

Age of Muskets. Series Rules

ADDITIONS/CORRECTIONS IN RED and underlined

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To Reyes, my dear.

INTRODUCTION

"Age of muskets" is a set of rules designed to reflect warfare at an operational level from the late 17th century through to Napoleonic times. The core of the system is C3i –Command, Control, Communication and Information. Fog of war and friction are also present to a high degree. Players are commanding officers that rule HQ and attempt to carry out operations using the units at their disposal. The objective of the system is to recreate "pre-industrial warfare" at an operational level with all its factors and events.

Each game consists of a series of "game turns". Each game turn contains a number of activities and actions carried out by the forces of both sides on the map board. Each scenario has a limited number of "game turns", and at the end of the same victory is ascertained. The campaign scenarios have been designed to be played by teams as well. The game may be played by up to 6 players.

I) Scale.

1 Strength Point = 1,000 men (or 8–16 artillery pieces).

1 Turn = 1 month (or 15 days)

Map board 1:1,250,000 (1 cm=12.5 Km) –some may be of a smaller scale.

Unit size = Divisions and brigades (also counters for the HQ)

II) Map board.

This depicts a "Strategic Map" divided into zones that are used to regulate movements and the physical location of the playing pieces. Two zones are considered "adjacent" if they share at least one of their borderlines; zones that only contact each other at a corner are not considered adjacent.

Terrain features are shown on the map board. They affect the course of play as stated in these rules and as indicated in the Terrain Effects Chart printed on the map board.

The Home Country is a very important concept. The Exclusive Rules for each game will define what is considered a Home Country for each side. The map board also has a "Battlefield Display" where field battles are fought. Boxes are printed on the map board for accrued victory points, date, weather, etc...

III) Game Counters.

These come in two types: Military Forces (MF-hereafter) and Markers.

III.1). Military Forces are divided into Combat Units (CU or simply units hereafter), Headquarters (HQ hereafter) and Garrisons (as you will see these are not specific counters, but Strength Point (SP hereafter) markers located at towns/cities, fortresses, mountain passes and bridges).

A) Combat Units: these depict Infantry and Cavalry Brigades and Divisions or Artillery Groups. They are used to represent the physical location of men and formations.

1. Each CU has the following information:



FRONT

BACK

Spanish



Morale Modifier

Leader name



Unit Type (Infantry)

Initiative Tactical Modifier

Imperial (French)



Morale Modifier

Leader name



Unit Type (Cavalry)

Initiative Tactical Modifier

British and Portuguese



Morale Modifier

Leader name



Unit Type (Artillery)

Initiative Tactical Modifier

2. The CU have colour-coded borders to identify their nationalities
3. CU can have a limited amount of SP. This is shown by placing SP markers beneath the CU counter. Place SP of the indicated type in each case. The number on the SP marker indicates the amount of SP the CU contains. SP markers may be used to make exchanges. You can use more SP markers than those supplied with the game to fulfil game needs. SP markers are also colour-coded according to nationality. The SP markers of a given troop type of a certain nationality show the same picture as the CU of the same type and nationality.
4. SP have two values that are essential to game play: Morale Value and Tactical Value. These are given for each game in the Troop Value Chart –Player Aid Chart n°1, and vary according to each Troop Type – Troop Types are also shown in Player Aid n°1 of each game. Each Troop Type is designated an abbreviation throughout a given game. The Morale Value is a number between 3 (worst) and 9 (best), which appears in parenthesis. Tactical Value is a die roll modifier for the combat in which a given SP is involved, and can be positive (good) or negative (bad). You must also take into account the quality of the infantry, which may be of three different types: Veteran/Line/Recruit. Quality must be shown by putting a marker on the SP: No Marker: Recruit Quality, Line Marker: Line Quality, Veteran Marker: Veteran Quality. Any CU can only contain infantry SP of a given nationality of ONE Quality (Veteran or Line or Recruit). You may only give new SP to a CU, without penalty, if they are of the same quality as those already in the CU. If you add SP of a different Quality all the SP of the CU low their quality by one grade (Veteran become Line/Line becomes Recruit).

OPTIONAL RULE (strongly recommended).

If you are not daunted by bookkeeping try this variant using the HQ Control Sheets that are provided with every game. In these Control Sheets you have a space for each HQ in the game. This space allows

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you to note down which CU is assigned to each HQ and its composition. If you are using this optional rule disregard the preceding paragraph: each unit can contain any Troop Quality, simply by writing down its Quality and number in the correct column, without the application of any penalty.

5. Artillery SP are not shown on the Tables. These do not have Morale Value or Tactical Value. They are of the nationality of the Combat Unit they are located in. They are referred to as "Art". Artillery Combat Units are commanded by a generic leader: 0(3)0.

6. CU have a limited capacity for carrying SP depending on their type and nationality. Rules may be provided in the Exclusive Rules on this point.

– Cavalry Brigades (CB) may contain up to 2 SP of cavalry (not infantry or artillery).

– Cavalry Divisions (CD) may contain up to 6 SP of cavalry (not infantry or artillery).

– Art CU may contain a variable number of artillery SP (not infantry or cavalry).

– Infantry Brigades (IB) may contain up to 3 SP of infantry (not cavalry or artillery).

– Infantry Divisions (ID) may contain up to 15 SP of infantry, cavalry and artillery.

A CU may only contain SP of its own nationality – The Exclusive Rules may introduce modifications to this.

B) Headquarters (HQ). It represents the High Command for the CU: a commanding general and his staff.

1. HQ come in different sizes (from small to larger):

XXX Army Corps (Corps d'Armee)

XXXX Army

XXXXX Army Group



2. They have a Commanding Leader, but he is not printed on the counter, as the Leader may change during the course of play. You must use the Leader's counter to show the Commander of an HQ.

3. HQ do not contain SP but CU are assigned to them.

C) Garrisons.

1. A garrison is any number of SP that is located on the map board at towns/cities, fortresses, mountain passes and bridges.

2. Garrisons may be formed using any type of SP and number except artillery.

3. Garrisons may be of mixed nationalities.

4. Garrisons may be of mixed qualities, although you must show each SP quality with the given marker as stated in III.1.A.4

5. Garrisons have an intrinsic Leader with values of 0(5)0 .

D) Leaders

1. Most leaders are printed on the CU –their Commanding Leader– but there are others that come alone – Leader counters for Commanding HQ.

2. Every CU and HQ must have a Commanding Leader at all times. HQ Leaders must be placed in the Commander box of the Army Displays provided with each game.

3. A leader may be on two counters: a CU and a Leader counter for an HQ. Only one of them may be in play at the same time. If a Leader Commanding a CU is chosen to Command an HQ his CU is replaced by another CU and you must put the corresponding Leader counter on the HQ control sheet.

4. Leaders have 4 values: Operational Control Number / Morale Modifier (Initiative) Tactical Modifier as shown on the LEADERS

CHART –Player Aid n°3. The Chart has various notes that must be observed when using the leaders.



5. CU and Leader counters that arrive as reinforcements must be placed aside and may not be used to replace CU or Leaders. These Leaders and CU not placed in the initial set up of a given scenario and not scheduled to arrive as reinforcements are supplied to replace casualties, withdrawals and sacked leaders.

6. Garrisons have an intrinsic Leader with values of 0(5)0 .

E) Control Sheets.

1. The game comes with a set of ARMY CONTROL SHEETS. These allow players to keep track of relations between CU and HQ –if you are using the above Optional Rule they may also be used to write down CU compositions.

2. Each HQ present in a given game has a box on those sheets. You must write down in the box the CU that are assigned to a given HQ at all times.

3. In each scenario there is a limit to the number of CU and HQ a side may have in play in accordance with the Exclusive Rules.

4. After the initial set-up of a game you must assign each CU on the map to an HQ. Write down its name in the appropriate HQ box. When a CU arrives as reinforcement it will be assigned to any HQ upon play.

5. A HQ with assigned CU is considered to be a "parent HQ" for such CU.

F) HQ, CU and Garrison elimination.

1. Any CU that has no SP left is removed from the map immediately –garrisons too, as they are SP on the map. Such CU may return to the map in a following Reinforcement Phase unless eliminated by Surrender (see rule 14.3), Automatic Victory (9.2.q.1.b) or Siege.

2. Any HQ that has no CU assigned left is eliminated and removed from the map immediately. It is also eliminated if the CU stacked with it are eliminated. If an HQ is eliminated by Surrender (see rule 14.3), Automatic Victory or Siege its Commanding Leader is eliminated from play. Nevertheless, he may return to play but the HQ may not.

G) Stacking.

1. There is no limit to HQ, CU and SP stacking in a zone.

2. There may be only one Garrison from one side in a zone. Only one side may occupy a town/city/fortress/bridge at the same time.

3. You may stack Military Forces from opposite sides in the same zone.

4. LINE OF COMMUNICATIONS (LoC): every time HQ/CU from opposite sides are in the same zone they place "LoC" markers on the Map.

5. Every HQ must be stacked with at least one unit assigned to them it at all times.

III.2) Markers. These are counters used to depict relevant information for game play.

a) Some markers are used by both sides, others are colour-coded to indicate a given side or nationality. Some games may have their own markers not used in other games of the Series; the Exclusive Rules will determine this aspect.

b) Some markers are supplied in the exact amount so you may not use more, others may be increased if you prefer. The Exclusive Rules for each game and/or Special Scenario rules will state which markers may be used and the exact amount.

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c) There may only be 1 Naval Base, Siege, Blockade, Deplete, Current Battle, Requisition, Depot and Field Fortification marker per zone. You may stack as many markers as you need of other types – unless stated in the Exclusive Rules or Scenario Rules.

See the COUNTER EXAMPLE SHEET.

- SIEGE TRAIN / OPENING TRENCHES
- TAKING OUTER WORKS / BOMBARDMENT
- DEPOT
- FIELD FORTIFICATION
- DESTROYED BRIDGE
- LINE OF COMMUNICATIONS
- STRAGGLERS
- BLOCKADE
- REQUISITION
- ½ CASUALTY (absent from TfaE Counter Examples Sheet)
- BATTLE OPTION CHITS
- ACTIVATION NUMBER
- ACTIVATED FORCE
- ENEMY DEPOT PLUNDER
- RIVER FORDING
- DEplete ZONE
- CURRENT BATTLE
- SP MARKERS
- INFANTRY QUALITY: VETERAN / LINE
- SHATTERED TROOPS
- LEADER CASUALTY
- STRATEGIC INITIATIVE OWNER

IV) The Die.

You always use a ten (10) sided die, a “0” is read as 10 and die rolls range from 1 to 10. Sometimes (for example Operational Control Checks) you must roll 2 dice and add up the results to determine the total. Other times you must roll both dice to determine a result from 01 to 100 (“00” being 100) and you must state previously which is being rolled first: for example a result of 5 on the first die and 7 on the second gives a total of “57”.

V) Fractions.

Always round down fractions in any given operation (usually a percentage). For example: 35% of 4 will be 1.40, in this game series 1.

* SEQUENCE OF PLAY *

This is a brief description of how and when things happen under the game system, depicting the Phases and Segments each turn contains. Some activities are done simultaneously and others are not but you must strictly adhere to the following order:

0. Training Phase (This does not happen in every turn, and is regulated by the Exclusive Rules).

In this Phase some SP can upgrade to better values.

1. Reinforcement Phase.

1.1. Resource Recovery Segment: (only in May): Roll 1d10 and compare the result with the Foraging value of each zone on the map. Withdraw “Deplete zone” marker from zones with a Foraging value equal to or less than the die roll.

1.2. Straggler Recovery Segments: some straggler’s SP are retired from the map and re–enter the game as reinforcements.

1.3. Reinforcements Segment: receive new CU/HQ/SP.

1.4. Withdrawals Segment: withdraw CU/HQ/SP from map board.

1.5. Assignment of CU Segment: state which CU, are assigned to which HQ in the current turn.

2. Random Events Phase. Here events occur that are beyond the player’s influence.

3. HQ Activity Phase: State the amount of Activity Points (AP hereafter) each HQ on the map will have in the current turn.

4. Action Phase:

4.1 Strategic Initiative First Action: the side with the Strategic Initiative may activate Forces belonging to 1 HQ without needing to bid.

4.2 Activation Order Determination: Now the successive “Activation Rounds” begin. First each player determines their Activation Number to get their Activation Order Number and then the Forces are activated according to the order established.

4.3 Force Activations: Every “Activation Round”, Forces from any HQ selected may be activated.

4.4 End of Activity Check. If there are AP remaining they go to 4.2. to begin a new “Activation Round”. If there are none AP left in any HQ on the map they go to 5.

5. Detached CU Movement Phase. CU that cannot trace communications to the parent HQ may march towards it.

6. Consumption Phase. Forces lose SP due to different situations, stragglers are lost from their location on the map and CU/HQ may surrender upon being surrounded by enemy forces.

0. FOG OF WAR AND LIMITED INTELLIGENCE.

a) CU and HQ remain face down at all times, showing their side’s identity flag. Only the player owning a given CU and/or HQ may inspect their identity, including players on the same side but running other troops. Only during field battles are the CU and HQ placed face up to reveal their identity (see rule 12.3 for shattered troops).

b) At the beginning of every turn 5 minutes are allowed for players on the same side to confer –you may grant more or less time (it is your time you are consuming). Once this time has passed all communications between players are forbidden until the next turn.

c) If you stack an HQ with CU that are assigned to the same you may withdraw CU from the map and place them on the HQ display chart. For all purposes such CU are on the map, for the sake of simplicity and fog of war. Where a unit so placed is separated from its HQ place it back on the map.

d) Do many die rolls in secret: Die roll for the HQ Activity Point Determination of each turn, die roll for each Activity Round, Forced March Attempt, Operational Control Check, and die rolls against Initiative of Leaders are the most important to keep in secret.

1. CU AND HQ RELATIONSHIP.

a) The CU must be assigned to an HQ at all times. Every CU written down on the Army Control Sheet of a given HQ is considered to be assigned to it, regardless of the distance between the CU and the HQ.

b) The Exclusive Rules will regulate restrictions on CU assignment and the number of CU that may be assigned to the same HQ.

c) Every HQ must have a minimum of 1 CU assigned at all times.

d) No more than 1 CU of Artillery may be assigned to the same HQ.

e) A CU is integrated with its HQ when it is stacked with the HQ or in a zone adjacent to it.

f) A CU is detached from its parent HQ when it is not integrated with that HQ.

g) In any turn, during the Reinforcement Phase, you may change CU/HQ assignments.

2. COMMUNICATIONS.

2.1. Tracing communications:

a) A Military Force or Depot may trace communications “LoC” successfully if it can trace a continuous path from the zone it occupies to the destination zone. The length of this path may be a maximum of 3 zones –including the destination but excluding the zone it occupies– but this may be changed by the Exclusive Rules to adapt to different scales.

b) This path is blocked if any of the zones along it contain an enemy Military Force. Friendly CU presence nullifies enemy presence for that case.

c) If there are enemy Forces in the zone occupied by the tracing Military Force or Depot the first zone of the communications path must be the one with the “Line of Communications” marker, for his side, on it. If there is no such marker the first zone may be any except the one occupied by the enemy “LoC” marker and any adjacent to it.

2.2. Friendly Depots.

Depots come in different nationalities, with the Exclusive Rules stating which depots are friendly to which sides and nationalities.

2.3. Chain of Depots

a) Friendly depots may form a **valid Chain of Depots** –this represents the use of convoys, magazines and rear area supply facilities.

b) Only Military Forces and SP of a nationality considered friendly to those depots may use a Valid Chain.

c) **A depot forms a valid Chain of Depots in two cases:**

– **When it is located on a Home Country zone.**

– **When it may trace communications to any depot that itself forms a valid Chain of Depots.**

3. ACTIVITY.

This is the central game concept. Each turn every HQ on the map has a certain amount of Activity Points (AP), which they receive in the HQ Activity Phase of the game turn sequence. The HQ will use those AP to perform various activities during the Action Phase with the troops under its control.

a) You may activate HQ and CU, never garrisons. The HQ are activated to move over the map board and to coordinate CU actions – i.e. march together, attack together...– but actions are always undertaken by CU, never by HQ alone.

b) When the turn arises to activate a given HQ the player controlling the same determines which of the CU will be activated and which Forces they will consist of. You may choose to activate every CU assigned and capable of tracing communications to its HQ. You can also choose to activate the HQ counter. When the turn arises you must activate at least 1 CU.

c) Every time you activate CU from a given HQ you must state which Forces they consist of:

– If you choose to activate the HQ counter you must activate at least 1 of its member CU. All integrated CU you activate in this manner form a single Force –commanded by the Leader of the HQ.

– If you do not activate the HQ counter or activate CU detached from the HQ every CU activated is a separate Force.

d) Place an “Activated Force” marker on top of every CU and HQ activated.

e) Every Force activated can perform one, and only one, single action: one Force, one Action.

f) Each Force finishes its action before beginning with another Force. The owning player decides the order of activation of different Forces from the same HQ.

g) Every time you choose to activate an HQ counter that has other HQ of inferior size stacked with it or in an adjacent zone you can also activate Forces from those HQ. Follow the sequence below:

– Mark the largest Active HQ.

– Mark every CU to be activated as above –regardless of the HQ to which they belong– and create the Forces as in c) above.

– Take all HQ and CU so activated as a single Force for Attrition and Supply purposes only, summing up all SP to consult the Attrition Table (see rule 4 below).

– Select the Forces of a given HQ and successively activate them. After finishing with them take the Forces of another HQ present and repeat until there are no Forces left. Finish activities from Forces of the same HQ before beginning with Forces from a different HQ.

4. SUPPLY AND ATTRITION. Supply represents equipment and foodstuffs troops need to survive. Their absence induces desertion and losses due to disease. In this Game Series there are three states of supplies:

– Supply from a Depot

– Supply by Requisition

– Out of Supply.

The supply status for a FORCE must be checked at the moment it is activated and before it performs its activity. Check attrition at the same time –before the Force undertakes its activity.

4.1. Supply from a Depot.

a) A Force can be supplied from a Depot if every part of it (every CU and HQ) is capable of tracing communications to the same depot. You must supply a Force at the moment you begin its activation and before it undertakes its action.

b) You must **subtract** 1 supply level from a depot for every Force that traces communications to it and is supplied from it. Immediately afterward consult the Attrition Table. When a depot loses its last supply level, withdraw it from the map.

c) If a CU/HQ enters a zone where an enemy depot is located and without enemy Military Forces, the enemy depot is destroyed and a marker “Enemy Depot Pillaged” is placed on the CU or HQ as a reminder for the next activation. They will be considered supplied by the depot in the next activation only. Withdraw the marker after the next activation.

4.2. Supply by Requisition.

a) A Force can be supplied by Requisition if it is stacked with a Requisition (R–1 / R–2) marker. If the Force is deployed in more than one zone, every zone with a CU forming part of the same must contain a Requisition marker to use this kind of supply. You must supply a Force at the moment you begin its activation and before it undertakes its action.

b) You must flip an R–2 to R–1 or remove an R–1 marker from the map in every zone a Force supplied by Requisition occupies. Immediately afterward consult the Attrition Table

4.3. Out of Supply.

When a Force is unable or unwilling to supply itself as above in 4.1 and 4.2. **It** is considered “Out of Supply” and will suffer **higher Attrition**.

4.4. Attrition.

a) Each time you must consult the Attrition Table do the following:

– Add the total number of SP of the Activated Force.

– Find the row that reflects the Supply status of the Activated Force.

– Find the column in which the total SP of the Activated Force is included. Example: an HQ with 25 SP activated and supplied by Requisition will find its column in the (25–49) to resolve attrition.

– Go up the column to find the number of casualties the Activated Force suffers from Attrition. The result (–) indicates no casualties.

b) The Attrition Table is divided into two halves. Each one is used depending on the period and the zones of the forces as indicated by the Exclusive Rules.

c) Casualties from attrition must be distributed evenly among the CU that make up the activated Force (you must give **1st** casualty to every CU before giving a 2nd casualty to any of them). You must also lose SP from some types before others, so you must lose every SP of a given type before you lose SP of the next, following this order:

– Infantry Rec/Infantry Ln/Art/ Infantry Vet/ Gd/ Cav.

– During **winter** turns the first loss must be a Cav SP if any are present, if not the first loss will be Art, if any is present.

Casualties from attrition –except **lost** Art SP – become STRAGGLERS (see Series Rule 12.2) that are placed on the board accordingly.

d) A BESIEGING Force –any type– uses a lower supply row in the Attrition Table. Move one row down –i.e. if using a depot the Force will consult the Requisition row. If the Force was “Out of Supply” it lose 1 additional SP.

e) Every time a Force consults the Attrition Table it loses an additional **1** Art SP in the following cases:

– **When** the Force is located in a Mountain Pass or

– **When** the Force performs a Forced March crossing a river –any kind– without using an intact bridge.

5. HEADQUARTERS ACTIVITY POINTS.

a) Every HQ on the map receives AP every turn in the HQ Activity Phase. Each player carries out this Phase in secret for each of his HQ.

b) Each HQ has a BASE ACTIVITY POINT NUMBER per turn; the Exclusive Rules will state the exact amount. These points are used to perform activities in the next Action Phase.

c) This Base Number may be modified due to Good or Poor Leader Initiatives. Roll a die per HQ and subtract the die roll from the Initiative of the Commanding Leader, divide the result by 2 to find a total –either a positive or negative number– that is added or subtracted from the BASE ACTIVITY POINT NUMBER for the turn.

d) An HQ may also have a negative AP marker from a previous turn. At this moment you must deduct these negative AP from the Total for the current turn. (There are no such Negative AP markers in TfaE. It is better recorded on HQ Control Sheets provided)

e) The Exclusive Rules may further regulate this matter.

f) The only exception to this rule is an HQ that is under siege in the HQ Activity Phase, it will not have any AP in the current turn. In addition, an HQ that comes under siege during the course of a turn loses all the AP it owns at that moment.

6. STRATEGIC INITIATIVE.

a) The side that won the last Field Battle or was the last one that caused the surrender of an enemy HQ has the Strategic Initiative. This can change during the course of play.

b) Determine the holder of the Strategic Initiative at the beginning of each Action Phase. The holder can change during the course of the current turn. Apply the effects immediately. The Scenarios state which side holds the Strategic Initiative at the beginning of the Scenario.

c) Effects of Strategic Initiative:

Each turn, the side with the Strategic Initiative begins the Action Phase by undertaking actions with Forces belonging to one HQ. This is done without resorting to bidding. It is a “free” activation in which every Force can perform a single action in the normal manner. The selected HQ will spend AP equal to the highest cost of the various actions undertaken.

– Every player on the side with the Strategic Initiative gets a bonus of +1 to all his/her die rolls to determine his/her Activation Number (see below rule 7)

– When determining the Activation Order the side with the Strategic Initiative win ties.

– The side with the Strategic Initiative undertakes the Movement Phase for its Detached CU last –after the other side have performed theirs.

7. ACTIVATION ORDER

Most military activity will be resolved in this Phase. The players bid for their HQ to become active. They play “Activation Rounds” in which Forces belonging to an HQ are activated and move, fight, siege... Forces from different HQ act in succession until all the bid HQ have been activated. Then another “Activation Round” begins with a new bid. Activation Rounds continue until every HQ on the map spends all its AP.

a) “Activation Rounds” are the segments of the Action Phase in which most military activity occurs. In each Activation Round players must:

■ Secretly select 1 of the HQ he/she controls to be activated and “bid” a number of AP from that HQ. You can bid from 1 to all the AP the HQ owns. You cannot select an HQ that has 0 AP. Subtract the AP bid from the total AP of that HQ. You may choose not to activate any HQ; this is termed a PASS.

■ Each player must determine his/her “Activation Number” for the Round. Find this number by adding together the number of AP bid, the Initiative of the Leader Commanding the HQ selected and the result from 1 die roll –players with Strategic Initiative add +1 to this sum.

■ All the players reveal their “Activation Number” at the same time without revealing the HQ they selected. If all the players PASS none of the HQ are activated this round and everyone on the map losses 3 AP (no HQ can get a negative AP marker in this manner). If all the players pass twice in a row the Action Phase finishes for this turn.

■ Next establish the “Activation Order” by giving first place to the highest “Activation Number” –and so on successively through to the lowest number. This order will be the one to follow for the activation of the selected HQ.

b) The first player’s HQ may activate its Forces for the full amount of AP he/she bid. Each Force of this HQ is activated and can perform a single action that costs up to the full amount of AP bid by its parent HQ.

c) The second, third and following players cannot use the full amount of AP they bid. Instead deduct 1 AP from the total bid by a given HQ for every HQ –whatever side it belongs to– that is activated beforehand –i.e. Second Player loses 1 AP, Third Player loses 2 AP and so on... Each Force of the HQ activated can perform a single action that costs up to the result of that deduction. If a given HQ loses every AP that was bid for it, its Forces cannot undertake any action –they are not activated– when its turn comes.

d) An HQ which Forces are activated by a higher ranking HQ (see above 3.g.) does not bid for its Forces to be activated. Instead their Forces can undertake any action you desire. The parent HQ will spend AP for the amount of the action with the highest cost.

e) An HQ that loses a Field Battle or Minor Combat before its turn for activation comes loses all its AP bid and cannot be activated when its turn comes. Any retreat it must undertake must be accomplished with whatever other AP it has.

f) If two or more players tie in their “Activation Number” apply the following:

■ Side with the Strategic Initiative (see rule 6.c.) wins ties and gets an “Activation Number” 1 point higher than tied players in the non-Initiative side.

■ Resolve ties among players on the same side by rolling a die, with the higher result winning. Reroll until establishing a proper order for activations.

8. ACTIONS.

8.1 Each activated **Force** can undertake a single action from among those indicated in the Activities Table (Player Aid Chart n°1) with the following restrictions:

a) The Actions may not cost more AP than those bided by the parent HQ. AP are not divided between Forces of the same HQ but each Force can undertake an Action that costs up to the full amount of AP available (remember rule 7.b/7.c/7.d above).

■ EXCEPTION: If an HQ bids all the AP it possesses, its Forces can choose any action, even those that cost more AP than were bided. AP beyond the number available are consumed from the next turn. Accordingly, place a “Negative AP” marker –or write it down so as not to reveal it– under the HQ as a reminder for the next turn. As per 5.d. above, these negative AP will be deducted from the next turn’s AP total for that HQ.

b) Regardless of the amount of AP available each Force can only undertake 1 action every time it is activated. Excess AP are lost.

8.2 You can choose between the following actions:

a) March. Enables the Force to move to an adjacent zone (an active Force can undertake this action and remain in place, as the player wishes).

1. If you cross a major river without using an intact bridge the Action costs 1 AP more. If you cross a river –any kind– to enter a zone with enemy **Military** Forces add 1 AP to the cost (both penalties are cumulative). Only besiegers can use an intact bridge in a zone with a SIEGE marker (see Series Rule 9.4.i.). If a bridge has a enemy garrison you cannot use the bridge.

2. Mountains are considered impassable terrain for **Military** Forces and may only be entered via Mountain Passes and only through the zones to which they are connected –from one side of the mountains to the other– and exit the same via the zones they are connected to. Mountain passes are normal zones on the map board and you can leave garrisons on them. All the rest of the mountains on the map are considered impassable; zones with mountains between them are not considered adjacent.

3. Every CU in the same Force must begin and finish the March Action stacked or adjacent to the HQ of the Force.

4. A **Siege Train** (see rule 15.b.) cannot move by itself. A Force stacked with it must “draw” the siege train when activated.

5. Where a Force enters a zone occupied by an enemy CU/HQ both sides must place their “Line of Communications” marker on the map. Do not place a new “LoC” on the map if there are any already “exiting” from the zone which you are entering.

i. First the Active Force places its “LoC” marker on the map. Then the enemy places its own (the enemy CU that was already in the zone you entered); he cannot place his “LoC” in a zone already containing an enemy “LoC” marker nor adjacent to one –exception: you can place your “LoC” in a zone adjacent to one that contains an enemy “LoC” marker if you have a Military Force from your side on it.

ii. When you enter an enemy occupied zone that already contains friendly CU the moving Force eliminates any enemy “LoC” marker –if any– that happen to be **in the zone** the Force occupies before entering the contested zone **or any adjacent**.

6. When a Force exits a zone occupied by enemy CU/HQ the first zone it enters is the one with the **friendly** “LoC” marker. If there is no such “LoC” marker it can only move to a zone that is **without** an enemy “LoC” marker, nor adjacent to one, nor occupied by enemy Military Forces. **If no such zone exists it cannot move.**

7. When a Force enters a zone occupied by enemy CU/HQ that do not contain a friendly CU a CAVALRY SCREEN COMBAT takes place (see rule 9.1.).

8. After completing its March Action and before any Attack Declaration, an Active Force can attempt a FORCED MARCH. You may not attempt this if you occupy a zone with enemy CU/HQ.

i. Roll 1d10 secretly and compare the result with the Initiative of the Commanding Leader of the Active Force (a CU leader if the Force is a single CU or an HQ leader if it is a multiunit Force). If the die roll is equal to or less than the Initiative number you can perform the Forced March. If the result is **higher** you cannot.

ii. A Forced March allows you to move to an adjacent zone. Follow the same procedure as for a normal **March** Activation, but you do not spend additional supplies and you must consult the “Forced March” row of the Attrition Table.

iii. If a Force is too small to incur casualties due to Attrition while performing a Forced March apply the following: If the Forced March die roll attempt is 1 that Force lose 1 SP (do not apply this to Forces composed exclusively of Cavalry/Light Troops).

iv. After you perform –or decline to attempt– the Forced March you may declare any attack or continue activating Forces.

v. A Force that “draws” a Siege Train marker cannot attempt a Forced March.

9. Every time you begin a March procedure (except Forced Marches) you can leave or remove SP as garrisons, both in the start and finish zones.

i. You can place garrisons in towns/defendable cities/fortresses/**bridges** and mountain passes.

ii. Any CU with **free** capacity to contain them can absorb SP left as garrisons.

b) Rest.

1. This allows you to rally SP shattered by combat. Roll 1d10 and compare the result with the Morale Value of the shattered SP. Modify the die roll by the Morale Modifier of the Commanding Leader of the CU of the shattered SP. If the CU is stacked with the HQ to which it is assigned you may use the Morale Modifier of the Commanding Leader of that HQ –as the player wishes. If the CU has lost its Commanding Leader it receives a new one now –before rolling the die for rally. If the modified die roll is equal to or less than the Morale Value of any SP these are rallied and reappear normally in the game. If the modified die

roll is higher than the Morale Value of any SP they remain shattered and 35% of them are definitively eliminated. Roll one die per CU that performs this Action and apply this process on a unit-by-unit basis.

2. Any Artillery CU that is not at full strength and is capable, at the instant it undertakes a rest action; to trace communications to any friendly depot is placed at full strength automatically.

3. If an HQ counter undertakes a rest action and has not assigned an Artillery CU and is capable, at the instant it undertakes a rest action, to trace communications to a friendly depot, you can immediately assign to **the HQ** an Art CU that happens to be off the map and stack that Art CU with the HQ. **Place the Art CU at maximum strength**

4. If an HQ loses its Commanding Leader and undertakes a rest action it immediately receives a new **Leader**.

c) Build Depot.

1. This allows you to place a friendly depot on the map in the town/defensible city/fortress the active Force occupies. If the Force occupies more than one zone you can place it in any one of them (one depot per Force and action).

2. New depots are placed on the map full –i.e. with the maximum number of levels of supply allowed by the Exclusive Rules of each game. You may only perform this action in a zone with a town/defensible city/fortress. The number of depot markers that may be on the map at the same time is restricted by the Special Rules of each scenario **in** the Exclusive Rules of each game.

3. You can use a depot that is off the map or remove one –regardless of its level– from the map and replace it at full supply.

4. After placing the depot on the map roll 1d10 and compare the result with the Forage Value of the zone in which it has been built. If the result is greater than the Forage Value place a “Deplete” marker in the zone. If you create the depot in a **friendly “valid Chain of Depots”** subtract 3 (-3) from the die roll.

5. You cannot undertake a Build Depot action in a zone with a “Deplete” marker or enemy Military Forces.

d) Requisition.

1. This allows you to place an “R–2” marker on the CU that undertakes the Action. You can also place the marker on a friendly HQ that is stacked with the activated CU. You may only place one R–2 marker on the map for each Requisition action undertaken.

2. This marker has 2 supply levels and allows the Force stacked with it to use the Requisition Row in the Attrition Table. If an HQ possesses the marker you can supply every CU stacked with the HQ and activated alongside it with the Requisition marker. **(See 4.2.a.)**

3. You may only place 1 Requisition marker per zone in the same Activity Round.

4. After placing the marker on the map roll 1d10 and compare the result with the Forage Value of the zone in which the Requisition has been undertaken. If the result is **higher** than the Forage Value place a “Deplete” marker in the zone.

5. You cannot undertake a Requisition action in a zone with a “Deplete” marker or enemy Military Forces. Nor can you undertake a Requisition action in a Mountain Pass or a Swamp zone.

6. After you place the Requisition marker it remains with the CU or HQ until spent. It moves with its owner over the map board. There may be only **one** Requisition marker per zone at all times. If more are stacked together at any time, immediately eliminate some of them until only one remains.

7. When a CU stacked with an “R–1” or “R–2” stacks with its parent HQ it can transfer the Requisition marker to the HQ.

e) Blockade.

1. This allows you to place a “Blockade” marker in one of the zones the Active Force occupies. The zone must contain an enemy occupied Fortress or Defensible City. If there are enemy CU/HQ in the zone they must choose:

- To fight a minor combat to avoid being blockaded or

■ To enter the Fortress or Defensible City and allow the enemy to blockade them.

If the defender loses the minor combat place the Blockade marker, if the defender wins the Blockade Action is nullified.

2. When a “Blockade” marker is placed on the map the enemy Military Forces are trapped in the Fortress or Defensible City that are in the zone. Enemy Military Forces cannot enter or exit from the Fortress or Defensible City as long as the “Blockade” marker remains.

3. If “LoC” markers are placed on the map they are removed as soon as the enemy Military Forces are blockaded in the Fortress or Defensible City.

4. Remove the Blockade marker when all blockaded or blockading Military Forces are removed from the zone, or when a “Siege” marker replaces the “Blockade” marker.

f) Siege. This action is more complex and is composed of three different and sequential “Siege” actions that must be undertaken to take a fortified place defended by enemies. Each “Siege” action costs the same (the third can be of variable cost, see below) but has different effects. The three actions are: “Open trenches”; “Take outer works” and “Bombardment”.

1. The first time you undertake a “Siege” action remove the “Blockade” marker in the zone. You can then place the “Open Trenches” marker at the enemy fortifications.

2. To perform this first “siege” action you must have a “Blockade” marker, an HQ and a Siege Train marker in the zone.

3. Turn over the Siege Train counter to show the “Open Trenches” marker and the siege begins.

4. An enemy HQ that comes under siege loses all the AP it has.

5. Once the “Open Trenches” marker is placed on the map the next time the besieging Force activates it must abandon the siege or continue it. The next Siege action is to replace the “Open Trenches” marker with a “Take outer works” marker. Defenders roll for surrender with a -3 modifier (see rule 9.4.d.).

6. Once the “Take outer works” marker is placed on the map, the next time the besieging Force is activated it must abandon the siege or continue it. The next Siege action replaces the “Take outer works” marker with a “Bombardment” marker. The attacker tries to open practicable breaches in the main enceinte. This is stated in rule 9.4.e. If no breach is opened the next Siege actions –to try again– cost double AP.

7. Attrition penalties are applied to besiegers as soon as the “Open Trenches” marker is placed on the map.

8. As long as any Siege marker is placed over a Fortress/Defensible City the benefit of any bridge that happens to be in the zone is given to the besieging side.

g) Fortify.

1. This allows you to place a “Field Fortification” in any zone occupied by the Active Force. In the event of combat, friendly CU in that zone have benefit from the fortifications.

2. You cannot undertake this action in a zone that contains enemy CU/HQ.

3. You lose the “Field Fortification” marker if the zone is void of friendly CU.

4. There may only be one “Field Fortification” marker in a zone.

h) Destroy Bridge.

Place a “Bridge destroyed” marker on any Bridge located in the zone the Active Force occupies (the bridge connecting the zone it occupies with an adjacent zone) and without an enemy garrison.

i) Repair Bridge.

Remove the “Bridge destroyed” marker from any Bridge located in the zone the Active Force occupies. You cannot undertake this action if enemy Military Forces occupy any zone adjacent to the bridge, unless they are under blockade or siege.

j) Build entrenched camp.

1. You can only undertake this action if the Active Force is located on a zone with a friendly “Field Fortification” marker. Use the same rules as per Fortify.

2. An Entrenched Camp can be attacked normally or can be Blockaded and Besieged like a normal Fortress. If a besieged Entrenched Camp is located in a zone with a friendly Fortress or Defensible City, the siege procedure is normal until the defender surrenders –if they are all destroyed nothing special happens. Defenders will not surrender but withdraw to the Fortress/Defensible City and the siege will begin again: eliminate the Entrenched Camp and place the enemy Siege Train on the map again.

3. In a Minor Combat or Field Battle defenders of an Entrenched Camp receive a +3 modifier to combat in defence.

9. COMBAT:

There are various types of combat: Cavalry Screen Combat, Field Battle, Minor Combat and Storm/Siege.

9.1. CAVALRY SCREEN COMBAT

a) When an Active Force enters a zone occupied by an enemy CU/HQ and after placing any “LoC” markers a Cavalry Screen Combat automatically takes place.

b) Follow this sequence:

- Both sides determine their respective modifiers to the 1d10 die roll:
 - i. Tactical Modifier of a Commanding Leader of a Cavalry CU –not Infantry or Artillery– present in the zone.
 - ii. Numerical superiority. Take the total Cav SP –only cavalry– on both sides and divide the higher number by the lower to find a ratio. This gives the modifier for the side with superiority: 3:2 = +1; 2:1 = +2; 3:1 = +3; 4:1 = +4
 - iii. The best Tactical Value of the Cav SP present.
 - iv. Defenders may have the advantage of defending a river crossing –if the enemy crosses any kind of river to enter the zone– or may have a “Field Fortification” marker on it. Defenders get +1 for each –both cumulative.

■ Both players roll the die and sum up their modifiers; the highest total wins. Reroll any ties.

■ Apply the results.

c) A Cavalry Screen Combat has the following effects:

■ Defeated side must give information to the other: names of Leaders Commanding HQ present in the zone, total number of SP in the zone according to type (infantry/cavalry/artillery) and number of CU in the zone.

■ Defender CU –those inactive– composed exclusively of Cavalry and Light Troops SP and HQ stacked with them can now spend 1 AP to move. Lone CU can attempt a Forced March. Such moves consume supplies; consult the attrition table as per normal.

■ Defender CU/HQ not falling in the above case can only move –or try to move– if the defending side wins the Cavalry Screen Combat.

d) There are never any casualties in a Cavalry Screen Combat.

e) If one side has no Cavalry the other automatically wins the Cavalry Screen Combat.

f) If the numerical superiority is 8:1 or more the side with the most cavalry wins automatically.

g) If neither side has cavalry present there is no Cavalry Screen Combat.

h) If the combat is fought in a Mountain Pass or Alpine Valley zone use Light Infantry SP instead of Cavalry SP for all effects of this rule (9.1.).

9.2. FIELD BATTLE.

a) When an Active Force enters a zone occupied by an enemy CU/HQ and after placing any “LoC” markers and after resolving Cavalry Screen Battle, an Active Force can declare an ATTACK after completing a March Action only (including Forced March Attempts). Once combat is initiated all the CU/HQ from all sides inside the zone take part.

b) A garrison never takes part in a Field Battle.

c) Field Battles are the procedure to resolve larger combats that involve considerable numbers of CU/HQ and SP. These are the “great performances” of war and on many occasions were very decisive battles. The game system allows you to recreate in detail the battles of this era with a full and proper set of rules. In each Series Game various scenarios are included that are only Battles to allow players to master the battle system.

d) A Field Battle takes place every time an ATTACK is declared and there are at least 3 CU of infantry/cavalry on both sides. Each player must announce, without revealing any more, if he/she has three or less CU present. Some things may already be known as a Cavalry Screen Combat usually tells the winner some information. If this condition is not met resolve the Attack as a Minor Combat. (See 9.3.)

e) Remove every CU and HQ that takes part in the battle from the strategic map and from the HQ displays and put them aside, as the Field Battle is played on the Battle Display supplied with the game.

f) The Battle Display has a position for each side involved. One side will take the place of the outflanked Force and the other will be the outflanking –this will be explained below. Each side has 3 Sections to make up the Battle Line (and two flanking Sections) and 1 Reserve Section. The troops will be deployed there.

g) Resolve the Field Battle using the following sequence:

- h. Determination of Commanders
- i. Choice of Battle Terrain
- j. Outflank determination
- k. Troop Deployment
- l. Battle endurance calculation.
- m. Operations Planning Phase
- n. Operational Control Check.
- o. Combat Resolution.
- p. Pursuit.
- q. Assessment of losses and retreat.

h) Determination of Commanders.

1. Both sides must determine their Commander in Chief for the battle.
 - i. Unified Command: a side has Unified Command if there is a single HQ of larger size than the other HQ present. The Commanding Leader of that HQ will be the CiC (Commander in Chief) of his side during the battle.
 - ii. Joint Command: when there is no HQ present in the battle or two or more HQ of equal size are present and there is no other larger HQ present. They are called “Joint Leaders”. The leader of the HQ or CU that has most SP is the CiC of the battle. In case of ties in SP number choose the one with the lower Initiative. In case of same initiative choose whomever you want.
 - iii. During a battle you must change the CiC of your side if a larger HQ than those present at the battle, arrives –following a Reinforce Battle Option. The new CiC will be the Leader commanding the recently arrived larger HQ.
2. During the battle you must take into account that the Leaders will improve the Troops’ possibilities of winning. You need to name a Section Commander from among those present in each Battle Line Section.
 - i. If there is an HQ in the Battle Section the Section Commander must be the Leader Commanding one of those HQ –as the player chooses.
 - ii. Otherwise the Section Commander must be a Leader Commanding a CU –as the player chooses.
 - iii. You can name each Section Commander just before a combat begins and you can change Commanders in every combat in which a Section is involved.

i) Choice of Battle Terrain.

1. Battles are fought on the Battle Display that is supplied with the game. This Display has Battle Line Sections where the fighting takes place. These Sections can have variable terrain, which is chosen according to this set of rules.

2. Battle Terrain Layouts represent the various terrains available to use in the battle. Each Battle Section –including the Outflanking sections– may have one of these Layouts placed on it. The players place the layouts at their disposal as they want. The defender deploys first. The available terrains are limited to those supplied with each game.

3. There are four different types of terrain: Clear, Village, Woods and Hills. A Clear section does not receive a terrain layout. Terrain Effects are:

i. Clear: No effect on combat.

ii. Woods: You cannot play a Cavalry Charge Option against enemy forces inside Woods. Unit identities are not revealed if they are inside Woods until they are engaged in combat. Both attacker and defender have a bonus to all morale checks that occur inside a Wood –1 to die roll).

iii. Village: Defender receives +1 to his engagement die roll and a -1 to all morale checks die roll.

iii. Hills: You cannot play a Cavalry Charge Option against enemy forces on Hills. The Defending side receives +1 to his engagement die roll. Forces on Hills lose half the casualties from the Bombardment Table (1 casualty becomes ½).

4. Defending side may choose the following terrains and does so before the attacker does:

i. Roll 1d10 and compare the result with the CiC Initiative. If a Joint Command situation exists you must roll for each “Joint Leader” present. You can choose 1 Battle Terrain if the die roll is equal to or less than the Initiative of every “Joint Leader” in a Joint Command situation.

ii. A defender in a Rough Terrain Zone can choose 1 additional Battle Terrain of any type.

iii. A defender in a Mountain Pass Zone can choose 2 additional Hill terrains.

iv. A defender in a Forest Zone can choose 1 additional Woods Terrain.

5. Attacker chooses second: Roll 1d10 and do the same procedure as above for the defender (rule 9.2.i.4.i.). Do not roll if the attacker executes a Forced March to enter a defender’s zone.

6. No side may have at any time more than 4 Battle Terrains (one in each Battle Line Section and one in a Flanking Section).

j) Outflank Determination.

1. Compare Initiative value of CiC of both sides; the higher value has an Outflank Option. In a Joint Command situation the side has no option to outflank the enemy. Ties in Initiative value are resolved by a die roll, with the higher result winning. If a further tie occurs the attacker has the option.

2. The side with the option to outflank secretly rolls 1d10 and compares the result with its CiC Initiative. If the die roll is equal to or less than its Initiative that side can choose from among Battle Options the Outflank Battle Option. The adversary must not know if the enemy has taken Outflank Battle Option or not.

3. The side with the option to outflank –whether he chooses to outflank or not or the die roll is unfavourable– deploys in the Outflanking Capable portion of the Battle Display; the other side deploys in the Outflanked portion.

k) Troop Deployment. The player who declared the attack is considered the attacking side and the other side is the defender. First the defender and then the attacker deploy their CU/HQ present in the battlefield at any of the 4 main Battle Field Sections.

1. These Sections are: Right Flank, Centre, Left Flank (the so-called Battle Line Sections) and Reserve. Outflanking and outflanked Sections are not used initially as they must be “activated” by playing an Outflank Battle Option.

2. You must place at least 1 Infantry/Cavalry CU in every Battle Line Section.

3. There is no restriction to deployment in the Reserve Section.

4. If you have more than 1 HQ in the Battle on the same side you can only deploy in the same Battle Line Section CU from 1 of the HQ present. During the Battle this rule is no longer applied.

5. If you have more than 1 HQ on the same side an HQ other than that of the CiC must be deployed in a Battle Line Section if it contains at least 2 CU under his Command. If more than one Section fulfils this requirement the player chooses. This rule applies throughout the battle.

6. The CiC HQ must be deployed in the Reserve and cannot move from it. If a new CiC is named during the battle due to reinforcements arriving (see above 9.2.h.1.iii.) –the former CiC is relieved from this restriction.

7. You must deploy your CU/HQ showing the flag side; do not reveal their identity until both sides have deployed. Once both sides have deployed, reveal the identity of CU/HQ on any Battle Line Section, not in the Reserve or in Woods. During a Battle you only reveal unit identities when they engage combat or move from the Reserve to an engaged Battle Line Section.

8. If any side has a “Field Fortification” marker on the strategic map, he can now deploy it at any Battle Line Section. This Section receives +1 to his engagement die rolls in defence.

9. Remember rule 9.2.h.2. (Section Commanders) in order to deploy Leaders according to your wishes.

l) Calculate Battle Endurance. Both sides simultaneously determine their Battle Endurance. This is expressed as a number of points that can be lost during the battle. The side that loses all its Battle Endurance Points immediately loses a Battle.

1. Sum up Battle Endurance Points for both sides, regardless of how many nationalities form each one.

2. Add (or subtract) Battle Endurance Points: +1 for every infantry/cavalry CU present in the battle. –2 for the side that has no “LoC” marker at the beginning of Battle.

m) Operations Planning Phase.

1. Both sides must simultaneously choose a number of Battle Option Chits. The maximum number each side can choose is equal to the Initiative Value of their respective CiC. In a Joint Command situation you can choose a number equal to the Initiative of the lowest Leader minus 1.

2. Battle Options allow your troops to undertake actions during the battle. They are described at the end of the rules.

3. Available Battle Options are same for each side and two sets of them are supplied with the game. As you have read above only one side have possibility to choose outflank, this is the only restriction. The Battle Options are stated below, with the number of them available per side in the brackets:

- Reserve (6)
- Outflank (1)
- Assault (5)
- Pin (3)
- Bombardment (2)
- Cavalry Charge (4)
- Withdraw (1)
- Recover (4)
- Reinforce (4)

4. If a new CiC is named during a battle due to the arrival of reinforcements you may discard any Battle Options in your hand and replace them by choosing new Battle Options –as many as the former CiC had remaining.

n) Operational Control Check

1. Both sides simultaneously and secretly roll 2d10, adding up the results. Compare the dice result with the CiC Operational Control Number. If a Joint Command situation exists you must roll for every “Joint Leader” present; each one must pass the check. CU Leaders have an Operational Control Number of 11. Modify the dice roll accordingly:

–1 for Defending Side.

+2 if a Joint Command situation exists (+5 if there is no HQ present)

+2 if you choose the Outflank Option

+1 for every Assault Option you choose

+1 for every two Cavalry Charge Options you choose (if you choose only one there is no modifier, if you choose 3, only +1)

2. Operational Control Check effects:

a. If the dice roll is equal to or less than the CiC –or every Joint Leaders’– Operational Control Number you pass the check; ALL engagement die rolls for this side will be modified by +1 throughout the battle.

b. If the dice roll is more than the CiC –or any Joint Leader Operational Control Number he fails the check; ALL engagement die rolls of his side will be modified by –2 throughout the battle.

o) Combat Resolution.

Once a sequence begins it continues until the battle ends. In this step both Battle Lines may engage in combat as far as one Battle Line Section to confront the opposite enemy Battle Line Section (i.e. Left flank against enemy Right flank, Centre against Centre).

1. Both sides alternatively play their Battle Options.

a. The attacker plays his/her First Battle Option, declaring who will act (CU, Section...) and placing the chit on the Display if it is an Attack Battle Option –Assault, Pin, Cavalry Charge and Outflank. For example, he may place an assault chit, assigned to his Centre, between both Centres to signal the attack. Immediately resolve the Battle Options effects. (See Battle Options for explanation)

b. The player may then do ONE of four things:

i. Try to play another Battle Option. To do so he/she must roll 1d10 and compare the result with his/her CiC Initiative. If the die roll is equal to or less than the CiC Initiative, the attacker must play a second Battle Option.

ii. Try to continue the first Battle Option –only if the option played was Assault, Pin, Cavalry Charge or Outflank. To do this you must roll 1d10 and compare the result with the Initiative of the Section Commander of his/her Battle Line Section involved. If the die roll is equal to or less than the Section Commander Initiative, resolve again the effect of the Battle Option played.

Note: you may only try to continue a Cavalry Charge Option if you did not obtain Cavalry Superiority in the initial play of the option.

iii. Attempt a Rally with the CiC or one of the Section Commanders. This attempt is only directed towards a single CU that has shattered SP and follows the same rules as the “Rally” Option. If you choose your CiC the CU may be anywhere on the display. If you choose a Section Commander the CU must be in his Section.

iv. Let the enemy play.

c. Then the defender goes. He/she can do the same as the attacker: play an option, then try to continue, then try to play another option or attempt a rally.

d. Once both players have had their turn, a BATTLE ROUND is finished.

2. A player can decline to play his Battle Options and try to PASS. To pass a player must roll 1d10 and compare the result with the Initiative of his/her CiC. If a Joint Command situation exists you must roll for every Joint Leader. If the die roll is equal to or less than the Initiative the adversary goes. If the die roll is more the adversary goes and you must discard one of your Battle Options without playing it and without revealing it to your adversary. If a player has no more Battle Options he/she is forced to pass.

3. There is no limit to the number of Battle Options that can be played in the same Battle Line Section during a Battle.

4. Battle Rounds continue until a Field Battle ends. A Battle ends when:
i. There are no more Battle Options to be played by any players as they have been played or discarded. This battle ends in a

draw and nothing else happens. Remove CU/HQ from the Battle Display and put them on the map and HQ displays accordingly. Play resumes.

ii. Both sides pass consecutively. The battle ends in a draw. Perform actions from previous paragraph.

iii. One side loses all its Battle Endurance Points, thereby losing the battle; you must then proceed with pursuit and retreat, and then play resumes. If both sides lose their last points simultaneously it is a draw. Perform actions from the first paragraph.

iv. One side, at the end of a Battle Round, has lost every SP that it had on one or more Battle Line Sections –or every remaining SP is shattered. This side loses the Field Battle; you must proceed with pursuit and retreat. If both sides have a Battle Line Section void of SP it is a draw. Perform actions from the first paragraph. You can avoid losing the Battle if you have at least 1 CU in the Reserve and 1 Reserve Option for each Battle Line Section you have voided of SP. Then Battle continues normally.

v. One side plays its Withdraw Option and retreats from combat. This side loses the Battle and you must proceed with pursuit and retreat.

5. After the Battle ends proceed with Pursuit, Retreat, Casualties and the determination of Victory Points. Then play resumes.

p) Pursuit.

After the Battle ends the winner rolls on the Pursuit Table to check additional casualties for the losing side –prisoners, stragglers that never return to the colours...

1. The winning side rolls 1d10 on the Pursuit Table and crosses the die roll result with the amount (in %) of Battle Endurance Points he has at the end of the Battle. Modify the column used accordingly:

- Shift one column left for every battle round after the 2nd.
- Shift two columns right IF the winner has double SP of Cavalry in Reserve or any Unengaged Battle Line Section that the loser has.
- Shift four columns right if the loser has to retreat without Lines of Communication.
- Shift X columns right equal to the Tactical Value of one Cavalry commander in the winning side (whose SP are counted above).
- Shift two columns right if the loser has to retreat over a river (regardless of size) into his first zone of retreat.

2. The result is a percentage that allows you to calculate the additional losses for the losing side.

3. Subtract the number of Cavalry SP the losing side had on Reserve or any unengaged Battle Line Section from the number of Cavalry SP the winning side had on Reserve or in any unengaged Battle Line Section. If the result is 0 or less there are no additional casualties. If the result is a positive number multiply the % obtained from the Pursuit Table for the amount of Cavalry SP the winning side has available.

4. Losses must be applied in the following manner:

- The first loss must be a Cavalry SP. Additionally, 10% of total losses during a pursuit must be Cavalry SP –if any present.
- Secondly, you must lose as many casualties as possible from Gd/Vet types.
- If there are no more Gd/Vet you must lose Ln infantry type.
- If there are no more Ln infantry, you must lose Rec infantry type but lose 2 SP per SP remaining.
- Besides losses from the Pursuit Table, the losing side must eliminate as many Art SP as half the total casualties incurred during the Pursuit – including the penalisation above.
- If the losing side had a Siege Train marker it is lost.

q) Casualty count and Retreat.

1. Casualties during a Battle are of two types: stragglers and permanent:

a) Every casualty incurred during a Pursuit is permanent –except Art SP losses, which can always be replaced (see rules 8.2.b. and 11.2.h).

b) All casualties from an Automatic Victory (where there is a numerical superiority of 8:1 or more) are permanent.

c) During combat the permanent casualties are variable:

i. If the battle is a draw, both sides permanently lose 20% of combat casualties –excluding Automatic Victories. The rest become stragglers.

ii. The winner permanently loses 20% of combat casualties –excluding Automatic Victories. The rest become stragglers.

iii. The Losing side permanently loses 40% of combat casualties –excluding Automatic Victories. The rest become stragglers.

d) Permanent losses are simply removed from the map; stragglers are placed on the map as per rule 12.2.b.

e) Any remaining “½ Casualty” marker is withdrawn without effect.

2. After deducting casualties the losing side must retreat his/her HQ/CU from the zone where the Battle was fought. Apply the restrictions below:

a) The first zone to be entered must be the one with the “LoC” marker of the losing side on it. If there is no such “LoC” marker it can only move to a zone that is not occupied by an enemy “LoC” marker, nor adjacent to one, nor occupied by enemy Military Forces. If no such zone exists you must surrender every HQ/CU and SP –even stragglers and shattered troops.

b) Every zone to be entered must comply with the following order (n°1 has priority over n°2):

i. N°1. The zone must be nearer –in terms of the number of zones– to the nearest depot from its side than the zone being exited. If the retreating Force/s occupies a zone with a depot from its side, they may continue their retreat to the nearest depot of their nationality. If there is no other depot then apply the following.

ii. N°2. Every zone entered must distance the retreating Force/s from the zone in which the Battle was fought.

c) Subtract 1 AP from every retreating HQ per zone entered during the retreat. An HQ can get a negative AP marker due to retreat.

d) A Force/s must retreat a minimum of 1 zone. A lone CU ends its retreat as soon as it stacks with a friendly HQ or Depot.

e) Consume supplies and consult the Attrition Table as per usual for every zone entered during the retreat.

f) If an HQ loses a Battle before its turn for activation comes it loses all bid AP, retreats and is not activated.

g) If all the SP from one side are eliminated all its CU/HQ automatically surrender.

9.3. MINOR COMBAT.

a) A Minor Combat is a procedure to resolve a combat that does not fulfil Field Battle conditions. Unless one side is greatly outnumbered a minor combat results in few casualties and ends with one side retreating.

b) When an Active Force enters a zone occupied by an enemy CU/HQ and after placing any “LoC” markers and after resolving Cavalry Screen Battle, an Active Force can declare an ATTACK after completing a March Action only (including the Forced March Attempt). Once combat is initiated every CU/HQ from every side inside the zone takes part.

c) A Garrison takes part in a combat if it is the only Military Force of its side in the zone. A garrison can never be part of an attacking Force (see rule 9.4. for joint sieges and battles). Any attack against lone enemy garrisons is always a minor combat, except where the garrison is inside a Defensible City/Fortress.

d) Minor Combats are resolved by a single die roll –as for Cavalry Screen Combat above:

1. Both sides determine their respective modifiers with a 1d10 die roll:
 - i. Tactical Modifier of the Force’s Commanding Leader.
 - ii. Numerical superiority. Total SP on both sides and divide the higher number by the lower to find a ratio. This gives the modifier for the side with superiority: 3:2 = +1; 2:1 = +2; 3:1 = +3; 4:1 = +4 (you can obtain an Automatic Victory if your numerical advantage is 8:1 or more).
 - iii. Tactical Value of any SP type present.

iv. The Defender may have the advantage of defending a river crossing –where the enemy crosses any kind of river to enter the zone–, a Mountain Pass or of having a “Field Fortification” marker. All these add +1 cumulatively.

iv. A defender in an Entrenched Camp has a modifier of +3.

v. If one side has cavalry and the other does not, add +2 to the side with cavalry –do not apply this on Mountain Pass, Forest or Swamp zones.

2. Both players roll 1d10 and sum up their modifiers to obtain combat result.

3. The higher total wins. Ties is a draw. Subtract the lower result from the higher result and apply the Minor Combat results.

e) Minor Combat results are:

1. If the attacker wins, the defender loses SP equal to the result of dividing the difference between both totals by 3 (rounding down). Casualties must be taken from the SP type used to modify the die roll. Then the defenders retreat: if an HQ was present it retreats as above for a Field Battle; if no HQ was present retreat the CU/Garrison to the nearest friendly CU/HQ/Garrison/Depot automatically and without consuming supplies nor consulting the Attrition Table.

2. If the defender wins, the attacker suffers casualties in the same procedure as in paragraph above and loses 1 AP –if any HQ present– including the possibility of receiving a negative AP marker. Attackers never retreat in a minor combat.

3. If the losing side had less than 3 infantry/cavalry CU present make a morale check for each CU present. Add to the die roll the number of casualties incurred. Garrisons never check morale.

4. Ties do not inflict casualties. The attacker loses 1 AP –if any HQ present– including the possibility of receiving a negative AP marker, and the defender retreats as above. No morale check.

5. In the case of an Automatic Victory, the outnumbered side is permanently eliminated –including Leaders– and the enemy is unscathed.

6. All losses are stragglers except in an Automatic Victory.

9.4. COMBAT AGAINST DEFENSIBLE CITIES AND FORTRESSES.

Various locations on the map board are indicated as capable of being defended, offering special protection to SP inside them (“Defensible Cities” and “Fortresses”). There are also “Towns with Castle” that give benefits to a small amount of troops, acting as Fortresses for 2 or less SP, or as open locations if there are more SP present.

a) A Force that ends its March Action in a zone with a Defensible City/Fortress and declares an attack against enemy Forces gives the defender the option to “enter” the permanent fortifications, avoiding open combat if the location is not occupied by Forces from the attacking side. Garrisons are always considered to be “inside” the fortifications.

b) In a Defensible City, if the defender stays outside the city resolve the combat as a Field Battle or Minor Combat. If the defender enters the fortifications the attacker must STORM or cancel the attack. If the attacker storms resolve the conflict as a minor combat with the following additions:

i. Only count infantry SP –no Cavalry or Artillery. The defender can immediately convert Cav SP to Ln infantry. This change, once done, is irreversible.

ii. The defender gets +4 to its die roll.

iii. The attacker doubles its casualties.

iv. Roll once and if the attacker wins and inflicts casualties on the defender roll again and apply the result. Continue rolling while the attacker inflicts casualties on the defenders.

v. The attacker only wins if it eliminates all defending SP.

vi. If the attack is unsuccessful the attacker remains in the zone.

c) There is another way of attacking a Defensible City (and the only one to attack a Fortress): **SIEGE**. To besiege an enemy occupied Defensible

City/Fortress you must fulfil the following conditions:

1. You must undertake every “Siege” action with an HQ.

2. You must have a Siege Train with the HQ in the zone to undertake the FIRST “Siege” action.

3. You must have a “Blockade” marker in the zone to undertake the FIRST “Siege” action.

d) You can only have 1 “Siege” marker in the same zone.

e) The Activity Sequence needed to undertake a complete Siege is explained in rule 8.2.f.

f) An HQ that has an “Open Trenches” marker and undertakes another “Siege” action progresses in the Siege to “Take outer defences”. Resolve in the following manner:

1. Besieger Supply. Supply the besieging Force and consult the Attrition Table with a penalization of one row below.

2. Surrender roll: Besieged rolls 1d10 and compares with the Initiative of the Commanding Leader inside the city (Garrisons have an Initiative of 5 for this purpose alone). If the die roll is higher than the Initiative the defender surrenders. If the result is equal or less nothing happens. Modify the die roll by –3.

g) An HQ that has a “Taking outer works” marker and undertakes another “Siege” action commences the bombardment of the main enceinte.

Resolve it in the following manner:

1. Besieger Supply. Supply the besieging Force and consult the Attrition Table with a penalisation of one row below.

2. Besieged Attrition. 35% of defender SP is taken as permanent losses with a minimum of 1 SP. If there is a depot inside a city (or Requisition marker) you can diminish the attrition by spending 1 supply level for each SP you do not want to lose –as a result you may have no casualties.

3. Breach roll: Besieger rolls 1d10. If the result is 5 or more a practicable breach exists. Fortresses are printed on the map with a number that is a modifier to this die roll –to reflect better fortifications. If you do not open a breach you must undertake another action to try again; suspend the current action at this point. Add +2 to the breach die roll for every consecutive “Bombardment” Action undertaken without opening a breach. The next and further “siege” actions will also cost double. If you open a breach continue the sequence.

4. Surrender roll: Besieged rolls 1d10 and compares with the Initiative of the Commanding Leader inside the city (Garrisons have an Initiative of 5 for this purpose only). If the die roll is higher than the Initiative the defender surrenders. If the result is equal or less you must storm the breaches.

5. Breach Assault: Resolve the combat as an Assault Option between two opposite Battle Line Sections on a Field Battle. The attacker has two engagement rolls to resolve the assault. Resolve the first assault and at the option of the attacker there may be another one. Modifiers to these die rolls are:

a. Numerical superiority. Total infantry SP on both sides and divide the higher number by the lower to find a ratio. This gives the modifier for the side with superiority: 3:2 = +1; 2:1 = +2; 3:1 = +3; 4:1 = +4. (In a Defensible City there can be an Automatic Victory where there is a numerical superiority of 8:1 or more; there are no Automatic Victories against Fortresses)

b. The Tactical Value of any infantry Type SP that is present in the combat.

c. The besieger receives a penalisation equal to the Fortress defence modifier.

6. If all the defender’s infantry SP are casualties or shattered, the city falls and every defender SP is permanently eliminated. The attacker takes the city and the siege is over.

7. If the assault does not take the city the besieger is forced to undertake again “Bombardment” actions to try again, use the same sequence as above.

8. Shattered troops rally: Automatically, at the end of a Breach Assault, the attacker can try to rally its shattered SP as if performing a “Rest” action. Defender SP are un-shattered automatically.

9. Continue or end the Siege. If the besieger did not take the city, he **can** continue besieging or end the siege –this will happen if the besieger chooses another action apart from “Siege” in his next Activation.

h) While a city is besieged no besieged HQ, CU or SP can exit from **it**, nor can any enter. If friendly Forces enter the zone they **are** considered **to be** outside the city as long as there are besieging enemy Forces. If the **Forces** entering declare an attack against the besiegers, the besieged **Forces** can take part. In such case the besieger must divide his **Forces** in two: one part facing the besieged and another against the relieving Force. Resolve two separate combats without executing any Pursuit or Retreat until both are finished. If the besieger loses any combat he must retreat the whole Force (execute the Pursuit for any Field Battle that occurred counting Cavalry SP both outside and inside the city). If he wins both combats the relieving Force must Retreat and the besieger stays inside the city. This is the only way a Garrison initiates combat.

i) While a Siege is in effect only the besieger can benefit from a bridge inside the zone with the besieged city.

j) Every time you begin a Siege you must flip the Siege Train counter so that when you finish **the siege** –whether you take the city or not– you lose the Siege Train. This forces you to create a new one for every siege you undertake.

k) SIEGE TRAINS: These are the necessary tools for a siege: heavy artillery and equipment such as fascines, gabions, shovels... They are not Combat Units but markers. They were difficult to create and to move over the roads of the time.

1. A siege train may be placed on the map when a CU undertakes a “Create Depot” action in a zone, which can trace Communications to TWO other friendly depots. The siege train marker is placed in the zone with the new depot. The Exclusive Rules for each game may **set** other restrictions and specific rules.

2. A Siege train marker cannot move by itself. It must be moved by a friendly CU stacked with it. A Military Force that “moves” a Siege Train cannot undertake a “Forced March” attempt in the same March Action. Furthermore, a CU stacked with a Siege Train cannot use the Detached Combat Unit Movement Phase.

3. Every Siege Train marker that is used to begin a Siege is eliminated at the end of the siege –whether the siege is suspended or the besieged stronghold is taken– and **is** available to return to play in the next turn as stated.

l) HONOURS OF WAR. This is the name given to the terms of a surrender of any besieged enemy that is allowed to march out free. Instead of wasting their lives, the defenders often defended until a practicable breach was opened in the main enceinte.

1. When Honours of War are conceded the surrendering Military Forces are removed from the map but they are not considered eliminated. They return to play 2 turns later **in** a zone with a friendly Fortress that is at least 20 **zones** away from the **zone** where they **have** surrendered. If no such zone is available, place them at the farthest Fortress. Place them in the Reinforcement Phase.

2. Any time a defender must check for surrender, except the first time in each siege, the besieger can “offer” terms before the defender rolls the die. This adds +1 to the surrender die roll. If the defender surrenders, the besieger must grant permission and cannot revoke the **offered** terms.

10. – TRAINING.

10.1. – Training Phase:

a) This Phase only takes place when the Exclusive Rules of each game in the Series indicate.

b) In this Phase you must inspect every zone containing friendly SP. Rec Type Infantry can become Ln and Ln Type can become Vet in each zone.

1. Add up every Rec SP in a given zone. Upgrade to Ln as many Rec SP as half the total **number** of Ln and Vet Infantry SP that are in the same zone.

2. Add up every Ln SP that happens to be in a given zone. Upgrade to Vet as many Ln SP as half the total **number** of Vet Infantry SP that are in the same zone.

3. Simply remove from the map the **number** of SP that are upgraded and add the same number of upgraded SP.

c) No SP can be upgraded from Rec to Vet in a single Training Phase.

d) Do whatever adjustments you need to allocate the upgraded SP in the CU/Garrisons present in the zone –including placing on the map previously eliminated CU or their replacements.

e) If you cannot allocate an upgraded SP in any CU/Garrison in its zone it is not upgraded.

10.2. – Combat experience: At the end of a Field Battle, 10% of Rec Type SP from the losing side that **are** unshattered and on any Battle Line Section are upgraded automatically to Ln. The winner upgrades 20%.

11. – REINFORCEMENTS.

11.1. Rallying Stragglers.

At the beginning of every Reinforcement Phase you must inspect the Straggler markers you **have remove** 50% per nationality of every zone with a Straggler marker (rounding down) and add them to the SP received as reinforcements in such turn (as infantry Rec SP). The remaining Stragglers stay where they were.

11.2 Reinforcements.

During the Reinforcement Phase you must place new troops (Leaders/HQ/CU/SP) on the map, as stated in each scenario.

a) Place the troops where indicated in each scenario, if various zones are given as alternatives choose the most appropriate.

b) SP that arrives without being inside a CU must apply the following rules:

1. Each scenario states the Troop Quality for each SP received as reinforcement.

2. SP that were previously stragglers are considered of Rec Quality.

3. They can be placed in:

i. An existing garrison in a home country zone.

ii. A CU or garrison that can trace Communications to a friendly depot forming a valid Depot **of** Chain.

iii. A CU that is eliminated in a previous turn –or its replacement. This CU must be placed in a zone as for i. and ii. above.

4. A CU already on the map can receive a number of new SP equal to those already inside **it**.

c) Any reinforcement not placed in the turn of arrival is lost.

d) The Exclusive Rules and scenarios may add special rules regarding Reinforcement placement.

e) You cannot place any kind of reinforcement inside a Defensible **City** or Fortress under siege or blockade.

f) Once placed on the map, reinforcements take part in the game normally.

g) In this Phase you can reorganize troops that are stacked **in** the same zone. You can transfer SP from one CU to another and bring into play a CU previously eliminated –or its replacement. Remember: a CU cannot lose its last SP in this Phase –i.e. you cannot transfer every SP of a given CU. Shattered troops cannot be transferred.

h) In this Phase any Art CU –or other CU which may contain Art SP– that has lost any or all its Art SP and is capable of tracing Communications to a friendly depot can be replenished up to full strength of Art SP. This includes any Art CU that has **been** eliminated and can return to a zone with a friendly HQ to which it can be assigned. The HQ must be capable of tracing communications to a friendly depot and cannot have other Art CU assigned.

i) You can also transfer SP between CU and Garrisons that are stacked in the same zone.

11.3. Withdrawals.

In some scenarios **specific** Leaders/HQ/CU/SP are required to be withdrawn from play. Such troops are removed from the map board

immediately, except those under siege or blockade. In the latter case they **are** withdrawn from **the** play in the first Reinforcement Phase in which they are no longer under siege or blockade.

a) Any Leaders/HQ/CU/SP withdrawn from **the** play are removed permanently.

b) Ignore any requirement to withdraw something that is not in play.

c) If a CU is to be withdrawn, you must withdraw the one commanded by the Leader with the highest Tactical or Morale Modifier (in that order), unless stated **otherwise**. CU withdrawals imply a reduction of forces for the owner's side –i.e. less units on the map.

d) The SP withdrawn can be from any part of the map board.

e) If a Leader (not commanding a CU) has to be withdrawn, he must be replaced by another one.

12. -LOSSES:

12.1. Leader Casualty:

a) Leaders Commanding HQ and CU can become casualties. This can happen in the following cases:

1. A Leader Commanding a CU becomes a casualty if his CU takes part in a Recover Battle Option and the unmodified die roll is "10".

2. A Leader can become a casualty when the enemy bombards the Battle Line Section in which he is located. If the unmodified enemy bombardment die roll is "10", a Leader (Commanding CU or HQ) among those present is randomly **determined** to become a casualty –if the enemy played a Bombardment Battle Option, the Leader lost will be from a Battle Section that suffers bombardment casualties.

3. During a **Field** Battle, a Leader that must roll against his Initiative Rating –**as** Commander in Chief or Battle Section Commander– and obtains an unmodified result of "10", must roll 1d10 again. If he obtains a 9 or 10 he becomes a casualty.

4. A Commander in Chief or Battle Section Leader that attempts to Recover **shattered troops** and rolls an unmodified "10" becomes a casualty.

b) Leader casualty effects:

1. Leader is **permanently** removed from the map board.

2. If he was the Leader Commanding a CU, that CU receives a "Leader Loss" marker. The leader commanding that CU ceases to be in play.

3. If he was the Leader Commanding an HQ, he is removed from play immediately and that HQ receives a "Leader Loss" marker –the HQ is commanded thereafter by a leader 8/0 (4) 0.

4. If the **lost** Leader was a Battle Section Commander and became a casualty due to an enemy bombardment, that Section will fight without the Commander Tactical Bonus and with an additional penalty of –1 for the engagement die roll.

5. If the Commander in Chief becomes a casualty apply as in **point** 3 above and discard randomly one of the remaining Battle Options –the enemy chooses.

c) The **lost Leader** must be replaced by another leader of the same nationality chosen from among the available ones. This is done at the moment the CU or HQ with a "Leader loss" marker undertakes a "REST" action. A leader is available to fill the gap if he is not already in **the** play.

12.2. Stragglers: There were numerous men not present or fit for action for numerous reasons (on leave, in hospitals, on their way to the units, on duty at a distant point, detached...). **These Stragglers** are represented by the STRAGGLERS markers. The numbers that **are** on the counters are the number of SP present. Straggler markers are supplied in various colours to match the different nationalities in a given game:

a) Stragglers are generated during March –and Forced March– actions and Combats. They are temporary losses.

b) Any Straggler SP generated may be placed with a marker still on the map –adding its number to the existing ones– or may be placed using a new one. The new straggler SP may be placed in a zone with a depot to which Communications can be traced by the **straggling** Force or in the same zone occupied by the Force at the time the Stragglers are **created**.

c) A straggler can only be placed in zones with a Town / Defensible City / Fortress or a Friendly CU.

d) Stragglers can only be moved if they accompany a friendly CU. They must remain with that CU during the March. That CU cannot undertake a Forced March attempt while stacked with a straggler marker. If that CU wants to make a Forced March attempt Stragglers must be "dropped" before rolling the die –if there is no Town / Defensible City / Fortress or another Friendly CU in the zone, the stragglers are lost and become permanent losses. A CU is not obliged to "draw" a straggler marker by simply stacking with it, it is an option.

e) Stragglers that **are** alone in a zone with **the** enemy Military Forces are permanently eliminated.

f) During the Consumption Phase of every month you must eliminate some of the Stragglers on the map. You must **permanently** eliminate 40% of Straggler SP in a zone with a Friendly Depot and 50% if there is no Friendly Depot in the zone. Always round down losses. The **remaining stragglers** must remain in place.

12.3. Shattered Troops: These are the troops that fail a morale check during combat. CU containing shattered SP cannot leave them at any location or transfer them to another CU. Every time a CU has all his SP shattered this must be announced to the enemy –simply by placing it on the map face up, i.e. with its symbol and name in full view, or by inverting it in the Battle display or using the appropriate markers provided **or using the appropriate markers provided**.

a) Any CU that contains only shattered SP can only do two actions: Rest and March (it must always march in order to get further away from the nearest enemy CU or HQ).

b) Any HQ that is stacked solely with CU that have all their SP shattered is subject to the same restrictions as a).

c) Enemy CU and HQ disregard CU with all their SP shattered for all purposes, except that they can be attacked. Any CU that is involved in combat does not take part in **it**. If it is attacked eliminate 35% of the shattered SP immediately –they **are** considered **permanent** losses, not stragglers. If the defender is composed solely of shattered SP the attacking force can, at the owner's option, try to perform a Forced March after the attack declaration. This rule applies at the moment of DECLARING an attack –minor combat or field battle. During a field battle a Battle Line Section that only contains shattered SP is considered empty for all purposes.

d) Any SP that arrives **to** a CU with shattered SP are considered shattered too.

e) Any CU with some SP shattered and some not is considered a normal CU for all purposes except in the case of c) above, regardless you must state which SP are shattered and which are not. "Shattered troops" markers are very useful.

13. DETACHED COMBAT UNITS MOVEMENT PHASE.

a) Any detached Combat Unit unable to trace Communications to the **parent** HQ to which it is assigned may make a limited move to re-establish Communications.

b) Every Detached CU can make up to 3 March Actions and 3 Forced March attempts for free. To do so, the following restrictions apply:

■ Every zone which it enters must be the nearest to its assigned HQ.

■ Finish all the moves of one CU before beginning the move of another detached CU.

■ The CU must consume Supply and consult the Attrition Table as per usual.

■ Detached CU cannot enter enemy occupied zones during such movements (to fulfil this condition you may violate the first restriction)

■ No combat is permitted.

c) The side with the Strategic Initiative moves its Detached Units last.

d) A CU stacked with a Siege Train cannot move in this Phase.

14. CONSUMPTION PHASE.

14.1 Monthly attrition: Check both sides to see if any of their Military Forces lose any SP. Lose 10 % of the SP located: in a zone that has a "Deplete" marker, inside a Defensible City/Fortress and under blockade, besieging a Defensible City/Fortress held by the enemy, in a Mountain Pass or Swamp Zone, in a zone with an enemy garrison

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unblockaded or blockaded by a number of SP less than the **number** of SP in the garrison. These percentages are cumulative (i.e. if a force is blockaded in a Fortress that has its zone Depleted and it is a swamp zone it will lose 30 % of its strength).

a) Such losses are stragglers.

b) If the Force is inside a blockaded Fortress or Defensible City you always lose a minimum of 1 SP. But if there is only 1 SP inside the City / Fortress, you must roll 1d10 – if the result is 1–5 it is eliminated; if 6–10 it remains in place.

c) You can reduce the number of losses your Forces suffer by consuming Supply Levels (Requisition marker inside the affected zone and/or Depots to which Communications can be traced). For every level you consume, lose 1 SP less.

d) The first loss in every zone must be Cavalry for December, January and February turns. The **remaining** may be infantry. You cannot remove Art SP while there are any Infantry or Cavalry SP in the zone.

14.2. You must eliminate some of the Stragglers on the map. You must **permanently** eliminate 40% of Straggler SP in a zone with a Friendly Depot, 50 % if there is no Friendly Depot in the zone. Always round down losses. The rest must remain in place.

14.3 Surrender: Every HQ / CU or Garrison that is surrounded by enemy Military Forces and Impassable Terrain must surrender and its leaders and SP are **permanently** eliminated from the game.

a) A Military Force is surrounded if the zone it occupies has adjacent to it solely Impassable Terrain and enemy occupied zones. Treat zones adjacent to the “Line of Communications” of the enemy Forces inside their own zone –if any– as enemy occupied for the purposes of this rule only.

b) A Military Force in a zone with a Defensible City, Fortress or Port is exempt from this rule.

BATTLE OPTIONS EXPLANATION:

1) **Withdraw:** **Field** Battle ends immediately. The player who plays this Option retreats from combat. The Commander in Chief must roll 2d10, add up the results and compare it with his Operational Control Level. Modify the die roll by the following:

– Add a number equal to the Battle Endurance Points left on the enemy side and

– Subtract a number equal to the Battle Endurance Points left on the retreating side.

If the modified result is equal to or lower than the Operational Control Level the enemy Pursuit **is** decreased by 3 columns **to the** left. If the number is higher the enemy Pursuit will be increased by 2 columns right.

2) **Reserve:** Allows you to move a group of HQ and/or CU from the Reserve or any UNENGAGED Battle Line Section to another Battle Line Section –engaged or not– or the Reserve. When a Battle Line Section is engaged no HQ or CU can leave it.

3) **Reinforce:** Allows you to move a friendly Military Force into the battle from an adjacent zone. The Military Force may consist of a lone CU, an HQ and its subordinated CU stacked with it, or an HQ and every CU and HQ of inferior size subordinated and stacked with it.

a) Roll 1d10 and compare the result with the Initiative of the **Reinforcing** Force’s Commanding Leader (a CU Leader or HQ Leader). If the result is equal to or lower than his Initiative you may move it into the Battle (spend 1 AP from every HQ that happens to be in the Force – place a negative AP marker over one that has none left before deducting this 1 AP). These reinforcing troops may be placed in any of the Battle Line Sections and/or the Reserve, with the player choosing.

b) If neither side has played an Outflank Option, a Flank Attack can occur now if the reinforcing Force enters the Battle zone from the zone in which the enemy has its own Line of Communications marker:

– Remove the enemy Line of Communications marker from the map.

– Place the reinforcing Force in the Flanking Section and proceed as for an Outflank Option. (This is done regardless of who could Outflank or not).

c) You can use the arrival of reinforcements to rearrange the troops in the Battle Line –without needing Reserve Options: you can move CU assigned to the same HQ that were deployed in two separate Sections into one, as long as the troops that move were unengaged.

d) Add Battle Endurance Points for the reinforcements that arrive: 1 BEP for every CU of Infantry and Cavalry that arrives. If the reinforcements remove the enemy Line of Communications marker, subtract 2 BEP from the enemy total before resolving the Outflank.

4) **Rally:** Allows you to rally SP shattered in combat. When you play a **Rally** Option roll a die for each friendly CU that has shattered SP. Modify the die roll by +3) and by the Morale Modifier of the Commander of the CU. If the modified die roll is equal to or less than the Morale Value of the Shattered troops rally them and use them normally. If it is higher they remain shattered.

If the unmodified die roll is “10” the CU Commander is a casualty and is retired from the game permanently. If it was a Recover made by the Section Commander or Commander in Chief his Morale Modifier is used (not the one from the CU) and he **is** the casualty –remember **that** such a recovery only applies to one CU on his side.

5) **Bombardment:** Allows you to attack the enemy with every Artillery CU you have in each Battle Line Section. Add all the Art SP that are inside those Art CU (Art SP that happen to be inside Infantry or Cavalry CU do not count) and roll 1d10, crossing the results over to the Artillery Bombardment Table.

a) Bombardment effects:

– **(–)** Indicates no effect,

– **A** number indicates the amount of SP the enemy loses,

– **T**he presence of an asterisk (*) indicates that the enemy loses 1 additional Art SP

b) Apply the losses in the following manner: the player who plays the Bombardment Option must assign the losses to enemy CU; he can take 1 SP from an enemy CU in a Battle Line Section opposite to one in which he has at least 1 Art CU. Distribute losses between the Art CU he has in the Battle Line in such a way that every Art CU must inflict 1 SP loss before any can inflict 2. You must inflict the first loss in every Section to any Infantry SP present. Furthermore, no more than 1 SP lost in each Section can be of Cavalry –unless there are no other SP present. Example: You have 3 Art CU (Two in the Centre and one on the Left Flank), you play a Bombardment Option and inflict 2 losses on the enemy; you can inflict 2 losses to enemy CU/s in the enemy’s Centre or 1 in the Centre and 1 to any enemy CU in the enemy’s Right Flank.

c) If the unmodified die roll in the Artillery Bombardment Table is “10”, one enemy leader will become a casualty. **Determine** randomly among the present leaders (Commanding HQ and CU) in a given Section that suffered casualties from Bombardment (if more than one suffered casualties the attacker chooses in which one a leader will be lost).

6) **Assault:** **Allows** one of your Battle Line Section to attack the enemy Battle Line Section directly opposite to **yours** –for example, your Right Flank to attack the enemy Left Flank. You play the chit and place it directly between both Battle Line Sections. From this moment onward both Sections are considered ENGAGED as long as there is any chit placed between them. Resolve the combat in the following sequence:

a) Choice of Battle Line Section Commander: Choose one from the leaders present to **become** the Section Commander. If there are any HQ present in the Section, the Commander must be from the HQ, not the CU.

b) Artillery bombardment: This is resolved as above except you and your enemy only use the Art CU placed in the Battle Line Section involved in the combat. Losses can only be inflicted on CU placed in those Sections. Both sides fire their artillery, not just the attacker.

c) Engagement: Secondly, both sides must determine their Combat Modifiers. They are:

– Section Commander Tactical Modifier (–1 if Commander was a casualty during bombardment)

– Numerical advantage: divide the **higher** number of SP by the lesser SP and find a ratio (rounding down as usual). Every ratio gives a

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Numerical Modifier: 3:2 = +1, 2:1 = +2, 3:1 = +3, 4:1+ = +4 (Automatic Victory can be obtained if one side has 8:1 or higher ratio)

– Troops' Tactical Value (if there are different Troop Types the player chooses which ones he uses)

– The defender may have a positive modifier +1 for defending across a river (regardless of size), a Mountain Pass and/or a Fortification marker (all cumulative)

– The side that fails the Operational Control die roll has a negative modifier: -2.

– The side that passes the Operational Control die roll has a positive modifier: +1.

– If a Section has a "Cavalry Superiority" marker it has a negative modifier: -2. (Remove the marker after combat resolution).

– If any adjacent friendly Battle Line Section is void of friendly unshattered SP: -2.

– Defender in Village or Hill terrain: +1.

– If you have at least 1 Art SP and the enemy has none: +1.

You must add all the modifiers to 1d10 roll to obtain a Combat Total. The side with the highest total is the winner of the Assault; the lowest is the loser. If they are the same, there is a tie. Subtract the lowest Total from the highest one.

d) Combat effects: Apply in the following order:

– If there is an Automatic Victory: the side with fewest SP is annihilated (all his SP are taken as permanent losses) without a dice roll. The Winning side loses nothing.

– If there is no Automatic Victory: the loser has losses equal to the result of dividing the difference between both Combat Totals by five (rounding down). If the result is lower than 1, the loser puts a "½ casualty" on his Battle Line Section involved in the assault. This marker remains there until battle ends or another "½" is taken in the same Section –in this case 1 full SP will be lost.

– If there is no Automatic Victory: the winner has losses as follows: If the loser loses "½" SP, the winner loses nothing. If the loser loses 1 SP, the winner takes a "½" marker. If the loser loses 2 or 3 SP, the winner loses 1 SP. If the loser loses more than 3 SP, the winner loses 2 SP.

– The losing side subtracts 2 Endurance Points from its Battle Endurance Total.

– One infantry or cavalry CU from the Winning side must make a Morale Check. Roll 1d10 and compare the result with the Morale Value of the Troops contained in it. Add 1 to the die roll for every SP lost during the engagement. Subtract -2 from the die roll for winning the battle. If the modified roll is higher than the Morale Value of any Troops inside this CU those Troops are SHATTERED –they are out of play until they are rallied. If every CU in a Battle Line Section loses every SP due to combat or shattering, every Artillery CU that happens to be in that Battle Section is destroyed and their SP are eliminated. You lose 1 additional Endurance Point for every CU that loses all its SP – due to combat or shattering, including Art CU as stated. The only exception is the winning side never loses a battle as a result of this rule – never reduce the winner's Battle Endurance Total to 0 as a result of this rule.

– Every CU in the loser's Battle Section must make a Morale Check. Roll 1d10 for each CU and carry out the same process as for the winning CU; however, the loser does not apply the -2 modifier to his die rolls, and he can lose the battle as a consequence of this rule.

– In the above Morale Checks you must take into account the modifiers of the terrain: -1 for defenders in Villages or Woods and -1 for attackers in Woods.

– If a tie results, both sides take a "½" marker and both must make a Morale check with one of their infantry or cavalry CU present.

e) The SP lost must be taken from the Troop Type used to modify the engagement die roll. If those SP are all eliminated, you must lose the SP present with the next higher Combat Value.

f) The Assault Chit must remain placed between the Battle Line Sections involved. This option is replaced by another Offensive Option (Assault, Pin, Cavalry Charge) that any side plays. Offensive Chits are removed as soon as one Section is void of non-shattered SP (every SP

in that Section is eliminated or shattered). The opposite Battle Section then becomes UNENGAGED.

g) Once the Assault sequence is finished the attacking player can choose to continue the Assault. Roll 1d10, if the result is lower than or equal to the Initiative of the Battle Line Section Commander, the Assault continues and you must follow the Assault sequence step by step again. If the die roll is higher than the Commander Initiative, the Assault ends. This can be done once per Assault Chit played.

7) **Outflank:** Allows you to move one or more HQ and CU from the Reserve to the Battle Line Flanking Section and Assault the enemy Flanking Section. Automatically the enemy can play a Reserve Chit and move HQ and/or CU to his own Flanking Section to counter the Flanking move. The Battle Line then extends to 4 Sections (adding 1 more to the existing 3). Resolve the Flanking Attack as an Assault. At your option you can resolve the Flanking Attack as a Cavalry Charge if your outflanking force includes cavalry points.

8) **Pinning:** Allows a combat to develop –but with low intensity. Two sections of the Battle Line fight each other as in an Assault but there are no morale checks. This Battle Option can be continued.

9) **Cavalry Charge:** Follow the same steps as an "Assault" but only consider Cavalry SP on both sides (if an Automatic Victory occurs the only SP affected are those of Cavalry). This Battle Option can be continued only if the defending side owned cavalry at the moment it was played. If the defender had no cavalry when the Battle Option was played –or continued– follow this sequence:

– The defender must make a Morale Check for one of his Infantry CU present. If every SP inside this CU is shattered as a result of the Morale Check it loses 1 SP –as the player chooses. If the defender's infantry is not shattered by the morale check, then an attacking unit with cavalry inside it must check morale for its cavalry SP only.

– Place a "Cavalry Superiority" marker over this Battle Line Section. Next time this Section is involved in any kind of combat loser has an adverse modifier of -2 for the engagement die roll. The marker is removed from the map after the next engagement die roll.

You cannot play a Cavalry Charge Option against an enemy Battle Line Section that contains Wood or Hill terrain.

Designer's notes

I designed Age of Muskets after being a player since 1982 –I was thirteen– and I like Military History as well, particularly the Napoleonic period. Soon my thoughts turned to the 18th Century. I always felt that games focused so much time and space on battles of these periods but real campaign management was marginal. Games such as AH's "War and Peace", "Frederick the Great", and "Empire in Arms" focused too much on battlefield performance and too little on attrition, supplies, consumption, marches and counter marches and above all: sieges. Good military history –thanks to Christopher Duffy, David Chandler, Rory Muir, Jim Arnold, Scott Bowden, Martin van Crevel, John A. Lynn, Jeremy Black, Peter Höfshroer, Paddy Griffith, Brent Nosworthy, etc.– taught me that real commanders were more concerned about marches and supplies than battles. Accordingly, this Game Series focuses mainly on C3i: Command is the key to successful campaigning; Control of your troops and of the initiative is decisive; clear Communications with troops and rear areas free of enemy disruption are vital for your forces to survive; and Intelligence of enemy presence, moves and intentions are necessary for your troops to react accordingly and not be surprised and destroyed. War in the "Pre-industrial" age was a lifetime craft. Aged commanders were seen as "obsolete" and "ineffective" by "pro-revolutionary, pro-Napoleonic" fans, in the face of younger high-ranking French leaders of the late 18th and early 19th century. Truly revolutionary and Napoleonic warfare definitively changed the nature of armed conflict throughout Europe as mass armies, professionalism –as opposed to drafting–, conscription and new social and cultural forces such as nationalism, were released from Pandora's chest. But there was no

“hiatus” with past warfare. There was a real evolution in warfare from the mid 17th century to Napoleonic times. Tactical evolution has been focused upon in so many works, but campaign management hasn’t. Too many arguments about chains of depots, magazine restricted mobility, conservatism, “limited wars”, warfare etiquette, aristocratic hierarchy and social sclerosis had generated a lot of unnecessary prejudice against noble society and warfare during the 17th and 18th centuries. Continuity, not revolution, was the key word for describing the pre-revolutionary and the so-called “Napoleonic” way of managing campaigns. Armies consisted of men, horses and wagons, so the necessities and possibilities remained largely the same until the arrival of mechanical machines in war. In this game system you can march a lot and lose a lot of troops or you can preserve your army for king and country. It is your choice, as was the case for the real commanders. War was an expensive sport for kings, so generals were provided with expensive tools –professional soldiers, arms, cannons, various equipment, and fortresses – to achieve their objectives. It was more important to avoid defeat than to defeat the enemy, as the risk was often too high. Battles were avoided, as they were considered too unpredictable, sieges were preferred as they were more secure and predictable successes. A general was eager to offer battle if he could achieve his objectives in a more secure way. Manoeuvres, marches and counter marches, feints and “petit guerre” were commonplace. In this system you can choose your course of action. Objectives are usually stated by the Victory Conditions in each scenario and game. As commanding general, you must fulfil them without being destroyed or your enemy will be the winner. You can choose a direct approach, with a rapid march into battle, or an indirect one, through manoeuvres and attrition. Activation, Supply, Marches, Combat and Sieges are the main tools used. Let’s look at each of these in turn.

ACTIVATION

The core of the game system is the Activation System. This represents how real commanders employed their time. Some of them were active leaders full of enterprise and actions; some were lethargic and very slow at reacting. Time is a plastic dimension –as Albert Einstein pointed out– so you can do a lot of things with an 8 Initiative–rated leader and somewhat less with a 4–rated one. This is the main pillar of the activation system: to reflect the way historic leaders used time. The best leaders reacted quickly and poor ones were slow and late. Circumstances also dictated. The Activation System adds Initiative, Bids and Luck (die roll). Even the best general has a bad day, and some badly rated generals were simply unfortunate ones – remember Mack at Ulm in 1805. The best plans are in the hand of destiny, if a courier fails to duly deliver his message or if a bad road was not on the map. Communications in this period made it impossible to react quickly in every case. A poorly rated leader can outmanoeuvre a better one given the precise amount of luck needed. Bidding is the third element, about which much can be said. Bidding is the key element in the system as it is your decisions, not only luck, that can give you the edge in a campaign. Command gives a role to decisions, so the game system tries to force you to make a lot of them. Given the Activities Cost and the amount of Activity Points you have in a given turn you must calculate so that your actions happen at the right moment. There are some techniques you must take into account: bidding AP one by one is best used when you have a decent leader (6–8) who tries to march a lot; if you have a poor leader you will lose most of the points bid as you will not be the First player in many Activation Rounds –remember that all players but the first lose AP from their bids in every round. You must be reasonably secure to be the first player of a round to bid only one AP. In multiplayer games this is really difficult to achieve without a really good leader. Passing is another technique to be used properly and with care. Players who are on the offensive must avoid AP penalisations for multiple passes if they want to achieve their objectives (remember: if every player passes in a given Activation Round all the HQ on the map lose 3 AP). The enemy can withhold his bidding until

he sees fit. Players on the defensive must be calm and patient as they must be sure of enemy intentions before they commit their forces. In real warfare both armies usually tested each other before attempting major enterprises. Careful play can enable a poorly rated leader to outfight better ones; I have seen a 4–rated leader drive a 6–rated one from a whole province due to better play.

Strategic Initiative is another good tool in the hand of enterprising players. The side with the Initiative has more chances of activating its forces before the other side. Moreover, the free activation of every turn is a good opportunity to seize key locations, attack unprepared enemies or amass your forces before the enemy arrives. **REMEMBER:** battles decide the Initiative so do not offer one easily if you have the Initiative, you can lose it. Activation is the key. Bid a lot to move first at the right moment, but do few things in a turn or make lower bids and trust in destiny...it is your choice.

SUPPLY

Armies usually consist of living beings, so you must feed them or they will die – in the case of animals– or get ill and desert –in the case of persons. Munitions, spare parts and the like were of minor importance in terms of volume and weight in this era. Food was the real problem. Horses were the main workforce so armies usually had a tremendous amount of them for the cavalry, artillery, wagons, officers and horses eat a lot of food. Usually a campaign could not be initiated before the grass was tall. During the winter, horses were fed with grain and stocked forage and they did little work so they needed less calories. Campaign activity put great stress on animals and food had to be fresh and varied. Grass was the main supply for the armies’ horses. The French, under Louis XIV, were known for beginning campaigns sooner than their enemies, as their magazine system allowed them to support the forces in the field until the grass was ready in the fields. Winter is a terrible season for cavalry. Men are less fragile than horses but they are thinking beings and are provided with “*liber arbitrii*” (liberty), so they flee when things go bad. As field commander you must take care of your soldiers or they will falter. Assuring supply to your troops makes them more willing to fight and stay with the colours. Attrition is complementary to supply. Attrition inevitably has an effect on the game, such as the Consumption Phase or the higher attrition rate of Forced Marches, as Forces deteriorate naturally. However, some other effects – mainly the Attrition Table – are direct consequences of the supply status of units. Try not to activate forces without supply, maintain some (depot or requisition) levels of supply at all times. There is more attrition when movement is rapid, with more marches and fighting. You cannot afford to maintain such a level for very long. The Operational Tempo is marked by supply: time for resupply and activity time; these are the rhythms of the operational melody. Supply restricted areas of operations as well: depleted zones are very difficult to campaign in. Sometimes, devastating your own territory is useful as it can deny supplies to invaders. However, it is more useful to devastate enemy territories. Supply conditions worsen during sieges so be sure you can supply your troops during the course of the siege or you will lose a lot of them. Armies of the period could not carry unlimited amounts of supplies, hence the limit on Requisition Levels (1 marker per zone) and the restriction on distance to depots (convoys). Forces are obliged to supply from the area in which they are campaigning. Home Depots can be useful but they have limits, for troops can get out of reach, and most of the things to be supplied were not inside the depots (a time without preserved or prepared food), including horses’ fodder. It is useful to create depots – a time-consuming operation– during quiet periods, as is the case of requisitions. When movement begins, consume depots within reach and keep requisition levels for later use. They can be used when the depots are gone or too far away. It is normal to suffer more casualties from attrition than combat, so don’t be afraid to let some stray behind when you campaign; just be careful not to lose too many.

MARCHES

Marching was the other main concern of commanders. The Quartermaster was in charge of daily marches and his mission was to define the routes and objectives of army units. When connecting with supply you must take into account that you can operate in two ways: moving your army as a whole and suffering more attrition –even when well supplied– or moving in columns. The size of the force is also decisive: an army of 20,000–30,000 soldiers is not too clumsy and can move as a single entity easier than an army of 100,000 –that is one of the reasons for the Napoleonic Corps System, mass warfare. Always be wary when marching to avoid unnecessary stragglers. Sometimes they are hard to recover and are usually in the wrong place –i.e. in the middle of an enemy raid that destroys your hospitals and depots. Move in columns when the enemy is far away, move together when combat can be expected. Sometimes grouping together and passing is the best way of fighting a campaign, or at least part of it. Remember that while your army is intact you are a menace to your enemy, a battle defeat or bad moves that make you lose a lot of stragglers can be devastating to Victory Conditions. Whatever you do stragglers will come into play – attrition is unavoidable–, so you must take care of them. They are very easy to destroy. This reflects the need for secure locations –such as fortresses– for hospitals and secure communications to these points. Stragglers also slow down army marches and must be left behind to speed up. You can lose a lot of SP if you are not careful, I have seen a Spanish army driving right up to battle the French in Southern Spain in July –more than 40° C degrees– and losing in two marches –with two forced marches– 10 SP out of 40. You must keep your rear areas secure and block any possible avenue for the enemy to rampage through them. A front line of sorts is needed – although the relation between forces and space in this period is greatly distanced from that of Northern France in 1916– but you must be careful not to disperse your troops and expose them to total defeat by a concentrated enemy. This is the big dilemma: concentration –and supply problems– vs. dispersion – covers terrain but exposes the troops. Accordingly, always have a reserve at hand. Garrisons are very useful to occupy terrain and provide a rallying point for your forces, but do not leave too many SP in garrisons as this will weaken your field forces. Armies of the era usually marched with a strong advanced guard – usually cavalry, light troops and reliable infantry– marching within reach of the main body. The flanks were usually covered by additional detachments. When the enemy was detected the advanced guard engaged and gave the main body time to deploy and intervene or gained time for the retreat. Try to do the same: a strong ID (8–12 SP) with cavalry and light troops can be used to test the enemy without risking too much. Cavalry patrols on open terrain will give you information and ensure you choose the right actions; mountainous terrain is fit for light infantry. If you are not willing to fight the enemy do not put your forces adjacent to him, let the space between act as a glacia to give you time to react. Seeking battle is not the only way to defeat the enemy. Generals of this period won more campaigns through manoeuvres than battles: disrupt enemy communications, feint in one direction and attack in another, march and counter–march to dislodge the enemy from a given position, make movement a useful weapon. Usually cities and fortresses will be your objectives, not destroying the enemy armies, so you must use sieges a lot. Fighting is more a way of achieving space to besiege than a goal in itself.

COMBAT

There are three types of combat that allow players to recreate every possible interaction between their forces. Cavalry –and light troops on mountainous terrain– had an essential role in reconnaissance and patrols. Usually these combats gleaned a lot of information and involved small units –below the resolution level of the game– and few casualties. For example, you give and receive information but no casualties in a Cavalry Combat. Without winning Cavalry Combats an

army is blind and usually at a disadvantage as he cannot react to enemy actions and the enemy does – consider Napoleon and his 1813 spring campaign in Saxony. Combat is best reflected as a series of Minor Combats, most of the time this was the real engagement between opposing forces. These inflict casualties and shatter troops, and a large force has a significant advantage over a lesser one, so if you can concentrate and the enemy cannot he usually loses a lot and you lose little. By engaging small forces against enemy positions you risk very little and inflict attrition upon your adversaries. Actions usually couple with manoeuvres as a twin tool to defeat your enemy. Sometimes minor actions were followed by general engagements, risky endeavours that were fought mainly when there was no other way of achieving objectives –relief of a besieged fortress, escape from a dire situation– or when forces are uneven and the situation greatly favours one side. These were the FIELD BATTLES, which earned honour, glory and prestige for commanders and kings alike. They usually give Victory Points to the victor as a reward, as they are very risky and there are so many reasons for not engaging in a field battle even if you have the upper hand. Field battles are a complete sub–system inside the game. In terms of the length of the rules they are the most extensive section and there are some scenarios in each game that are only Battle scenarios –to learn how to play battles. In every game I played before, I felt battles were merely a matter of numbers or luck (or a combination of both) but not a decision–making situation. As I stated above, command is a post for decision–making so battles were not as simple as the roll of a die or concentrating everything you have against the enemy. Battles were fought with the troops available –of course it is better to have more at hand– generals directing most of them through proper use and confidence in subordinate leaders. Here are some tips in this respect. Generally, battles were avoided in this period, but most generals preferred to attack if they had to fight one. Attacking is more hazardous but gives you the tactical initiative and allows you more room to manoeuvre. There is no “combined arms” rule as this is an effect you must create: a combination of artillery concentration, cavalry charges and concerted attacks (playing chits in the adequate order and with the right forces at the right places). Reserves are the most important thing; always keep a reasonable amount of forces in reserve: too few can cause you to lose the battle (you lose if you have a gap in your battle line that you cannot seal), too many can make your battle line weak and easy to break. Leaving 50% of your SP in reserve is a good compromise –of course you must think ahead before the battle takes place as you can only place full units in reserve, not SP alone. Try to retain reserves until the last stages of a battle as they make pursuits more deadly and they can give the “coup de grace”. During Revolutionary–Napoleonic times battles were more flexible affairs than earlier on in the 18th century; this was due to the increased use of tactical columns in the field of combat and more flexible operational dispositions – permanent divisions and more numerous enveloping attacks. The Seven Years War was a turning point, which enabled the development of these uses. Previous battles were more head–on affairs, apart from the Frederician march in columns and oblique attacks and the converging columns of the Austrians, except some rare cases – such as Luxembourg at Laafeld. Accordingly, the system allows for minor changes in the Exclusive Rules of some games in the Series to reflect this significant tactical evolution. Infantry is the core of every army. They are very numerous and form the basis of a combat force. They also suffer the most. Put your force in your infantry, mass them to attack the enemy’s weak points. Artillery developed during this era from mere testimonial use to become the main destructive weapon on the battlefield, through its role as infantry support. In the game, artillery units are designed to reflect massed batteries on the battlefield. The use of Bombardment options (and bombardment during pinning, assault or cavalry charge combat) is restricted to those armies and points with massed batteries. The overall effect of artillery is built up in the system, as is the case of the casualties inflicted –accordingly, in games of the early eighteenth century there will be exclusive rules devoted to reflecting the impact of close–range firefights and canisters from close

support artillery (those famous battalion guns). Cavalry is a decisive element, with massed cavalry charges being a clear way of opening an attack and sweeping enemy cavalry off the battlefield. They can also be devastating for enemy infantry alone –especially in wet weather. Also make sure you maintain fresh cavalry reserves to exploit your victory and take numerous enemy prisoners. The system of Battle Chits allows players to prepare their own battle plan. Be careful how you approach the battle: an extremely bold attack can ruin your army as it can get out of control if you have a bad roll on the Operational Control Check; on the other hand, a very timid one can deny you the means to effectively defeat your enemy. In any case, avoid ending up without Reserve chits –it can lose you the battle.

SIEGES

These need a separate paragraph as they were not only another way of combat but the training experience par excellence for any commander of this period. Sieges were the way military leaders learned their trade. Siege warfare was the school of leaders and soldiers in a time without formal education for the military. Europe was dotted with fortresses and fortified places at the time. Sovereigns were anxious to maintain a rich province or city and they fortified them to make enemy efforts to conquer them costly and expensive. When gaming in this period you certainly need to besiege enemy strongholds. Siege warfare progressed from the mid 17th century through to Napoleonic times. Before Vauban they were slow and very expensive in terms of lives and resources for the attacker, but it was always a predictable and certain type of warfare: sieges nearly always ended with the loss of the place besieged. Many battles of the era were fought to free important besieged cities – i.e. Turin in 1706, Vienna in 1683... So you must learn the trade of amassing resources and forces to besiege the places you want to conquer and you must be prepared to maintain the siege until the enemy surrenders or is annihilated in a furious storming. Siege trains were slow to collect and to move to the right place, so when you place one on the map try not to lose it until you use it once and for all. Also be cautious about supplying your siege troops, as they will suffer more attrition than normal. Life in the trenches was not pleasant. Given proper time and preparation a fortified location will fall without remission so if the enemy goes for a point you do not want to lose at any cost amass all your available troops and send the army to fight a decisive battle. Things would have been very different if Cumberland had defeated de Saxe at Fontenoy. A final word to all players: garrison every fortress, castle and defensible city you own. They will be valuable rallying points for your troops and keep depots and hospitals secure, and if you lose a battle the enemy will still have to conquer them.

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