

Save 20%

# Terrible Swift Sword

## The Three Days of Gettysburg

- Three-color map in three 22" x 34" sections, 2000 counters • Unit-differentiated weapons effectiveness
- Three one-day scenarios, plus full Grand Battle game

The game in this issue of *S&T*, *Stonewall*, is based on the system originally designed for *Terrible Swift Sword*; so if you liked *Stonewall*, *TSS* is hard to resist — especially at this bargain price.

*Terrible Swift Sword* is SPI's Grand Tactical recreation of three days of cataclysmic combat; it is, undoubtedly, the ultimate Gettysburg game. Never before has a battle been done on such an immense scale, both in terms of sheer physical size and the amount of research conducted. *TSS* is a regimental-level simulation, with each combat strength point representing 100 men or one gun. There are 2000 counters in the game, and each regiment and battery (over 600 in all) is represented by two counters; its own *historical* counter as well as a second counter, placed under the historical counter, which provides the strength information for the unit. Thus the strength of a unit may be decreased without removing the actual unit. Each historical counter contains complete identification of the unit (regiment/brigade/division/corps) as well as the type of weapon fired by that unit.

In addition, there are over 100 general officers, and some colonels, represented by individual counters, providing one of the most accurate and informative counter mixes ever produced.

The beautifully designed *TSS* map is on a scale of 120 yards to the hex and is presented in three 22" x 34" three-color mapsheets, which effectively portray the unusual waves of ridges and scattered forests that crisscross the battlefield.

Special terrain rules highlight the actual town of Gettysburg, the Sunken Road, and even the famous unfinished railroad cut, around which much of the first day's action took place. In addition, the game map uses a unique "Staging Area" system, which enables a player to either rush his reinforcements onto the battlefield in column, or to redeploy them into a strong battleline, at the cost of precious minutes or hours.

There are basically two types of combat; fire and melee. Melee is conducted within the hex at the very end of the play sequence and is the only sure way of pushing a well-emplaced infantry force from a hill or ridge. Firing is done according to the capabilities, in terms of range

and effectiveness, of the weapons at hand. Most of the infantry units will be firing the standard Enfield or Springfield rifle-muskets, a sturdy, reliable weapon with excellent range. However, the entire Union cavalry is armed with Sharps or Merrills carbines, a rifle with minimum range, but a murderous fire rate. The carbine also enables the Union troopers to shoot from a prone position (as they were breach-loading rifles), thus giving them added defensive protection. Or perhaps you'll suffer along with the Pennsylvania Reserve, as it is forced to fight with the old Napoleonic-style muskets. Other infantry weapons include Sharps *rifles*, and the newly-invented Spencer repeaters, and pistols and other hand weapons. Most artillery will be either the standard 12-lb. Napoleonic smoothbores or the rifled guns of several varieties. There are also some howitzers and even two long-range Whitworth guns. Each of these weapons is graded as to usage at different ranges, so that while a battery of Napoleons may prove useless in halting infantry at 1100 yards, at 200

yards and less it can blow huge holes in an enemy line.

*TSS* consists of the Grand Battle game, covering the entire three days of the battle, as well as additional scenarios depicting each day or special mini-battles, such as Little Round Top. The Reinforcement Chart has been carefully and painstakingly researched and will provide some unusual and interesting surprises to owners of previous Gettysburg games. The various scenarios in the game run from 10 turns (or three to four hours of real, as well as historical time) up to the complete 125+ Turn Grand Battle game, which is designed for multiple-players and should consume a good 60-hour session. However, play is suitable for any number of players and solitaire play is not only possible, but enjoyable. The game itself, while being complex in scope, is easy and smooth to play. The greater body of rules can be grasped swiftly and surely.

Now you can have *Terrible Swift Sword* for only \$16.00, by ordering on the Special Order form enclosed in this issue.

