

# PERSIA 1856



## INTRODUCTION

**Persia 1856** is the depiction of the conflict between the British East India Company and the Shah of Persia, the former trying to compel the latter to remove his forces from Afghanistan. The British objective consists in seizing enough strategic cities in southern Persia before European diplomatic pressure forces him to withdraw. The Persian player should do his best to hold his opponent in check till European powers impose the ceasefire. .

**Persia 1856** lasts 12 turns, each of 2 weeks, between November 1856 and May 1857. One player controls the British East India Company forces and fleet. The second leads the army of the Shah of Persia.

- **The British** expeditionary corps is experiences but small, and must capture the key locations in southern Iran.
- Their opponent, **Persia**, has lots of troops but with obsolete weaponry.

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

## DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: British

The game lasts 12 turns (between November 1856 and May 1857), each turn being the equivalent of 15 days.

The **British player** always plays first, followed by the **Persian player**



## FORCES

The **British player** controls the **East india Company Army (dark red)**, **British (red)** and **Royal Navy (light red)** units.

The **Persian player** controls the **regular Persian Empire (violet)**, **Persian Irregulars (purple)** and **Arab (sand)** units.

## MAPBOARD

The map shows the southern of Persian and the northern end of the Persian Gulf, as well as an off-map box showing Bombay, India



The Ottoman empire area is neutral and can't be entered.  
The Zagros area is unpassable.



## 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 **British player** earns 1 VP the first time he controls each of the following locations: Bushehr / Mohammera / Ahvaz / Kazerun / Borazjan

### VP LOSS

- The **British player** loses 1 VP at the end of the game if he does NOT control the following locations: Bushehr / Mohammera / Ahvaz / Kazerun / Borazjan

# SPECIAL RULES

## ECONOMIC PHASE

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

### **Purchase cost of units and cards**

- Persian Feudal units (F lettering), supply wagons: \$1
- Card, Artillery, Cavalry, Elite units: \$3
- All other units\*: \$2

\*The *British ships* and *Persian coastal artilleries* cannot be rebuilt if previously destroyed.

## SUPPLY SOURCES

**British:** Bombay / Koweit / teach controlled port.

**Persian:** Ram Hormuz / Zavali.



## THE DIPLOMATIC PRESSURE LEVEL - DPL - AND THE END OF THE GAME

The Diplomatic Pressure level (**DPL**) starts the game at 0. It increases through conquests in the field and, mostly, the play of cards

When it reaches 10, the game immediately ends and the side with most VP at that time wins the game.



It increases by +1 **DPL** the first time **British units** take control of each of the following locations: Bushehr / Mohammerah / Ahvaz / Barajsan / Kazerun.

## REINFORCEMENTS

### **British:**

- End December 1856 on a supplied stack: General *Outram*\*\*.
- Start of January 1857 at Bombay : General *Havelock*\*\* + all remaining land units + naval units Ferooz, Victoria, Berenice, Semiramis, Comet.

### **Persian:**

- Start of December 1856 at Ram Hormuz : leader *Khanlar Mirza*\*\*\* + 1st Tabriz Inf. + 2d Tabriz Inf. + Shiraz Cavalry + 2 Topcu Artilleries

## ENTRENCHMENTS

The **Persian player** may entrench his units.

