

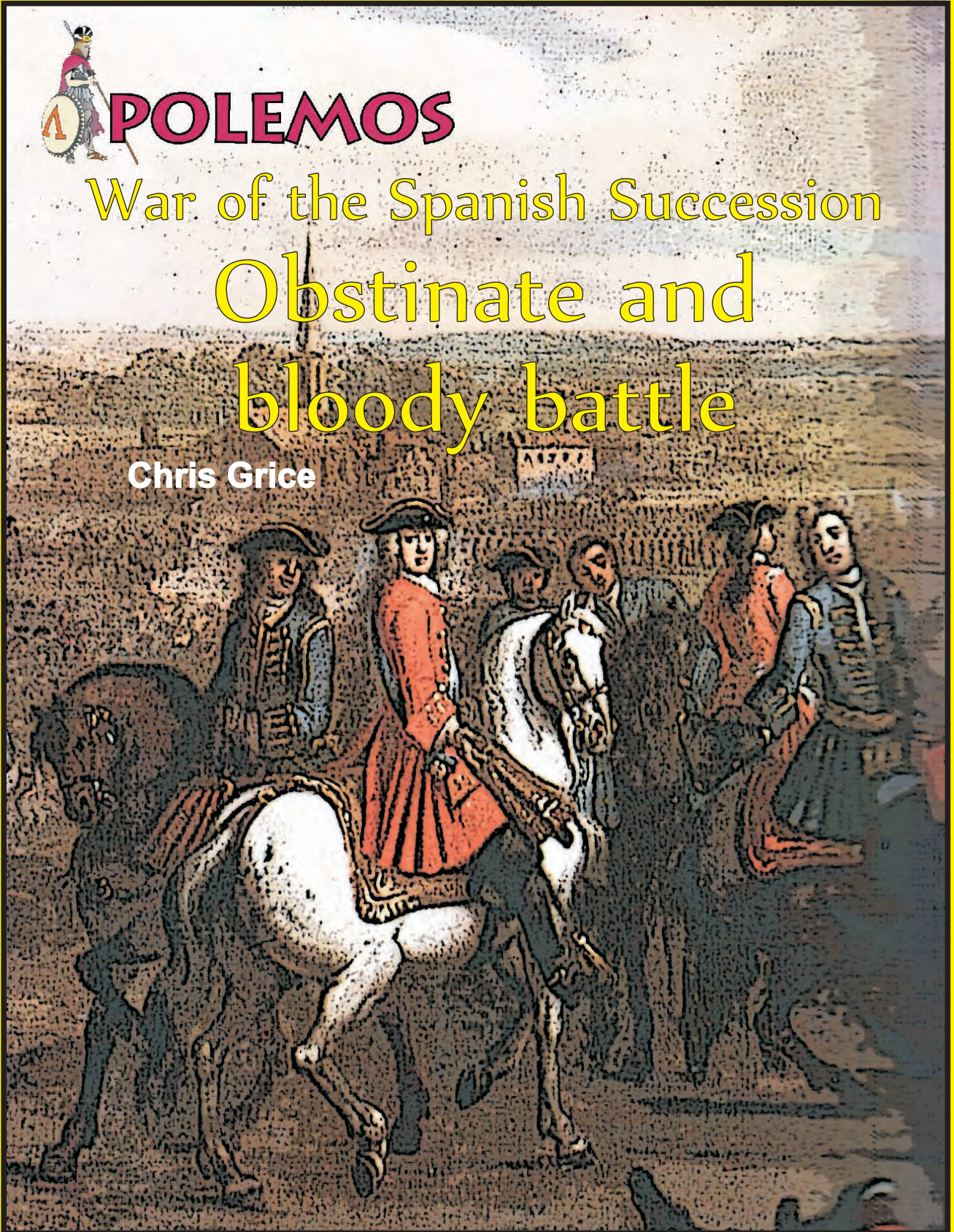


# POLEMOS

War of the Spanish Succession

## Obstinate and bloody battle

Chris Grice





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# Introduction

*“This was the most obstinate and bloody battle that had been fought in the memory of any then living.”  
Captain Robert Parker, Royal Regiment of Ireland, on the battle of Malplaquet.*

Welcome to **Obstinate and bloody battle**, a set of wargames rules which enable you to fight battles set during the War of Spanish Succession 1701-1714.

The aim of this ruleset is to allow the wargamer to recreate large battles in the era of the Duke of Marlborough, Prince Eugene of Savoy and Marshal Villeroi. Use **Obstinate and Bloody Battle (OBB)** if you want to stage the clash of major armies or recreate a historical battle such as Blenheim or Malplaquet.

We hope to recreate the feel of warfare in this period, one of rigid linear formations, ponderous manoeuvring and close range musketry duels, but still allow an average game to be played to the finish within 3-4 hours.

I must thank a number of people for their help in producing these rules, particularly the legions of patient playtesters who fed back their ideas, suggestions and remarks for me to chew on.

Particular thanks to Al Stretton and Ian Dickman here at Rotherham, for responding to my requests to play test games at the drop of a tricorne hat, and to Ray Ashton down under in Melbourne, for all his invaluable advice with regard to wargaming in a Grand Tactical manner.





# To Begin...

A typical starter army for this period would be one of about 20 bases, say half infantry and half cavalry, (see the next section for what constitutes a base) plus a handful of generals and two or three guns. This represents a small army of about 25,000 men.

Two such opposing armies will have plenty of room to fight on a table 5ft by 3ft. At the other end of the scale, the rules can be used to refight the major historical battles of the War of Spanish Succession such as Blenheim and Malplaquet, or stage fictitious clashes between the mighty alliances of the early 18th century.

This is not a set of rules for the wargamer who wants to tinker about with handfuls of skirmishers, lurking in the undergrowth of history and taking sneaky pot shots at a similarly sagacious enemy. Victory in OBB will go to the player who best plans and manoeuvres his divisions to place them close to the enemy where volleys of musketry and the onset of cavalry with cold steel will decide the day.

Before we start *Obstinate and Bloody Battle*, a few pointers...

- Take particular care over your initial deployment, especially if you are marching on to the table in defile (march column.) You defile on to the left of the field and move to the right to deploy. You will get it wrong the first time and find yourself cursing that badly placed wood or the cavalry that is trying to occupy the same ground as your infantry. Remember that the deployment of armies on the field often took as long or longer than the battle they were about to fight and mistakes made here can be very costly and difficult to correct.
- Keep in mind what each base represents – a number of actual units covering quite a large area. There is some room for manoeuvre on the base itself, and some empty space too, including a bit of ground directly in front of the troops. The base is not occupied by a solid block of soldiers.

- We don't give a timescale for the game turns for one simple reason – they don't work. Battles in this, as in most other periods of history, tend to include a lot of standing about punctuated by flurries of violent activity. When the violent activity can often also be conducted at a snail's pace, it is best not to be too dogmatic about how long a game turn is. Remember, our aim is to recreate the **feel** of the period, not conduct a time and motion study in miniature.



## SCALES AND BASING

The basic movement unit in Polemos is the **base**. This is a number of wargames figures mounted permanently on a single base of a given size and moved as a group.

The actual position and numbers of the figures on the base is unimportant, as it is assumed that the officers know their business well enough to adopt the most suitable formation for any given circumstance, so players can arrange the figures according to their individual taste.

Nor is it vital that the base sizes recommended below are adhered to. These recommendations are simply based on what we think look best on the table. As long as both armies use the same basing system, the rules will not be affected.

However, the ratio of 2:1 base width to base depth must be adhered to. All distances are given in **Base Widths (BW)** or **Base Depths (BD)**. If you wish to use bases two feet wide and one foot deep, please feel free to do so – the rules will still work!

- A base of infantry in Obstinate and Bloody Battle (OBB) represents between 1350 and 1600 men. This represents from two to five battalions depending on the army being represented and the level of attrition the army has suffered. In many armies, a base will represent a brigade of infantry. In other cases, where armies historically had stronger brigades, they will be represented by two bases.



- A base of cavalry in OBB represents 750 to 900 men. This represents from five to eight squadrons. (i.e. in most cases, a brigade) A cavalry base is assumed to include quite a bit of empty space to allow for manoeuvring and to enable friendly troops to pass through each other.
- An artillery base represents from eight to ten guns.

## Base sizes

The suggested principal base size for 6mm to 15mm figures is 60mm x 30mm, and for larger castings 80mm x 40mm. In fact the rules will work with any size bases provided that both sides are organised consistently.

The bases illustrated in the rules are mounted on bases measuring 60mm x 30mm or 30mm x 30mm.

A standard base width for infantry or cavalry represents about 500 yards.

A standard base depth represents about 250 yards.

Artillery bases are 250 yards square.

A baggage base represents an area from 250 to 500 yards by 250 yards.

In all cases, the area represented by the base is not all necessarily occupied by the troops. It represents a 'zone of control' and includes room for manoeuvre, intervals between subunits, musketry range and open spaces for the officers to take refreshment or converse politely about the hazards of the day, etc.

The abbreviation **BW** refers to the width of a standard base representing about 500 yards, whilst **BD** refers to a standard base depth representing about 250 yards.



# The Basics

As mentioned above, the actual composition of figures on the base is left to the taste of the individual wargamer, but we can recommend the following scheme:

- The standard base may be 60mm by 30mm.
- Infantry using the *A Prest* school of musketry drill, typically drawn up in 4-5 ranks, can be depicted by three ranks of eight figures each. (i.e. six Baccus strips.)
- Infantry using the Dutch School of musketry drill, typically drawn up in 3-4 ranks, can be depicted by two ranks of 12 figures each. (also six Baccus strips)
- Cavalry can be depicted by 9-15 figures in one or two ranks.
- Dismounted dragoons can be depicted by a double rank of 12-16 dismounted figures. Their mounts, with suitable horseholders, can occupy a second rank, or a separate standard sized base according to the taste of the individual wargamer.
- An artillery base may be 30mm square, holding one or two gun models.
- A baggage or bridging base comprises a number of wagons or pack animals. Field gun limbers count as baggage bases. These bases can be either a standard size (i.e. 60mm x 30mm) or half sized (30mm x 30mm) according to the taste of the individual.
- A general's base may be 30mm square. We recommend that the higher the status of the general, the more aides, lackeys, messengers and assorted hangers-on he has on his base.

**(TIP:** Depict different grades of general by the number of aides they have on their base, for example, 1 aide for a lethargic general, 2 for an active general and 3 for a vigorous general.

Players may find it useful to have a number of aide-de-camp bases, consisting of single mounted figures on small round bases. You will need about 15-20 aides-de-camp per side for a battle the size of Blenheim.).

## TROOP TYPES

Movement on the battlefield in this period was slow and ponderous; cadenced marching had yet to be introduced and the troops had to halt constantly to dress their ranks and reform their lines. The black powder used in muskets and artillery was generally of poor quality and the infantry carried far less ammunition than would become the norm later in the century.

### The Foot



The basic infantry type is the musketeer, formed in close order and armed with a firelock musket and socket bayonet.

There were many variants of infantry musket drill used in the War of Spanish Succession, often at the whim of individual colonels. They can be boiled down to two main 'schools':

The **A Prest school** favoured the offensive. In theory, troops using this system would advance to close range and discharge their muskets at the enemy, usually by ranks, before rushing in to close with the bayonet. The enemy, also in theory, would not wait to receive the rush of cold steel but, softened up by the musketry, would take to their heels. In fact, troops using the a prest system were more likely to continue to fire than to try to charge into contact.

The **Dutch school** placed less emphasis on the bayonet. Troops using this system would try to make the enemy waver by the use of fire tactics alone. Volleys were usually delivered by platoons in a strict order, allowing the fire to ripple down the length of the unit and maintaining a constant fire as platoons reloaded while their comrades were firing. This system was first practised by the Dutch and British infantry, although others took it up in time; some French infantry, for example, used the Dutch system at Oudenarde in 1708, though it was by no means universal in that army even at the end of the war.

# Tempo Points

## Turn sequence

1. Tempo bidding.
2. Tempo player: Move C-in-c and Lt Generals if desired. Allocate TPs. Rally shaken units.
3. Tempo player bombardment.
4. Tempo player moves.
5. Tempo player contact phase.
6. Non-tempo player: Move C-in-c and Lt Generals if desired. Allocate TPs. Rally shaken units.
7. Non-tempo player bombardment.
8. Non-tempo player moves.
9. Non-tempo player contact phase.
10. Morale phase.

## Tempo bidding

Tempo bidding is an important part of OBB. Each game turn, both players may attempt to gain the initiative, allowing them to carry out attacks on their opponent and forcing him to respond.

At the start of the game turn, each C-in-c receives a number of Tempo Points (TPs). The number is determined as follows:

- 1 TP for the C-in-c. (If the C-in-c commands a division in person, he receives an extra 1 TP. The C-in-c's personal division can be the army's artillery train.)
- 1 TP for each Lieutenant General.
- The score of a D6

If a Lieutenant General is killed or severely wounded, or his division breaks, the C-in-c no longer receives TPs for him, even if a successor is appointed.

Each player then decides, in secret, how many of his TPs he will bid to gain the initiative, either by writing this figure down or concealing a die with his bid on the uppermost face. The highest bidder gains the Tempo and is known as the Tempo Player for the duration of that game turn.

The minimum Tempo bid allowed is 1.

If the bids are equal, the player who was Tempo Player in the previous game turn retains the Tempo. If it is the first move of the game, the tempo player is decided by the 50% rule. (i.e. toss a coin!)

The Tempo Player immediately gains 2 TPs as a reward for winning the initiative.

Both players deduct their tempo bid from the number of TPs they hold. The remaining TPs will be used to issue orders to the Lieutenant Generals.

## Multiplayer Games

In games where there are more than 2 armies, each C-in-c will make a Tempo bid individually. Allies will then each roll 1D6 with the highest roll getting the honour of trying their bid against the enemy. (If the die roll is equal, roll again.) All C-in-cs on the side which wins the Tempo gain 2TPs and all players still deduct their bid from their total.

### Example

At the battle of Blenheim, Marlborough's Anglo-Dutch army and Prince Eugene's Imperial army are facing Tallard's French army and Maximillian Emmanuel's Franco Bavarian army.

- Marlborough has 8 TPs in hand and bids 5.
- Eugene has 6 TPs in hand and bids 3.
- Tallard has 9 TPs in hand and bids 4.
- Max Emmanuel has 5 TPs and bids 1.

Each player rolls 1D6 in competition with his ally. Marlborough rolls a 1, Eugene a 4, so Eugene's Tempo bid is the one used.

Tallard rolls 3, Max Emmanuel a 2, so Tallard's Tempo bid is used.

Tallard's bid of 4 beats Eugene's 3, so both Tallard and Max Emmanuel are Tempo Players, have the initiative and each gain an extra 2 TPs.

All four Tempo bids are deducted from the players' totals.



# Tempo

## Manoeuvring

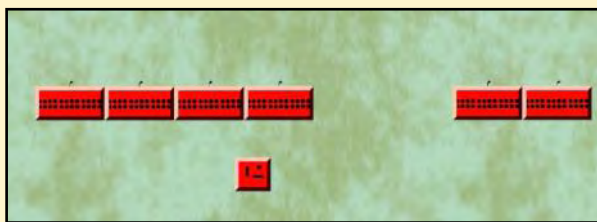
### Formations

Troops must be either in *defile* (a march formation one BW wide) or *deployed*.

If a brigade consists of two bases, they must be in line side by side once deployed. Once deployed, a division will normally be in a single line. If the deployment is restricted by terrain, it is permissible to form in two lines up to 1BW apart.

The component brigades of a division may act on a single order if they are within 1BW of each other. If a larger gap opens up, individual orders must be given to the separate parts.

#### Example



The Lieutenant General can initiate a move for the first four brigades of this division for the expenditure of 5TPs. He needs to expend a further 2TPs to initiate a move with the detached brigade on the right.



## Movement rates

Divisions or brigades of infantry or cavalry 1BW wide may move up to 4BW per game turn. This is a march column or *defile*. The leading base may wheel to avoid obstacles, etc, with following bases remaining in corner base contact. If a march column is contacted by the enemy, all bases become shaken. Generals and limbered artillery attached to the division may move at the same rate.

- Any infantry or cavalry (except hussars) deployed in a formation over 1BW wide may move up to 1BW per game turn.



- Cavalry launching an attack may add an extra 1BW to their move.
- Hussars in a formation over 1BW wide may move up to 2BW per game turn.



# Tempo

- Baggage may move 1BD, or 1BW if on roads, unless limbered artillery attached to a marching column. (See above on 'March Columns'.)
- Generals may move at 4BW per game turn if with troops in march formation. Otherwise, Generals may move up to 3BW per game turn, unless they are lethargic, in which case they may move up to 1BW.
- Field artillery may begin the game limbered and attached to an infantry column. It may move with the infantry column for no TP cost and may unlimber when ordered to do so by either the infantry general as part of a redeploy move or the artillery commander for the expenditure of TPs as in the table above. Once it has unlimbered, the field artillery may not move for the remainder of the game. (The drivers are civilians and will scarper out of harm's way.)
- Light artillery may begin the game limbered and move with infantry as above. Once unlimbered, they may be manhandled at 1BW per game turn if ordered by the artillery commander, who will treat the light artillery base as a brigade for TP purposes.
- To dismount dragoons requires the same TPs expenditure as if these troops were to move. However dragoons can dismount for free at the end of a move. (E.g. to dismount a stationary brigade of dragoons in their tempo round will cost 2TPs. However, if the dragoons advanced during that game turn, they can dismount at the end of their movement for free.) The base of dragoon mounts is placed immediately behind the dismounted dragoon base.
- Infantry, cavalry, dismounted dragoons can wheel up to 1BW per game turn.
- Artillery can wheel up to 1BD per game turn.
- Infantry, cavalry and dismounted dragoons may retire 1BD, ending the turn facing in the direction they started.
- Friendly infantry or cavalry bases may pass through each other without penalty.



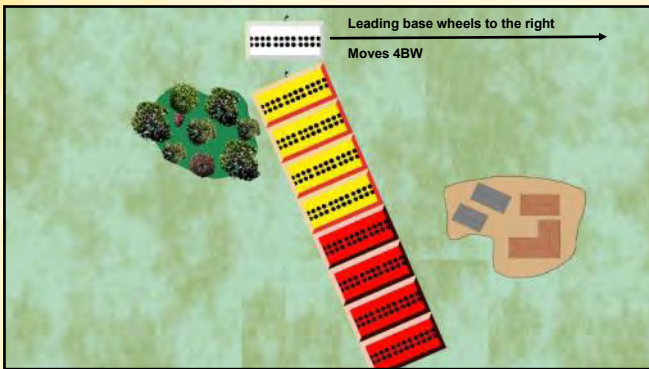


# Movement

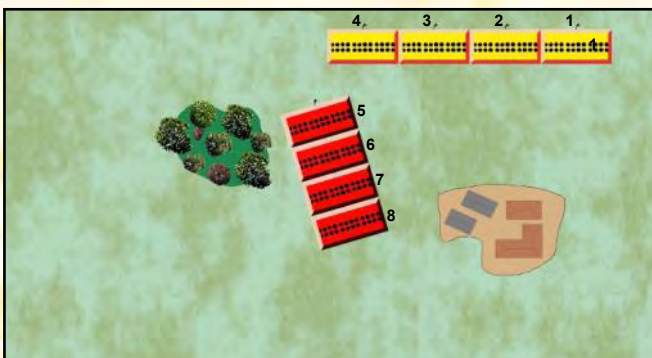
## To deploy from defile

This will generally take more than one game turn to achieve. Subsequent deployment game turns count as continuation moves for TP expenditure. Divisions would normally deploy into a single line, only using deeper formations when constricted by terrain or other troops. The division can deploy into one or two lines as follows:

Original position.

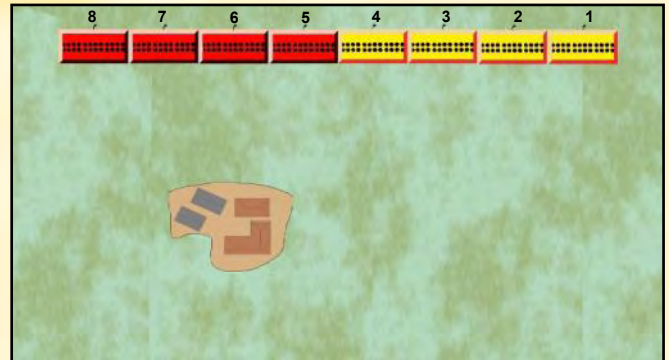


**First game turn:** The leading base may wheel up to 45 degrees right or left for free (that is, this distance is not deducted from the move) before extending the line, as the deployed line need not be perpendicular to the line of march. It then moves sideways to the right up to 4BW. The next three bases may form up to the left of the leading base to form a single line. The remaining bases still in defile move up to within 1BW of the rear of the line.



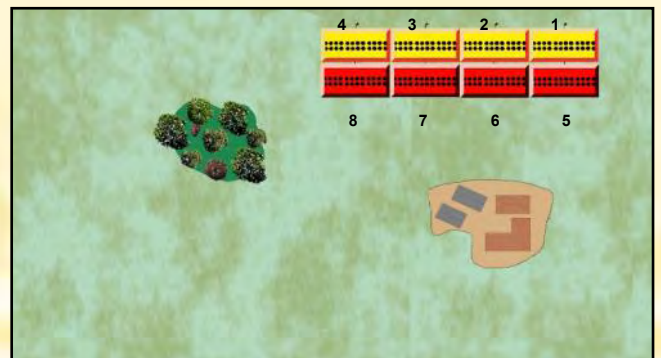
Position at the end of the first game turn of redeployment.

In the **second game turn of redeployment**, the line (Bases 1-4 in Fig. 6) may continue their move up to 4BW to the right, with the remaining bases (e.g. 5, 6, 7, 8) forming on their left to continue the line.



OR

The leading base still in defile (i.e. Base 5) may make the same wheel as its predecessor leading the first line and move up to 4BW to the right, ending the move immediately behind the first line and up to 1BW to the rear.



In order to deploy from defile, a column would wheel to the right and continue their march. Intervals between each company and the one behind would open up and when the leading company had reached the desired spot, all the companies would wheel left simultaneously to form a line.

*(TIP: Think VERY carefully about where to commence your deployment. Don't get too close to the enemy before you start to deploy and take care with any terrain. A badly placed wood can ruin your whole line!)*



# Attack Phase

## Risk to Generals

Each time a base with which a general is in contact is fired upon or involved in combat, roll 2D6.

- +1 if lethargic general.
- -1 if vigorous general.
- -2 if the general is in contact with a base which breaks.

If the result is 3 or less, the general may have been hit. (Note: it is not permissible to fire upon a general whose base is not in contact with other troops. Yes, I know it happened, but it is not the act of a gentleman and I won't have it.)

If hit, roll a further 1D6:

- 1) An aide close by is neatly decapitated, allowing the general to strike a phlegmatic pose. (Good subject for an engraving or a set of lurid playing cards.)
- 2) General's horse is killed. No movement in next game turn while an aide gallantly provides a new mount.
- 3) A spent bullet knocks the general over causing nothing but a bruise. No movement in next game turn as general dramatically strips off coat and waistcoat to prove to the men nearby that he is not wearing concealed armour.
- 4) A slight wound. No movement next game turn as general heroically refuses to leave the field but has to have the wound dressed.
- 5) A severe wound. General is found a chair as he insists on carrying on. No movement or orders given in next game turn until he passes out from loss of blood and a successor is appointed.
- 6) General is killed instantly. No orders given for two game turns until his successor is found and informed of his new responsibilities.

In addition, if a general's base is contacted by enemy troops, either as a result of friendly troops he was with having broken or simply his being in the way, roll a1D6.

- If a vigorous general rolls 1, he is captured.
- If an active general rolls 1 or 2, he is captured.
- If a lethargic general rolls 1, 2 or 3, he is captured.

If he eludes capture, move him immediately to nearest friendly troops.

If a general is lost, a successor is appointed after one game turn if severely wounded, two game turns if killed or captured.

Roll on random table in 'Ranks and grades of general' above to find ability of new general.

## Morale phase

If one base of a two-base brigade breaks, roll 1D6 for the remaining base.

The second base will also break on a roll of:

- 1 for veterans.
- 1, 2 for trained.
- 1, 2, 3 for raw.

Morale is checked for any division which has had a base break during the game turn.

Add:

- 2 points per base which has been lost, i.e. has broken.
- 1 point per base which is shaken.

Roll 1D6 scoring:

- 1, 2 = -2 points
- 3, 4 = evens
- 5, 6 = +2 points

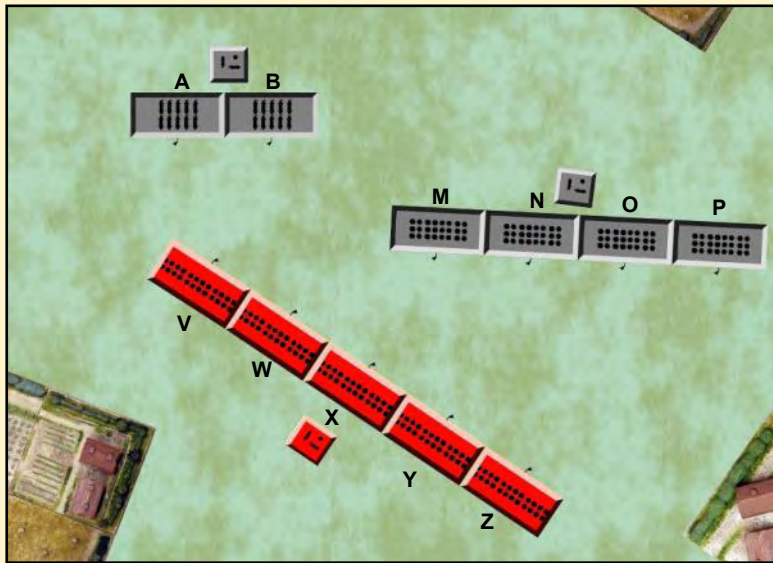
If the result exceeds the number of bases in the division at the start of the game, the division is spent and returns immediately to the army's base line. It will take no further part in the battle.

# Example of Combat

## Example of Combat

### Dramatis personae

- Lieutenant General *van Gelder's* Division comprising five bases of trained Dutch Infantry, Dutch school. (V,W,X,Y,Z)
- Lieutenant General *de Salon's* Division comprising four bases trained Bavarian Infantry, a prest school (M,N,O,P)
- Major General *St. Joseph's* Division comprising two bases trained Bavarian Horse. (A,B)



### First game turn of contact.

Van Gelder has the Tempo and launches an attack on de Salon.  
The Dutch line advances until base X contacts the corner of Bavarian base M.

### Advance to Contact Round

Contact has been made; the attacking division, van Gelder's, wheels forward up to 2BW until the line has conformed to the Bavarians. Note that the bases do NOT have to line up exactly opposite to their opponents.





# Example of Combat

## Combat

Van Gelder, as the attacker, chooses the order in which the combat will take place.

*He chooses to fight X a M first.*

- X rolls a 4, plus 1 for the support of W for a total of 5.
- M luckily rolls a 6 to give a total of 6.

Referring to the Combat Results chart, a difference of 1 has no effect. Both bases remain in position.

*Next, Y attacks N.*

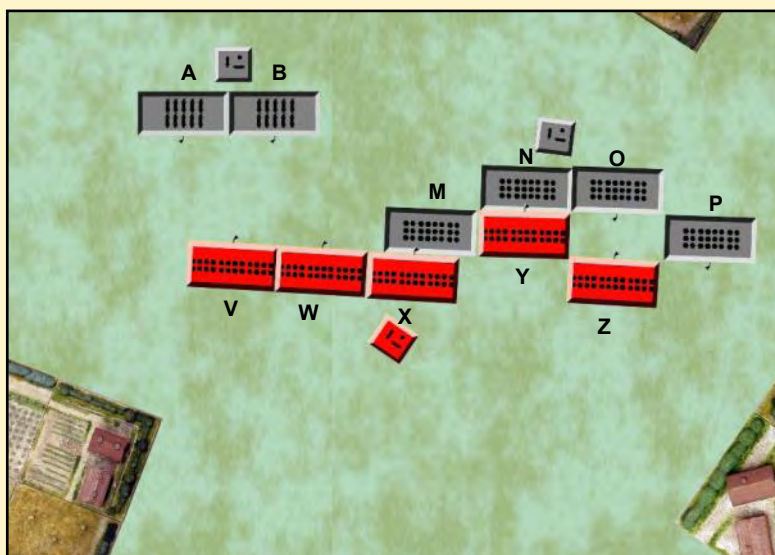
- Y rolls 4 and N rolls 2. There are no modifiers. Referring to the Combat Results chart, N recoils 1BD.

*And Z attacks O.*

- Z rolls 5 and O rolls 3. O recoils 1BD.

Van Gelder now tests to see if his successful bases, Y and Z, follow up. He rolls 5 and 3 respectively, so Y follows up, Z remains where he is.

The situation now looks like:



## Defender Response Round

In this round, Y must fight again, as he followed up a recoiling enemy. M can choose whether or not he wishes to fight again, as neither side in this encounter recoiled.

He decides that he will fight. Van Gelder is the attacker, so he chooses the order of the combats.

*He starts with Y against N first.*

- Y rolls 5, +1 for following up, = 6
- N rolls 6. There is no difference between the two scores and neither side will recoil.

(Note that Z does not count as support as he is not directly behind Y. Z and O are within 1BW of each other's front and therefore cancel out each other's support of their friends.)

*Next comes X against M*

- X rolls 4, +1 for the support of W = 5.
- M rolls 2. Consulting the Combat Results table, the difference of 3 means that M must recoil.

X checks to see whether he will follow up and rolls 5. He advances to remain in contact with M and is in base contact with Y.

# Example of Combat

## Continuing Combat Round

X and Y are still in contact, so they will fight another round. Z did not recoil in the first round and so may advance to contact with O and fight again.

*This round, van Gelder decides to fight with Z first.*

- Z rolls 5, +1 for being Dutch School in continuing combat round for a total of 6.
- O rolls 1. The difference is 5 and on consulting the Combat Results table. O recoils shaken.

*Y now attacks N*

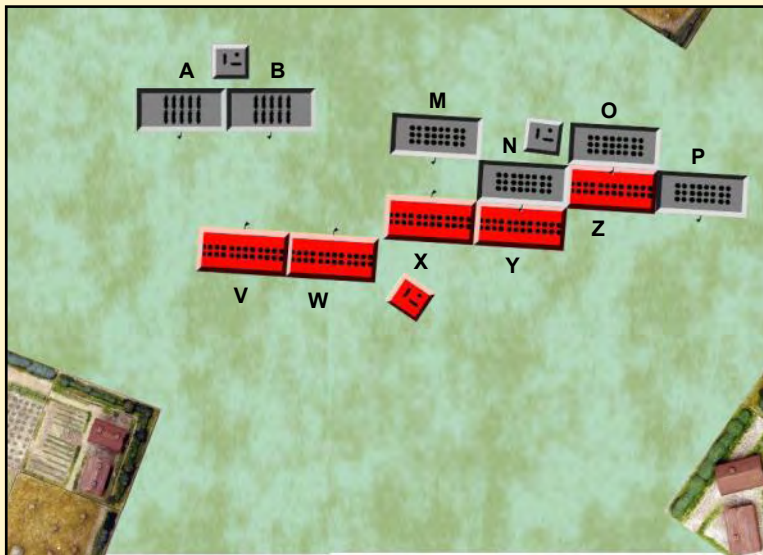
- Y rolls 4, +1 for Dutch School for a total of 5.
- N rolls 6. Difference of 1 means No effect.

*X attacks M*

- X rolls 4, +1 for Dutch School, +1 for following up totalling 6.
- M rolls 2. The difference of 4 means that M recoils shaken.

Z and X test to see if they follow up, rolling 6 and 3 respectively, so Z follows up and remains in contact with O. X remains in position.

Now the situation looks like this:



## Outcome Round

The Bavarians have taken a bit of a beating and test their morale.

- 3 Points per base broken or overrun = 0.
- 2 points per base shaken (M and O) = 4
- 1 point per base which has recoiled (N) = 1

This makes a total of 5 points, plus the roll of 1D6. De Salon rolls a 2, making a total of 7.

The Dutch have no points at all, but, to his annoyance, van Gelder rolls a 5.

The difference between the two sides' scores is 2.

Deduct 2 points from the difference between the two sides' scores and the loser will fall back this distance. So, as  $2 - 2 = 0$ , the Bavarians do not fall back at all—they are sticking to the fight!



# Example of Combat

(Note: Had the die rolls been reversed and de Salon had rolled 5, plus his 5 points for a total of 10, and van Gelder had rolled a 2, the difference would be 8. Deduct 2 points from this total and the result would have seen the Bavarian division fall back 6 Base Depths, i.e. 3 BW causing all the bases in the division to become shaken. M and O are already shaken, so this would cause them to break.)

In the Morale Phase at the end of the game turn, de Salon's Division would have had 2 bases broken = 4 morale points, plus 2 shaken = 2 morale points, a total of 6. A morale die roll of 1 or 2 would save the division, but otherwise it would be adjudged as spent and returned to the Bavarian base line.

*Such are the fortunes of war.)*

## Second Turn of Contact

Now de Salon has the Tempo. He has had a lucky escape, but is far from safe yet. Fortunately, his calls for help are heeded and his C-in-c sends in the nearby cavalry division, under Major General St Joseph to redeem the situation. St Joseph launches an attack on the two bases, V and W, at the end of van Gelder's line.

## First Continuing Combat Round

Now de Salon is attacker, he can choose in which order the combats take place.

*He chooses to fight first with N.*

- N rolls 2.
- Y rolls 2, +1 for Dutch school = 3. With only one point difference there is no effect.

*With fingers crossed, de Salon now rolls for O.*

- O rolls 2, -1 for shaken gives a total of 1.
- Z rolls 3, +1 for Dutch school, +1 for following up (at the end of last combat round) = 5.

The difference is 4. O recoils shaken. Alas, the base is already shaken and so breaks. It moves straight back 2BW and will be removed at the end of the game turn.

## Joseph's Advance to Contact Round

Next door, St Joseph's cavalry spurs into the combat. As van Gelder's Division is involved, which is already in combat, St Joseph's attack is resolved simultaneously.

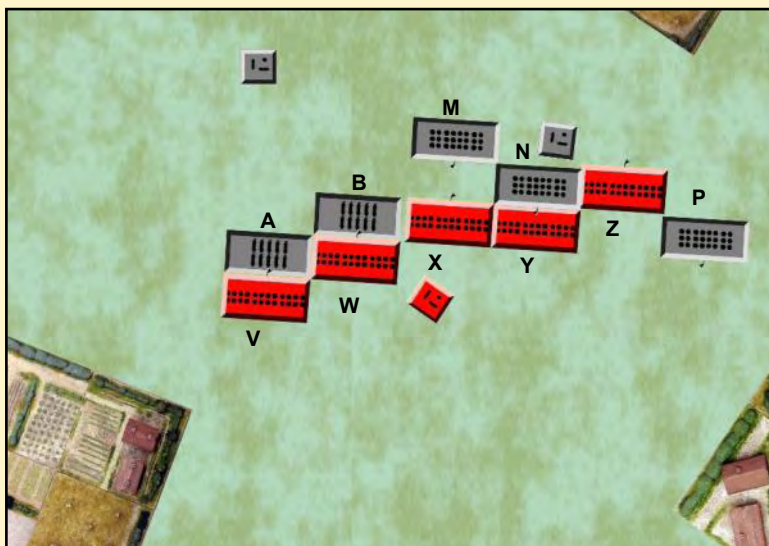
*A attacks V first.*

- A rolls 5.
- V rolls 1. The difference is 4, therefore V recoils shaken. A automatically follows up.

*B attacks W*

- B rolls 2.
- W rolls 2. There is no difference; therefore no effect. The two sides remain in contact.

Now the situation is:



# Example of Combat

## Second Continuing Combat Round

N and Y are still in contact, so they will fight another round.

De Salon is in a dilemma with M. Should he attack with this shaken base to take some pressure off N? He decides to do so, but fights with N first.

*N engages Y*

- N rolls 1.
- Y rolls 6 (Oops!) +1 for Dutch school making a total of 7. With a difference of 6, the hitherto steadfast N is broken. It goes back 2BW and will be removed at the end of the game turn.

*Now it's M's turn to attack X.*

- M rolls 3, -1 for shaken for a total of 2.
- X rolls 6 +1 for Dutch School making 7. The difference of 5, means that M recoils shaken. However, M is already shaken and so breaks, going back 2BW and will be removed at the end of the game turn.

## St Joseph's Combat - Defender Response Round

A pushed back V and therefore another round of combat must be fought here. B versus W resulted in no effect, so the defender, W, can choose whether to fight again or not. He chooses not to.

*A attacks V*

- A rolls 3, +1 for following up, +1 for attacking shaken infantry totalling 5
- V rolls 3, -1 shaken = 2. The difference of 3 means that V recoils again. A follows up.

## Third Continuing Combat Round

Only P remains of de Salon's Division, but neither this unit nor van Gelder's X, Y or Z has an opponent. No combat takes place.

## St Joseph's Continuing Combat Round

Both St Joseph's bases are still in contact, so both will fight.

*A attacks V*

- A rolls 5, +1 for following up recoiling enemy, +1 for attacking shaken infantry making 7.
- V rolls 3, -1 for shaken = 2. The difference of 5 means that V recoils shaken. V is already shaken and so breaks.

*B attacks W*

- B rolls 3.
- W rolls 2, +1 for Dutch School in continuing combat round totalling 3. There is no difference, so no effect.

## Outcome Round

- Total the losses for *de Salon's* Division which are three bases broken giving 9 points. De Salon rolls 1D6 getting a 4 making a total of 13.
- Total the losses for *van Gelder* which is one base broken = 3 points. Van Gelder rolls 1D6 getting a 3 to give a total of 6.
- *St Joseph* has no losses. H rolls 1D6 getting a 3.

Taking the difference between de Salon's score and his opponent,  $13 - 6 = 7$ .

*(Note – even though the loss on vanGelder was not inflicted by de Salon, it is still taken into account during the outcome round.)*

Deducting 2 from the difference give 5 and therefore the remaining base of de Salon's Division falls back 5BD.

Van Gelder's Division has been fighting against two enemy divisions. His total loss suffered, modified by die roll, exceeds St Joseph's by 3, but as the number of losses inflicted by the division during this encounter has exceeded those sustained, he is clearly the winner of the encounter and may hold his ground.

If St Joseph's Division had comprised of infantry, this combat would continue into a second game turn of two more combat phases. As it is, St Joseph's cavalry have not succeeded in causing enough damage on van Gelder and will fall back 1BW. Both van Gelder and St Joseph will reform.



# Example of Combat

## Morale Phase

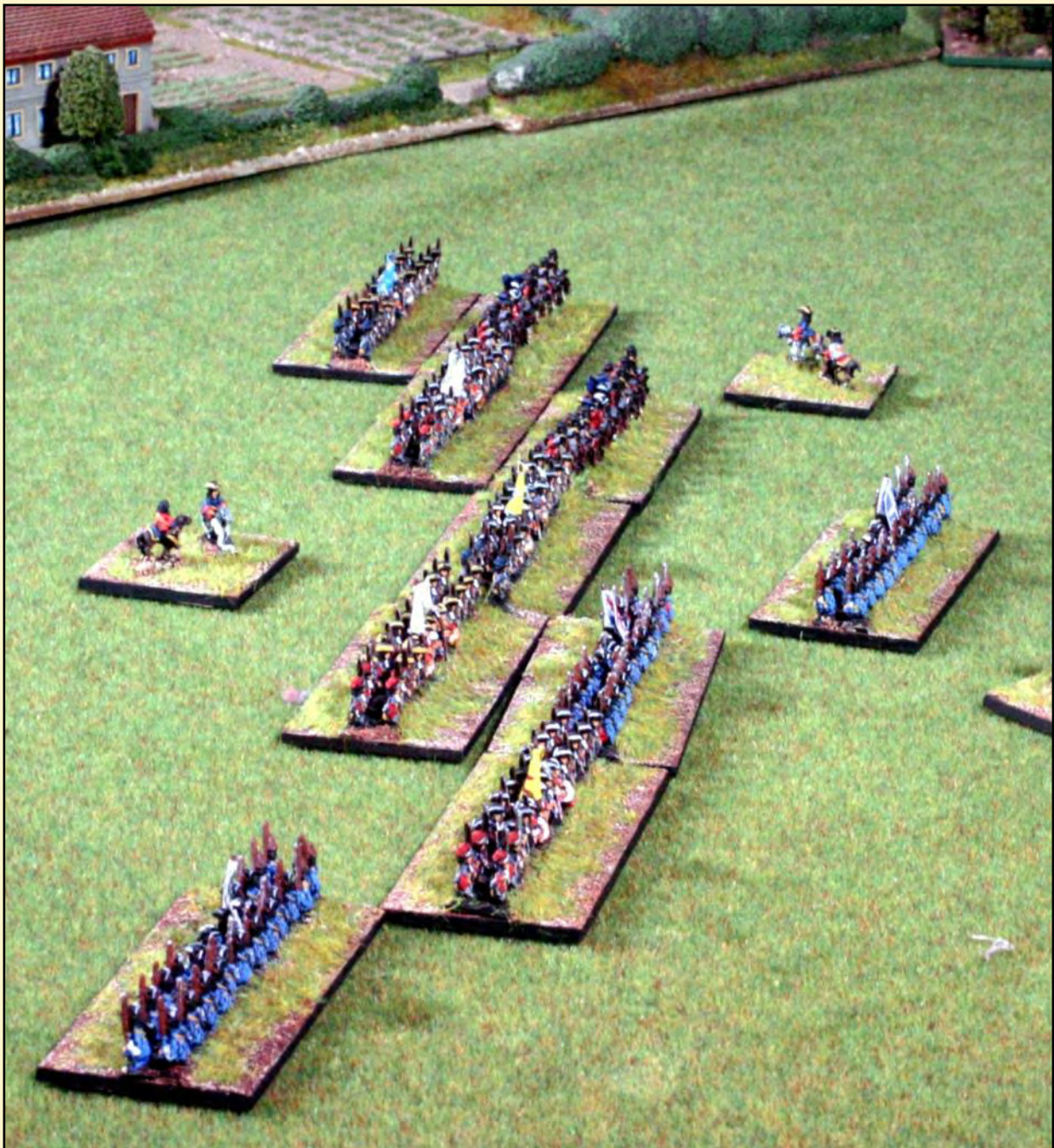
*De Salon's* Division checks morale. Three bases have been lost making 6 points. He rolls 3 on 1D6 meaning no change to the total.

Six points exceeds the total number of bases in the division at the start of the game, so *de Salon's* men are spent and are returned to their base line.

A D6 is rolled and the score deducted from the army's critical morale factor.

*Van Gelder* checks his morale.

One base has been lost giving 2 points. He rolls 1D6 getting a 4 which means no change. Two points is not enough to upset the Dutch troops' morale and they continue the battle.



# Army Generators



## IMPERIALIST (May be small, medium or large.)



### Infantry Division

Roll 1D6 per division.

|         |             |
|---------|-------------|
| 1       | 2 Brigades. |
| 2, 3, 4 | 3 Brigades. |
| 5       | 4 Brigades. |
| 6       | 6 Brigades. |

Roll 1D6 per brigade for troop class. (+1 to die roll for divisions forming the first line).

|         |          |
|---------|----------|
| 1, 2    | Raw.     |
| 3, 4, 5 | Trained. |
| 6       | Veteran. |

Roll 1D6 per Brigade for nationality.

|      |               |
|------|---------------|
| 1-4  | Austrian.     |
| 5, 6 | other German. |

All infantry use the a prest school of drill.

All infantry brigades are one base strong.

### Cavalry Division

Roll 1D6 per division.

|      |             |
|------|-------------|
| 1    | 2 Brigades. |
| 2, 3 | 3 Brigades. |
| 4, 5 | 4 Brigades. |
| 6    | 6 Brigades. |

Roll 1D10 per brigade for type of cavalry.

|      |               |
|------|---------------|
| 1-5  | Cuirassiers.  |
| 6, 7 | German Horse. |
| 8, 9 | Dragoons.     |
| 0    | Hussars.      |

Roll 1D6 per brigade for troop class. (+1 to die roll for divisions forming the first line).

|         |          |
|---------|----------|
| 1, 2    | Raw.     |
| 3, 4, 5 | Trained. |
| 6       | Veteran. |

Roll 1D6 for Cuirassiers and Dragoons.

|      |               |
|------|---------------|
| 1-4  | Austrian.     |
| 5, 6 | other German. |

### Artillery

Roll 2D6 to determine number of Light artillery and Field artillery bases.

#### Small Army

| Die roll        | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---|---|---|---|---|---|
| Light artillery | 1 | 1 | 3 | 3 | 3 | 4 |
| Field artillery | 1 | 1 | 2 | 2 | 3 | 3 |

#### Medium Army

| Die roll        | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---|---|---|---|---|---|
| Light artillery | 2 | 2 | 3 | 3 | 4 | 6 |
| Field artillery | 2 | 2 | 3 | 3 | 3 | 4 |

#### Large Army

| Die roll        | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---|---|---|---|---|---|
| Light artillery | 3 | 3 | 4 | 4 | 6 | 8 |
| Field artillery | 3 | 3 | 4 | 4 | 5 | 6 |

