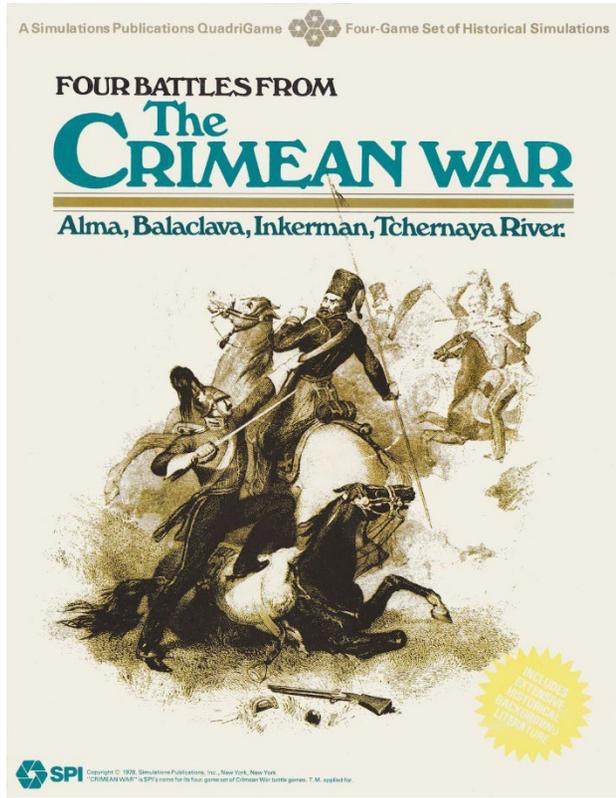

The Crimean War, SPI 1978

Rules Review by Russ Gifford

The Crimean War - SPI Publications:



What is in this Box?

This package is an important survey of battles and tactics that occurred between the end of the American Civil War and prior to the opening of the Great War. To that end, the effort is to bring the Quad rules to a new level, to “accurately reflect the manner in which these battles were fought.” *The Crimean War* saw the British and French opposing the Russians, with Turkish allies standing with the Westerners against the Czar’s forces. If that era interests you at all, this package offers 4 games with many insights into these battles that were incredibly important to those involved.

Of course, that is the knock on the game. It is not a period that most gamers care about - at all. The battles show that the commanders in the field are the most inept battlefield commanders that ever lived – which takes in a lot of time and territory. This game proves their point.

Details

That said, 45 years on, the game continues to draw approval from first-time players, and aficionados of the game and its unique moment in history. Now with 12 pages for rules, the Quad system which had arisen in 1975 as a simple move-fight system expands to borrow from the successful *Terrible Swift Sword* and *Wellington’s Victory*.

There is now ranged fire for artillery, step loss in the form of a flipped counter with reduced values, and the addition of a Rally phase to restore the unit’s functionality. Ironically, it also steps back to the earliest SPI Tactical games and splits combat into separate Fire and Melee phases and adds Defensive Fire. More importantly, each game

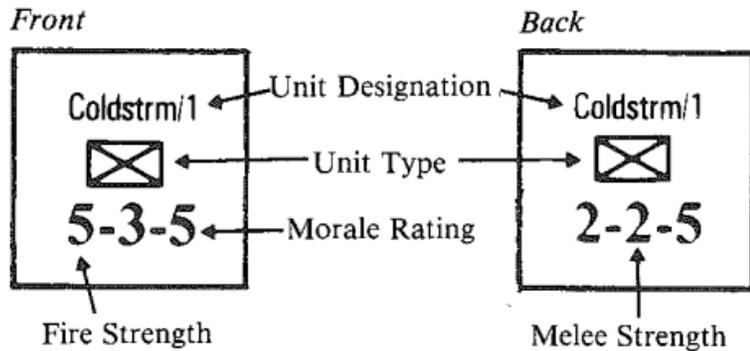
offers far more sophisticated Exclusive rules to better mirror each battle.

Quads Rebooted?

This is not the Quads of *Blue and Gray*, or the Napoleonic era. This is the Quads system upgrade, version 2.0. As you will see in my recap below, there are many more details. Also in the game box is a 12-page historical article to introduce you to the war and the specific situations and personalities of each battle.

What follows are the important changes/nuances you need to know to move up to this new level of Quads. Enjoy!

SEQUENCE OF PLAY -- no great surprise here: Big change is the addition of a **Rally** phase to bring units back from **Disruption**.



UNITS

- Morale is a unit's ability to withstand enemy FIRE.
- Front of counter is normal, Rear is **Disrupted** – which is also a step loss.
- Disrupted movement is halved for Inf and Cav. Fractions round up.
- *Disrupted Artillery may not move.*
- *Fire Strength in () means the unit may only Fire in Defensive Fire Phase.*
- **All non-disrupted units have a ZOC** entering all 6 adjacent hexes – **Except** ZOC does not cross unbridged river hexside, cliff hexside.
- **Disrupted units have NO ZOC.**

MOVEMENT:

- Infantry have 5 Movement Points, Cavalry 8, and Horse Artillery 7
- Disrupted Infantry and Cavalry Movement Points are halved - Fractions Round Up.
- *Stacking – 2 max, BUT 1 Infantry and Cavalry may ONLY stack with an Artillery unit -not Inf or Cav! Two artillery units can stack.*
- Units may move THROUGH friendly units in the Movement phase.
- Sticky ZOC – Units must *END MOVEMENT* on entry into an enemy unit's ZOC.
- If you *START* a movement phase in an Enemy ZOC, you can leave *if* you enter a non-Enemy ZOC
- *If Artillery moves, it may NOT FIRE in that turn's Offensive Fire Phase NOR in their following Defensive Fire Phase!!*

ZOC & COMBAT:

Undisrupted units that end the Movement in an Enemy ZOC must Melee that Enemy Unit.

Disrupted units do not have to Melee, but MAY do so. (If Disrupted Cav participate, they are ELMINATED)

As Disrupted units have no ZOC, they do NOT have to be attacked.

[7.42] **FIRE COMBAT RESULTS TABLE**

		Total Firepower of Attacking Units							
DIE	1	2	3	4	5	6	7	8+	
1	-	-	1	1	1	2	2	3	
2	-	-	1	1	2	2	3	3	
3	-	1	1	2	2	3	3	4	
4	1	1	2	2	3	3	4	5	
5	1	2	2	3	4	4	5	6	
6	2	3	3	4	4	5	6	6	

FIRE COMBAT – LOS matters, and it is DIFFERENT in this Game.

- Inf and Cav must be Adjacent. Artillery calculates Fire using Range Table & Class
- Parentheses Strength used only in Defensive Fire – may not attack in

Combine all Fire on a unit to a single attack (Unit may only be attacked once per Fire Phase)

IF Target is NOT already DISRUPTED:

Table Result = **original** Morale - **Unit is Disrupted.**

Table Result > **original** Morale - **Unit is Disrupted AND retreats # of hexes equal to Result minus original Morale.**

If Target was Disrupted before Combat:

Table Result = **disrupted** Morale, **Unit Retreats 1 hex.**

Table Result > **disrupted** Morale, **Unit is Eliminated**

TABLE SHIFTS (cumulative) Left: Disrupted, Cavalry, or Arty that moved; **Right:** In Town hex, or behind Redoubt hexside.

MELEE COMBAT

Compare Melee Value, adjust for terrain of Defender and for **Attacker's Morale**.

Hexside Terrain ONLY benefits if ALL attackers cross that hexside terrain!!

A **BOLD** result applies to the ATTACKER!

RETREATS:

- Only Infantry, Cavalry and Horse Artillery may retreat. Other Arty is eliminated if forced to retreat.
- Unit may NOT enter an enemy ZOC.
- Friendly units do NOT negate enemy ZOC.
- Cannot cross a cliff or prohibited hexside.
- MUST choose vacant hex if available, but if not MAY displace a friendly unit.
- If the displacement of a unit would cause THAT unit to be eliminated, then the retreating unit is Eliminated instead.
- **Exception** Artillery do not displace. May move THROUGH friendly artillery units. (Will be Eliminated if forced to end Retreat over stacked with Artillery, however.)
- Unit must end retreat the required number of hexes distant from the enemy unit.
- *An * means if the unit is Cavalry, it is Eliminated!*

ADVANCE AFTER COMBAT:

Victorious units may follow retreating unit's path of retreat.

Unit may STOP in any hex along path.

Unit MUST stop in hex if they enter an Enemy ZOC.

Option to advance MUST be exercised before any following combat.

CAVALRY SPECIAL RULES!

- If a Cavalry unit moves 7 hexes it disrupts.
- If it engages in Melee, it disrupts after combat – attacking or defending.
- IF a Disrupted Cavalry unit engages in Melee, *it is Eliminated* after combat no matter what result occurs.

[8.4] MELEE COMBAT RESULTS TABLE

Terrain (attacked into or across)		Combat Ratio (Attacker to Defender)											
<i>Town, Redoubt hexside, Vineyard</i>		2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1				
<i>River hexside, Steep Slope hexside</i>		1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1				
<i>Woods, Gentle Slope hexside, Stream Hexside</i>		1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1				
<i>Clear, Aqueduct</i>		1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1				
<i>Swamp†</i>		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1				
Attacker Morale:	1 2 3 4 5												
DIE	1					E	3*	3*	2*	2	1	R	R
	2	I				3*	2*	2*	2	1	R	R	1
	3	2	I			2*	2*	1	1	R	R	1	1
	4	3	2	I		2*	1	1	R	R	1	1	2*
	5	4	3	2	I	1	1	R	R	1	1	2*	2*
	6	5	4	3	2	1	R	R	1	1	2*	2*	3*
		6	5	4	3	R	R	1	1	2*	2*	3*	E
			6	5	4	R	R	1	2*	2*	3*	E	E
				6	5	R	1	2*	2*	3*	E	E	E
					6	1	2*	2*	3*	E	E	E	E

Explanation:

E = Eliminated; R = Retreat 1 hex (no disruption); 2 or 3 = Retreat 2 or 3 hexes (with disruption); * = Cavalry unit or already disrupted unit is eliminated; † = If attacking unit is also in a Swamp hex, use Clear terrain line.

Bold results refer to Attacker.

Light results refer to Defender.

ERRATA Clarification for the Melee Table: [8.4]

ANY # result requires units to be placed in Disrupted state and retreated that number of hexes.

IF the unit was disrupted BEFORE the Melee started, only a 2*, 3*, (or E result) will eliminate it. A Disrupted unit remains disrupted and retreats # of hexes. EXCEPTION: See Cavalry Special Rules.

LOS: [Ed Note: Don't sweat this part. This was all new ground in 1977-78]

Mostly the same as old SPI, **BUT there are a few kinks: See diagram examples.)**

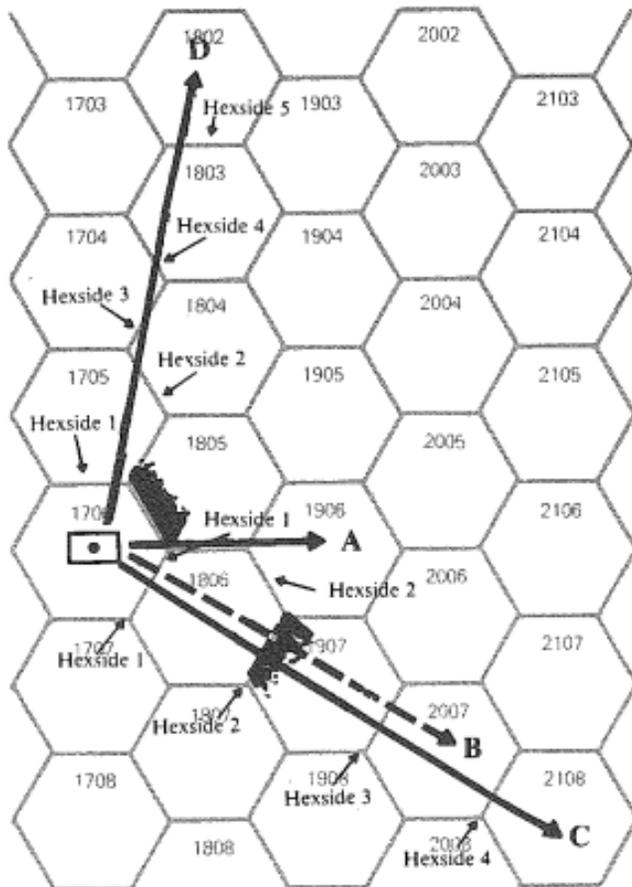
Woods, Towns. Terrain **blocks** LOS THROUGH the hex (LOS into hex OK.) :

Others **MAY** block – steep Slope or Cliff hexside NOT adjacent to firing unit or the target.

IF slope or cliff is *closer* to the Firing unit, the LOS is **clear**.

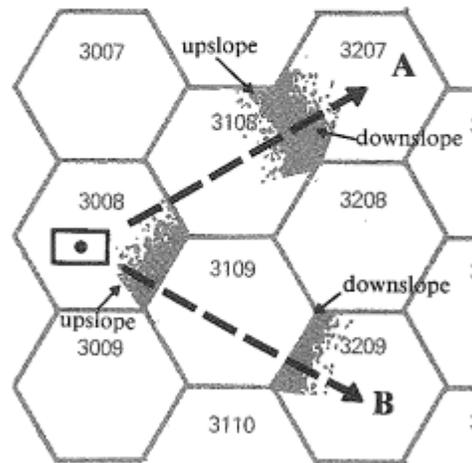
IF slope or cliff is *halfway* or *closer* to the target, LOS is blocked.

If LOS is along hexside, and only one of the hexes is blocked, LOS is clear.



Example: The artillery unit in hex 1706 can trace an LOS to hexes A, C, and D. It cannot trace an LOS to hex B since the Steep Slope hexside is greater than half the distance (counting hexsides) from the firing unit to the target hex. Hexsides would be counted as labeled on the diagram.

[7.33] Whenever the LOS passes through first an upslope hexside, and then through a downslope hexside, the LOS is blocked, regardless of whether the slopes are Steep or Gentle.

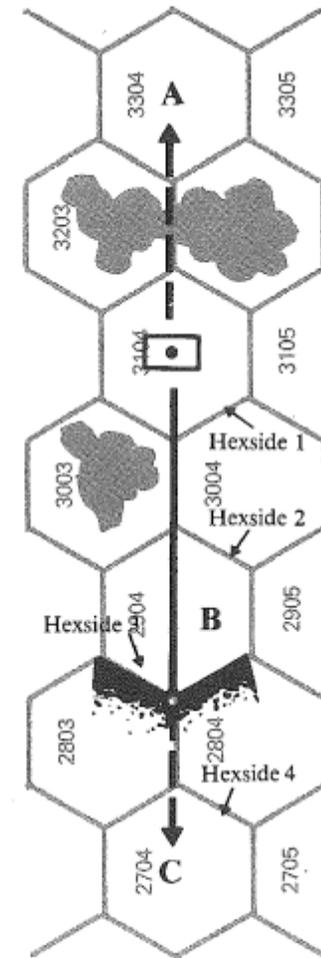


Example: The artillery unit in hex 3008 cannot trace an LOS to either hex A or B because the LOS would pass through an uphill and then a downhill

[7.34] Ridges always block LOS *except* when they form a side of the firing unit's hex.

[7.35] Hexes containing Woods or Town terrain are the only *hexes* that block LOS.

[7.36] If the LOS is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if *both* hexes are blocking terrain.



Example: The artillery unit in hex 3104 cannot trace an LOS to hex A since both hex 3203 and 3204 are blocking terrain. The artillery unit is also unable to trace an LOS to hex C since the hexsides on either side of the LOS are Steep Slopes which

Reinforcements Fatigue for the British in Balaclava: Huge issue for the Allied players in Balaclava is that the British infantry reinforcements have a fatigue level equal to their original Morale. Any turn they move their FULL movement allowance, engage in Melee, or are disrupted, they lose 1 point of fatigue. When their fatigue level reaches 0, they are disrupted and may NOT BE RALLIED!