had turned the tide against the Germans. The only foothold that the enemy then had in the Caucasus was in the Kuban region. To eject them fully from there the Soviets instigated Operation Gory/Morsky - a joint operation by land, air, and sea. This is a conflict simulation of that Operation as far as the attempted assault on Novorossiysk was concerned.

Game Credits

Game Design: Mark Jessop

Game Development:

Playtesting:

Graphics: Mark Jessop

Game Components

One 22" x 34" map

237 Large Blocks

13 Blank Blocks

58 Small 1x1 cms Blocks

One ?? Page Rules Book

Four Coloured Sets of 'Hit' Dice

Two 6 sided dice

Peel off decal sheets for the Large Blocks

Player Sheet for 'Airfield', 'Reserves', and 'Dead Pool'

Weather and Time Blocks (Circles)

The Map

The game map portrays the region around Novorossiysk - both the gulf and coastline, nearby hills and mountains, woods, and flat terrain. A hexagonal grid of small hexes are grouped into larger seven hex 'Air Space' zones for air combat, paratroop drops, and artillery bombardments. Each small hex is approximately 2 kms across. At top are reminders of terrain elements and a time counter of nine days (one full turn per day) and the three separate phases per day (morning, afternoon, and night). A Weather section ascertains the weather for each phase.

Playing Pieces

The Large Blocks represent air units, Soviet paratroops, large regimental units, and ships. They are to maintain 'fog of war' for players. The Small Blocks are company or battalion level units and ALL of them hit at the lowest level of 'Hit Dice' (that is, White). The Large Blocks include Head Quarters and specialist troops. The blocks are colour coded for each side: Grey and Yellow for the Axis; Khaki and White for the Soviets.

Map Aids

The Terrain and 'Sequence' sections are purely cosmetic. The 'Weather' and 'Time Counter' sections are integral to smooth play. At the start of each Phase the Weather is ascertained by rolling 2D6, the result being the weather. Certain weather will seriously hinder air and artillery combat. The 'Time Counter' represents twenty-seven rounds, broken down into three phases per turn, each turn being reckoned as one day.

Time Counter

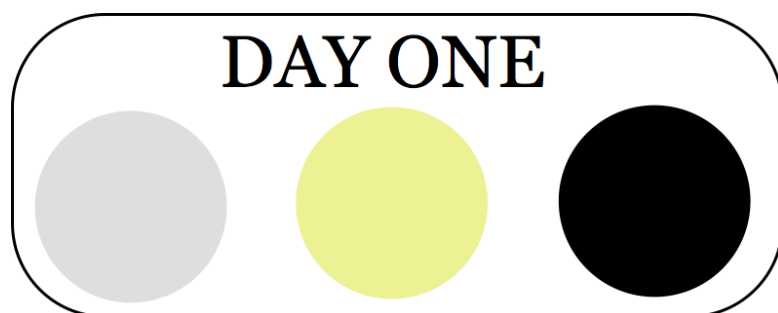
Before each phase of a turn the Time Counter block is moved one place to the right. Each Day commences with the morning phase (grey) followed by the afternoon (yellow) and finally night (black) phase. The night phase imposes certain restrictions on air combat and artillery bombardment, switches the element of 'surprise', and includes the end-reckoning of replacements for the next day which the other two preceding phases do not include. When the Time Counter block reaches the night phase of Day Nine it is the final phase of the game.

Player Sheet

This helps the player organise his blocks. The 'Airfield' section allows his Air Units to be readied (plus Paratroops for the Soviets). The 'Reserve' section is where he has his blocks at hand to bring into the game when able to do so. The 'Dead Pool' is where pieces are placed when removed as casualties in game. They are either permanently lost or brought back into the game at a high cost.

Decals

The game comes with a decal sheet that requires you to peel off and place on the Large Blocks. Each Large Block will then have a decal on one side, the reverse being blank. It is this blank side that faces the opposed player until revealed either by 'Air Recon' or combat. Once affixed the block will represent one particular unit. The coloured 'pips' represent the hit dice used in combat. When a hit is taken in combat the block is 'stepped down' to reveal the lesser colour uppermost on the block.



Hit Dice

The game uses sets of coloured Hit Dice to represent the different strengths of the Units. They are heirarchical in a sliding scale. White is the weakest (all Small Blocks hit with White Dice) and Black is the strongest. White dice are mostly blank sides and players should consider grouping small blocks wisely.

Rolling Hit Dice

In most situations players roll their respective Hit Dice simultaneously. There are exceptions and players can achieve 'Surprise' so as to allow his troops to roll unopposed and the enemy only roll with dice accrued with what troops survive the combat. How to do this is explained in the rules.

Large Blocks

These have one side that shows a decal. It shows the type of Unit, in this case the one to the right is a Soviet Infantry Unit. The pips show the Hit Dice it can offer in combat. If a Large Block takes one hit the controlling player 'steps it down' by turning the Block over to show the lesser coloured dice uppermost. At full strength a unit can use the other hit dice if needed (either anti-armour if square, or anti-air if a triangle). When 'stepped down' this extra ability is always lost. The Blocks can be 'stepped up' through receiving reinforcements. If a Block at lower strength is hit it is removed to the 'Dead Pool.'

Hit Dice Sliding Scale

Strength in reverse order =

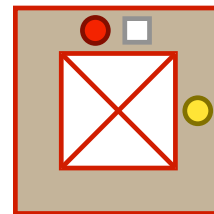


White

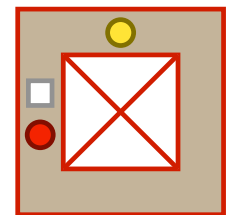
Yellow

Red

Black



At full strength.



At lower strength.

Small Blocks

These are smaller or weaker Units that always hit at White Level Hit Dice. Darker coloured blocks are 'Engineers'. (Germany has some Large Block Engineers) The only option to increase these Small Blocks' Hit Dice (to Yellow) is to gain 'Surprise'.



A Small Block



A Small (Engineer) Block

'Surprise'

At certain times a player can artificially elevate the level of his Units' Hit Dice by one (very useful for his Small Blocks) through the tactic of 'Surprise.' This is achieved in two ways. In daylight phases if the Units in combat outnumber the enemy two to one ('Overwhelm' would be a better term but for simplicity 'Surprise' is used). In Night-time phases if the attacking Units are less in number than the enemy (but more than one friendly Unit) they gain 'Surprise.' For Large Blocks their Hit Level cannot go beyond Black. The 'Surprise' only lasts for one phase and is only achieved if the Units in attack move into attack that phase. If they are in combat from a previous phase (Units are 'pinned' if they border an enemy Unit) they do not receive 'Surprise' if they outnumber the enemy two to one. They have to move into combat to receive 'Surprise.'

GAME SEQUENCE

Weather

Weather adds a random element to each phase and for a more interesting game. However, this element is optional for players. It is recommended to ignore weather for the first game or two as it disrupts the flow of combat. Either way 'Dense Fog' can only occur ONCE per game as it effectively halts all combat: the only true benefit is that it helps with reinforcements, strategic movement, and movement. An optional rule is to break up the map into three distinct weather zones: West, Central, and East. Resolve weather conditions separately for each zone. If so the East can never receive 'Coast Fog' so this becomes 'Clear'.

Rain, rain, rain. It will have no real effect this phase and any phase that follows that day but the next day ALL rivers are swollen and in flood. Units who normally benefit from no restrictions on crossing water (Soviet Naval Infantry or any units within two small hexes of an Engineer Unit) cannot cross a river that Turn (Day). If the Downpour occurs at night the next day Turn is still affected.

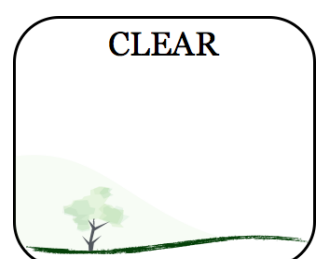
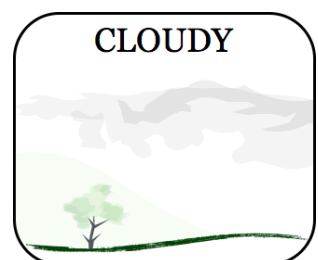
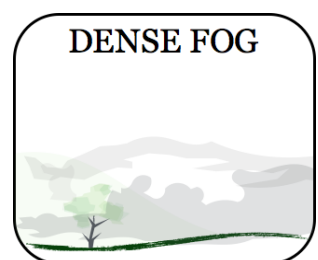
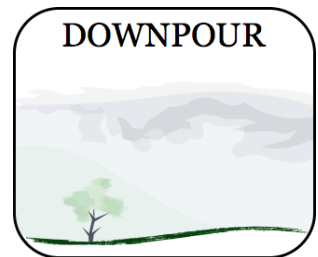
The Mountains are covered in dense fog. Artillery Units placed on Mountainous terrain cannot fire. Artillery fire against any unit on a Mountain is lowered one level to a minimum of White Level Hit Dice. No aerial bombardment is allowed against any Mountainous terrain. No anti-air combat from land based units is permitted.

The rugged coast is wreathed in white mist. Inland hexes are clear. No amphibious assaults or landings are allowed. No units are permitted to be evacuated by sea. No aerial bombardment is allowed against any sea hex or any hex that borders a sea hex. No anti-air combat from sea based and affected and based units is permitted.

This can only occur ONCE per game. All combat is disallowed. If it is rolled as a weather event but has already occurred the phase is considered to be clear. If the optional rule of three weather zones is used Dense Fog can only occur ONCE per game for each zone.

All air to air combat is lowered by one level to a minimum of White Level Hit Dice.

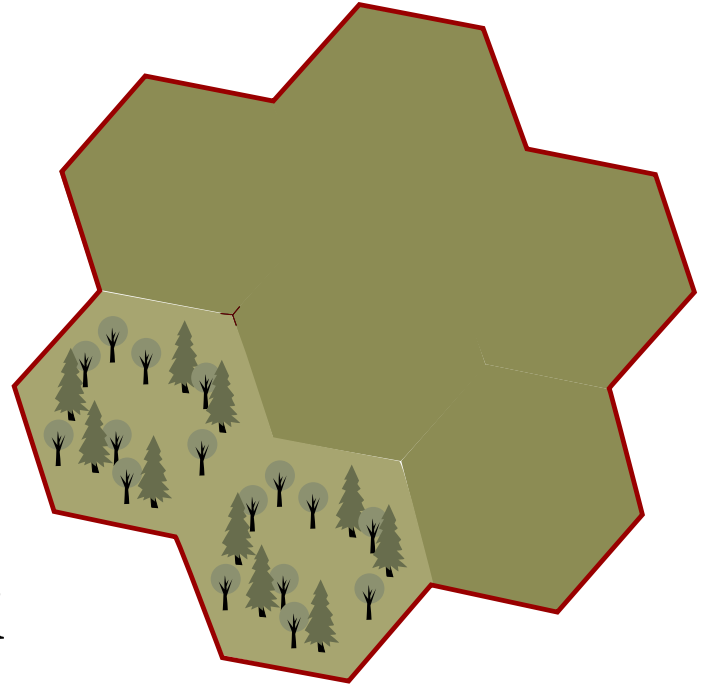
No restrictions, unless a previous day's weather was 'Downpour'.



Air Unit Deployment

With the weather ascertained players can consider their best options for Air Combat. They should refer to their 'Air Field' and reckon how many units they have. There will be limited amounts of Air Units. However many 'Blocks' they have they should add the same amount of Blank Blocks minus one. For instance, the Axis player has five Air Units and therefore adds four Blank Blocks for a total of nine blocks. The opposed player will do likewise. Players then alternately place their blocks in the 'Air Spaces' on the game map, until all blocks are placed. All blocks should maintain 'Fog of War' and only one block can be placed per small hex.

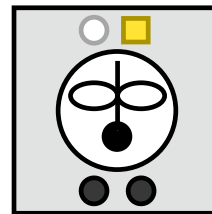
It is feasible that all of an 'Air Space's' small hexes are filled with friendly and enemy Air Units, especially if the ground troops below need air cover. Each 'Air Space' can only receive a maximum of seven Air Units. The small hexes of an 'Air Space' might become cluttered for a while. As the blocks are placed some will be blank (therefore decoys) and the player must place his own units not knowing what is placed by the enemy. When all of them are placed (aware of the weather effects) the units are revealed to the enemy. Immediately remove all blank blocks. If any 'Air Space' has opposed Air Units the next stage (Air Combat) will commence. If a placed Air Unit has no enemy Air Unit in the same 'Air Space' that unit can then commence ground attack or attack a sea unit. Air Units are either bombers or fighters.



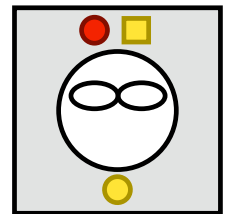
Hitting The Enemy Air Field

If a friendly Air Unit or Units are placed in an 'Air Space' that is found to be closer to the enemy side of the map than the enemy's placed Air Units, AND in an 'Air Space' that has no enemy ground units it can immediately proceed to attack the enemy Air Field. Chances are there will be no enemy Air Units present but a successful ground assault (using the lower hit dice shown on the decal) might do some damage. However, it is risky as the enemy receive three free White Hit Dice and throw unopposed. If the Air Unit/s survive they throw their own Hit Dice. For every hit scored the enemy cannot deploy the same number of Air Units next phase. (This does not include Blank Blocks). Once resolved surviving Air Units are returned to their Air Field.

Each 'Air Space' is comprised of seven small hexes.



Bomber



Fighter

Air to Air Combat

If the enemy Air Field has been attacked and the assault resolved players refer to those 'Air Spaces' that have opposed enemy Air Units within them. Air to Air Combat now occurs using the coloured Hit Dice as shown on the decals as Square 'pips'. Even if enemy Air Units do not border each other IF they are within the 'Air Space' they fight. However, do not move the blocks as their positions determine where they can ground attack if they survive. Each player throws the total amount of Hit Dice his units have, for both Bombers and Fighters combined. Both players roll their dice simultaneously. For every hit scored the enemy negates it with their own hit. The residue is what actually is scored. For instance, the Soviets thrown six hits, but the Axis throw seven. One hit lands and the Soviet player removes an Air Unit. Bombers must ALWAYS be removed before fighters. Casualties are removed to the 'Dead Pool'. Once hits have been resolved the following occurs: if any enemy Air Units are present in the 'Air Space' ALL Air Units there are returned to their respective 'Air Fields'. If no enemy Air Unit is present the Air Unit can ground attack or attack a ship.

Ground and Ship Attack

Any Air Unit that survives Air Combat can then attack surface units. Any ground unit or ship that shares the same small hex can return fire if it has Surface to Air attacks (a coloured triangle on its decal). If the ground unit is a small block it has no possibility of returning fire. Air Units combine the total amount of requisite coloured Hit Dice and throw for Hits. The enemy collects their requisite Hit Dice and both players roll simultaneously. Similar to Air to Air Combat the residue of what is scored. The enemy either steps down their Large Block/s or remove one Small Block per hit. Small Blocks are ALWAYS removed first. Any Air Unit hit is removed to the 'Dead Pool'. If a ground unit is attacked it cannot move that phase. If a ground unit returns fire it cannot fire later that phase.

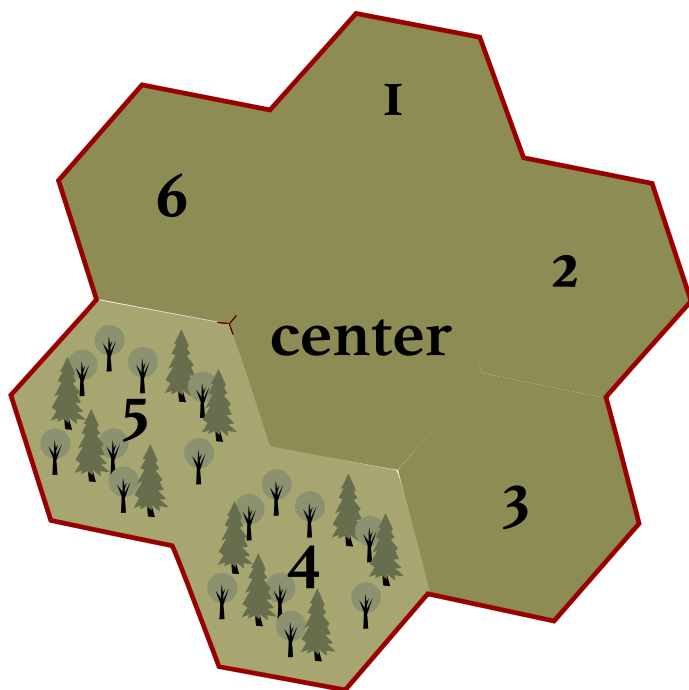
Paratroopers

The Soviets can deploy Paratroopers. Each Block is placed along with his other Air Units in the Air Unit Deployment. They are revealed when other Air Units are revealed. Unlike other Air Units the Paratroop Units CANNOT fight back while in the air. If hit in air they are automatically removed from the game for good. If they survive Air Combat they commence their 'Air Drop'. Regardless of where they were placed in the 'Air Space' they will scatter. For each Paratrooper Block throw one D6 and consult the chart below to see where they land. The game only permits two Units per small hex so if more than two Units roll the same number remove them to the next numbered hex along. If all numbered small hexes are taken move the Unit to the center. Be careful: if there are already ground troops present this shifting will affect all the Paratroopers and if all small hexes are filled up and a Unit cannot land it is automatically destroyed and removed from the game. Paratroopers CANNOT land outside of their 'Air Space'.

Once landed if there are no enemy units in a bordering small hex (this includes those outside the 'Air Space') to where they land they receive a free automatic move bonus of one small hex if so desired. This allows Units to group up (a maximum of two Units per small hex). No Paratrooper Unit can so move if it were to move into combat. Paratroopers' free move cannot take them across a river, or into an urban hex.

If a Paratrooper Unit lands on a small hex controlled by the enemy they are automatically destroyed and removed from the game.

After a successful landing Paratroopers are considered to be normal infantry.



Night Phase

Night time lessens the effectiveness of Air Operations, unless the weather is clear then Air Combat can take place as per normal. Otherwise no Air to Air Combat takes place and no attacks can be made against the enemy 'Air Field.' Ground units can still fire at those Bombers above them. Bombers can ONLY attack those ground units 'revealed' due to their being in combat or bordering friendly units. However, this is at a cost as bombs will scatter. Any Bomber that attacks the small hex it is in MUST throw a D6. On a roll of 4+ no scatter takes place. On a roll of a 1, 2, or 3 the bombs scatter. Throw a second D6 and consult the above chart (used for Paratroopers) and assume that the centre hex is where the bomber is. Hits occur in the requisite numbered small hex, which might include friendly troops. If the Bomber is on an outer hex of the 'Air Space' scattered bombs will potentially fall in a neighbouring 'Air Space'.