RULES OF PLAY

THE GREAT GAME

RIVAL EMPIRES IN CENTRAL ASIA

1837

1886

"SAVE ME FROM MY FRIENDS"

GAME DESIGN BY
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❶ Introduction

The Great Game is a table top simulation for two players depicting the 19th Century collision between Victorian Britain and Tsarist Russia in Central Asia. One player controls the Russian camp and the other controls the British camp. Players alternate control of nations (Vassal States) that are in between them, unless these states are neutral. Game play proceeds through decades subdivided into rounds defined by card play.

The actual contest began with competing commercial, diplomatic, and map-making expeditions. By 1837, matters escalated into open warfare when Russia's effort to manipulate Persia and Afghanistan seemed to confirm that the Tsar had designs on India. A series of conquests, rebellions and proxy wars followed for 50 years as the imperial powers sought to advance their interests without direct confrontation. The contest waned in 1887 after the Afghan Boundary Commission settled that nation's borders to reconcile the imperial powers.

❷ Game Basics

The Great Game includes the following components:

- Map (22" x 34")
- Rule Book (16 pages)
- Unit Counter Sheet (.75") - 120 pieces
- Marker Counter Sheet (.6") - 176 pieces
- Card Deck (54 cards)
- Dice (6 each six-sided)

2.1 Abbreviations

The following abbreviations will be used throughout this rules booklet.

- IP = Imperial Power
- VS = Vassal State
- SP = Strength Point(s)

2.2 Fractions & Dice

At the end of a calculation, before doing anything else, round all fractions: .5 or higher goes up, otherwise go down. When making calculations, negative numbers are possible. Remember to include the "0". So, for example: 1 minus 3 becomes "-2".

#d6 indicates how many six-sided dice to roll (2d6 means roll two dice).

2.3 Map

The Great Game's playing surface depicts Central Asia in the middle of the 19th century using a period map with spaces and connecting lines superimposed to regulate the movement and positioning of counters.

Two tracks for monitoring the progress of the game appear on the map sheet, Decade, and Round. Also present are areas where played cards are placed:

- Current Card Panels
- Reaction Card Panel s
- Ascent to High Asia Panels
- Card Reminder Area

2.4 Spaces

Round shaped spaces represent unfortified areas while star shaped spaces represent fortresses (they will both in general be referred to as spaces). All spaces that share the same color are the Home Country of either IP(Russia or Britain), or a VS.

The text at the top of a space is its name. The text at the bottom of a box identifies the state to which it belongs. A crescent moon with star indicates the space is the capital of that vassal state.

Fortresses have "built in" SP indicated by a number inside it. An IP flag indicates that space is the home fortress of that IP. Fortress SP losses are tracked with Fortress Damage Markers, and these SP cannot be replaced. Once a Fortress suffers a number of losses equal to its printed SP, remove all Fortress Damage Markers and place a Fortress Destroyed Marker there. The former Fortress is now considered as a round space.

2.5 Connecting Lines
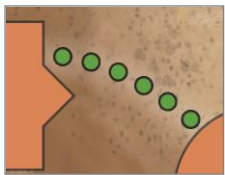
Dotted lines connect spaces and March movement may only take place along those lines. March movement is only allowed via play of cards.

- Green Lines represent regular terrain
- Yellow Lines represent desert terrain
- Blue Lines represent water terrain.

❸ Pieces

There are three types of pieces (counters) in the game:

- Strength Points
- Officers
- Markers

3.1 Strength Points (SP)

SP counters represent military units. They are color-coded by nationality and each one shows how many SP it represents. SP counters can be exchanged to account for gains and losses. Any number of SP can occupy a single space. Only Afghanistan, Britain, Persia, Russia, and Rebels have SP counters. The forces of other states are represented solely by their fortresses.

Design Note: *Each SP is a mix of infantry, cavalry and artillery of about 750 men for imperial powers (British and Russia) and twice that many troops for other countries in the game.*

3.2 Officers

Officer counters represent famous officers and their entourage. Officers are rated for Tactical skill and Diplomatic ability on their counters (Tactics/Diplomacy). Any number of officers can occupy the same space. Officers can co-exist in spaces with rival officers and/or SP.

3.3 Markers
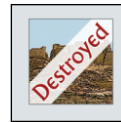
Markers are used to track values or conditions.

❹ Card Deck

The game contains a deck of 54 cards that drive play. The cards represent historical events and can be played for Action, Reaction, or Reinforcement. Reaction Cards have a Yellow header. There are 19 different cards types present and each type has a certain number of cards in the deck (marked on each card). See player aid card for complete details of how the cards read/used.

4.1 Cards

The cards are marked with Value, Title, and Text (text in italics has no effect on play and is included for historical context only).

The deck includes all cards in the game less those which have been placed on the Ascent to High Asia Panel, and the Crimean War card if it was played for Action (after which it is removed from the game).

A hand is those cards which have been dealt to a player.

The Player Card Panels on the map show the boxes where the players keep track of cards played from their hand during the current Decade.

4.2 Ascent to High Asia

The Ascent to High Asia Panels (one for each player) found on the map measure an IP's progress toward gaining access to High Asia (Kashgaria) which is off limits at game start. After a High Asia card is played for Action (not Reinforcement) place it on the panel for the remainder of the game – it never returns to the deck.

Once an IP has placed both of its High Asia cards on the panel, in either order, it is free to target Kashgaria with Emissary card play and to move SP and/or Officers into Kashgaria.

4.3 Crimean War
If the Crimean War card is played for Action (not Reinforcement) permanently remove it from the deck at the end of the current round. Do this even if the player does not implement the card's text.

❺ Sequence of Play

Play proceeds in decades (1830s through 1880s inclusive) each of which is divided into five rounds. See Section 14 for setting up the scenario/game and then proceed with the following Sequence of Play.

5.1 SP/Leader Reinforcements
At the start of each decade place any IP officers due to arrive as reinforcement in spaces which their camp controls. The British player places first, then the Russian player (this step is skipped in the first decade of a scenario/game).

5.2 Card Hand
The dealer shuffles the deck and randomly deals each player a hand of seven cards. Each player may now elect to exchange up to two cards from their hand for an equal number of new cards. The British player decides first. When exchanging cards, return discards to the bottom of the deck and draw – without inspecting – new cards from the top of the deck. Play then proceeds through five rounds.

5.3 Rounds and Initiative

At the start of each round, both players will play a card from their hand either for Action or for Reinforcement. A card must be played, if possible. If not, the player passes and does nothing for that round.

Each player secretly selects one card from their hand and places it face down on their Player Card Panel on the map. Both players then simultaneously turn their cards face up. The player whose card has the lesser Value has the initiative that round. When values are equal, roll 1d6 to determine who has initiative: Odd equals Russian, even equals British. The player with the initiative then implements (plays) their card.

5.4 Implementing Cards
During the implementation of a card various operations will take place such as Movement, Combat, Rebellion, Invasion, etc. See the various sections outlining the procedures for each.

When a card is played for Action, it permits the player to make a number of moves equal to its Value and implement its text, in either order. One is never required to implement the text or make any moves. One can play a card with a value of 0 for Action, and then do nothing.

When a card is played for Reinforcement by a player, a number of SP equal to its Value are placed in the home country capital. A player can place a mix of SP from different countries that belong to their camp. The only limit of IP SP which can be on the map is the counter limit. The number of VS SP on the map can never exceed what a nation can deploy (10 for Afghanistan and 20 for Persia). After placing the SP, the player checks for one bonus IP SP by rolling 1d6. If the result is equal to or less than the number of VS in the rolling player's camp, then one extra IP SP is placed in the IP's home capital.

A Reaction Card (Yellow header) can only be played for Reaction when your opponent plays a specific card for Action, or initiates a condition as noted in red text on the Reaction Card.

> **Examples**: *The Informant card can only be played as a Reaction Card when your opponent plays a Shooting Leave card. The Hero card can only be played as a Reaction Card in response to an attack.*

Do this by placing the card in the owning player's Reaction Card space on their Player Card Panel. Playing a card as a Reaction Card requires implementing its text and not its value. Playing a Reaction Card does not impede the ability of the reactor to implement a regular card for Action or Reinforcement during their portion of the round. A Reaction Card can be played as a regular card as well. When it is used for Reinforcement or Action, its text will not apply, only its value.

5.7 End Initiative
When the player with the initiative is finished the other player plays their card, during which the other player can respond with a Reaction Card. When both players have played their cards the round ends. After playing five rounds the Decade ends.

5.8 End of Decade

At the end of the Decade, check for officer loss. Roll 1d6 for each officer on the map (including VS officers). An odd result eliminates the officer, otherwise the officer remains in play. Fold all unused cards, and all played cards – except the Crimean War and any High Asia cards played for Action (they are removed from the deck permanently) – back into the deck and reshuffle. Advance the Decade Marker to the next decade and repeat the sequence of play.

❻ Control of Spaces

Control of a given space is determined by the following hierarchy where 1) trumps 2) and 2) trumps 3). Use Control Markers to show control.

1) An IP always controls a space it occupies by its SP or SP of a VS in its camp. Officers cannot control spaces.
2) An IP controls all spaces of a VS that is conquered or a proxy.
3) A space is controlled by the country of its color.

Note: Just moving through a space does not by itself grant you control over it.

❼ Politics

7.1 Countries

There are two types of countries: Imperial Powers (IP) and Vassal States (VS). The IP are Britain and Russia. The VS include: Afghanistan, Baluchistan, Bokhara, Herat, Kashgaria, Kazak, Khiva, Khokand, Persia, Punjab, and Turcomans.

7.2 Camps

Countries fall into camps and each country will be in either an IP Camp (British or Russian) or the Neutral Camp. An IP's camp includes its Home Country and all its proxies and conquests. All countries in an IP's camp are friendly to each other and rival to all countries in the opponents IP camp. The Neutral Camp includes all VS that are neither proxy to nor conquered by an IP. Neutral countries that are invaded by an IP, but not yet conquered, are still in the neutral camp.

A player controls all countries in its camp, as well as all neutral countries currently invaded by its rival. An IP can use its SP, its proxy VS SP to invade a country, and have an IP officer or VS officer modify their combat roll.

7.3 SP Arrivals

SP arrive to the map in different ways. IP SP begin the game on the map per Order of Battle and more may arrive according to card play. VS SP can be placed according to card play or deployed when that VS is invaded or shifted to proxy status. When a VS is invaded, the rival IP deploys all SP of that VS. When a VS shifts to proxy status, the IP which it joins deploys all its SP. Afghanistan deploys 10 SP and Persia 20 SP, even if those SP were eliminated during an earlier invasion. They are deployed in any space(s) of their country.

7.4 Officer Arrivals

Officers arrive in different ways. IP officers set up per Order of Battle or arrive as reinforcement. VS officers arrive due to invasion, proxy status, or rebellion.

The Emir of Bokhara is deployed in response to invasion or proxy status. He is permanently eliminated by conquest or by the usual method for officer loss, but not by reversion to neutrality. If and when Bokhara reverts to neutrality, then the Emir is removed, but is deployed again in response to invasion or proxy status.

Akbar and *Ayub* are rebel officers who are placed if Afghanistan rebels. The first time Afghanistan rebels, place *Akbar* with any Rebel SP in Afghanistan. The second time Afghanistan rebels, place *Ayub* with any Rebel SP in Afghanistan. Once placed, they remain in play until removed via conquest, reversion to neutrality, or officer loss.

7.5 Political Affiliation

The political affiliation of a VS is measured on a spectrum that goes from British proxy to Neutral to Russian proxy. Political affiliation is altered by playing the Persian Persuasion or Emissary cards, and also via conquest or liberation. Mark political affiliation of a VS with an arrangement of markers. A neutral VS has no markers on its spaces.

A proxy VS marks each of its spaces with Control Markers of the IP that controls it. A conquered VS has all of its spaces marked with the conqueror's Control Markers and Discontent Markers.

Emissary Card play is used to move the political affiliation of a VS one degree in the card player's favor. Only a VS that consists of at least three spaces can be the target of an Emissary card. Once the targeted VS has been selected the player must conduct a die roll to see if it is successful (see Emissary card details).

When a VS is brought into an IP's camp, then it is proxy to that IP. Proxies are subject to further Emissary Card play.

> **Example**: *If Britain targets a Russian proxy VS with an Emissary Card and rolls a final 5 or more, then that VS converts to neutral. Upon the play of another Emissary Card, Britain could possibly convert that VS to a British proxy. Russia could try to pull it back with their own Emissary Card.*

A camp cannot target Kashgaria for Emissary Card play until after it has placed both its High Asia cards on the Ascent to High Asia Panel. However, before both of a side's High Asia cards have been placed on the panel it could play a Spoiler Card in Kashgaria and send an officer there to contest an Emissary Card played by your opponent (an exception to the rule that you may not send officers there before all your High Asia Cards have been placed).

⑧ Invasion

A VS is invaded when foreign SP enters any of its spaces. The SP of an invaded VS are now controlled by the rival IP (but it does not become its proxy). The rival IP immediately sets up any VS SP, possibly in the space just entered and thereby triggering combat. VS SP may be moved wherever the rival IP wishes to move them, including spaces outside the VS (but not into another neutral VS). When an invasion lapses, so does the rival IP's control of that VS SP. But, if the VS is a proxy to the rival IP, then the rival IP will retain the control after an invasion has lapsed.

8.1 Invasion Lapse

An invasion lapses if there is no longer any SP from the invading camp in the VS at the end of a round. If an invasion of a neutral VS lapses and there are no foreign SP from the rival camp there (that would become the new invaders), then all officers and non-fortress SP of that VS are immediately removed.

8.2 Neutral VS Control

A neutral VS which has been invaded by your opponent, will be controlled by you as long as the opponent maintains the conditions of invasion, even if you also enter that VS. But since the VS is neutral, it will fight you as well if you enter any its spaces containing a fort or its SP.

If the original invasion lapses at the end of a round, then you become the new invader if you still occupy any space there. This means that all officers and SP that belongs to the VS are <u>not</u> removed and that the opponent will now control them instead.

8.3 Conquest

Conquest immediately brings a VS into the conquering IP's camp. However, a conquered VS is not a proxy of the conqueror. A VS is conquered when its capital is solely occupied by SP of the conquering camp. Immediately remove any remaining VS SP (the fortress is destroyed) and any VS officer in a conquered VS, and place Control and Discontent Markers on all its spaces. A conquered VS is <u>not</u> subject to Emissary Card play. However, a conquered VS can rebel.

An IP cannot be conquered. But it is possible for rival SP to gain control of all its spaces with a corresponding curtailment of their activity.

8.4 Liberation

A conquered VS is liberated if SP rival to the conqueror solely occupy the capital, or if the VS contains only Rebel SP. A liberated VS reverts to neutrality and removes all its rebel SP and officers, if any. If the liberating SP are rival SP, then these foreign SP must exit the capital by the end of the following round (<u>not</u> the round when the liberation takes place) or the VS is again conquered by this new conqueror.

If your opponent liberates a VS (turning it neutral) and you are still within that country, then you become an invader of that VS. Any VS SP are set up by the liberating opponent. If your opponent liberates a VS and leaves the capital before the end of the following round (and thereby not conquering it), but occupies a space within that VS, then your opponent becomes the invader (unless of course, you are present in the VS before the end of the round and thereby becoming the invader before your opponent).

⑨ Rebellion

Play of a Rebellion Card may trigger a rebellion in a VS that has been conquered by your opponent. If so, the player that played the Rebellion card places 2d6 Rebel SP in any space(s) in that VS. Rebel SP can be placed in spaces containing foreign SP.

If Afghanistan is in rebellion certain officers are placed as noted on the Rebellion Card. Additional Rebellion Cards may be played which again results in placing 2d6 Rebel SP in an already ongoing rebellion.

9.1 Rebellion Card Value

Once Rebel SP are placed they immediately use the Rebellion Card's Value to conduct movement and combat according to the usual rules, but only within their own VS. Rebel SP will only move or fight through play of (one or more) Rebellion Cards.

On the first round after they are placed (only) Rebel SP attack with 1d6. After that they use the same number of dice as normal VS SP.

9.2 Liberation

A rebelling VS is liberated if it, at any time contains only Rebel SP and no foreign SP (if all Rebel and IP SP in a VS would be eliminated at the same time, then it remains IP-controlled).

A liberated VS removes all its Discontent Markers and any remaining Rebel SP. Its regular SP is available for deployment if invaded or made proxy, but its fortress SP is <u>not</u> restored. If the controlling IP is no longer present in a rebelling VS, but the rival IP is, then the rebellion continues, now against the rival IP. The original IP still controls all spaces of that VS (except any space occupied by the rival IP) since it is not yet liberated. Also, control of rebel SP shifts to the original IP. If the rival IP occupies the capital, then the rebellion still continues but with VS spaces now under rival IP's control instead.

❿ Movement

There are two types of movement by which SP and officers can move: Transfer (only allowed by certain cards) and Marching.

10.1 Transfer

Transfer allows officer and SP to move from one space to any other space on the map without passing through intermediate spaces. Just pick up the pieces and place them in their new destinations as dictated by the card in question. Officers can transfer to the space they already occupy. Transfer does not trigger attrition.

10.2 Marching

Marching is space to space movement by any combination of friendly officers and SP. When a card is played for Action, the playing camp can March a variable number of officers and SP a total number of spaces equal to the card's value. Stacks march one space at a time and each space consumes 1 point of a cards value.

Marching stacks can drop off SP, as well as pick up friendly not-yet-moved SP. Drop-offs can move no further, and must check for attrition immediately. Pick-ups do not consume any additional points of the current card's value.

> **Example**: *A card with a value of 3 allows a single stack to march three spaces, or three separate stacks one space each, or one stack two spaces and one stack one space.*

A March is considered complete when a stack voluntarily ends its march, or when a stack is forced to retreat due to combat. A stack that has not retreated may continue to March, and even engage in additional combats, if there are any remaining points from its current card play.

10.3 March Restrictions

March movement along a Blue Connecting Line (water) is only allowed during the Round in which the Gunboat Diplomacy Card is played for Action.

IP SP cannot March into a home country space of its rival IP, or into any space which contains rival IP SP, except during the Round in which the Crimean War Card is played for Action. IP SP in their rival's home space after their ability to enter has expired are not penalized, nor required to leave, but they cannot be reinforced.

Officers can March by themselves through any space controlled by any camp without triggering invasion or combat. Officers can co-locate in the same space with officers and/or SP of a rival camp with no adverse effect.

Officers and SP cannot March Into Kashgaria until after their IP has placed both of its High Asia Cards on their Ascent to High Asia Panel.

⑪ Attrition

SP can suffer losses due to attrition as a result of conducting March movement. Only units that actually moved are considered for the attrition check; non-moving units that occupy the space are not subject to losses.

11.1   Attrition Check

Attrition is checked at two different times during March movement.

- After a stack has finished its March (including combat and retreat).
- Immediately when a stack enters a space after traversing a Yellow Connecting Line (before combat).

When checking at the end of a March, roll 2d6 and apply a +2 modifier to the roll. Make this roll only after the stack has completed its entire March, to include any retreat due to combat.

When checking after traversing a Yellow Connecting Line, roll 2dD6 and apply a -1 modifier to the roll.

Note: The Russian Officer Skobelev may use his Tactic Value to modify the desert attrition roll and the final modifier becomes a +1.

11.2 Attrition Results

The final modified result indicates the number of SP in the stack that are safe from attrition. Any SP in excess of that number is eliminated.

> **Example**: *Britain plays a 4-value card. She marches one stack of 10 SP three spaces without transversing desert; ends the march and checks for attrition. She rolls 2d6 to get a 7, adds +2 to get a final 9. This eliminates 1 SP (10 - 9 = 1). With the 4th point, Britain moves 4 SP (located elsewhere) one space across desert. She rolls 2d6 for attrition to get a 5, subtracts -1 to get a final 4 which is enough to make that second stack unaffected by attrition.*

⑫ Combat

Combat occurs when SP move into a space containing SP (including a fortress) that are either neutral, rebel, or that belong to the opposing camp. Halt movement temporarily and resolve the combat.

12.1 Combat Resolution

To resolve combat, each force in the space must roll a number of dice determined by the composition of its stack. The camp which rolls fewer dice, rolls first, inflicting any losses before the opposing player rolls. If both camps roll the same number of dice, they roll simultaneously and apply losses simultaneously:

Composition of Stack	Die Rolled
Imperial SP & First Round Rebels	1d6
Imperial SP mixed with VS SP	1d6
VS SP with an officer	2d6
VS SP without an officer	3d6

12.2 Officers in Combat

A friendly officer in the space can influence combat by subtracting its Tactical Value from the die/dice roll (negative final result is possible). An IP officer can influence combat that involve SP from its own camp or SP from a VS that is neutral and controlled by that IP. It is possible for IP officers to influence combat rolls for VS SP, controlled by their side, without violating the general prohibition against combat between IP SP.

Example: *A Russian officer could help Persian SP attack Herat, while a British officer could help the defending Afghan SP in Herat.*

12.3 Combat Results

If the final die roll result is less than the number of SP (including fortress SP) which the rolling camp has in its stack, it inflicts a number of losses on the opposing stack equal to the difference between the modified die roll and the number of SP in its stack. Remove any losses, which can be a mix of fortress SP and normal SP. To inflict losses on a fortress, place Fortress Damage Markers showing the number of suffered losses.

After both sides have rolled and any losses have been inflicted, resolve control of the space as follows:

- If a side has surviving fortress SP, then the other side retreats to the space <u>it moved from</u>.

- If there are no surviving fortress SP, the side that lost the greater number of SP must retreat.

- If neither side suffered any losses, or if both sides suffered the same number of losses, then the side that moved into the space (or were placed there for Rebel SP) must retreat.

If one side loses all of its SP and has only officers remaining, then immediately transfer those officers to their home country capitals. However, if their SP were destroyed by Rebel SP those officers are immediately eliminated.

12.4 Retreats

SP and officers retreat by moving into any connected space (or the space the SP moved from when retreating from surviving Fortress SP) <u>which it controls</u> and ending its March there. If there is no such space, then the retreating SP are eliminated. One may retreat across a Blue Connecting Line (Water) if the player has played a Gunboat Diplomacy Card for Action, implementing the text or not.

A stack that has not retreated may continue marching, and even engage in additional combats, if there are any remaining points from its current card play.
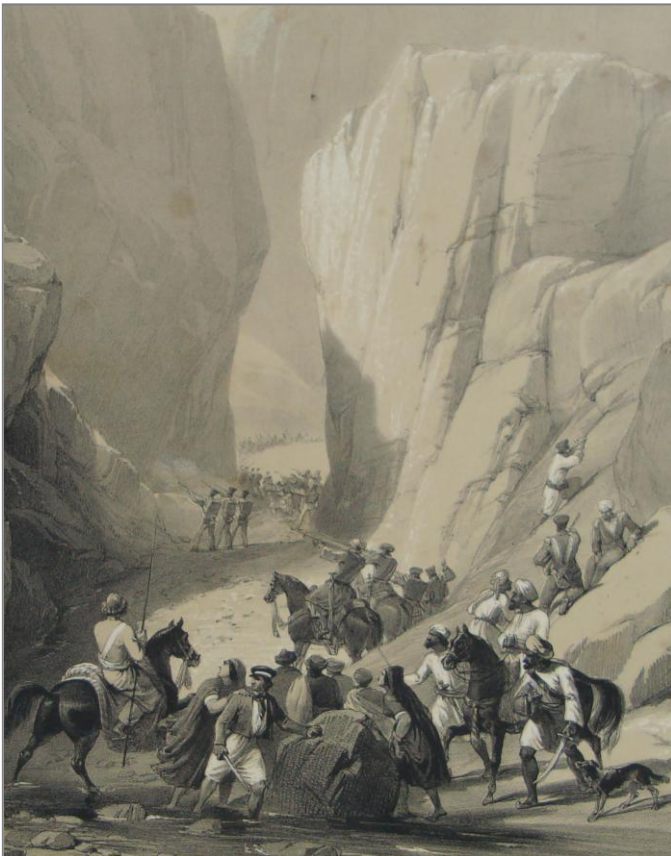
The Opening in to the Narrow Path above the Siri Bolan from James Atkinson's *Sketches in Afghaunistan*

⓭ Scenarios

There are two solitaire scenarios and the full campaign game. Select a scenario/campaign that you want to play, follow the instructions for sides, boundaries, time, set up and then proceed with the sequence of play. Determine victory at game end.

13.1 The First Afghan War

Sides:
This is a solitaire scenario with a British player against the non-player Russian Camp composed of VS invaded by the British. Once deployed, Afghan SP cannot move. All fortresses start a full strength.

Card Play:
Deal two hands face down. The British player manages his hand as usual. He reveals (at random) one Russian Camp card for play each round, but implements only *Imperial Commitments* and *Rebellion* cards. Ignore all other Russian cards. The *Rebellion* card will apply to whichever VS has been conquered at that time. If more than one, use a die roll to randomly determine which one rebels. When it rebels, use random die rolls to determine in which space to place all rebel SP as a single stack. From there, they move and attack toward their home country capital. If the British play an *Emissary* card then assume the Russians react with a virtual spoiler with a diplomacy score of 1.

Boundaries:
Only Afghanistan, Baluchistan, Herat, Punjab and British Raj are playable.

Time:
Play only the 1830 and 1840 Decades.

Set Up:
Set up all IP SP and the officer listed in 1830 on the map. VS IP and officers will be placed in response to invasions or *Emissary* card (7.3). Officers arrive as reinforcement at the start of their respective Decade.

Victory:
To win, British must control Kabul at the end of game.

Order of Battle:

Decade	Space	SPs	Officers
1830	Delhi	12 British	Burnes
Reinforcement:			

Decade	Space	SPs	Officers
1840	Dehli		Keane

13.2 The Russian Conquest of Central Asia

Sides: This is a solitaire scenario with a Russian player against a non-player British Camp composed of VS invaded by the Russians. All fortresses start a full strength.

Card Play: Deal two hands face down. The Russian player manages his hand as usual. He reveals (at random) one British Camp card for play each round, but implements only *Imperial Commitments* and *Rebellion* cards. Ignore all other British cards. The *Rebellion* card will apply to which ever VS has been conquered at that time. If more than one, use die rolls to randomly determine which one rebels. When it rebels, use random die rolls to determine in which space to place all rebel SP as a single stack. From there, they move and attack toward their home country capital. If the Russians play an *Emissary* card then assume the British react with a virtual spoiler with a diplomacy score of 1.

Boundaries: Only Bokhara, Kazakhs, Khiva, Khokand and Russia are playable.

Time: Play only the 1860 and 1870 Decades.

Set Up: Set up all IP SP and the officer listed in 1860 on the map. VS IP and officers will be placed in response to invasions or *Emissary* card (7.3). Officers arrive as reinforcement at the start of their respective Game Turns.

Victory: To win, the Russians must control the fortresses of Bokhara, Khiva, and Tashkent at the end of the game.

Order of Battle:

Decade	Space	SP	Officers
1860	Orenburg	6 Russian	Cherniaev
	Kazala	4 Russian	

Reinforcement:

Decade	Space	SP	Officers
1870	Orenburg		Kaufman

13.3 The Great Game (Full Campaign)

Sides: Two players control the British, Russian and Neutral Camps as normal. All fortresses start a full strength.

Card Play: As per the usual rules.

Boundaries: The entire map is in play.

Time: Play every Decade from 1830 to 1880.

Set Up: Set up all IP SP and officers listed in 1830 on the map. VS IP and officers will be placed in response to invasions or *Emissary* card. Other officers arrive as reinforcement at the start of their respective Game Turns.

Victory: The camp which controls more spaces at the end of the game wins. However, neither side gets credit for any spaces in Persia.

Order of Battle:

Decade	Space	SPs	Officers
1830	Bokhara		Emir of Bokhara
	Delhi	12 British	Pottinger (Brit) Burnes (Brit)
	Orenburg	6 Russian	
	Tehran		Stoddart (Brit) Simonich (Rus) Vitkevich (Rus)

Reinforcement :

1840	(Brit): Abbott, Keane, Shakespear, Connolly (Rus): Perovsky
1850	(Rus): Duhamel, Khanikov, Ignatiev
1860	(Rus): Cherniaev
1870	(Brit): Cavalgari, Roberts (Rus): Kaufman, Stolietov, Skobelev
1880	(Brit): Elias (Rus): Alikhanov

Historical Result: Russia won with 19 spaces to 17 for Britain. Neither side controlled Kashgar (it was China who controlled it).
Britain controlled: Ghazni, Kabul, Kandahar, Baluchi, Karachi, Sind, Herat, Bombay, Delhi, Simla, Leh, Hunza, Kotan, Lahore, Multan, Peshawar, Srinagar.

Russia controlled Baku, Guryev, Orenburg, Bokhara, Samarkand, Termez, Kuldja, Altai, Kazakhs, Kazala, Khiva, Petro-Alexandrovsk, Osh, Tashkent, Turkestan, Merv, Geok Tepe, Krasnovodsk, Slavers.

Balance (Optional): If an IP controls 13 or more spaces, then it must apply a -1 penalty to any *Emissary* card die roll it makes and a +1 penalty to any combat die/dice roll it makes.

⑭ Comprehensive Example of Play

This example shows a historical opening of the Great Game. You may wish to set up the full Great Game and follow along. Tommy (British) and Ivan (Russian) set up IP SP and officers per Order of Battle, leaving VS pieces off the map for now. The decade marker goes onto the 1830 box. Tommy assembles all the cards and shuffles the deck before dealing seven cards to himself and seven to Ivan. Both players examine their hand in secret and both decide to not exchange any cards.

Play begins with round 1. Ivan selects an *Emissary* card from his hand and places it face down on the Russian Current Card box. Tommy places a *Shooting Leave* card face down on the British Current Card box. Both players then turn their cards over to see that Ivan's card has the lesser value (1) versus Tommy's (2). So Ivan goes first.

Ivan begins with the text of his *Emissary* card and declares Persia as the target, using officer *Simonich* as emissary. Had *Simonich* been elsewhere, Ivan could have simply transferred him to Tehran, but need not bother now since he is already in Persia's capital. But, that's not why he chose him. Ivan picked *Simonich* since, per *Emissary* card, the Russian player can always claim a Diplomacy Value of 3 for this emissary in Tehran. So, *Simonich's* ordinary diplomacy score of 1 is no disadvantage there, and his possible loss to a *Spoiler* card played by the British is easier to take than the loss of a better officer. For those same reasons, Tommy decides not to play his *Spoiler* card as a Reaction card. So Ivan rolls the die and gets a 3. He then adds 3, his default diplomacy for any officer/emissary in Tehran, to get a final 6 which beats the required 5 and therefore moves Persia from Neutral into the Russian Camp. Persia is now proxy to Russia.

Ivan puts Russian Control markers in all Persian spaces and decides to place the 20 Persian SP in Tehran. Ivan has full control of Persia. Notice that the British officer Stoddart was in Tehran the whole time, but neither caused nor suffered any harm. Next Ivan could employ the numeric value of his Emissary card (1) to move one stack one space, but he decides not to since a stack must roll for attrition at the end of its move. So, he would risk attrition to move only one space and decides not to bother for now.

Now it is Tommy's turn. His card, the *Shooting Leave*, is now implemented with officer *Stoddart* as his spy (he could have selected any officer on the map).

If Ivan had an *Informant* card, he could play it now as a Reaction Card, but he has none. Tommy rolls 1d6 and adds 1 for *Stoddart's* Diplomacy Value. The final result is 4 and therefore entitles Tommy to view Ivan's hand of six remaining cards. Among those, Tommy notices another *Emissary* (so Ivan could try to make another proxy), a *Campaign* (so Ivan can move that stack of 20 Persians four spaces), but no *Spoiler* cards which lets Tommy know that his own *Emissary* cards can be played unopposed.

At this point, Tommy could use the value of his card for Action to move a stack or two one or two spaces, but decides not to for that same reason that Ivan declined - all moves, even short ones, require attrition rolls.

Play moves to round 2. Each player places another card, face down, atop his previously played card. Then both players simultaneously turn their top card face up. Ivan played his second *Emissary*, value 1. Tommy played his *Imperial Commitments*, value 2. So Ivan goes first again.

Ivan plays the text of his card by declaring Afghanistan as the target of his emissary, *Vitkevich*. Ivan transfers him from Tehran to Kabul. At that point, Tommy plays his *Spoiler* card and places it on the British Reaction Card box. Tommy selects officer *Burnes* as his spoiler and immediately transfers him from Delhi to Kabul. Ivan rolls 1d6 to get a 4; he adds 2 for *Vitkevich's* diplomacy score, but then subtracts 2 for *Burnes'* diplomacy score so the final roll is 4. That's less than the required 5 which means *Vitkevich* is eliminated (removed from the game). *Burnes* is unharmed, and Afghanistan remains neutral. Like last time, Ivan declines to move anyone with his card's value of 1.

Tommy plays his *Imperial Commitments* card for reinforcements and places two additional British SP (from the off-map pile of unused pieces) in Delhi. Since he currently controls no VS there's no die roll for an extra IP SP. Since he used the card for reinforcement, its text does not apply and he cannot use its Value for movement/combat.

During round 3, Ivan and Tommy both select and play *Campaign* cards, value 4. The tie breaker die is odd which means Ivan goes first.

Ivan uses his Campaign card to move a stack consisting of *Simonich* and 20 Persian SP from Tehran. He declares a move into Khorasan (1st point) and moves the stack there.

Then he declares a move into Herat (2nd point), which constitutes an invasion of Herat, and so gives Tommy temporary control over Herat without delivering it into the British camp. Ivan moves the stack into Herat where it engages the fortress in combat. Tommy intervenes with his *Hero* Reaction card to transfer *Pottinger* from Delhi to Herat.

In the combat, since Ivan is attacking with VS SP (the 20 Persian SP) led by a leader - *Simonich*, he rolls 2d6. So does Tommy who also has VS SP (the 15 SP fortress) led by a leader - *Pottinger*. Since both sides roll the same number of dice they inflict losses simultaneously.

Ivan rolls a 9 and subtracts 1 for *Simonich's* Tactical value to get a final 8 which is 12 less than his SP total of 20. He therefore inflicts 12 points of damage on the Herat Fortress. Tommy rolls a 5 and subtracts 3 for Pottinger's Tactical value for a final 2 which is 13 less than the SP value of his fortress (15).

He therefore inflicts 13 losses on the Persian stack. Tommy places 12 points worth of Fortress Damage Markers on the fortress in Herat (it now has 3 SP remaining) while Ivan removes 13 of his Persian SP from the map. Ivan only has 7 Persian SP left. Now the sides determine who must retreat. Since there was a fortress and it has SP remaining, Ivan's Persians must fall back to Khorasan where their March movement ends. Since their move is now over, the Persians roll for attrition. They roll an 11 which means all 7 points in their stack are safe.

Tommy then uses his Campaign card for Action. He Marches 14 British IP SP from Delhi into Sind (1st Action Point) which constitutes an invasion, but Sind has no VS SP to place so there is no real consequence. Tommy then continues his March into Kandahar (2nd Action Point), which is an invasion of Afghanistan. Ivan gets temporary control over Afghanistan SP for the duration of the invasion and places Afghanistan's 10 SP in Kabul. Ivan does not place any Russian Control Markers since neutral VS do not automatically join the camp opposed to their invader.

For his 3rd Action Point, Tommy continues his March into Ghazni where he combats the fortress. Since Tommy's IP roll 1d6 in combat, versus the Afghan 3d6 (VS SP with no officer), the British roll first. Tommy's stack includes 14 SP and he rolls a 3 so he inflicts 11 points of damage on the fortress which only has 10 so it is destroyed before it can harm the British. Tommy uses his 4th Action Point to enter Kabul with 13 SP and fight the Afghan SP placed there by Ivan.

Tommy dropped off 1 SP in Ghazni to maintain control of the space and thereby block Afghan retreat there. The dropped-off SP rolls 2d6 for attrition as it's March movement has ended, resulting in no losses In combat, Tommy's British roll 1d6 to the Afghan 3d6, so Tommy rolls first. He rolls a 5 which is 8 less than the 13 IP SP in his stack and so the Afghans remove 8 SP from their stack. They have two left. Ivan rolls 3d6 for the Afghans to get 12, way over their current strength of 2 SP, and so does no damage. Since there's no surviving fortress in the Kabul space the force with greater losses must retreat. That's the Afghans who have no adjacent controlled space to retreat to and so are eliminated.

Tommy has conquered Afghanistan. So Tommy places one British Control and one Discontent marker in each Afghan space to signify the conquest. He also rolls attrition for the British since they just finished a March. He rolls 2d6 and adds +2 to get a final 9 which eliminates 4 British IP SP from Tommy's stack in Kabul (perhaps he should have left more behind in Ghazni).

Ivan and Tommy play two more rounds. Note that during Round 4, Britain's invasion of Baluchistan will lapse ending Ivan's temporary control of that country. After five rounds, both players roll for officer loss and then proceed to Decade 1840. Tommy places all cards back in the deck, shuffles them, and deals seven to each player to play five rounds for 1840 before going on to 1850, etc.

"AS BETWEEN FRIENDS"

# THE GREAT GAME - Rival Empires in Central Asia

Campaign

This card lists actual campaigns in italics. Its value of 4 enables players to move significant forces considerable distances, or opt for reinforcements of four SP (a full regiment).

The campaigns listed involved 2,000 to 15,000 imperial troops marching up to 1,000 miles and fighting 3-10 times their own number of enemy forces along the way. Although the British and Russian forces almost always defeated the Central Asians they did suffer defeats such as the British retreat from Kabul (1842) and the first Russian attack on Geok Tepe (1879).
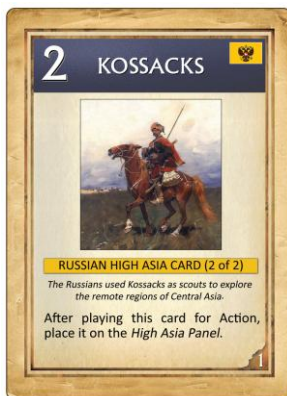
Kossacks

This Russian counterpoint to "Pundits" accounts for the need to use Central Asians to explore the remote regions of Central Asia as the presence of Europeans aroused the suspicions of local rulers. Locals on the other hand could blend in and later make reports to their European "handlers."
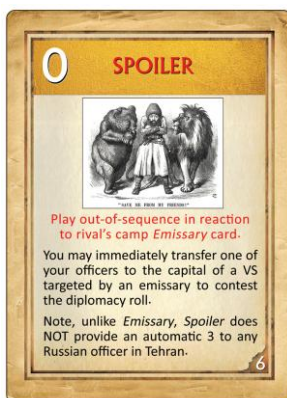
Spoiler

Emissary's often found themselves competing with rival officers "spoilers" from the other imperial power in their bid to curry favor with local rulers.
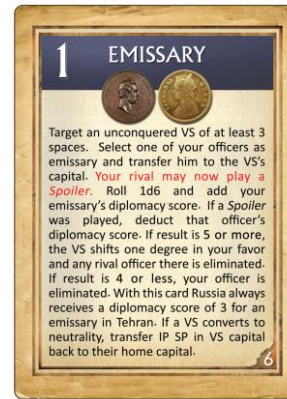
Emissary

Imperial Powers frequently dispatched officers with some armed guards and shiny trade goods to charm local rulers. These missions sometimes ended badly as when the Emir of Bokhara threw Lt-Colonel *Stoddart* into the "Bug Pit" and later beheaded him, or when Captain *Vitkevich*, back in St. Petersburg from his "over exposed" mission to Kabul, found his superiors angry and so shot himself. On other occasions visitors gained concessions which increased political influence of their imperial power, as when British Lieutenant *Shakespear* secured the release of some slaves from Khiva. There was also humor as when the baffled Khan of Khiva and his ministers questioned British Captain *Abbott* about how it was possible that a woman (Queen Victoria) could rule a country. And if so, how could that country rival Russia which dominated every map?
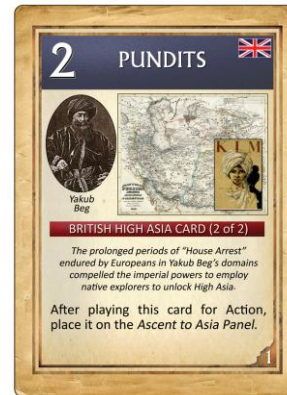
Pundits

Setbacks like the death of Colonel *Stoddart* in Bokhara and the long house arrest of *George Hayward* by *Yakub Beg* compelled the Viceroy of India to forbid exploratory missions by his white officers. So Captain *Montgomerie* of the Royal Engineers advanced a novel solution. He trained and deployed a small corps of Indians to surreptitiously survey unknown regions. While posing as local traders or holy men, these "pundits" used hidden tools and discreet techniques to map the Karakorams and Pamirs north of India. Informants may have exposed many to death at the hands of reclusive rulers angered by their intrusions.
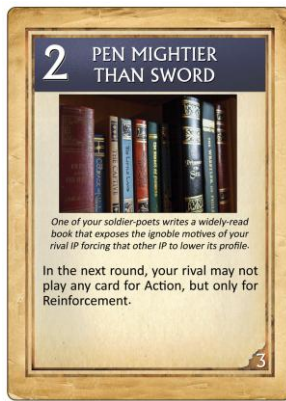
Pen Mightier Than Sword

Throughout the Great Game, British and Russian authors produced numerous popular works outlining the threat posed by their rival. The series began in 1817 with *A Sketch of the Military and Political Power of Russia,* a best seller by British General Sir Robert Wilson. This battle of the bards reached crescendo in 1876 with an English translation of Colonel Terentiev's Russian classic, *Russia and England in the Struggle for the Markets of Central Asia.* Many of these works "encouraged" the accused Imperial Power to temporarily restrain its advance in Central Asia so as to avoid unwanted attention.
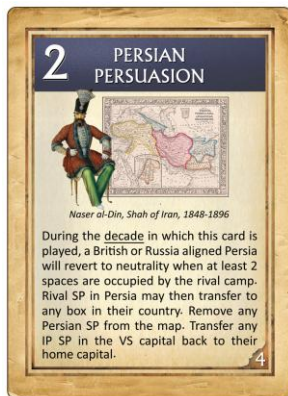
Persian Persuasion

The Shah came to fear the British Royal Navy as much as the Russian Army. The Russians earned their "built in" +3 diplomacy bonus with Tehran by taking the Caucasus from the Persians before the Great Game started.

As the Great Game unfolded, the Royal Navy's ability to place British troops anywhere along Persia's shore line reminded the sandwiched Shah that neutrality had its merits.
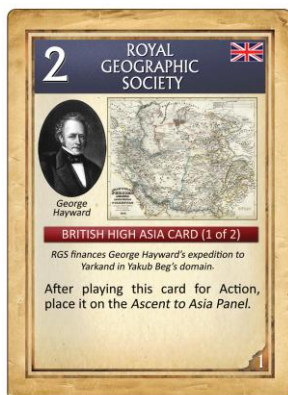
Royal Geographic Society

George Hayward's 1868 expedition into the Karakorams, funded by RGS, signaled Britain's growing awareness of the need for precise information about the very fuzzy border between the Chinese, Russian, and British Empires in Central Asia.
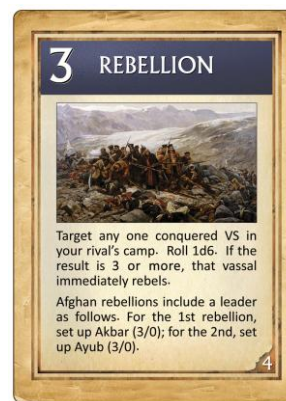
Rebellion

Central Asians invariably rose up against European conquest. The Afghans twice rebelled against the British. The Uzebks of Khokand rebelled against the Russians. Even the Kazakhs have a folk hero famous for resisting the Russians. For lack of written records, the details of many of these uprisings are lost to history.
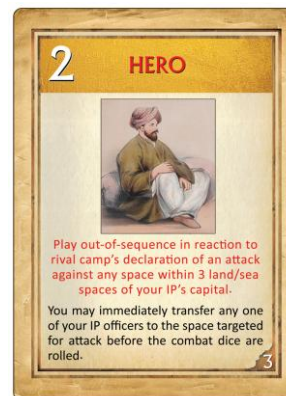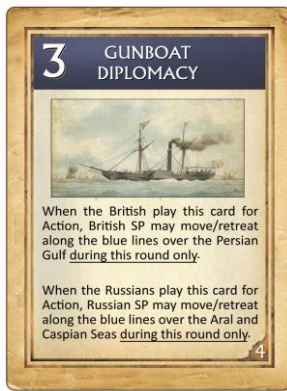
Hero

This card recalls the exploits of British Lt. *Pottinger* who organized the defenses of Herat against Persian attack. The Russians did not expect him there. So the card enables "transfer" of officers to the scene at the last moment to simulate surprise and prevent a would-be attacker from selecting targets with the foreknowledge of who may or may not be there.

Imperial Commitments

The Sepoy Revolt (Indian Mutiny) of 1857 and Imam Shamil's war against the Russians in the Caucasus (1830-1860) are two prime examples of imperial commitments that drew forces away from Central Asia. Any number of events "on other fronts" prevented the imperial powers from investing too much in Central Asia.

Gunboat Diplomacy

The Royal Navy played a critical role in restraining Persia by sailing the Gulf and invading Kharg Island. Russia used steamers to cross the Caspian and Aral Seas.

Shooting Leave

"Shooting leave" was a euphemism for spying while posing as a tourist. Officers would go on leave and trust that their off-duty status would afford them protection.

Informant

Whereas the Kossacks and Pundits worked for Europeans as scouts and surveyors, the informants were locals who worked against them by reporting suspected intruders to the local lord.

Military Surveyors

Colonel *Prejevalsky* and six Cossacks made it as far as Lhasa in 1878, Captain *Gromchevsky* entered the picture about 10 years later. Both provided the Tsar with much needed maps of High Asia.

Martini-Henry Rifles & Krupp Guns

When they first appeared, these new weapons gave the Europeans even greater advantage. The Russians used the 107mm Krupps to obliterate Khiva's defenses.

Flashman

While Flashman is merely a fictional character created by the author George MacDonald no game on this period would be complete without paying homage to this piece of literary history.

Crimean War

A military conflict fought between the Russian Empire and an alliance of western powers that could have spilled over into Central Asia.

Emir's Daughter

Not all of the exploits of Flashman's were strictly for god and country and while he was acclaimed as a great soldier, he also remained "a scoundrel, liar, cheat, thief, and above all else, a womanizer".

THE COUNTERS

Leader
Pottinger
3 1
— Diplomacy Value
— Tactics Value

Unit
5 — Strength Point Value

Turn Markers
Round   Decade

Damage Markers
3   Destroyed
— Destroyed Fortress
— Fortress Strength Point Loss

Control Markers
British   Russian

Discontent Marker
Discontent

Rebel Unit
1 — Strength Point Value

THE CARDS

ACTION CARD

2 ROYAL GEOGRAPHIC SOCIETY

George Hayward

BRITISH HIGH ASIA CARD (1 of 2)

RGS finances George Hayward's expedition to Yarkand in Yakub Beg's domain.

After playing this card for Action, place it on the *Ascent to Asia Panel.*

1
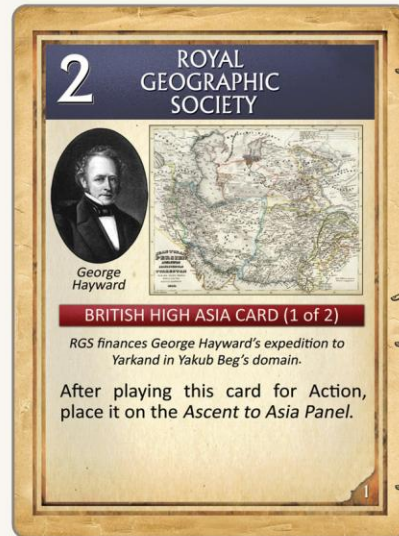
— CARD TITLE

— HIGH ASIA CARD INDICATOR

— HISTORICAL NOTES (*in italics*)

— NUMBER OF CARD TYPE IN DECK

REACTION CARD

0 SPOILER

"SAVE ME FROM MY FRIENDS!"

Play out-of-sequence in reaction to rival's camp *Emissary* card.

You may immediately transfer one of your officers to the capital of a VS targeted by an emissary to contest the diplomacy roll.

Note, unlike *Emissary*, *Spoiler* does NOT provide an automatic 3 to any Russian officer in Tehran.

6

CARD VALUE 👉
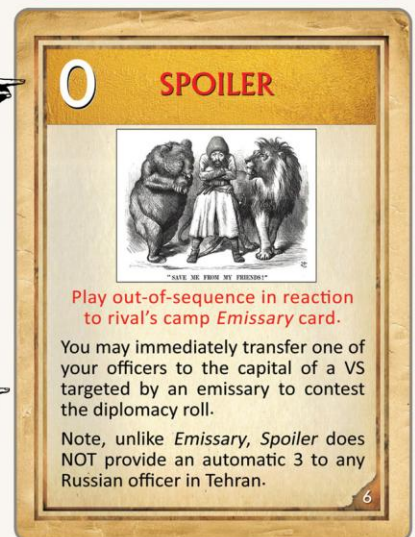
CARD TEXT 👉

12.1 Combat Resolution

To resolve combat, each force in the space must roll a number of dice determined by the composition of its stack. The camp which rolls fewer dice, rolls first, inflicting any losses before the opposing player rolls. If both camps roll the same number of dice, they roll simultaneously and apply losses simultaneously.

Composition of Stack	Die Rolled
Imperial SP & First Round Rebels	1d6
Imperial SP mixed with VS SP	1d6
VS SP with an officer	2d6
VS SP without an officer	3d6