

KAVKAZ 1804



INTRODUCTION

Kavkaz 1804 is the story of the conquest of the Caucasus khanates on the Persians by the Russian imperial forces between 1804 and 1813. The Russian objective is to seize as many of these mountainous principalities with a limited but modern army. The Persians, under their prince Abbas Mirza, have to reform their army with Western or Ottoman help to counter the Czar's ambitions..

Kavkaz 1804 lasts 16 turns each representing about 6 months between 1804 and 1811. It pits the Russians against the Persians in the midst of the Caucasus mountains. Forces of both sides are heterogeneous in quality, and both sides must rely on local Khanates for support and strengthening.

- The **Russians** have western-trained experienced troops, and many guns.
- The **Persians** have a large cavalry and a few strategic fortresses, but must achieve their army reform.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h00

Favored Side: None

Most Difficult Side to Play: Persians

The game lasts 16 turns (between 1804 and 1813), each turn being equivalent to 6 months.

The **Russian player** always plays first, followed by the **Persian player**.



FORCES

The **Russian player** controls the **Russian (green)** and **Georgian (red)** units.

The **Persian player** controls the **Persian Empire (purple)** and **Ottoman Empire (blue)** units.

The **Caucasian Khanate** (various pinks) can be controlled by any side that holds their recruitment centers.

MAPBOARD

The map of the Caucasus area shows the various theaters:
Russia Empire in the North, Persian Empire in the South, Ottoman Empire in the East, and the Khanates in between.



VICTORY

IMMEDIATE VICTORY

When one of the players reaches or exceeds 20 VP at the end of a turn

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS

- The **Russian player** earns 1 VP the first time he controls each of the following cities: Ganja / Erevan / Lankaran / Baku / Kuba / Nakhitchevan / Shusha / Shirvan.
- The **Russian player** earns 2 VP the first time he controls : Tabriz.
- The **Persian player** earns 2VP the first time he controls : Tiflis.

VP LOSS

- The **Russian player** loses 1 VP per city that he does NOT control at the end of the game, among: Ganja / Erevan / Lankaran / Baku / Kuba / Nakhitchevan / Shusha / Shirvan.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players have an economic phase to collect income, pay maintenance and purchase new units.

Purchase cost of units and cards:

- Feudal troops (Khanates and Militias), supply wagons: \$1
- Card, Artillery, Caucasus Grenadiers, Narva Dragoons: \$3
- All other units: \$2

SUPPLY SOURCES :

Common to both sides: Tiflis

Russia : Petrovsk / controlled port.

Persia : Tabriz / Ardabil.

Ottoman : Sankamis / Tatvan.



KHANATES

The Khanates borders are shown by stripes of different colours on the map.

Their units can be raised by the **Persian player** if he controls their recruitment region, and by the **Russian player** if he played previously the card 'Allegiance Oath' and also controls the recruitment region.

Once raised, Khanate units remain in play until eliminated and won't be removed even if the opponent captures and occupies their region of recruitment.

RUSSIAN *** COMMANDERS IN CHIEF

There can only be one single *** Russia leader at a time. The order of appearance of those commanders in chief is the following:

- Tsissianov (A)
- Gudovitch (B)
- Tormassov (C)
- Kotlarevski (D)