

eurekaminatures presents

Cardigan & Clockwork

The Battle of Balaclava

Played in parlor rooms and pubs, this game celebrates the famous Charge of the Light Brigade, when British Unicyclists, led by Lord Cardigan, defeated the secret Russian weapon of one thousand clockwork pigs. Now you can recreate or change history!

What You Need to Play

Balaclava map board
6 Lancers on unicycles
6 clockwork pigs
6 terrain pieces (either 1" squares, or abandoned horses, if you're using Eureka's figures)
2 dice

Object of the Game

The first player to move three of his figures into his opponents starting squares wins the game.

Set-Up

- 1 One player plays the Lancers, the other plays the clockwork pigs. Players choose opposite ends of the board and set up their six pieces in the six starting squares.
- 2 Both players roll the dice. Starting with the highest roller, each player alternates placing one terrain square on the board until all six squares are placed. Terrain squares can be placed in any vacant square in the terrain set-up area, as marked on the board (the central six rows)
- 3 Players roll dice again to determine who starts the game.

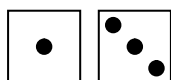
Turn Sequence & Movement

At the start of your turn roll two dice. The number on each dice is the number of squares you may move a figure in a straight line.

Lancers may only move diagonally. Clockwork pigs may only move vertically or horizontally. Neither side may move backwards (towards their own starting line), they may only move forward or (in the case of pigs) sideways.

You may move one figure the distance on one die in a straight line then either move the same figure again the distance of the second die (in a straight line), or move a different figure. If you move the same figure again it may change direction for the second move.

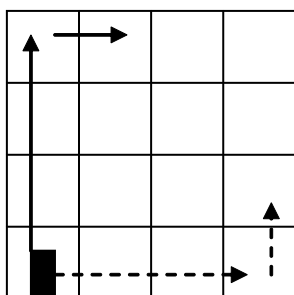
Example 1: Clockwork Pig



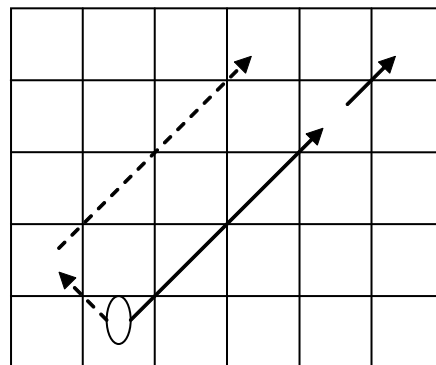
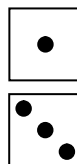
These are two of several moves open to the pig.

It could alternatively use the '1' first, then the 3.

Remember it may not move backwards.



Example 2: Lancer



Movement Notes

- You must move a figure if at all possible. If, after using the first die, you are able to use the second die, you must do so. It is possible that deliberately choosing a certain die as the first move prevents you from being able to use the second die. This is permissible.
- A figure must move the full distance on the dice. If unable, then it may not move.
- Terrain pieces, enemy figures, and friendly figures block movement (but you can end your move on an opponent's figure - see Attacking).

Attacking

If your figure ends its move on an opposing figure, the opposing figure is permanently removed from the board.

Moving Terrain

Terrain pieces remain on the board for the whole game. They may be moved under the following circumstances:

- If you roll doubles on the dice, before moving your figures you may move one terrain piece one square in any direction (diagonally, vertically or horizontally) onto a vacant square.
- If you roll a '1' on either or both of the dice, you may use the '1' to move a terrain piece instead of a figure. It may move one square in any direction onto a vacant square.

Terrain may be moved out of the initial set-up area.

Winning

If you move your figure onto one of your opponent's starting squares, it remains there and blocks that square to all figures (enemy and friendly) for the remainder of the game. It may not be attacked. The first player to move three of his figures into his opponent's starting squares wins the game!

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The Charge of the Light Brigade

The True Account

*Half a league half a league,
Half a league onward,
Into the valley of pigs
Rode the Six Hundred.*

On a fateful night in 1854 the Commander of the Light Brigade, Lord Cardigan, lost the Brigade's horses to the Turkish Commissariat on a particularly unlucky hand of cards. Bereft of their mounts, the Light Brigade anticipated complete disgrace on the battlefield the following day. Cardigan wondered if this was the end of his military career.

To add insult to injury, Lord Lucan - Divisional Commander and hated brother-in-law of Cardigan - when he heard the news, offered the Light Brigade six hundred unicycles captured by his own Heavy Brigade from a Prussian convoy en route to the Russians.

At this moment Cardigan showed his brilliance as a leader. Brazening out the intended insult, he mounted a cycle with the cry of "Follow me lads, we'll show them how an Englishman rides!" and with great alacrity rode away, to the jeers from Lucan's Heavy Brigade.

The following morning as the British units formed up on the plain of Balaclava, Lord Lucan's jaw dropped in amazement. Cardigan's Light Brigade was performing parade-ground drills on their shiny metal steeds with greater precision than any mounted regiment in the British army!

"You surely don't intend charging the length of the valley on those machines?" said an incredulous Lucan to Cardigan. "Indeed", replied Cardigan, and then uttered the immortal line: "And we won't have to stop to water them!"

*Rudely attacked by strange machines,
Boldly the cyclists rode and well,
Into a thousand metal jaws,
Into the snouts from Hell
Rode the Six Hundred.*

When the fateful order came: "There is your enemy! There are your guns!" the brave six hundred wheeled towards the Russian batteries, expecting a devastating hail of shot. But the guns were strangely silent. Instead, a mechanical ticking and clanking filled the air as the Russians unleashed a fresh terror - the Clockwork Pig!

Short on ammunition (for their ammunition supplies had also been in the Prussian convoy), the Russians were using a new weapon designed to disrupt cavalry charges.

*Pigs to the right of them,
Pigs to the left of them,
Pigs in front of them
Ticking & whirring*

But the iron porkers had no effect on steeds made of rubber and steel and the skilled unicyclists merely wheeled around the pigs, giving them a good poking with their lances before plunging into the Russian lines to win the day!

*Right through the line they broke;
Cossack & Russian
Reeled from the sabre-stroke,
Then they wheeled back
All of the Six Hundred.*

Fifty Russian guns and numerous prisoners were captured without a single casualty to the Light Brigade, though there were several punctures. The Heavy Brigade did not fare as well. The pigs terrified the horses, throwing the regiments into chaos.

Cardigan became an overnight hero. Unicycles suddenly became the fashion, billboards sprang up everywhere with the slogan: "You don't have to stop to water them!". In his later reports Cardigan claimed the whole thing had been a cunning plan of his - that he had deliberately "lost" his horses because he had received intelligence that the Russians were deploying a new anti-cavalry weapon.

Lucan, in an attempt to salvage his pride, commissioned bigger cycles, penny-farthings, for his own Heavy Brigade. But they never proved as successful as "Cardigan's Pig Ticklers".

In honour of this unique achievement, Her Majesty decreed it should be celebrated in the parlors of the Empire, thus the game you now hold "Cardigan & Clockwork". It is also celebrated by lancer regiments in the exciting field game of Pig Tickler.

*When can their glory fade?
O the agile charge they made!
Honour the Light Brigade,
Noble Six Hundred!*

Postscript: A Historical Mystery - Did Cardigan Really Lead the Charge at Balaclava?

Sir Wellyn Shaftesbury, Her Majesty's own personal hero, claims in his memoirs, "Hero With a Thousand Faces", that it was actually he who led the Charge of the Light Brigade, disguised as Lord Cardigan.

He states that Lord Cardigan was "indisposed" after drowning his sorrow and shame in ouzo the night before, and that he, Shaftesbury, nobly stepped in to save his fellow officer's reputation, the honour of the regiment, and the battle.

Such is Shaftesbury's fame as spy and master of disguise, he is believed by many people, despite Cardigan's claims to the contrary.

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