

CRIMEAN WAR QUADRIGAME

- Four complete Crimean War battles in one package
- Totally new game system with additional special rules for each game
- Four separate 17" x 21" maps and counter sheets, plus a 12 page historical article

The *Crimean War Quadrigame* represents a major departure from SPI's previous Quadrigame systems. It not only uses an entirely new system (presented in an 8 page Standard Rules booklet), but also includes longer Exclusive Rules and a 12 page historical article describing each of the four battles represented and giving a short history of the Crimean War in general.

The game mechanics used in this series are a compromise between the simplicity of *Napoleon's Last Battles* and the complexity of *Terrible Swift Sword*, while losing none of the appeal of these games. As in *Terrible Swift Sword*, there are two types of combat, Fire

and Melee. Infantry units may fire into adjacent hexes while artillery units may fire at enemy units as far as 8 hexes away. Unlike *TSS*, losses in the *Crimean War* are represented by flipping the affected unit over to its back or disrupted side. While disrupted units may still attack, they are at a serious disadvantage due to lower combat strengths and the fact that an adverse combat is likely to result in their elimination. Disrupted units may be rallied, however, depending on their Morale Rating and their proximity to other units. Zones of Control are semi rigid, with Melee Combat between adjacent units being mandatory while Fire Combat is optional. There are two Combat Results Tables: the Fire Com-

bat Results Table, which is based on the total Fire Strengths of all units firing into a given hex, and the Melee Combat Results Table, which uses a standard odds ratio system and is integrated with the terrain appearing on each map.

The complete package of all four games will contain two 8 page Standard Rules booklets, four different Exclusive Rules booklets, a 12 page historical article, four different maps, and counters for all four games. The individual games will contain one Standard and one Exclusive Rules booklet, one map, one counter sheet, and will be packaged in a zip-lock bag with a front sheet.

ALMA The First Battle, 20 September 1854

Alma was the first crucial battle of the Crimean War. Had the Russians driven the Allied forces back sufficiently to cause their disorganization, a Crimean campaign would have been an impossibility. At the start of the battle, the Russian army was positioned just south of the Alma River, well emplaced on steep slopes. Just to the north were the com-

bined British and French armies. From the Russian point of view, it is only a matter of "how long?" for the Allies, "how fast?" The Russians are hampered by the fact that they are outnumbered and outgunned. The Allies, meanwhile, suffer from command problems, divisional integrity difficulties, and difficulties in crossing the Alma in good order. The Exclu-

sive Rules include a tactical version of Divisional Integrity, Russian Preservation, French Initiative (or rather, the lack of it) plus several other features. With this game players are able to exploit opportunities that were lost historically, and in doing so, change the course of history.

BALACLAVA The Charge of the Light Brigade, 25 October 1854

This folio game recreates the Russian attack on the port that supplied the British army besieging Sevastopol, and the Allied counter that stopped the Russians in the plain north of the port. *Balacava* includes French, British, Turkish and Russian units, including some that never actually entered the battle, but that

might have changed its outcome. *Balacava* includes two of the most famous actions in British military history: the charge of the Light Brigade and the defense of the Thin Red Line. (The battle also includes the charge of the Heavy Brigade, a less famous but more successful action.) Tennyson wrote two poems

on the battle which are included in the Exclusive Rules, and are an indication of the interest the battle generated. The Battle of Balacava caused more investigation into the conduct of the British Army than any other battle up to its time. In *Balacava* you can find out why

INKERMAN 5 November 1854

Inkerman is best known as the "Soldiers' Battle" because the forces engaged were mainly infantry, and both sides were without effective higher command during most of the fighting. The game's eight page Exclusive Rules Booklet is the largest ever included in a folio. The Historical Scenario covers the action centering on Inkerman and Victoria

Ridges with the Russians having just initiated their dawn surprise attack against the British 2nd Division on the extreme right flank of the Allied forces besieging Sevastopol. The Russian Option Scenario permits the Russian Player more deployment flexibility while risking defeat in detail. Rules recreate the effects of the early morning fog, the small unit com-

bat typical of this battle, and the advantages and disadvantages of troops in larger formations. Optional Rules include *what ifs* dealing with the weather, Allied and Russian reinforcements, Marching, Fatigue, Reserves, the intense fighting over the tactically worthless Sandbag Battery, and additional effects of action in the night or Fog.

TCHERNAYA RIVER The Battle of Tractir Bridge, 1855

The last attempt by the Russians to defeat the Allied armies in the field during the Crimean War occurred on August 15, 1855, just north of the Fedoukhine Heights along the Tchernaya River. This battle pitted 28,000 French and Sardinian troops against over 65,000 Russians. The initial Russian attacks captured Tractir Bridge, the only major crossing over the

Tchernaya, and several Sardinian positions. Superior Allied fire and morale soon drove the Russian columns back across the Tchernaya. By mid-day the Russians had been decisively defeated and the last major threat to the Allied forces besieging Sevastopol was eliminated. Tchernaya River is a tense game with both players deciding when and where to attack. If

the Allied player counter-attacks too early, his forces will be smashed by powerful Russian reinforcements. If the Russian player attacks on too wide a front, he will find that he does not have enough units to achieve a breakthrough. Exclusive Rules include Russian engineers, garrisoned redoubts, rules for the aqueduct, and scenarios.

**The *Crimean War Quad* will sell for \$14. Available 25 Jan 1978.
Each individual Folio Game will sell for \$4. Available 15 February 1978**