

## **QUADS THAT NEVER WERE (updated 2021)**

-by Brian R. Train

The SPI Quadrigames - four small games in one package, each using variations on a basic system - were one of the most popular items the company produced in its lifetime. In MOVES magazine #25 (February-March 1976) the following appeared in the Designer's Notes column (the majority of which was written by James Dunnigan), explaining part of the motivation for the idea:

*"... It was in 1972, incidentally, that one of our most successful "non-Dunnigan" games was published. This was Borodino, which was based upon the Napoleon at Waterloo system. This game was the genesis of the entire Quadrigame concept. It was the success of this game, as well as the difficulty of a new designer handling a Simulation Series Game from a cold start, that brought about the development of the Quadrigame idea and its use as the ideal training tool for new game designers. You may ask "why didn't we think of this before?" Well, why isn't anything done before. It was simply a matter of getting the idea and putting it into practice. We could have done it in 1973 or 1974, but we didn't do it until 1975. By having more people designing games and taking more control of games, we can expect to see more of these ideas coming into practice earlier.*

*We cannot overemphasize too much the importance of the Quadrigames in training new game designers. There is no substitute for experience, and the best kind of experience is the successful experience. Many people can successfully design a Simulations Series Game, but they require a year or more to do what an experienced designer can do in four months. And he will usually put out a superior design. Another critical element in the development of new game designers at SPI is the very fact that all of these people work in the same place and have an ongoing ability to communicate to each other their thoughts, ideas and reactions to the work that is being done at SPI. This alone often makes the difference for an idea that otherwise, in isolation, might die before it could really come to life. Part of this can be seen by anybody coming to the Friday night testing sessions. These sessions, which have actually been going on for some ten years now, have produced a noticeable share of the new gaming ideas and solutions that have come out of SPI. The results of all this work, the training, the facilities, the procedures, and systems, and most of all the accumulated experience, have already become evident in the past year, and will become more evident in the next year and beyond. We currently have over a dozen trained designers, who are right now handling games on all levels of complexity, from the Folio up through the Simulations Series and the multi-map games. It didn't happen by accident."*

SPI was also remarkable for its solicitation of subscriber and player desires on what games they wanted to see produced, in the Feedback sections of issues of Strategy and Tactics and MOVES magazines where they would pitch ideas for future games in various formats to the very select focus group that filled out its feedback cards. Personally, I always found this one of the most interesting parts of any issue, and while SPI produced 16 Quadrigames between 1975 and 1979, not everything that was proposed actually saw the light of day.

What follows is a partial list of 47 Quadrigames that were proposed in the Feedback section but were never published for one reason or another. Because proposals often appeared several times or in a similar section of MOVES, I have grouped them by historical era.

## **ANCIENT/DARK AGES/RENAISSANCE**

Barbarian Trilogy - not strictly a Quad, this one was profiled in S&T 75 and would have had quad-size strategic games on the campaigns of Genghis Khan, Tamerlane the Great and Attila the Hun.

Battles of Alexander - Arbela, Issus, Granicus, and Hydaspes. Proposed in S&T 52 and MOVES 39. The first two appeared in Decision Games' Battles of the Ancient World (BAW) series of quads.

Great Sieges Quad - Paris (10th Century Vikings), Constantinople (Turks, 1450), Rhodes (more Turks, 1522) and Vienna (Turks again, 16th century). Proposed in S&T 52. A full-size Constantinople game appeared in S&T 66.

Peloponnesian War Quad - Pylos- Sphacteria; Amphipolis; Siege of Syracuse ; and Aegospotami (The Hellespont). Proposed in MOVES 39.

Punic War Quadrigame - Lake Trasimene, Cannae, Metaurus, and Zama. Proposed in S&T 73, a "Hannibal at War quad" with similar battles was proposed in MOVES 39. Cannae appeared in the first Decision Games BAW quad, Metaurus in the second, and a quad-size Zama appeared in S&T 153.

Roman Civil War Quad - Pharsalus, Zela, Thapsos, Munda. Proposed in S&T 71 and MOVES 40. Pharsalus appeared in the first Decision Games BAW quad, Munda in the third. All four games were to have been linked together in some fashion - this was addressed with Joe Miranda's Roman Civil War game in S&T 157.

Rome at War Quad - Cannae, Zama, Philippi, and Adrianople. Proposed in S&T 52. Cannae appeared in the first Decision Games BAW quad, Adrianople in the third, and Zama appeared in S&T 153.

Scipio Africanus at War Quad - Baecula, Ilipa, Utica and Zama. Proposed in S&T 71 and MOVES 40. Zama appeared in S&T 153.

## **30 YEARS WAR AND PRE-NAPOLEONIC**

Battles of the American Revolution - Saratoga, Cowpens, Princeton, Monmouth, using the Napoleon At War system. Proposed in S&T 46, 50 and 56. Decision Games has issued two "Rebels and Redcoats" quads, covering twelve different battles, and is working on a third. Monmouth was the issue game for S&T 90.

Battles of Frederick the Great - Rossbach, Leuthen, Prague and Torgau using the Napoleon at War system. Proposed in S&T 47 and 50, and MOVES 59. Surprisingly, only one SPI game was ever done on the Seven Years War period: Frederick the Great (S&T 49).

Cavaliers and Roundheads Quad - four battles from the English Civil War, using an updated version of the Thirty Years War system. Edgehill, Marston Moor, Second Newbury (1644), and Naseby. Proposed in MOVES 36 and 47. S&T did publish Cromwell's Victory, a Marston Moor game in #101.

Eighteenth Century Quad - Four of Poltava, Leuthen, Rossbach, Fontenoy, Saratoga, or Blenheim. Unspecified system that would stress the use of linear tactics and the lack of command structure above the regimental-brigade level. Proposed in MOVES 35.

Jacobite Rebellions Quad: Games on of Sheriffmuir, Prestonpans , Falkirk and Culloden. No details on system to be used except an indication morale and command and control restrictions would be important. Proposed in MOVES 38.

Kamehameha Quad - a tactical/operational look at several of the battles which established Kamehameha I as the ruler of a united Hawaii. Proposed battles included Mohohai (1782), Iso Valley (1790), Kepuwahaulaula (1791, sea battle), Aiea (1794), Nuuanu Pali (1795). Proposed in MOVES 35 as "possibly a good quadri-game", I can imagine this one went over like a lead poi weight.

Marlborough's Battles Quad - was to have used a combination of the Napoleon at War and 30 Years War Quad systems to feature Blenheim, Ramillies, Oudenarde, and Malplaquet. Proposed in S&T 57 and MOVES 31. The Marlburian era is also almost entirely absent in the SPI lineup: only one game on the siege of Lille in the Art of Siege Quad.

Obscure Wars of History Quad - not quite a Quadrigame, this would have been four Quad-size games in a box but each with different game systems to suit the battle or campaign. Two that were proposed were the war against the Barbary Pirates in 1801 and the War of Devolution (or "the Devo War", it was 1679 after all) between Louis XIV and Charles II for the throne of Spain. Proposed in MOVES 47.

#### **NAPOLEONIC**

Napoleonic Battles II - Eylau, Salamanca, Friedland and Vittoria. Proposed in S&T 47. Eylau has been given the minigame treatment twice in S&T, once appearing in S&T 75 with Dresden and once on its own (but featuring the battles in 1806 and 1807) in S&T 138. Friedland was also done twice - with Vittoria in S&T 151, and with Borodino in S&T 195.

Napoleonic Battles III Quad - Eylau, Friedland, Aspern-Essling, and 1814. Would have used the Napoleon At War system but with more detailed exclusive rules. Proposed in MOVES 36.

Napoleon in Germany Quad - Eylau, Lutzen, Bautzen and Dresden. Proposed in S&T 73. Again, Eylau appeared twice in S&T, once in S&T 75 with Dresden and once on its own in S&T 138. Lutzen appeared in S&T 99 as "Thunder at Luetzen".

Napoleon in Italy Quad - Arcola, Rivoli, Castiglione, Lodi . Proposed in MOVES 36, no game on these battles appeared.

Wellington's Peninsular Campaigns Quad - Salamanca, Corunna, Vimiero, Lisbon. Napoleon's Last Battles style counters with rules for untried strength units and partisans affecting French supply. SPI never did publish anything on these battles. Proposed in MOVES 30.

War of 1812 Quad - Baltimore/Washington; Thames; New Orleans; Niagara. Proposed in MOVES 35 and 36. Decision Games published games on six battles from this war in two issues of S&T under the Twilight's Last Gleaming system (S&T #184 and 225).

#### **CIVIL WAR/ 19TH CENTURY**

Blue & Gray Quad III: Manassas, Murfreesboro, Petersburg, and Cold Harbor . Proposed in MOVES 35 and 36.

British Empire Quad - Operational scale games on the Indian Mutiny, Zulu Wars, Opium Wars, and Crimean War. Joe Miranda explored this topic with his "Sun Never Sets" series of games on 19th century colonial wars.

Civil War Naval Quad - Four of Charleston, Hampton Roads, New Orleans, Mobile Bay, Wilmington, Albemarle, Arkansas, Alabama. Proposed in MOVES 35. SPI was weak in naval games generally and never touched this era of naval combat.

Colonial Wars Quad - Isandhlwana, Tel-el-Kebir, Adowa, and Omdurman. Proposed in S&T 50, Isandhlwana and Omdurman were done in S&T 95 as Soldiers of the Queen.

Great British Disasters Quad - Isandhlwana, Maiwand, Hicks Pasha, Majuba Hill. In S&T 60 and MOVES 31. A related quad, the Lost Battles Quad, was proposed in S&T 56 and would have had Isandhlwana, Khartoum, Jallalabad, and Cawnpore.

Last Napoleon's Battles Quad - Napoleon III, that is. Would have used the Blue & Gray system to portray Magenta, Solferino, Gravelotte-St. Privat, and Sedan. Proposed in MOVES 31. Something like this appeared in the Empires at War quad released by Decision Games.

Russo-Japanese War Quad - Four battles from the 1904-05 war, using a modified version of the Great War in the East Quad system. Liaoyang; Sha-Ho; Sandepu; Mukden. Proposed in MOVES 47. Nothing like this appeared in S&T.

## **WORLD WAR I**

Between the Wars Quad - four regiment/brigade scale battles from the period 1919 - 1939 . Likely would have used a variation of the Great War in the East quad system, with additional provisions to deal with motorised movement, tanks, close air support, and similar technological developments. Proposed battles were: Khalkin-Gol 1939, Shanghai 1937, Nanawa (Chaco War 1935), Madrid 1936, Prague (Czech resistance in 1938, Vienna 1934 (Austrian resistance to the Anschluss). Proposed in MOVES 42.

Great War in the West - using a modified Great War in the East system, this quad would have had four battles from 1914: Plan 17 (French advance on Lorraine), Death in the Ardennes, Sambre et Meuse, and Battle of the Marne. Proposed in S&T 75 and MOVES 44. Decision Games published the Over The Top quad that does cover this era, but with a different choice of battles.

World War One Quad - First Ypres (1915), ANZAC (Gallipoli), Vimy Ridge, and Villers-Bretonneaux. Proposed in S&T 50.

## **WORLD WAR II**

Battles in Normandy - Single games on Caen, St. Lo, Mortain, and Falaise would have been linked to form one large map to fight the entire campaign. Proposed in S&T 57. The game Cobra, in S&T 65, covered the same ground on one map with 200 counters.

Battles in Russia Quad - Vyazma 1941, Prokhorovka, Minsk 1944, Korsun Pocket. Proposed in S&T 47. The last one did appear in the Army Group South Quad.

Canada at War Quad: Maple Leaf vs. Swastika. Four battles featuring Canadian forces in division-sized actions. Dieppe, Ortona, Advance on Caen and Antwerp (though actually fighting for the Scheldt Estuary that came after the capture of

Antwerp). This would have been somewhat of a quad-plus as each game would have had more extensive exclusive rules than was normally the practice, a game system that would be more detailed than those in the Westwall or Modern Battles quads, and a total of 600 counters. Proposed in MOVES 44. SPI never published anything on these battles; in 2013 Decision Games did put out The Devil's Moat, a flawed folio size game on the Battle of the Scheldt.

Invasion Pacific Quad - Four of the battles of the Japanese expansion into Asia. Khalkin-Gol 1939, First Arakan (Burma 1943), Bataan 1942, Drive on India 1944. Proposed in MOVES 36. S&T #139 contained a full size, complex game on Khalkin-Gol.

Italy Quad - Anzio, Salerno, Cassino, Ortona. Proposed in MOVES 36. Games on Anzio and Salerno appeared in later numbers of S&T (#134, 150 and 155).

#### **POST WORLD WAR II HISTORICAL**

Asian Wars Quad - Four strategic-scale games on Israel 1948-73, Korea 1950, Vietnam 1960-75, and China 1936-49 (try doing these with only 100 counters each!). Proposed in S&T 52.

Battles in Korea Quad - Chosin, Iron Triangle, Pork Chop Hill, and Heartbreak Ridge. Proposed in S&T 47 and related to another proposed Quad, War in Korea, that was proposed in S&T 56 and would have had Pusan, Inchon, Chosin, and Defense of Seoul 1951.

Battles Now and Tomorrow - proposed in S&T 47, this one would have featured Mukden (hypothetical 1970s), Fulda Gap, Chinese Farm and Khe Sanh. Perhaps this was Modern Battles Zero.

Mercenary Quad - proposed in S&T 60, this one featured mercenaries as leaders, trainers or specialists in African situations (Congo, Biafra and Angola) but would also have included a Guatemala vs. Belize game.

The Star and the Crescent - Four major battles of the Arab- Israeli wars, using the Modern Battles game system as updated for Berlin '85. Jerusalem would have been a double-size game on the 1967 West Bank campaign with a 22" x 34" map and 200 counters, as would Third Army, on the Israeli counterattack across the Canal and the subsequent encirclement of the Egyptian Third Army in 1973; Gaza Strip (1967) and Golan (1973); would have a 17" x 22" map and 100 counters. Proposed in MOVES 56, this issue also asked about producing updated versions of the Modern Battles quadrigames. Modern Battles Quad Redux would have had Bundeswehr, Mukden, Yugoslavia and Trondheim, a new game on a Soviet invasion of Norway.

#### **THEN-PRESENT AND HYPOTHETICAL**

Central Front Quad - this quad was to use a system "one step forward from Panzergruppe Guderian" and would have featured NATO vs. Pact battles for Kassel, Schweinfurt, Frankfurt, and the Westerwald. All four battles were to be linked. In a sense this quad did come out through S&T with Chuck Kamps' Central Front series, which was to be composed of ten games with adjoining maps and used a system very much beyond PGG. Four games in the series were to appear in S&T (Fifth Corps in S&T 82, BAOR in S&T 88, North German Plain in S&T 117, and Donau Front in S&T 131) and one was published separately (Hof Gap). Proposed in S&T 77 and MOVES 46.

Invasion America Quad - Four battles from the future war for the North American continent. Battalion/regiment level, using a derivation of the Fulda Gap system. Possible battles to be chosen from possible campaigns included: The Battle of Three Rivers, portraying the surprise winter counterattack of the American Third Army against the European Socialist Coalition forces occupying the strategic river port of Pittsburgh during the second year of the North American Campaign; Drive on Reno, the Pan Asian League Rocky Mountain Front's fatal autumn campaign in Nevada and the ensuing US-Canadian counterattack which cost the PAL 150,000 men and ended the threat to the northern plains; Rio Grande, the South American Union Second Army Group's invasion of Southwest Texas runs head-on into General Fiske's reinforced Eighth Army in one of the largest tank battles of the war; Thunder on the Mississippi, the abortive attempt to rescue the surrounded US VI and XVII Corps from the Vicksburg Pocket; Operation Autumn Wind, the ESC march down the St. Lawrence results in the capture of Montreal despite the valiant efforts of the Canadian First Army supported by elements of the New York National Guard; March on Atlanta, combined ESC and SAU forces are stopped within miles of the city by two corps of the US Ninth Army aided by Georgia and South Carolina militia. Proposed in MOVES 57, which also asked for opinions on a second edition of Invasion America, with better rules new and better scenarios and 200 more counters. SPI of course did not publish anything like this; very few game companies did either, at least at the time.

Modern Battles III - proposed in S&T 62 and MOVES 33 and would have included four from among these ten hypothetical battles: Cuba 1962; Norway; Uganda; Bangladesh; Viva Bolivar (hypothetical South America); Canal Zone; Montreal; Cyprus; Sahara; Quemoy/Matsu. The Norway situation got the full treatment in Nordkapp (S&T 94 issue game) but none of the others were picked up.

Struggle for the Seas Quad - proposed in S&T 71 and MOVES 39 and 40, this quad would have used the Sixth Fleet system (fleet action scale: eight hours per turn, 40 miles per hex) to cover conflicts in other seas: Denmark Strait, The Aegean, The Baltic and Sea of Japan were the four proposed titles. Not only did these titles never appear, no other modern naval game ever appeared in S&T.

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written September 29, 2003 and added to and updated November 14, 2021