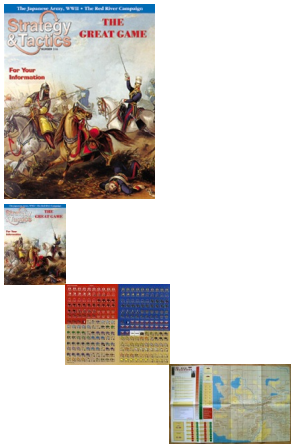


## Asia Crossroads: The Great Game - 19th Century Central Asia



Conflict between the British and Russian Empires in the 19th century.

Rating: Not Rated Yet

**Price**

Price £18.95

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Manufacturer [STRATEGY & TACTICS](#)

### Description

Asia Crossroads: The Great Game, simulates the conflict between the British and Russian Empires in the 19th century for control of Central Asia, especially Afghanistan. Central Asia was the frontier between the expanding Russian Empire in Asia and the British Empire in India. Central Asia also controlled vital trade routes. At stake was the fate of all of Asia.

Asia Crossroads is a two player game. The British player controls the forces of the British Empire and its client states. The Russian player controls the forces of the Russian Empire. Players must use a combination of military strength, economic expansion and cunning strategy to gain control of Central Asia. Also in the game are various "native" forces. They represent the neutral or client states (and tribes) of the region

Asia Crossroads has several scenarios. Players choose which one they want to play, set it up according to its instructions, and begin play according to the sequence of play.

#### Game Scale:

Game Turn: 5 years

Square: 50 miles / 80 kilometers

Units: Brigades/Groups (2,000 to 8,000 men)

Division (6,000 to 25,000 men)

#### Game Inventory:

One 22 x 34" full color map

One dual-side printed countersheet (280 1/2" counters)

One 16-page rulebook

Solitaire Playability: High

Complexity Level: Medium

Players: 2 or more

Playing Time: 4-15 hours

Players will need to supply one 6-sided die for game play