

King's
Regulations
&
Orders
for
Lace Wars Games
3rd Edition
Version 3.5

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FOR THE "LACE WARS" SERIES OF GAMES

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PART ONE – ORIENTATION

Philosophers may debate whether a permanent state of war exists in nature, but statesmen cannot doubt that there can be no real peace between powerful competing states; one must suppress or be suppressed, one must either kill or perish.

Field Marshal Prince Raimondo Montecuccoli

This series of games, called The Lace Wars, is intended to be a set of historical studies that will examine the conflicts of Europe from the late 17th to the middle of the 18th Century at an operational level. The term “Lace Wars” derives from the struggles between rival monarchies (and a few rogue republics) for control of the lucrative textile industries of the Low Countries, Central Europe, and the Po Valley. Mecheline lace was a highly prized commodity and the fortress town of Mecheline (Malines), on the border between Belgium and Holland, changed hands many times.

Commodities such as lace and woollens were seen as critical components of the Mercantilist economic model. According to the theories of the time, the wealth and power of kings was to be based on good stewardship of their realms. The perfect kingdom would include peasants to till the ground and harvest the food; skilled artisans to produce everything the kingdom needed for its own consumption; merchants to carry surplus produce and goods beyond the kingdom’s borders and bring back the surpluses of neighbours; adventurers to explore, plunder, and open up distant lands as future repositories of the burgeoning trade and population; ministers and bureaucrats to organise it all and ensure that the State received its due share; clergy to see to the spiritual needs and to educate the people on the king’s Divine Right to rule over them; and soldiers...

Soldiers – the unwanted and idle of the lower orders, led by an aristocracy with a birthright to wage war – to consume that wealth so hardly won by the peasants, artisans, merchants, and adventurers; to such a degree that the king in his own person, his kingdom wracked and groaning under the taxation required to pay the army, might be reduced to penury. Thus the need for new markets, and the need for more soldiers to win them.

1.0 SERIES CONVENTIONS

“War is not an affair of chance. A great deal of knowledge, study, and meditation is necessary to conduct it well”

Frederick the Great, “Instructions to His Generals”

1.1 GAME COMPONENTS

“[Count Brühl] owns fifteen hundred wigs, but has no head”.

Frederick the Great

1.11 Equipment. Every game has the following:

- One or more maps depicting the theatre of operations.
- A number of counter sheets with images representing the armies of the participants and markers for record keeping.
- A number of player aid cards with charts and tables for the resolution of game routines.
- Dice are not included; a minimum of one 10-sided die will be required.
- Pencil and pencil may be required for record keeping.
- A Standard Rules book (called the *King’s Regulations & Orders*, or *KR&Os*, for short) containing basic rules for the series. This volume.
- An Exclusive Rules book specific to each game, containing rules and scenarios pertaining to the theatre covered.
- A separate historical commentary.

1.12 Note on the Counters. RSG is a desktop publishing company. In the past, all counter sheets were supplied on adhesive-backed label paper. However, we now run off limited quantities of factory die-cut counters. If you have purchased a game with unmounted counter sheets, they must be glued on cardboard and then cut up in order to make the game pieces. We recommend “one-ply newsboard” for the filler.

1.13 Replacement Parts. With DTP production, replacing missing or damaged parts can be done quite quickly. In many cases we can email PDF files, but hard copies can also be made. Only hard copies come with a price tag. Visit the RSG webpage for further details.

1.2 MINUTIA

Appreciate all those details; they are not without glory. It is the first step that leads to glory.

Frederick the Great, "Art de la Guerre"

1.21 Calculations. Calculations are performed in the same way throughout the series:

- **Die Rolls.** A single ten-sided die is used for most random number generation. A roll of "0" equals "0", not "10". In most cases, rolling low is good and rolling high is bad. Occasionally, percentile dice are called for. Use two (2) ten-sided dice, differently coloured. One colour will be the "tens" and the other the "ones".
- **Modifiers.** Die rolls, ratings, and values may be modified. All modifiers and column shifts of any kind are cumulative unless explicitly noted otherwise. Do not look in the rules for modifiers. Some are listed here, but only to clarify particular game mechanics. The charts provide all the modifiers.
- **Fractions.** Fractions are rounded DOWN, to a minimum of one (1), unless explicitly noted otherwise. *(The most important exception is that combat losses are rounded to NEAR-EST).*

1.22 Stacking. The term "stack" refers to all counters occupying the same hex on the map except for chits and markers. The rules may make a distinction between Friendly and Enemy stacks in the same hex; if not, then both Sides' forces are meant.

1.221 There are no stacking limits, except that only Garrisons (2.4) may occupy Fortifications (7.1) and only one (1) Garrison Unit, Hub (5.5), and Dépôt (5.5) may occupy a single location at any given time.

1.222 Certain terrain is Prohibited (1.34 point #5), either all the time, or under certain circumstances. Moving a stack into Prohibited terrain is not permitted.

1.23 Entering Enemy Locations. When a Formation enters an Enemy-occupied hex, it must stop and engage the Enemy in combat. *Exception:* when the Enemy is the Garrison of a Fortification the moving Formation is not required to stop unless it is the first such Formation. See 4.22.

1.24 Control. Many wargames have a Zone of Control (ZOC) ruling to simulate a force's influence on the area around it. Given the tight organisation of the armies involved in these wars, and their relative inability to project their combat power (certainly not beyond the 13.6Km radius of each hex), this system does not use zones of control. However, Units do exert Control over the hex they occupy.

1.241 Only Formations (2.14) that physically and solely occupy a hex Control it for all game purposes. Control is lost when the hex is unoccupied or is occupied by Units from two or more Sides simultaneously. *Exceptions:* cases 1.243 and 1.254.

1.242 In the case of a Formation occupying a hex containing a Fortification, normally the Formation Controls both the hex and the Fortification. However, if there is an Enemy Garrison Unit in the Fortification, the latter exerts Control over the Fortification, and the Friendly Formation exerts Control over the associated hex. See 1.354 for an example.

1.243 In some games, certain geographical regions (usually termed Territories) may be designated as Friendly to one Side or the other, or to have a Neutral or Enemy alignment. Other classifications may arise depending on the game. In a Friendly Territory, the Side to whom it is Friendly is assumed to Control all hexes (including Fortifications) in it, regardless of whether Friendly Units are present or not, unless an Enemy Unit has sole presence, in which case the latter Controls the location. In a Neutral or Enemy Territory, the basic case (1.24) applies.

1.25 Lines of Communication (LoCs). In many situations, a geographical link must be established on the map between Friendly forces (e.g. supply lines and courier routes). In all cases, a valid Line of Communication (LoC) is one that passes from point A to point B through a series of connected hexes using the normal rules of movement, as if a counter were physically moving along it. See

4.14.

1.251 LoCs cannot be traced beyond the movement allowance permitted to them (some LoCs have a fixed distance they may extend; others may be of infinite length).

1.252 LoCs may not pass through Enemy-occupied hexes, nor into Prohibited terrain, nor across Prohibited hexsides. Note that prohibitions may derive from the terrain, weather conditions, or from game-specific rules.

1.253 Exception: the presence of a non-Blockaded (7.22) Friendly Garrison negates the "Enemy-occupied" restriction.

>>>1.254 *Exception:* empty hexes in "Enemy-Controlled Territory" which contain a Fortification (1.35) or Fortified Area (1.36) are deemed Enemy-occupied and will therefore have to be occupied by Friendly forces to obtain Friendly Control of the hex. Other than this restriction, areas of the map defined as Enemy-Controlled (or Neutral) due to political circumstances, do not hinder the tracing of LoCs unless so noted in the Exclusive Rules.

>>>1.255 *Clarification:* many small scenarios only use portions of the map. Unless explicitly prohibited by the Exclusive Rules, LoCs can be freely traced through "out of bounds" areas.

1.26 Charts & Tables. When the rules refer to a chart, it is for informational purposes (e.g. the Terrain Effects Chart is a reference guide for the effect of map terrain on movement and combat). When the rules refer to a table, it is used to resolve a game mechanic with a die roll.

1.261 Modifications to die rolls and similar details are not normally given in the rules, unless deemed necessary for a clearer explanation of a particular mechanic. This information can always be found on the player aid cards.

>>>1.262 **GRTs.** GRT stands for General Record Track. This is a track that is used to record most of the information for which special chits are provided (Replacements, for example). GRTs are usually found in more than one location. Only one is required. However, it is helpful if each player has his own.

1.27 Rules Conflicts. The Exclusive Rules to a particular game always take precedence.

>>>1.28 **3rd Edition Changes.** These are the 3rd Edition *KR&Os* version 3.5. This version contains several important rules changes, marked with a ">>>" symbol at the head of the text. Minor textual and case changes (within the same subsections) have not been marked.

>>>1.281 This version (3.5) adds some clarifications and cleans up a number of textual errors, but also includes some important changes:

- The Standard Battle System (SBS) has been completely replaced. (The old system worked, but was rather "clunky").
- The Full Battle System (the original main combat system) has been made optional (previously, the SBS was the optional method) and removed to a separate game module. Note that all references to the Battle rules in this volume are for the SBS.
- The Siege mechanism (7.0) has been altered. (While the old system worked, and was a fair representation of the process, it did not quite capture all the salient points).
- A loophole in the general rules for Campaign Plans (9.4) has been plugged. (Savvy players could run CPs indefinitely, preventing their opponent from winning). This necessitated alterations to the Hub and Operation Points (5.2/5.5) rules as well.
- Various player suggestions were incorporated, mainly with a view to speeding play or making processes more logical.

1.29 Victory. The specific conditions of victory depend on the Exclusive Rules and are not described in this volume. Section 9.0 (Prestige) deals with achieving victory in a general sense.

1.3 MAP READING

"Never give the compass to a man with dyslexia".

"Lessons Learned the Hard Way"

Sgt. I. C. Weir (Ret), Canadian Scottish Regiment

The game environment is pre-Industrial Revolution. Thus roads are mostly dirt tracks; there are no rail lines, and very few canals. Trade depends on river transport and the sea. Many important towns of our time are mere villages, while some of the important centres of those days have since turned into sleepy backwaters. Fortresses, undrained wetlands, and ancient woods dominate a landscape interspersed with unenclosed farmland, the latter in many cases still held on feudal tenure.

1.31 General. The playing surface is a stylised representation of the campaigning grounds featured in the game, based on a mix of modern cartography and period maps. Scale is roughly 1:625000, or approximately 13.6 kilometres between hexes unless otherwise noted (8.5 miles for diehard Imperialists).

1.32 The Map Grid. The map is overlaid with a grid of (usually) equidistant dots. These are used to regulate the movement and positioning of your forces. They are termed "hexes" in deference to standard wargaming practice, where a grid of hexagons is used for the same purpose. Dots are used for aesthetic reasons. As can be seen from an examination of the maps, the region around each "dot" is roughly hexagonal in shape.

1.321 Some dots may appear closer together or further apart to compensate for the irregularity of coastlines. Each one is still considered to be a single hex, however. Rule 1.33 defines an "adjacent hex" for those situations where the connection may be unclear.

1.322 Certain hexes have additional terrain effects expressed by the dot symbol:

- **Urban symbols.** These are denoted by a larger (usually red) dot. If a hex has buildings in it but no Urban symbol, it is not considered to be Urbanised – i.e. it is not a village, town, or city. Later edition maps use green dots to denote Urban terrain that is also Woods terrain; otherwise observe the background of the hex to determine the inherent or "surrounding" terrain.
- **Anchor symbols.** These are Ports. Ports allow access to the sea and are used for naval movement and the basing of naval forces. Most Ports are also Urban hexes. These Port symbols are coloured red (or green) rather than black.
- **Fortified Area symbols.** These hexes have networks of minor fortifications throughout the hex. See 1.36 for details. Fortified Areas may also be Urban, in which case they are coloured red. Later edition maps use green to denote Fortified Areas that are also Woods terrain. Some Fortified Areas may be associated with Ports. In this case the Port symbol is always black – purely for contrast.

1.33 Adjacent Hexes. An adjacent hex is defined as one where the grid dot is closest in real distance to the grid dot of the primary hex. There will be a maximum of six such hexes. In the instances where a hex is either shown closer or farther away than the average it is still considered "adjacent" as long as there is no other dot in the same direction that is closer to the primary hex.

1.34 Terrain. The map has a variety of terrain features, each with its own effect on the movement and combat potential of a player's forces. Each hex consists of only a single terrain type, being that in which the hex's representative dot lies. As a visual cue, the area around each dot has a vaguely hexagonal shape. Terrain effects are summarised on the Terrain Effects Chart (TEC); their application is covered where appropriate.

- Terrain affects Units moving onto it for movement costs, or occupying it for combat effects, except in the case of obstacles (see below).
- The notation "OT" on the TEC means use the predominant terrain, as opposed to the special item depicted (e.g. an ordinary Town has no effect on movement – Units pay the cost of the inherent terrain).
- Certain terrain types (e.g. Rivers) are known as Obstacles. Obstacles affect movement only at the moment a Formation crosses them. They may affect combat if a Battle (6.0) is

fought in an adjacent hex. See the TEC and 4.16.

- A "+" symbol on the TEC indicates the value should be added to a base cost (e.g. crossing a River adds two (+2) Movement Points – MPs – to the cost of entering a hex on the other side).
- Some terrain is or may become Prohibited. Units may not move into Prohibited terrain or across a Prohibited Obstacle.
- *Clarification:* dark blue Rivers are "Navigable". Black outlined Rivers are "Major". Not all Navigable Rivers are Major, and not all Major Rivers are Navigable.

1.35 Fortifications. In addition to the basic terrain of a hex there may be a Fortification present. Fortifications should be visualised as a hex within the primary hex. Only Garrison Units (2.4) may occupy Fortifications. Check the TEC: Fortification terrain types are labelled in red on the chart.

1.351 Note that some Fortifications are also Urban terrain. Urban terrain types are *not* Fortifications unless so noted on the TEC, though a hex may have a Fortification as well as Urban terrain. When an Urban hex is a Fortification in and of itself it may only be occupied by a Garrison Unit (e.g. Fortified Cities and Walled Towns, as opposed to an Open Town with a Castle attached to it).

1.352 Friendly Garrison Units may be stacked with Enemy Units without combat occurring (normally combat occurs when Enemy forces stack together – 1.23). Such Garrisons (termed Blockaded or Besieged Garrisons, per section 7.0) Control only their own Fortification, exclusive of the primary hex and anything in its environs (*exception:* 2.441). Section 2.4 summarises Garrisons.

1.353 *Exceptions:* Ports are always associated with and Controlled by the Garrison of a Fortification, where one exists. Depôts (5.5) are always assumed to be within a Fortification where one exists.

1.354 *Example:* a Clear terrain hex has a Fortified City in it. By the TEC, this Urban feature is classified as a Fortification. If the French moved into the Clear terrain, they would normally Control both locations (1.242). If the Austrians had a Garrison in the City, then the Austrians would Control the City and the French would Control the surrounding Clear terrain.

1.36 Fortified Areas. Some maps may have "Fortified Areas", representing a network of minor fortlets or trench works. These are not true Fortifications, but features altering the general terrain effects of the hex.

1.361 Fortified Areas provide defensive benefits in Battle (6.0).

1.362 Units in Fortified Areas cannot be Overrun (4.23) unless the odds against them are 8-1 or better.

1.363 Fortified Areas themselves are not subject to Sieges or Blockades (7.0), and do not have Garrisons – since they are not "Fortifications" by strict rule definition. Any true Fortifications in such hexes are considered separate entities and are treated per 1.35.

>>>1.364 Per case 1.254, Fortified Areas in Enemy Territory block LoCs unless occupied by a Friendly Unit.

1.37 Minor Lakes. Minor Lake terrain is indicated by blue hazing, a collection of blue "blips", and/or small lake features superimposed on other terrain. Minor Lake terrain effects are in addition to those of the other terrain in the hex.

1.371 *Clarification:* Lake hexsides are obstacles covering the entire length of a hexside, they are *not* Minor Lake terrain in and of themselves, and are not specifically marked with the Minor Lake "bluing". For the few cases where both terrain types are associated, the Lake hexside will be obvious to the eye.

1.38 Mountain Terrain. Mountain terrain is depicted as Hill with the addition of a larger grid dot showing a "peak" in its centre. Mountains may be Wooded, and may have Roads, Urban terrain, and Fortifications.

1.381 Mountain hexes have special Movement (4.0), Weather (3.8), Forage (5.4) and Attrition (5.3) effects. See those sections for details.

1.39 Map Divisions and Labels. All *Lace Wars* maps have the following in common, although the symbols may vary:

- **Important Locations** are named on the map in red. This does not provide a direct correlation with “Fortification terrain”, but many of these locations have Fortifications.
- **Territories** and their effects are defined in the Exclusive Rules and are delineated by a dotted purple line along the edge of a hex. They are named in black print.
- **Other** regions and features of interest are marked on the maps in green script. These are for reference only and have no effect on game play.

1.4 PLAYER OMNISCIENCE

“Any officer or non-commissioned officer who shall suffer himself to be surprised... must not expect to be forgiven.”

Major-General Sir James Wolfe

1.41 General. Stacks may only be visually examined by the opposing player. Units (rules 2.2 through 2.4) are deployed on the map with their “uniform” side up. HQs (2.6) are placed face down. Counters of all kinds in off map holding and storage boxes should be concealed from the Enemy’s examination.

1.411 A limited number of Dummy counters are available. See 2.8.

1.42 Exemptions. Markers, Leaders (2.7), and Auxiliaries (2.5) cannot hide counters stacked under them. HQs (which always have subordinate playing pieces when on the map) conceal both their subordinates and any counters stacked under their own.

1.43 Intelligence Gathering. The rules provide for Reconnaissance (3.54) as a means of determining your opponent’s true dispositions. This is a set game mechanic. Only the lowest of cads would pick through his opponent’s counters when the latter leaves the room to brew tea. However, players may take notes as and when Enemy forces are revealed.

1.431 Additionally, certain routines require the revealing of a Formation’s strength and/or composition:

- Battles (6.0) and Sieges (7.0) require a complete revelation of all the forces involved.
- Overruns (4.23) and Blockades (7.22) require a partial revelation, sufficient to prove to an opponent that the action can be carried out successfully. What specific forces and strengths are revealed in these cases is up to the player.

1.432 *Clarification:* this does mean that opposing forces may be able at times to stack together without revealing their entire composition.

2.0 COUNTERS

“No dogs, lackeys, prostitutes or soldiers”

18th Century French café sign

2.1 SUMMARY

“I have but a very mean opinion of the infantry in general. I know their discipline to be bad, & their valour precarious. They are easily put in disorder, & hard to recover out of it; they frequently kill their Officers thro’ fear, & murder one another in their confusion...”

General James Wolfe of Quebec

2.11 General. The military Units employed by the combatants during these campaigns are represented in the games by cardboard counters. Where possible, the counters depict a stylised version of the actual uniforms of the rank and file.

2.12 Categories. In all, there are nine (9) categories of game counter:

- **Combat Units** (2.2) are divided into Foot (Infantry) and Horse (Cavalry). For most games in the series, the Units will be brigades. In a few games, they represent smaller organisational units such as regiments, battalions, or even companies. They can be, but are not always, Formations (2.14).

- **Artillery** Units are Combat Units, but are distinguished because they have some unique functions. Artillery Units are *not* Formations. See 2.3 for the differences between Artillery and other Combat Units.
- **Garrison Units** (2.4) are similar to Combat Units, but are distinguished because they are immobile and do not exist outside of Fortifications. (Combat Units cannot enter Fortifications, as they represent mobile forces). Garrisons are Formations.
- **Auxiliaries** (2.5) are an abstracted representation of various specialists such as engineers and skirmishers. They are not moved about the map. Instead, they are played from a pool to conduct various special activities and support functions.
- **Headquarters** (2.6) allow the organising of large numbers of Combat Units in an effective manner. HQs together with their Subordinates are Formations.
- **Leaders** (2.7) represent historical commanders and their staffs, who lead the forces on the map.
- **Dummies** (2.8) help to create a false impression by simulating the presence of Units and HQs where none exist.
- **Hubs & Dépôts** (5.5) are logistics centres.
- **Game Markers.** These are merely recording tools, and are explained under the relevant rule sections.

2.13 Sides & Contingents. The term “Side” refers to one player and the counters that represent his forces. The term “Contingent” refers to a select group of Units within a player’s overall force that belongs to a particular faction, party, or nationality. Sides either have a specifically coloured backing or background, or icon. National flags or letter codes are used to denote Contingents. See the Counter Guide Chart.

2.131 *Exceptions:* some games may have more than two Sides. The Exclusive Rules will detail who Controls what. Games with more than two Sides can be multiplayer. In addition there may be neutral forces that could fall under the control of any player.

2.14 Formations. Brigade-sized Foot and Horse Units, Garrisons, and HQs are all considered to be Formations. The first three categories are Units as well; HQs are actually markers used to denote a higher organisation. Formations are distinguished because only they can exert Control (1.24) over hexes. Furthermore, HQ Formations are the only things that may be Activated (3.22) to move and engage in combat during the Operations Phase (see Part Two).

2.141 HQs allow Units that are not Formations (e.g. Artillery) to participate in the Operations Phase when such Units are Subordinated (3.62) to them.

2.15 Operational Range (OR). Some Auxiliary (2.4) and Leader (2.7) counters sport a number in a coloured dot (on the reverse for an Auxiliary; on the front for a Leader). This is an Operational Range indicator, measured in Movement Points (MPs). All normal MP costs apply when tracing these radii. MP costs can be found on the TEC and are explained in section 4.1.

2.151 The OR symbol’s colour is normally yellow. If the OR is in a red dot, the MPs used to trace out the path to the target are expended using Mountaineer (4.17) movement costs.

2.2 COMBAT UNITS

“As for the cavalry, it should never be touched; old troopers and old horses are good, and recruits of either are absolutely useless. It is a burden, it is an expense, but it is indispensable. In regard to the infantry, as long as there are a few old heads you can do what you want with the tails; they are the greatest number, and the return of these men in peace is a noticeable benefit to the nation, without a serious diminution of the military forces.”

Maréchal Maurice le Comte de Saxe, “Mes Reveries”

2.21 General. Most of the counters in the game are Combat Units. A Combat Unit is any single counter representing a body of Foot (Infantry) or Horse (Cavalry) or Artillery (guns). In most games in this series, Horse and Foot Units will be of brigade size; Artillery will be regimental or battalion size. The terms Horse/Cavalry and Foot/Infantry are used interchangeably in these rules.

2.211 Combat Units represent the basic manoeuvre elements of the armies. When in use, Combat Units are placed on the map, where they move about and attack Enemy Combat Units, as explained later. For these activities, Combat Units are given a strength value, effectiveness rating, and movement allowance. They are also given identification in the form of a name, and markings and colours peculiar to their Side and Contingent.

2.212 Brigade-sized Combat Units are defined as Formations in their own right (2.14), but they may also be Subordinated (3.62) to an Headquarters counter to make up a larger Formation. If this is done the Units are physically stored in the HQ's Display Box, but they are assumed to retain a presence on the map in the HQ's location.

2.213 In some games, the Combat Units are smaller than brigades, or represent very large brigades divided into multiple counters. In these games, the term Brigade-equivalent (BE) may be used to define a stack of Combat Units equal to one brigade. Units smaller than a brigade are not Formations but Brigade-equivalent stacks of such Units are.

2.22 Physical Description. See the Counter Guide for examples. The front side of all Combat Units show a stylised version of the uniforms of the soldiers (with a brigade-sized Formation, this is often the senior regiment's uniform). All Combat Units have the following information on their reverse:

- **Side (Player's) Colour or Icon.** A background colour or an icon denoting which Side the Unit belongs to.
- **Contingent Marking(s).** An icon or code that indicates those Units within a player's overall force that belong to a particular faction, party, or nationality.
- **Class.** Unit Class provides a variety of minor benefits and/or penalties, which may be found on the relevant charts and tables, and especially on the Class Summary Chart. Some Units may have more than one Class; these combine the effects of their Classes.
- **Name.** For reference and historical interest. Although the scenarios may provide a list of named Units, players are free to employ any counters, as long as *all* their ratings, plus Class and Contingent, match the description of the original ones.
- **Miscellaneous Codes.** Some Units are subject to special rules and a reminder of these will be recorded on the Unit. In particular, dates of service may be added for games that extend over a long period of time. *Example:* "44+" in a game dealing with the 18th Century would mean the counter was available in 1744 or later.

2.23 Ratings. Combat Units also have the following (read from left to right on the counter's reverse):

- **Strength Points (SPs).** SPs are a measure of physical size. They are used like currency. They are not (unlike many games) used directly as a combat value, although they have an important bearing on combat. In games where each Unit represents a brigade, each point of strength represents a battalion (roughly 500-700 men). For counters representing smaller Units, strength is normally measured in companies (80-120 men).
- **Combat Effectiveness (CE).** CE is the Unit's combat value, amalgamating such factors as morale, quality of training, and firepower. CE given as an alphabetical grading: "A" is best. A unit's printed CE may be altered temporarily by circumstances.
- **Movement Allowance (MA).** This value equates to the number of Movement Points (MPs – see 4.1) that the Unit may expend. MPs are used to determine how far a Unit may travel across the map in one turn. Some MAs are printed in Red; these are Mountaineer Units (4.17).

2.231 *Exception:* Artillery Units have no CE.

2.232 Other than the red Mountaineer coding, the colour of a unit's ratings are purely decorative (e.g. Irish Units often have green-printed ratings; Guard, purple).

2.24 Formed and Unformed Units. Combat Units should be visualised as "shells" temporarily containing a number of SPs (which represent sub-Units). A Unit may have less than its printed SPs. It may never have more. Combat Units with SPs assigned to them are defined as Formed Units. If a Unit has no SPs assigned to it, or has lost all its SPs, it is Unformed and is removed from the map.

2.241 Units themselves are not Eliminated, their SPs are. Therefore, their counters may be reused throughout the game as SPs are reassigned to them.

2.242 *Exception:* some Units may be deemed Irreplaceable; these Units are permanently removed from play if all their SPs are Eliminated.

2.243 *Example:* a French brigade-sized Unit has an SP rating of "4", but has no actual SPs assigned. It is Unformed and is kept off the board. During the game, 3 SPs are assigned to the Unit. It is now Formed and is placed on the board (the details to these procedures can be found in later rules). If the Unit had its 3 SPs Eliminated, then it would become Unformed again and be removed from the board.

2.3 ARTILLERY UNITS

"The object of artillery should not consist of killing men on the whole of the Enemy's front, but to overthrow it, to destroy parts of this front... then they obtain decisive effects; they make a gap."

Le Comte de Guibert

2.31 General. Artillery Units represent elements of the Artillery Arm up to battalion or regimental size (depending on a nation's military doctrine). Artillery Units come in two Classes: Field and Siege. Field Artillery may participate in Battles (6.0), and Siege Artillery may participate in Siege Resolution (7.2).

2.311 Artillery Units are *not* Formations.

2.312 Field Artillery *counters* come in two forms:

- When on the map (including when Subordinated – 3.62 – to an HQ), a Field Artillery Unit is represented by a single Unit counter.
- In Battle, Field Artillery Units are represented by a number of Batteries. See 2.34.

2.313 Siege Artillery Units only appear *as* Units. They have no function in Battle, only in Siege Resolution, as described below.

>>>2.32 Using Siege Artillery. Siege Artillery Units provide die roll modifiers during Sieges (7.0), based on the number of SPs they currently have.

>>>2.321 In addition, the number of Auxiliaries (2.5) that can be used in a Siege is limited (7.26). Each participating Siege Artillery Unit permits the use of one (1) additional Auxiliary.

>>>2.322 Occasionally, a Field Artillery Unit will have a Siege Resolution die roll modifier printed on its counter. Such Units are treated as Siege Artillery during Sieges. (*Example:* "S + 2" would be a +2 modifier). This value is reduced by one (–1) for each Battery (2.34) that is missing from its full allowance, to a minimum of "0". Case 2.321 does not apply to Field Artillery with a Siege modifier.

2.33 Artillery Status. Some artillery formations were permanent, well-trained bodies. Others were not. There are two grades of Artillery Unit, noted by a letter code in a yellow dot on the unit's reverse: Amateur Artillery is labelled with an "A"; Professional Artillery is labelled with a "P".

>>>2.331 Amateur Artillery is less effective than Professional Artillery. See 6.283.

2.332 Pure Siege Artillery is not rated for Professionalism, and Professionalism is not a factor in Siege combat.

2.34 Batteries. The SPs of Field Artillery Units are represented by subordinate counters called Batteries. Each Battery is worth one (1) SP – i.e. Batteries *are* Field Artillery SPs. Instead of using SP Markers, Batteries are placed under their parent Artillery Unit to show how many SPs it currently has. Each Unit has a number of corresponding Batteries in the countermix equal to its maximum

SP allowance. No more than that number of Batteries may be assigned to the Unit.

>>>2.341 Batteries may only be assigned to Field Artillery Units of the same Contingent. *Exception:* if Captured (3.4), a Battery can be assigned to any of its Captor's Field Artillery Units as described in 3.42.

2.342 Batteries are encoded with the Professional or Amateur status (2.33) of their parent Unit.

2.343 Design Note: Batteries counters are provided for use with the optional Full Battle System (a separate module). Earlier editions of the series used this system as the standard for combat resolution; rather than alter the counter-mixes and put every Battery counter in the FBS module it was decided to leave the counter sheets as is – besides, they are handy for showing which SPs have been Captured).

2.4 GARRISONS

"June 17th. Today two corporals of the Guards boxed over a rail until both expired, but nobody can tell for what reason".

Diary of a British soldier at Gibraltar, 1727.

2.41 General. A Garrison Unit is an immobile Formation used to protect Fortifications. Only Garrisons are permitted to occupy Fortifications – one (1) per Fortification. They are similar to Combat Units in that they have SPs and CEs, but their MAs are "0". Garrisons have a minimum strength of "0" SPs and theoretically no maximum strength (but see 2.423).

2.411 Garrisons can be Formed or Unformed, in the same manner as Combat Units (2.24). *Exception:* Garrisons may remain on the map, even without SPs, as a deception measure – such counters are termed Notional Garrisons (2.811).

2.412 Design Note: technically, all fortified locations have a nominal garrison (this is simulated by case 1.254), but where a zero-strength counter is present, the men are assumed to be keeners doing the "Beau Geste" thing to confuse the enemy.

2.42 Creation. To Form a Garrison, place a Garrison Unit in a Friendly Fortification that does not already have a Garrison, and then add SPs to it to give it strength (unless it is intended to be a Notional Garrison, of course).

2.421 **Important.** Newly Formed Garrison counters must be drawn randomly from the pile of Unformed Garrison counters belonging to the desired Contingent.

2.422 There are three ways in which a new or existing Garrison may receive SPs:

- By Transferring them from Combat Units or other Garrisons during the Administrative Phase (3.33 & 8.3).
- By Transferring them from Combat Units stacked in the associated hex during the Operations Phase (4.25).
- By adding Replacement SPs to the Garrison during the Administrative Phase (3.33 & 8.5).

2.423 Although Garrisons have no maximum SP allowances, they are limited by the Garrison Capacities of their Fortifications. These are listed on the TEC and are given in SPs.

>>>2.424 *Clarification:* any Class of Infantry and Cavalry SPs are permitted in a Garrison, but unless the proportions are recorded on paper, the SPs will become Line Infantry of the same CE as the Garrison. In cases where this may result in poor quality SPs becoming better quality, a player's opponent should require him to make a record of the actual SP Class. Artillery may not be assigned to Garrisons.

>>>2.425 *Play Hint: stack mobile Units under a Garrison counter to indicate the exact type of SPs in the Garrison. Of course, this will reduce the number of available mobile counters. Such Units are not permitted to attack, move, or otherwise employ their abilities as Units; this is simply a recording device. The Units, with their SPs, must enter or leave the Garrison at the times allowed for Reorganisation (8.3) and SP Transfer (3.33).*

2.43 Removal. Garrisons can be removed from play or reduced in strength in a reversal of 2.42. A Garrison may become Unformed by these Transfers – or it may be used as a Notional Garrison. Garrisons that are defeated in a Siege Operation will Surrender (3.4) their SPs and become Unformed.

2.44 Use. Friendly Formations do not automatically gain Control of a Fortification containing an Enemy Garrison. They must Besiege the Fortification and defeat the Garrison first. Garrisons cannot engage or be engaged in Battle (6.0).

>>>2.441 A Garrison that is not Blockaded (7.22) exerts the same influence on the Fortification's associated hex as a Combat Unit would. If the Garrison is Blockaded, it exerts no influence on the associated hex. *Exception:* a Fortification always negates a Road crossing a River, even if Blockaded (*the path of travel is assumed to pass through or be dominated by the Fortification*).

2.442 The first Formation to enter an Enemy Garrison's hex must stop and Blockade the Garrison. See 4.22.

2.443 See section 7.0 for further details on the mechanics of Sieges.

>>>2.45 **Isolated Garrisons.** If no LoC can be traced via Road or Riverine Routes from a Garrison to a Dépôt or Hub (5.5) of the same Side, AND the Garrison is more than five (5) hexes from the nearest Friendly Formation that can trace such a LoC, the Garrison is Isolated.

2.451 Isolated Garrisons will Surrender (3.4) at the end of the Administrative Phase of the turn in which they are determined to be Isolated.

2.452 Isolated Garrisons are always given Honours of War (3.43 point #3) unless currently Besieged, in which case the Surrender Table is consulted as if the Siege had been successful (see 7.2/7.3 for details on the latter circumstance).

2.5 AUXILIARIES

All armies had specialist troops. In some cases they were part of the regular military establishment, and in others were hired as needed:

Engineers were generally considered to be a branch of the artillery service. Their status varied. Army culture sometimes placed their skills on a par with astrology or alchemy, sometimes as "cutting-edge Rationalism".

The battalions of most countries had grenadier companies, made up of the best men – some nations even had horse grenadiers. Grenadiers could be used in a number of ways. "Converged" into grenadier battalions, they took on the job of stormtrooper, leading the way in assaults or reacting to a breakthrough. Before the advent of the "light company", grenadiers also acted as skirmishers, turning wooded features and villages into strong-points, or screening an advance.

The early part of the 18th century saw the first experiments with skirmishers in Western European armies. Although they proved their worth, most senior military men rejected the concept, which would have to be relearned the hard way in the Wars of Revolution. Impressed with the performance of the Austrian Grenz (border) units and mercenary "free companies", other nations began to imitate them, particularly the French. Numerous irregular companies and "legions" of mixed horse and foot were recruited. Maréchal de Saxe was one of their foremost advocates. The Austrians also introduced the West to that most dashing of creatures, the Hussar.

2.51 General. Auxiliaries are an abstract representation of the various specialists to be found within the armed forces, such as engineers, irregular cavalry, and so on. They do not move about the map in the same way as Units. Instead, they are held in a pool and "played" to conduct special actions, known as Tasks.

2.511 Auxiliaries are divided into Classes, just like Units. Each Class of Auxiliary can perform different Tasks. See the Class Summary Chart for a complete list of Auxiliaries and the Tasks they may perform, and see 3.5 for how to conduct Tasks.

2.512 An Auxiliary may occasionally combine two or more Classes. Multi-Class Auxiliaries may perform all the functions of each of their Classes. In the case of overlapping abilities, the best ability is the one used in any given situation.

2.52 Physical Description. On their front sides, Auxiliaries appear similar to Combat Units. On their reverse, all Auxiliaries have a Side colour or icon, Contingent, Name, and Class or Classes, the latter both in text and pictorial form. Some Auxiliaries also have an Operational Range (2.15).

2.53 Operational Range (OR). Some Auxiliaries have an Operational Range. It is used when the Auxiliary is performing a Task that requires it to trace a certain distance from a particular site to a target. Unless explicitly stated otherwise, the Auxiliaries of any

given Contingent may only trace their ORs from Formations belonging to the same Contingent.

2.54 Auxiliary Holding Boxes. When in play but not conducting a Task, Auxiliaries are stored in one of two holding boxes. Auxiliaries in the Available Box are ready to perform a Task. Those that have performed a Task are placed in the Recovery Box. In order for Auxiliaries in the Recovery Box to perform another Task, they must first be Recovered and moved to the Available Box during the Administrative Phase. This process is described in 8.6.

>>>2.541 As an additional step for many Auxiliaries, they must first be taken from the Available Box and Assigned to an HQ (2.6) before they may be used. See 3.51 for details.

2.6 HEADQUARTERS

"Large staffs – small victories."

Prince Aleksandr V. Suvorov

2.61 General. Headquarters (HQs) represent a commanding officer's staff and administrative personnel. In game terms, HQs are Formations that act as shells for Units, in a similar manner to the way in which Units are shells for SPs (2.24).

2.611 As long as a Unit or Formation is Subordinated (3.62) to an HQ, it is considered to be a part of the overall HQ Formation, rather than a Formation in its own right.

2.612 An HQ may be Formed and in use on the map, or Unformed and stored on the HQ display sheet. HQs may only be Formed, change the composition of their Subordinates, or become Unformed during the Administrative Phase or after a Battle (*exception*: Combined Movement Operations – 4.3). See 3.6 and 8.3 for details.

2.62 Physical Description. Most games in this series have three kinds of HQs: Grand Armies, Armies, and Columns. The type is denoted by a particular pattern on the counter, as shown on the Counter Guide Chart. The front of an HQ counter will also be coloured to denote the Side/Contingent it belongs to, and its reverse will have a decorative flag or crest. HQ markers have some or all of the following information printed on them:

- **Name.** For reference. Some HQs have historical names, but most just try to impart the flavour of the period.
- **Contingent.** A symbol like those used on the Combat Units. HQs often have multiple Contingent markings.
- **Size Coding.** Varies with the game. See the Uniform Guide.
- **Movement Allowance.** As with Units. The MA is shown in a yellow dot (red for Mountaineer – 4.17).

2.63 Movement Allowances. HQs move using the MA of their slowest subordinate Unit, or the MA printed on their counter, whichever is less.

2.64 HQ Display Sheets. Each Friendly HQ has a corresponding holding box on an HQ display sheet. Subordinate Units are placed in the appropriately labelled box on the sheet while the HQ's counter is on the map. See 3.62 for Subordination.

2.7 LEADERS

"A perfect general, like Plato's republic, is a figment... The finest medallions have reverse sides".

Frederick the Great, "Instructions"

2.71 General. Leaders represent a personality and his immediate staff. There are three (3) Ranks: Marshals, Generals, and Personages.

- **Generals** can command Column HQs or Besieged Garrisons.
- **Marshals** can command Grand Army and Army HQs, or Besieged Garrisons.
- **Personages** are VIPs like the King (or his latest dominatrix mistress). Personages are divided into two classes: Royals and Captain Generals. See 3.79 for details.

2.712 Individuals of the same rank are not rated for seniority to one another. Personages outrank ordinary Marshals in every situa-

tion. Marshals likewise outrank Generals.

2.713 When not in use, most Leaders are stored in the Officers' Mess Box; Personages remain on the map, subject to a variety of special rules, based on the individual in question (see the Exclusive Rules). See rule 3.7 for details on how and when Leaders are used.

2.72 Physical Description. Leaders have no reverse side. Their primary colours match those of their Side/Contingent's HQs. Leaders have the following information printed on them (*exception*: Personages may or may not have all of these ratings):

- **Name.** For reference and historical interest.
- **Leadership Rating.** Used when making Leadership Checks (3.74).
- **Personality.** One or two coloured "wedges", either red or yellow. A Leader's Personality influences a variety of game mechanics. (3.78).
- **Contingent.** A symbol like those used on the Combat Units and HQs. The Leader may command these HQs without penalty (3.76). The Exclusive Rules may have further instructions of a "political" nature that bear on the subject of Contingents and Leaders.
- **Rank.** M = Marshal; G = General. In the various orders of battle for the scenarios, Captains-General are coded "C" and Royals are coded "R". On their counters, their titles are given in gold script instead of an "M" or "G"; Royals have an additional scrollwork box to distinguish them from Captains-General.
- **Influence Rating.** A numerical rating representing the Leader's "pull" or "interest" at Court (i.e. the chance that a Leader can be fired).
- **Combined Operations Range (COR).** An OR (2.15) indicator used for Combined Movement Operations (4.3). Only a few Leaders of exceptional ability (or strong political support) have a COR.

2.721 **Important.** Leaders do not have Movement Allowances and cannot move by themselves. Instead, they are assigned to and travel with specific Formations, as described in rule 3.6.

2.8 DUMMIES

"The principle object in the disposition of our marches, was to keep the English always in a state of uncertainty with regard to our movements, the towns to which we intended to go, and the roads we meant to take. Continually baffled by our maneuvers, they were obliged to remain inactive till they could learn our real object; by the reunion of our columns, by which they lost a great deal of time."

Chevalier de Johnstone

2.81 General. A number of Dummy markers are provided in the countermix. Their purpose is to confuse the Enemy as to the true disposition of your forces.

2.811 Notional Garrisons (2.411) can also be used as Dummies. Unlike true Dummies, these counters can have SPs added to them if desired, in which case they become true Formed Units.

2.812 Dummy counters may only be placed on the map during the Reorganisation segment of the Administrative Phase (8.3). It is suggested that the players allow one another a moment or two to deploy their Dummies secretly.

2.813 Dummies may be reused in the same Turn they were removed.

2.82 Employment. Dummies are treated as real Formations until discovered. They have no ratings; the player must simulate these through his actions.

2.821 Dummies may stack freely with the other counters on the map, or operate on their own. The players should treat them as if they were real Formations in order to confuse the Enemy.

2.822 Any time a Dummy is stacked with an Enemy Unit, it is removed from the map. Any time that Reconnaissance attempts

(3.54) produce a successful result, Dummies may be revealed, as noted on the Recce Table, and if revealed are removed from the map.

PART TWO – GAME MECHANICS

War is a trade for the ignorant and a science for the expert.

Chevalier Jean Charles Follard

3.0 GENERAL CONCEPTS

“A pack mule can go on the campaigns with Prince Eugene of Savoy, and still learn nothing of tactics”.

Frederick the Great

Because of their relatively compact size, and the limited political objectives of the time, armies of this period did not move on a “broad front”, sweeping all before them. Instead, columns of men would march on strategic locations to threaten the enemy’s position, or attempt to intercept the enemy before he could do the same. Strategic thought was influenced by the nature of the frequent conflicts in the Po Valley and the Low Countries, where towns and fortifications were seized as bargaining chips, and battles were reserved as a final arbitration. The expense of maintaining an army in an age where National Debt was a novel concept, meant that often the posturing of opposing forces was sufficient to cause one side or the other to yield (rather like male peacocks).

This limiting of war, which was partly based on economics, partly on parity of force between the “superpowers”— France and Austria – and partly on the mindset of the Enlightenment itself, extended into the political and social realms as well as the purely military. The period did see the beginnings of the mobilisation of the nation-state and a drift toward a more intense form of warfare, but only to a degree. The semi-feudal social structure of most nations prevented the expansion of war in an economic sense, and neither the infrastructure nor the attitude existed for Total War.

In general, war was left to the nobility and increasingly, to the professional, although the populace could occasionally be coerced into defending the “homeland” where this was synonymous with their own valley. Since one of the main goals of both the nobility and the professional soldier was (and is) the preservation their class, wars tended to drag on, petering out inconclusively much of the time.

That said, there were an awful lot of battles during the Ancien Régime, and most of them were exceedingly bloody. Campaigning conditions were brutal: poor communications, poor logistic nets, poor medical facilities, and a caste system which labelled the bottom rungs of humanity as expendable, ensured high casualties from disease and starvation, not to mention from the thousands of bullets fired enmasse at a distance of 30 paces.

3.1 PLAY FLOW

“The circumstances of war are sensed rather than explained”.

Maréchal de Saxe

By this time, command and control had evolved from the rather simple 40-day feudal levy with all forces under the command of one man for as long as the beer held out, and had begun to transcend the cumbersome and wasteful Condottieri system beloved by the likes of Wallenstein. Armies were now standing bodies, admittedly in many cases clinging desperately to the cherished vestiges of those earlier systems. As such, they could campaign year-round (though they preferred not to), and could be expected to carry out the government’s will more or less as desired. The increasing size and permanence of the army as an institution led directly to an increase in the size and permanence of government bureaucracy, particularly with regard to the collection of taxes.

Kings and princes set the objectives of a war, aided by their councillors. A rudimentary staff then marshalled the forces required. Most nations had developed some form of war office (in England’s case a handful of super-annuated clerks) as a clearinghouse for requests and orders. Various boards of control were established to oversee such things as training, victualling, and finances.

An hierarchy of aristocratic general and field officers set out to accomplish specific aims based on their Sovereign’s wishes. Once these men were given their orders, they would be left to accomplish their tasks as best they saw fit (unless the King or one of his numerous commissars accompanied them). For day-to-day planning, the commander could rely on a staff of experienced soldiers. Below the generals was a layer of mid-grade officers who supposedly worked together harmoniously but were often more interested in playing politics or making their fortunes. That sort of thing was harder to control when an officer of sufficient nobility could simply take the family regiment home, or write a letter to a relative at Court and have his superior reprimanded.

Within the parameters of a particular theatre, the overall commander had a tremendous amount of discretion over the conduct of affairs – especially if he was also a sovereign prince. He could even negotiate directly with the representatives of foreign powers – sometimes to his discredit, as happened to the Duke of Cumberland at Kloster-zeven. Given the slow nature of communications, any new directives from the rear would probably be out of date. A good general was one able to think on his feet and alter the plan to suit the changing conditions before he was told to; a poor general would proceed blindly with a plan that no longer had any meaning, or wait to see if My Liege had changed his mind again.

3.11 General. The *Lace Wars* games are played in a sequence of Turns, roughly equivalent to months. Minor scenarios last several months and represent a single campaigning season. Full campaign games may last several years and represent the entire scope of a war in one or more theatres.

3.111 Time is recorded on the Turn Record Track (TRT). Each box on the track equals one (1) Turn, colour-coded for Season (necessary for determining the Weather – 3.8). At the end of every Turn, the Turn Record Marker is advanced one (1) box.

3.112 Some game activities are geared to the Game Year. This is assumed to begin on the December-January Turn and to end on the November-December Turn. Some activities occur on the last Turn and others on the first, while others may occur at any time, but only “once per Year”. But if a given activity is specified as occurring once per year with a “16-Turn interval”, then it may not occur again until at least that many Turns have passed.

3.113 Some activities are conducted Quarterly. These activities are only carried out on the first (1st) Turn of each Season (1st, 5th, 9th, 13th Turns).

3.12 Game Phases. Every Turn is broken down into two distinct phases, described in detail in the relevant rules. See also the Sequence of Play Chart (SoP Chart):

- **Operations Phase** (4.0, 5.0, 6.0, 7.0). Each Operations Phase is broken down into four (4) Impulses. Within an Impulse, each player will have a chance to conduct activities with eligible forces. If opposing forces occupy the same hex at the end of an Impulse, there will be combat. A chit has been provided to record the number of Impulses played; the track is located on the TRT.
- **Administrative Phase** (4.0, 5.0, 8.0). As its title suggests, various administrative activities, such as recruiting and strategic movement, are carried out at this time.

3.13 Initiative. The order in which the various Sides perform their activities is determined at the start of the turn. The process is called Determining the Initiative.

3.131 Sides are ranked for their Initiative from highest to lowest, based on a comparison of “operational momentum”. In the *Lace Wars* system operational momentum is simulated by Operation Points (OPs for short – see 5.2).

>>>3.132 When determining Initiative, each Side determines its total OPs. The Side with the highest total has the highest Initiative and the Side with the least has the lowest Initiative.

3.133 Once each Side’s totals have been declared, Player Order is assigned for each Side:

- The Side with the lowest total has no choice when he can go.
- The Side with the second lowest total may choose to go before or after the lowest player.
- The Side with the next lowest total may choose to go before, after, or between these two Sides.
- This method is followed until the Side with the highest total makes his choice: before everyone, after everyone, or at any point between.

3.134 In the case of ties, the tied Sides (only) each make a die roll; higher roll has the higher Initiative. Re-roll if necessary until there is a winner.

3.135 *Example:* a game has 3 Sides: France, Austria, and Prussia. When Initiative is determined, France proves to have the lowest Initiative and Prussia the highest. France has no choice when to go.

Austria, holding the middle Initiative rank, may choose to go before or after France. Assume Austria chooses to go before France. Prussia chooses last, having the highest Initiative, and may go before both Austria and France, after Austria but before France, or after both Austria and France.

>>>3.136 For the purpose of determining Initiative, a Side counts ALL its OPs, both *Assigned* and *Unassigned* (see 5.211 for definitions). Should a Side have no OPs, it automatically has the lowest Initiative value (“0”). Ties are diced for normally.

>>>3.137 **Important.** The Operations Phase is skipped if there are no active Campaign Plans (9.4).

3.14 Changing Player Order. At the beginning of the 2nd through 4th Impulses, any Side may pay to re-determine the order in which the Sides will go. (This does not alter the initial Initiative ranking).

>>>3.141 The cost is one (1) *Unassigned* OP (5.211).

3.142 Only one (1) Side may change the Player Order in any given Impulse. The choice of announcing such an attempt is made in *reverse* of the current Player Order.

3.143 Example: from the example of 3.135, assume Prussia chose to go last. Prussia, then France, then Austria, may announce that they would like to change Player Order.

3.144 The Side making this payment may now do one (1) of the following:

- Place itself in a different position *vis* the current Player Order.
- Alter any one (1) other Side’s position to a different position.
- Do nothing (i.e. spend an OP to block any potential change in the Player Order).

3.15 Ending an Impulse. When all Sides have Passed (3.25), the current Impulse ends.

3.16 Ending the Operations Phase. The Operations Phase may end in one of three ways:

- By case 3.137 (no Active Campaign Plans).
- If all Sides Pass (3.25) on their first chance to take an Operation in a new Impulse.
- If all four Impulses have been completed.

3.17 Special Events. Most games will have a set of strategic or special events that take into account happenings in other parts of the world. The effects of these events must be determined as directed by the Exclusive Rules. Most are assessed and take place during the Administrative Phase; Random Events are checked for at the start of the turn.

3.18 Victory. The conditions of victory depend entirely on the Exclusive Rules. Victory is usually checked for in the Administrative Phase. Sometimes an automatic or “sudden death” victory is possible. Otherwise, a scenario will end when the time limit runs out, or one player concedes. If a player concedes, he automatically loses.

3.2 CONDUCTING OPERATIONS

“It is very difficult to do one’s duty. I was considered a barbarian because at the storming of the Praga 7,000 people were killed. Europe says that I am a monster. I myself have read this in the papers, but I would have liked to talk to people about this and ask them: is it not better to finish a war with the death of 7,000 people rather than to drag it on and kill 100,000?”

Prince Aleksandr V. Suvorov

>>>3.21 **General.** The heart of the game is the Operations Phase, during which Operations are carried out. Operations are divided into four (4) categories: Movement, Siege, Auxiliary Tasking, and Passing.

3.211 Each Side conducts all its desired Operations, one (1) Operation at a time, before the next Side goes, following the turn order determined in the Initiative process (3.13).

3.212 Once all Sides have Finished all their Operations for the Impulse, any Battles (6.0) that were generated are resolved. The other form of combat – Siege (7.0) – is conducted as a discrete

Operation during the course of the Impulse (see 3.23).

3.213 After all Battles are resolved, play proceeds to the next Impulse, conducted like the first. After the last Impulse, play proceeds to the Administrative Phase.

3.214 Throughout the Operations Phase, Auxiliaries may conduct Tasks (3.5).

3.215 Design Note: under the original KR&Os, each Side alternated taking one Operation. Now each Side conducts all its activities before another Side goes. However, each Side’s activities are still broken into discrete Operations, as it is still important to regulate the sequence of events.

3.22 Activation for an Operation. To perform an Operation with a Formation, the Active Side designates a single eligible Formation and names the Operation he is going to conduct with it. This is called Activating the Formation. Occasionally, a Combined Movement Operation (4.3) may occur, permitting the Activation of more than one eligible Formation.

3.221 Any given Formation may only participate in a single Operation per Impulse. Within an Impulse, all eligible Formations may conduct one (1) Operation each.

3.222 **Important.** Non-HQ Formations (e.g. brigade-sized Units) may not conduct Operations by themselves. They only conduct activities in the Administrative Phase. Although Units and non-HQ Formations cannot be Activated in the Operations Phase, they may defend themselves and Retreat (6.4) normally.

3.23 Types of Operations. Each eligible Formation may conduct one (1) of the following Operations:

- **Siege Resolution.** Sieges are covered under rule 7.0. Essentially, one (1) eligible Formation already at the Siege site is Activated to conduct the Operation, and after conducting it will be ineligible to perform any other Operation in the same Impulse.
- **Movement.** One (1) eligible Formation is Activated, and may move in accordance with the rules for Operational Movement (4.12). When Formations enter Enemy occupied hexes, they must cease movement and end their Operation.

3.231 Exception: if a Formation enters a hex containing only an Enemy Garrison, the first Friendly Formation to enter the hex must stop and Blockade it (7.22). Once it is Blockaded, other Friendly Formations can then move through the hex freely (assuming no Enemy mobile forces are present).

>>>3.232 **Auxiliary Tasks** (3.5) are often conducted as part of a Formation’s Operation. However, certain Tasks can be conducted independently, as an Auxiliary Operation. No Formations are Activated for this kind of Operation, instead, the Operation will involve one (1) Auxiliary using the Tasking procedure described in 3.5. The Operation is over once the Tasking routine has been completed. **Important.** Auxiliary Operations are limited in scope: a player may conduct a maximum of two (2) such Operations concurrently before or after the Activation of an Army or Grand Army HQ (3.624). If no such HQ will be Activated, then a Side is limited to only the two Auxiliary Operations per Impulse.

>>>3.233 *Example:* a player has 6 Auxiliaries, 1 Army HQ, and 2 Column HQs. He could conduct 2 discrete Auxiliary Operations before Activating the Army HQ, and 2 more after. Each Auxiliary Operation would use 1 Auxiliary. The remaining 2 Auxiliaries would be able to conduct Tasks only as part of the Army HQ’s Operation.

>>>3.24 **Avoiding Battle.** Friendly non-Garrison Formations may leave Enemy-occupied hexes before the commencement of Battle – which occurs at the end of the Impulse. There are two times this may occur:

- As a pre-Battle step after it has been determined a Battle will occur. See 6.24. *Decline Battle can also occur during a Battle.*
- If the Formation has not yet conducted an Operation in the Impulse and an Enemy Formation has entered its hex. (I.e. entering an Enemy-occupied hex does not automatically lock the Enemy stack in place). *Exception:* if the Enemy Formation

is composed exclusively of Cavalry (ignoring assigned Auxiliaries) the Active Formation's commander must pass a LC; if the LC is failed, the Formation has Activated but cannot leave its current hex.

3.25 Passing. A Side may Pass on its chance to conduct an Operation, in which case it may no longer conduct Operations during that Impulse. Play then proceeds to the next Side in player order. If all Sides have Passed, the current Impulse automatically ends.

3.3 USING SP MARKERS & RESOLVING LOSSES

Only the dead have seen the end of war.

Plato

The wastage of manpower, whether from desertion, exhaustion, disease, or battle, was a major issue for commanders of this period. On an extended or forced march, even willing soldiers might be left behind, too exhausted to continue. Even on a normal day's march men would go on the hunt for food or loot, or simply decide they deserved a rest. Some men made a career of deserting and signing up with another unit in order to receive the enlistment bounties. In general, units were discouraged from foraging on their own, and tended to march together in huge columns to reduce the chance of desertion.

Situations in which men fought to the bitter end were rare; usually one side would concede the field, or lay down their arms. The victorious side would let their opponents go, partly from a sense of chivalry and because the commanders on both sides came from the same social class, and partly because taking huge numbers of prisoners could wreck the victorious army's own logistical infrastructure.

3.31 General. Strength Points (SPs) represent sub-units, usually battalions, but in some games, companies. They are attached to the Units represented by the game's counters (usually brigades, but sometimes regiments and battalions), and when this is done, those Units are considered Formed (2.24) and have the ability to conduct activities (like movement and combat) during the turn. While a unit's primary combat power is represented by its Combat Effectiveness (CE) rating, SPs are used to calculate raw size. This has a secondary, but still important role in combat. Their other purpose, which is even more important, is as a means of taking losses.

3.311 At the beginning of a scenario, a certain number of SPs will be assigned to each Side. These SPs can be used to Form Units prior to the start of play – usually, the SPs are assigned a specific starting location or locations, and this is where the Formed Units must be placed. Exceptions will be given in the Exclusive Rules.

3.312 Units can gain SPs through Reinforcement and Replacement (8.4/8.5), or more commonly, through Transfer (3.33/8.3). Units can lose SPs through combat, Attrition (5.3), or Surrender (3.4), and voluntarily through Transfer. Occasionally, a special scenario event may also require the removal of SPs, either temporarily or permanently.

3.313 All SPs received at the start of a scenario, and all Reinforcement SPs, belong to a specific Contingent, have a specific Class, and may have a Nationality.

3.314 Replacement SPs, and SPs that became POWs (3.4), lose their special classifications and become merely SPs of a particular CE. (Very rarely, Reinforcement SPs may also have a CE rating).

3.315 Allocation of SPs to Units must follow these criteria:

- **Contingent.** SPs must be assigned to a Unit of the same Contingent (sometimes Units are permitted to attach SPs from more than one Contingent).
- **Class.** SPs must be assigned to a Unit of the same Class (sometimes Units are permitted to attach SPs of more than one Class).
- **Nationality** is not an issue in all games. It should be thought of as a sub-Contingent. (For example, the French Contingent has Swiss Units and therefore, some French SPs are assigned to the Swiss Nationality). If Nationality is an issue, such SPs must be assigned to a Unit that is both of the same Contingent, and the same Nationality (and, of course, the same Class). Again, Units are sometimes permitted to attach SPs from more than one Nationality.

- **CE.** After an SP is assigned to a Unit, it acquires the same Combat Effectiveness rating as its Unit. This is important when recording losses (see 3.35). SPs rated for a particular CE (normally generated through the Replacement procedure of 8.5) must be attached to a Unit with the same CE or worse.
- >>>In cases where groups of Units of the same Class and Contingent have more than one possible CE rating, the player wishing to Form such Units must select them randomly.
- >>>Whenever possible, Units being Formed (except for Garrisons), must have enough SPs assigned to them to make up at least half (1/2) their printed strength (e.g. a "6-SP Unit" must be given 3 SPs or more when first Formed).

>>>3.316 *Design Note: the Exclusive Rules of the earlier games in the series allow a great deal of latitude when assigning SPs to Units. In some cases, this permitted players to use their worst Units as "soak-offs". The above should be applied in all games except where the Exclusive Rules specifically make other provisions.*

3.32 SP Markers. As noted previously, Combat Units have maximum strength ratings, which are measured in SPs. Units have their strength recorded by placing SP Markers under them.

3.321 *Exception:* Field Artillery uses Battery counters to record strength, with each Battery equal to one (1) SP – per 2.34.

3.322 Each SP marker has four (4) numbers printed on it. A unit's current strength is equal to the number placed along the counter's top edge. (If the Unit is at full strength, no marker is needed).

3.323 Some SP markers have a specific Class written on them. These may be used where multiple Classes of SP are assigned to a particular Unit (usually a Garrison). If using these markers, treat any Classless SP markers as Line Infantry or Line Cavalry, (depending on the Unit they have been assigned to).

3.324 SP markers may not be viewed by the opposing player, but the owning player may be required to reveal his Units' strengths at certain times (1.4).

3.33 Transferring SPs. SPs may be Transferred between Formed Units of like type (e.g. Cavalry to Cavalry), Class, and Nationality. The CE of the Units is permitted to vary, within limits – see 3.335. *Exceptions:* as dictated by the Exclusive Rules, and Garrisons – 3.34.

3.331 Transferred SPs are simply subtracted from one counter and added to another. Printed strengths and Garrison Capacities may not be exceeded, and counters with "0" strength become Unformed and are always removed from the map. (I.e. Dummies cannot be created by using zero-strength Units). *Exception:* Notional Garrisons (2.411).

3.332 Transfers can occur at the following times:

- During the Administrative Phase.
- When Units Retreat from a hex containing a Friendly Garrison (7.122). In this case the SPs are only Transferred between the Garrison and the Retreating Units (either direction is permitted).
- During a Movement Operation, at the cost of one (1) Movement Point for the Activated Formation, but only Transfers to a Garrison are permitted in this case. See 4.25.

>>>3.333 In order for an SP to be Transferred in the Administrative Phase, the Unit it belongs to must be within four (4) MPs of the Unit it is destined for and be able to trace a valid LoC to the latter. At all other times, the Units must be stacked together in order to conduct SP Transfers. *Exception:* SPs may be Transferred longer distances using Riverine Routes (see 4.45).

3.334 In games where a Side has more than one Contingent, the Exclusive Rules may specify that only certain Contingents may trade SPs.

>>>3.335 Some counter-mixes include Units with the same Contingent and Class, but differing CEs; furthermore, the Exclusive Rules rarely assign CE to the SPs listed in the various scenario OOBs. Therefore:

- Per 3.315 point #5, such Units must be drawn randomly when being Formed, so that the player cannot always choose his best Units. (And, also by 3.315 point #6, he is required to assign a minimum number of SPs to the Unit equal to at least 1/2 of its printed strength, if possible).
- In addition, when Transferring SPs, they may only go to a Unit of the same CE, of worse CE, or of a maximum of one CE better (+1) – i.e. from a “C” to a “C”, “D”, “E”, or “B” (in that order of preference).
- *Exception:* Garrisons (3.34) can take SPs of any CE, but still must abide by the points above when Transferring SPs away.

>>>3.336 *Optional:* the players may keep a written record of specific Class, Contingent, etc. for each SP. In this case, any SP may Transfer to any Unit on the same Side; the Unit retains its printed characteristics no matter what its SP composition. See also 2.425.

3.337 If there are no Units capable of receiving Transferred SPs (because there are none eligible within range or none with space available), such SPs cannot be Transferred.

>>>3.338 *Design Note:* with regard to case 3.335, while it is theoretically possible to bootstrap SPs up from CE to CE by Transferring them multiple times, in practice, the cases where a set of Units of the same Class and Contingent have more than one CE are limited to a range within one grade of each other (e.g. “D”s and “E”s exclusively, or “C”s and “B”s exclusively). Garrisons are generally of the same or worse CE than a Side’s worst mobile units, so they are partially excepted (3.34).

>>>3.34 **SPs in Garrisons.** As a partial exception to 3.33, Garrisons may *accept* any SPs, of any Class, Contingent, Nationality, or CE – even Siege Artillery SPs (*not* Field Artillery). However, unless a record is kept (either on paper or with the special SP markers provided) SPs assigned to a Garrison are assumed to be of the Class, Contingent, and CE of the Garrison, and are treated as such if Transferred out of the Garrison.

3.341 Siege Artillery SPs assigned to Garrisons should be recorded with an extra marker, as they may be used during Siege Resolution (7.2).

3.342 Some games have actual Garrison Class SPs. Such SPs may *only* be assigned to Garrison Units. See the Exclusive Rules for details.

3.343 Remember that Notional Garrisons (2.411) can have SPs Transferred to them so that they become Formed, or have some or all of their SPs Transferred away so that they return to Notional status or become Unformed.

3.344 *Play Hint:* in order to speed up the game, when Transferring SPs between Fortifications, Garrison counters may be moved from place to place with their SPs attached, rather than formally placing a new counter, transferring the SPs, and removing the old Garrison counter. The parameters of 3.33 must still be adhered to, however. Countermix limits on Garrison counters can be temporarily discounted.

>>>3.345 *Exception:* as a further exception to the general case of this rule, and to 3.33, Transfers out of a Garrison may always be made to Units of Line Infantry Class holding the worst CE in the Garrison Unit’s own Contingent, even if that CE is nominally too high to qualify under 3.335 point #2. This exception only applies if there is no other way to Transfer an SP out of a Garrison to a mobile Unit.

>>>3.35 **SP Losses.** A player’s forces are subject to losses from a variety of causes. Unless the rules specifically state otherwise, it is the owner who determines which Units will suffer any losses in any given situation.

3.351 Losses to Combat and Garrison Units are indicated by reducing their SPs by the required amount. Field Artillery Units have their Battery counters removed.

3.352 Whenever a Combat or Garrison Unit loses its last SP it becomes Unformed (2.24) and is removed from play until more SPs are assigned to it. *Exception:* Notional Garrisons (2.411), if Unformed voluntarily in a hex with no Enemy Units present, may be retained on the map.

3.353 Eliminated and Captured SPs are recorded on the players’ GRTs. At the appropriate times, a percentage of these SPs can be

recovered, in which case the totals are adjusted appropriately. Note that in some cases (i.e. very short scenarios), there may be no need to record losses at all.

3.354 Each Side has its own set of SP Eliminated and SP POW chits. Usually there are chits for ones and tens. The chits are labelled for CE, from “A” to “E”. **Important.** POW chits are used to record a Side’s OWN POWs that are currently held by the opposing Side. In cases where there are a number of opposing Sides, it is usually the case that they are arrayed in two teams; the team as a whole is considered to be holding the POWs. Should a free-for-all situation be in effect, use paper records to indicate which Side has taken the POWs.

3.355 All SPs losses are recorded solely by the printed CE of the Unit that lost them; Class, Contingent, and so forth, are immaterial. When recovered, they are always considered to be Infantry (of which a few can be taken as Cavalry). See 8.5 for details.

3.356 Recovered SPs must be attached to a Unit of the same or worse CE that belongs to a Contingent Controlled by the Side in question at the time they are received. This is the only restriction.

3.357 Artillery “SP” (Battery) losses are not recorded with chits, the Battery counters themselves are used as recording devices – Captured Batteries are employed by their Captor (3.42) and eliminated Batteries are simply stacked beside the map. *Exception:* Siege Artillery SPs are treated as Infantry SPs of CE “C” (Siege Artillery Units do not receive Replacements, but *may* augment their strength by taking on “Fortress Artillery” per 8.55).

>>>3.358 *Example:* the French lose 5 SPs in combat. 3 SPs are from “C” Units, and 2 are from a Swiss “B” Unit. The French player’s SP loss chits are adjusted as follows: +3 for the “C” chit, +2 for the “B” chit. Assume 2 of the “C” SPs are later recovered, and 1 of the “B”s. The “C”s could be assigned to any French Foot Units with CE “C”, “D”, “E” or “B”. The “C” chit would be adjusted by “–2”. The “B” could be assigned to any French Foot Units with CE “A” through “E”. The “B” chit would be adjusted by “–1”. (Note that per rule 8.5, at the end of the Replacement process, all SP loss chits are set to “0”).

3.36 Other Lost Items. Auxiliaries, Leaders, and HQs can all be lost or temporarily removed from play.

3.361 Auxiliaries cannot be Eliminated (although they are sometimes permitted to absorb combat losses). They can occasionally be Captured (3.413). Normally, they are simply recycled after they have performed a Task, as described in 3.5.

3.362 Leaders can become casualties in combat if the combat results call for it, and may be temporarily or permanently removed from play (Wounded or Killed). They may also be Captured.

3.363 HQs cannot be Eliminated or Captured. If they lose all their Subordinates, they become Unformed and are removed from the map. An HQ’s commander (3.72) is returned to the Officers’ Mess if the HQ becomes Unformed, provided he was not Wounded, Captured, or Killed.

3.4 SURRENDER & CAPTURE

“Strike at the enemy with humane treatment as effectively as with weapons.”

Suvorov

3.41 General. Surrender occurs involuntarily when any stack is unable to Retreat, and when a Garrison loses a Siege. In these cases the entire affected force Surrenders. Surrender may also be offered voluntarily during Sieges, or before a Battle commences. Surrendered items are said to be Captured or to be POWs.

3.411 Surrendered forces are removed from play and held by their Captor. Formation counters are not Captured, they become Unformed and are returned to their owner – only the SPs they contain are Captured.

3.412 Garrisons are not bound to Surrender if Friendly forces in the primary hex associated with their Fortification do so, only if they themselves Surrender as part of a Siege.

>>>3.413 Auxiliaries only Surrender if present during the Battle or Siege that caused the Surrender. The counters themselves are re-

turned to the Recovery Box, but each contributes one (1) POW SP valued at a CE of “C”.

3.414 Captured Depôts (5.5) are treated as Friendly to the Captor, but are Reduced (5.57) one (–1) grade when Captured.

3.415 *Exceptions*: if due to be Paroled (3.43 point #2), all Units (not HQs) retain their SPs and the counters themselves are held by the Captor until their Parole. Likewise, Auxiliaries are retained and do not contribute SPs to the POW total. Also, under Honours of War (3.43 point #3), the Captured forces are simply moved to a new location, and in this case, even HQ(s) remain intact (Auxiliaries go to the Recovery Box). Field Artillery, however, is *always* subject to rule 3.42 instead.

>>>3.42 Artillery Capture. Artillery Units are Captured if stacked alone with Enemy Units. When Artillery Units are Captured they may be used by their Captor as his own; the Captor may also Transfer Batteries to any Field Artillery Unit that is missing a Battery and Siege Artillery SPs to any of his own under-strength Siege Artillery Units. “Ersatz” or “Mixed” Field Artillery Units may also be provided in the counter mix, which Captured Batteries/SPs may then be used to Form.

3.421 Assignment of Captured Batteries/SPs is done in the Administrative Phase, as an ordinary Replacement activity, and subject to the same rules (8.5).

3.422 Captured Artillery may not be taken out of play and then subsequently used by its Captor in a later Turn. The decision to use it must be made immediately. If not used, Captured Artillery is eliminated. One (1) “C” CE POW SP is generated per eliminated Battery/SP, in the same manner as case 3.357.

3.43 The Surrender Table. Depending on the circumstances, the local negotiations between combatants could produce a variety of Surrender agreements. Any time Surrender occurs, consult the Surrender Table. There are three possible results:

- **Internment.** Surrendered forces are removed from play. In longer scenarios these forces may be Exchanged (3.44). In scenarios where exchange is not possible, these forces are permanently removed from play.
- **Parole.** Resolved in the same way as Internment, but the Surrendered forces only remain out of play for a number of Turns, based on the result of a second die roll. They are then handed back to their original owner (less any Captured Artillery being used by its Captor). Their owner may redeploy these forces to the map as Reinforcements (8.4).
- **>>>Honours of War.** The Captor removes all Surrendered forces from the map. At the end of the Administrative Phase of the current Turn they are replaced on the map (excluding Artillery, which is always “permanently” Captured, and Auxiliaries, which go to the Recovery Box as usual) in a new hex that is Controlled by or Friendly to the same Side as the Surrendered forces. The Captor places them.

3.431 *Exceptions*: POWs taken in Battle (6.46) and due to Surrender after an Escalade (7.3) always suffer Internment.

3.432 The length of a Siege (7.0) will modify the Surrender Table result. See the Surrender Table.

3.44 POW Exchange. In some games, Captured items can be Exchanged between opposing Sides. If permitted by the Exclusive Rules, the players must conduct a General Exchange of POWs on the first (1st) Turn of each Year. POW Exchange occurs in the Administrative Phase, as a part of the Reinforcement & Replacement process (8.4/8.5).

3.441 Each Captured item is converted into a monetary value called Thalers (a German unit of currency), and can be purchased from the Captor by Exchanging an item of equal value.

3.442 *Example*: SPs are worth 1 Thaler each. Generals are worth 5 Thalers each. A player could trade 5 SPs that he Captured for one of his own Captured Generals.

3.443 The Captor *must* return what his opponent asks for. However, a player may waive his claim to an evenly matched restoration of items as long as he is the one to be penalised in the ex-

change.

3.444 Even though they will be in use, Captured Artillery SPs (including Batteries) may be Exchanged like any other SPs. When Exchanged, the former Captor must reduce his Artillery strength appropriately and return Captured Battery counters to his opponent.

3.445 Returned SPs (and Batteries) are received as Replacements (8.5). All other returned items are received as Reinforcements (8.4).

>>>3.446 In the case of games that have multiple Sides, the Exclusive Rules will dictate how to record which Side took which POWs. If no ruling is given, then it is to be assumed that the Enemy *team* has joint responsibility for the POWs. Exchanges may be made with any of the individual members of such a team in order to recover POWs, *regardless of the views of the other members of the team.*

>>>3.5 USING AUXILIARIES

Taking everything into consideration, there are no light troops who are their equals. The House of Austria owes all its military fame to its Croats and hussars. Without them it would have gone under in the War of 1740, and perhaps even in that of 1756.

Maréchal Mirabeau

3.51 General. Auxiliaries are not moved about the map. They are stored in the Available <holding> Box until needed. Some Auxiliaries can be used directly out of the Available Box, but more frequently, they must be assigned to a specific HQ to perform their functions.

3.511 In either case, having an Auxiliary perform one of its functions is called Tasking: the Auxiliary “performs a Task”. Possible Tasks are summarised in 3.52, and covered in detail in the remaining sections of this rule.

3.512 In brief, a Task involves an Auxiliary being placed in a target hex or with a target Formation (Friendly or Enemy). The Task is then resolved. After completing a Task, an Auxiliary is placed in the Recovery Box. During the Recovery step of the Administrative Phase (8.6) it may be Recovered (with a die roll) and replaced in the Available Box.

3.513 Tasks can occur either as part of a Formation’s Operation (3.22), or as a discrete Auxiliary Operation (3.232). In the first case, the Active Formation may be Friendly or Enemy, depending on the Task (e.g. Ambuscades – 3.53 – are conducted during Enemy Operations). A single Task usually only involves one (1) Auxiliary, but there are exceptions.

3.514 In many cases targets can be Screened (3.59). Screening is a counter-Task performed by Enemy Auxiliaries. If successful, the Task is aborted. If partially successful, the Task occurs but is less likely to be effective.

3.515 In all cases, Auxiliaries must be able to trace a LoC no longer than their Operational Range (OR) from a single Friendly Formation to the target:

- If an Auxiliary has been assigned to an HQ, it must trace its OR from that HQ.
- If it is Tasked from the Available Box, it may trace its OR from any Formation of the same Contingent.
- If the Auxiliary has no OR, it may still be Tasked directly to a Friendly Formation’s hex, or to any other eligible hex as dictated by the Exclusive Rules.
- When Auxiliaries conduct Tasks in combination with a Friendly Formation’s Operation, they must trace their OR from that Formation even if Tasked from the Available Box.
- During Sieges, the Besieger’s Auxiliaries must also be within range of a Friendly Depôt (see 5.5 for Depôts, 7.26 for Auxiliaries in Sieges).

3.516 Certain Tasks may be conducted during the Administrative Phase. These are executed per moving stack, at a maximum of one (1) Task per moving stack. *Clarification*: Auxiliaries used in the

Administrative Phase trace their ORs using the guidelines for Operational Movement (4.12), not Administrative Movement (4.26).

3.517 Auxiliaries that are required to be assigned to an HQ must be so assigned during the Reorganisation (8.3) segment of the Administrative Phase (or during scenario set up). Auxiliaries must be in the Available Box before they can be assigned; they can be assigned in the same Turn they are Recovered. Auxiliaries assigned to an HQ must be placed in the HQ's display box. The following Classes of Auxiliary must be assigned to HQs before they may perform Tasks:

- All Cavalry- and Infantry-type Auxiliaries (e.g. Grenadiers, Highlanders, Mountaineers, Irregulars, Hussars, Cossacks).
- All Reconnaissance- (3.54) and Screen-capable (3.59) Auxiliaries and Guides.
- All engineering-type Auxiliaries (e.g. Pontooners, Pioneers, Sappers).
- Legions (3.5.10) must assign all their component counters to the same HQ. Some Legion counters may be in the Recovery or Available Boxes while others are with the HQ, but when reassigned from the Available Box, they must rejoin the other members of their Legion.
- *Exception:* any otherwise eligible Auxiliaries in the Available Box may be Tasked directly to a Garrison when a Siege is begun against its Fortification. (They may also be Tasked from their assigned HQ if the HQ is within range).
- *Exception:* Marines and Boatmen are considered "strategic assets" and are only Tasked from the Available Box.
- *Exception:* Pontooners may be Tasked directly from the Available Box to a Depot in the Administrative Phase to assist Riverine Movement (4.431). (Since Pontooners have no OR, they cannot be given this Task from an HQ unless the HQ is stacked with the Depot).
- The Exclusive Rules may exempt from or add specific Auxiliaries to this list.

3.518 Except as noted in the Exclusive Rules, a maximum of two (2) Auxiliaries may be assigned to an HQ for every ten (10) SPs in that HQ. Should the number of SPs be reduced, currently assigned Auxiliaries may remain with the HQ until such time as they perform a Task or otherwise leave the HQ.

3.519 The presence of Auxiliaries cannot prevent an HQ from becoming Unformed; if their HQ becomes Unformed, assigned Auxiliaries are immediately returned to the Available Box.

3.51.10 Auxiliaries cannot be destroyed. Auxiliaries are Captured after a Battle or Siege in which their Side Surrenders (3.413). They may occasionally be used to absorb casualties. In all cases, the counter itself is placed in the Recovery Box, while an SP of CE value "C" is recorded as Captured or eliminated. Auxiliaries must be withdrawn from play if their Dates of Service (found on the reverse of some counters) have ended, or as directed by the scenario.

3.52 Summary of Tasks. The following are Tasks that are common to the game series. Most are conducted in the Operations Phase. Some are specific to Battle or Siege and are explained in those sections. Some Tasks may be conducted by the Inactive player(s), some by the Active player, and some by any player. If there is a question of precedence, the Tasks are conducted in normal Initiative order, as determined by 3.13. An Auxiliary's eligibility for a particular Task is given on the Class Summary Chart.

3.521 Operations Phase Tasks:

- **Ambuscades.** Conducted during an Enemy Movement Operation. The goal is to delay the Enemy, and hopefully inflict minor casualties. See 3.53.
- **Bridge Building & Riverine Movement.** Conducted during a Friendly Movement Operation. The Auxiliary permits the crossing of a river obstacle at a reduced cost in movement. See 3.55. Alternatively the Auxiliary can assist Riverine Movement (4.4).

- **Combat Support & Siege Work.** Conducted during Battle or Siege Resolution, respectively. Auxiliaries can provide support in a variety of ways. See 6.0 & 7.26.
- **Guiding.** Used to reduce terrain costs for movement and to increase Leader Combined Operations Ratings. See 3.58.
- **Plundering.** Conducted during any Friendly Impulse, against the terrain itself, in order to reduce the availability of Forage (5.4). See 3.57.
- **Raiding.** Conducted against Enemy Depôts or Hubs during any Friendly Impulse. The goal is to temporarily degrade the supply capacity of a Depot. See 3.56.
- **Rearguard.** Conducted during any Friendly Movement Operation. This assists a Formation in Declining Battle (6.24). See 3.5.11.
- **Reconnaissance.** Conducted during any Friendly Impulse. The goal is to acquire information about the strength and composition of Enemy Formations. See 3.54.
- **Screening.** Conducted at a variety of times as a defence against many other Tasks. The goal is to stop or hinder an Enemy Auxiliary from performing its Task. See 3.59.

3.522 Administrative Phase Tasks:

- **Ambuscades.** As above, but during any Enemy movement activities. See 3.53.
- **Inspire Desertion.** Performed by Deserter Auxiliaries (only) in order to force an Enemy stack to suffer an Attrition Check, or to suffer a penalty to such a check. See 3.5.12.
- **Riverine Movement.** Pontooners may assist this activity. See 3.554 & 4.431.
- **Screening.** As above (will only be against Ambuscades). See 3.59.

3.53 Ambuscades. Ambuscades (ambushes) may be conducted by an Inactive player against a moving Enemy Formation (stack, in the Administrative Phase). Only certain terrain types permit Ambuscades, as noted on the TEC.

3.531 To conduct the Ambuscade, the Inactive player secretly selects an Ambushing Auxiliary and openly designates a target stack. The Ambushed player may then Task a Screening Auxiliary (3.59) to protect the target.

3.532 After determining the effectiveness of the Screen consult the Ambuscade Table. The result will be additional Movement Point expenditures, and possibly extra SP losses.

3.533 Losses to the moving Formation/stack are assigned as the owner sees fit. Movement penalties in excess of the number of MPs remaining to the target are taken as SP losses – one (1) SP per unpaid MP (any extra losses are taken on top of this). Once the Ambuscade is completed, the target may continue moving, assuming it is otherwise able to.

3.534 Before consulting the table, the Ambushing player may declare he is attempting to take POWs. In this case, he receives a die roll penalty, but any SP losses inflicted become POWs.

3.535 An Ambuscade may only occur once per hex, per time a moving Formation/stack enters the hex.

>>>3.54 Reconnaissance (Recce). This Task must be conducted as an Auxiliary Operation (3.232). Reconnaissance can be conducted by the Active player against Enemy stacks in an effort to determine their true composition.

3.541 The Active player secretly selects an Auxiliary and openly designates a target stack. His opponent may then Task a Screening Auxiliary (3.59) to protect the target.

3.542 After determining the effectiveness of the Screen the *target* player consults the Recce Table and provides the Active player with the information required.

3.543 Historical Note: This period was not noted for quality of "intel". Few armies conducted adequate reconnaissance. This was not because its value was unrecognised, but because so few units were either doctrinally or

organisationally suited for the task. For example, Prussia had a huge cavalry force, but its conscript nature prevented it being spread out on intelligence gathering missions for fear of desertion. Also, most ordinary soldiers would have lacked the education to form a correct assessment of enemy strengths and intentions, or to convey that assessment accurately. Local people (sympathetic or otherwise) were a prime source of information – but asking a farmer for a strength estimate would usually elicit replies along the lines of “as numerous as leaves in a forest” or “their arrows hid the sun” – this for a company-sized patrol. Austria, with her hordes of Grenzers and Hussars, had probably the best potential reconnaissance force in Europe, but did not always employ information to her advantage due to the labyrinthine structure of her High Command.

3.55 Bridge Building & Riverine Movement. Bridge Building is conducted in combination with other Operations; the Riverine Task is used in the Administrative Phase to assist movement.

3.551 Pontooneers can be placed on Formations that are in the act of crossing a River. The presence of a Pontooneer reduces the movement cost to cross the River, as explained below.

3.552 When a Pontooneer is present, ordinary Rivers cost nothing to cross; Major Rivers (and Lake hexsides and Estuaries) are assumed to be ordinary Rivers. Pontooneers cannot be used to facilitate the crossing of all-water hexes (*rule of thumb: if the Pontooneer counter cannot touch both sides of a water obstacle, it is too wide*). Note that the combat effects of a River are never reduced by Pontooneers, only the movement effects. Having more than one Pontooneer present in the hex does not help.

3.553 Pontooneers may not be used if the Formation also wishes to cross the River into an Enemy-occupied hex unless the crossing Formation's commander makes a successful Leadership Check (3.74) to enter the hex, as described in 4.163. *Exception:* Blockaded Garrisons cannot interfere with the placement of a Pontooneer, because they cannot interfere with the crossing of a River, as noted in 4.164.

3.554 Pontooneers can also provide flexibility to Units when using Riverine Movement. See 4.431-4.432. This Task is conducted in the Administrative Phase (the only time Riverine Movement can be conducted in most games – the Exclusive Rules may alter this case).

>>>3.555 Once the crossing is effected the Pontooneer may remain in the hex indefinitely. The Pontooneer then allows any Friendly Unit or Formation to cross the same River via any hexsides adjacent to the Pontooneer.

>>>3.556 A Pontooneer on the map must be immediately removed to the Recovery Box if a) an Enemy Unit enters or appears in any hex adjacent to it (or in the same hex – Pontooneers do not Control hexes), b) an Enemy Auxiliary conducts a Raid or Plunder Task in its hex when no Friendly Units are present in the hex, c) at the start of any Flood Turn, d) at the start of any Cold Weather Turn, or e) voluntarily at any time.

3.557 Pontooneers cannot be employed during Cold Weather Turns; they may be employed during Flood Turns (after 3.556c has been applied).

>>>3.56 **Raiding.** This Task must be conducted as an Auxiliary Operation. Raids are conducted by the Active player in an effort to interfere with the Enemy's supplies and are directed against Enemy Depôts (5.5). (Occasionally, an Exclusive Rule might provide rewards for Raids against other targets). Raid targets may be Screened (3.59).

3.561 To conduct a Raid, the Active player secretly selects an Auxiliary and openly designates a target Depôt. His opponent may then Task a Screening Auxiliary to protect the target.

3.562 After determining the effectiveness of the Screen determine the result on the Raid Table.

3.563 A successful Raid on a Depôt will Temporarily Reduce the target Depôt by one (-1) level (e.g. from Full to Half). This Reduction lasts for the entire turn (only). The Auxiliary should remain on the Depôt until the end of the turn as a reminder. See 5.57 for Depôt Reduction.

3.564 A single hex may be Raided any number of times in an Operations Phase.

>>>3.565 Hubs (5.5) are given the ability to act as Depôts, but may never be Raided.

3.57 Plundering. This Task must be conducted as an Auxiliary Operation. Plundering expeditions are carried out against the terrain of a hex in an attempt to deplete the Forage (5.4) available in an area. Plunder targets may be Screened (3.59).

3.571 To conduct a Plundering Task, the Active player secretly selects an Auxiliary and openly designates a target hex. His opponent may then Task a Screening Auxiliary (3.59) to protect the target.

3.572 After determining the effectiveness of the Screen consult the Plunder Table. If successful, the Forage Value of the hex will be Degraded one (1) level. See 5.4 for the effects of reducing Forage.

3.573 A single hex may be targeted for Plundering any number of times in an Operations Phase.

>>>3.574 A Side cannot Plunder a hex in Friendly Territory, nor may it Plunder a hex in or adjacent to a Friendly Unit, unless an Enemy Unit is also present in the target hex.

3.58 Guide Auxiliaries. During a Friendly Movement Operation, one (1) Guide-capable Auxiliary may be Tasked to a moving Friendly Formation. That Formation pays one less (-1) MP when entering Woods, Hill, Wooded Hill, Fen, and Minor Lake terrain during its move. *Exception:* not if using Road or Riverine Movement.

3.581 Alternatively, Guides may be used to extend a Leader's Combined Operations Rating (4.3) by one (+1) MP. The Guide must be placed on the Leader's own Formation.

3.582 Once the Operation is complete the Auxiliary is removed to the Recovery Box.

3.59 Screening. Ambuscade, Recce, Raid, and Plundering Tasks can be Screened. Once the Enemy's Task and target have been declared and the Enemy Auxiliary secretly assigned, the opposing player may choose one of his own eligible Auxiliaries to protect the target.

3.591 The Class of the Screening Auxiliary is compared to that of the Attacking Auxiliary to see if the attempt was Effective or Ineffective. Having no Screen present is a third condition that is even more unfavourable to the defender than an Ineffective Screen.

3.592 The die roll modifiers on the relevant tables will be different depending on whether the Screen was Successful, Ineffective, or non-existent. See the Screening Table.

>>>3.593 *Clarification:* the Screening Table may appear difficult to interpret. It is really very simple. If no Screen is put up, the table is not consulted. If a Screen is put up but the match of Auxiliaries is not listed, it is Ineffective. If the match is listed, the Screen is Effective.

3.5.10 Legions. Legions are groups of Auxiliaries marked on their reverse with a boxed code containing an “L” and further letters denoting the actual Legion. All counters with the same Legionary code belong to the same Legion.

>>>3.5.10.1 All Auxiliaries belonging to the same Legion may be Recovered with a single die roll. Success is based upon the BEST chance possible among the Legion's Auxiliaries currently in the Recovery Box. If unsuccessful, no counters belonging to the Legion may be Recovered that turn.

>>>3.5.10.2 Per 3.517 point #4, all counters from the same Legion must be assigned to the same HQ. (This includes any Auxiliaries that by their Class should be Tasked from the Available Box).

>>>3.5.10.3 Some Legions have their own Artillery. These are termed Legion Batteries. Legion Batteries are used as tiebreakers for Artillery Superiority in Battle (6.283).

3.5.10.4 Historical Note: During the War of the Austrian Succession (1740-48) the French leadership, and particularly Maréchal de Saxe, experimented with so-called Legions – mixed forces of horse and foot, and sometimes artillery. Much smaller than the later divisional structures that evolved at the end of the 18th Century, these formations were something of a technical dead-end. Although their usefulness was proven, most commanders were not eager to embrace the concept. To be effective, they had

to be composed of independently minded and well-motivated volunteers. If of poor quality, they were no better than a rabble; if of good quality, they were a drain on the line battalions (although the elite Arquebusiers de Grassin were reputed to be composed of the scum of the Paris gutters). More, their correct use demanded a high level of tactical ability, and many commanders were not willing to devote the time to becoming proficient tacticians.

3.5.11 Rearguards. Any player that is attempting to Decline Battle (6.24) may conduct a Rearguard Task with one (1) Auxiliary. The Auxiliary is assigned to the Formation in question and provides a beneficial “-1” die roll modifier to the required Leadership Check (3.74) for the attempt.

3.5.12 Inspire Desertion. This Task is conducted independently, in the Administrative Phase, by Deserter Auxiliaries. At the time that final Attrition Checks (ACs – 5.3) are made (in the Administrative Phase), a Deserter may be placed on an Enemy stack within its OR. One of two actions are possible:

- The target stack is large enough that it already qualified to suffer an AC, in which case the Deserter provides a modifier to the AC; or,
- The Deserter forces a stack that would not otherwise suffer an AC to do so.

3.5.121 After the AC is made, the Deserter is placed in the Recovery Box. Deserters may not be Screened against.

>>>3.5.122 Deserter Auxiliaries must be brought into play by the expenditure of a single Captured SP belonging to an Enemy Side. Use the worst CE available. New Deserter Auxiliaries are received as Reinforcements (8.4).

3.5.123 Each time such an Auxiliary is checked for Recovery it will be Disbanded if the die roll is a “9” (modified or unmodified). Disbanded Deserter Auxiliaries may be brought back into play by the expenditure of another POW SP in the same or any later Administrative Phase.

3.6 HEADQUARTERS

“To see just a single battalion setting off is quite a performance. It is like some ramshackle machine which is on the verge of breaking down at any moment, and which moves only with infinite difficulty. What happens when you wish to get the head off to a brisk start? The tail is left unaware that the leading troops have marched off at speed. Gaps inevitably result, and in order to make them up the troops at the rear have to run as fast as they can. The head of the following battalion must do the same, and soon the whole sinks into disorder”.

De Saxe

In the author’s personal experience, it’s even worse if each regiment has its own band playing.

3.61 General. Headquarters (HQ – 2.6) and Leaders (2.7) work in combination to simulate the command elements of each player’s forces. HQs are Formations, but have no combat power of their own. Instead, Combat Units are Subordinated (3.62) to them in order to make much more powerful Formations. The other half of the equation – Leaders – must be assigned the command of HQs (“Posted to” – 3.72) in order for the latter to function.

3.611 Types of HQs vary with the game in question, but generally there are three (3) kinds: Grand Armies, Armies, and Columns. Columns are small, temporary groupings of Units used to conduct minor operational activities. Armies are large, independent groupings of Units capable of conducting major operations. Grand Armies are the largest of all, and can incorporate lesser Armies and Columns within their structure.

3.612 The counter-mix is an absolute limit on the number of HQs that may be in play at any one time.

3.613 HQs may be in a Formed or Unformed state, just like Units. An HQ is Formed by Posting (3.72) a Leader to command it. An HQ can be Formed in any Friendly-Controlled hex, subject to any limitations imposed by the Exclusive Rules; the latter may also provide for other Forming locations (such as off-map areas). If a newly Formed HQ is stacked with other Friendly Formations, it may immediately Subordinate any eligible ones, and/or participate in Reorganisation (8.3) with them.

3.614 Important. An HQ may not voluntarily become Unformed unless its commander is first Relieved (3.73). HQs may only become Formed, Unformed, or be Reorganised during the Administrative Phase. *Exception:* HQs may be Reorganised or become involuntarily Unformed after a Battle (6.45).

>>>3.615 Given case 3.614, it is possible to have an HQ in play that has no Subordinate Units. Such an HQ will become involuntarily Unformed if alone in a hex with an Enemy Unit (Friendly Garrisons are ignored). An HQ without any Subordinate Units cannot move.

3.616 HQs may only Activate in the Operations Phase and do so in order to conduct Operations. (Remember also that non-HQ Formations cannot Activate in the Operations Phase – 3.222).

3.62 Subordinating & Detaching Formations. To be Subordinated to an HQ, a Combat Unit must be stacked with it. The Unit is removed from the map and placed in the HQ’s display box. If this is a newly Formed HQ, its own counter is simultaneously placed in the unit’s hex. To Detach a Combat Unit from an HQ, reverse the procedure, placing the Unit back on the map in the HQ’s hex.

3.621 Subordination is only permitted during Reorganisation, which occurs after Battle and as a discrete step in the Administrative Phase.

3.622 Note that Formations conducting Combined Movement (4.3) may not Subordinate to one another as part of that movement.

3.623 HQs stacked together may also exchange their contents freely when permitted to Reorganise.

3.624 The number and type of Units/Formations that can be Subordinated to an HQ depends on the HQ’s size:

- **Armies** are only allowed to Subordinate a limited number of Combat Units, varying with each HQ. An Army HQ’s allowance will be recorded in its HQ Display Box.
- **Grand Armies** can directly Subordinate a certain number of Units in the same manner as Army HQs, and in addition may Subordinate any number of other HQs which themselves will have Units Subordinated to them. See 3.63.
- **Columns** can Subordinate up to five (5) Combat Units, one (1) of which may be an Artillery Unit.

3.625 All the Subordinates of an HQ are considered to belong to a single Formation and must move together – they may only be Detached according to case 3.614. *Exceptions:* Forming Garrisons on the March (4.25) and Combined Movement (4.3) involving a Grand Army HQ.

>>>3.626 Army HQs and some Grand Army HQs have Contingent markings. Only Units belonging to an HQ’s own Contingent may be Subordinated directly to it without penalty. See 3.76 Multinational Forces. Note that HQs often have multiple Contingent markings, which permit them to Subordinate Units from any of those Contingents without penalty. Column HQs take no account of Contingent, unless so noted in the Exclusive Rules.

3.63 Grand Armies. Grand Armies obey the same rules as other Armies, except as noted herein. Grand Armies (only) can Subordinate other HQs to them. These HQs do not count against the Grand Army’s limit of Subordinate Units. The basic procedures are the same as for Subordinating or Detaching a Unit. A Subordinated HQ retains its own structure, including its own commander. *Exception:* the Exclusive Rules may disallow certain HQs from being Subordinated to a given Grand Army HQ.

3.631 Reorganisation between the Grand Army HQ and its Subordinate HQs, the Unforming of Subordinate HQs, and the Detachment of Subordinate HQs is carried out at the normal times and in the normal manner, per 3.61 and 3.62.

3.632 Leaders may *not* be switched among Subordinate HQs and/or the Grand Army HQ. Normal Posting (3.72) and Relieving (3.73) routines must be observed. *Exception:* if a Grand Army commander becomes a casualty, one of his subordinate commanders will automatically take over as Grand Army commander, if possible. See 6.45.

>>>3.64 **Auxiliaries.** Only a limited number of Auxiliaries may be assigned to an HQ at any given time. This number is a function of the size of the HQ and the number of Units subordinate to it (see 3.6 for an explanation of HQ types):

- Column HQs (or the smallest type of HQ present in the game): two (2) Auxiliaries.
- Army HQs (or the middle type of HQ): one (1) Auxiliary for every two (2) Units, rounding fractions down, plus any number of engineering-type Auxiliaries (Pioneers, Sappers, Sapper/Pioneers, and Pontooners).
- Grand Army HQs (or the largest type of HQ): one (1) Auxiliary for every two (2) Units, rounding fractions down, plus any Auxiliaries already assigned to Subordinate HQs (per 3.63 this kind of HQ can have other HQs within its organisation), plus any number of engineering-type Auxiliaries (Pioneers, Sappers, Sapper/Pioneers, and Pontooners).

>>>3.641 Legions (3.5.10) are not exempted from this rule, except that an entire Legion may be assigned to an HQ even if some of the counters would exceed the HQ's limit – but only one Legion may go over the limit for a given HQ.

>>>3.642 See 3.517 and the Auxiliary Summary Chart for a list of the Auxiliaries which should be assigned to HQs (note that some of the same Auxiliaries can also perform Tasks from the Available Box).

3.7 LEADERS

“The commanders of armies are more to be pitied than one would think. Without listening to them, all the world denounces them, the newspapers ridicule them, and yet, of the thousands who condemn them, there is not one that could command the smallest unit”.

Frederick the Great

3.71 General. Leaders represent an individual of General Officer rank, with his staff. Operationally, Leaders command HQs (and occasionally Besieged Garrisons – 7.27), using their Leadership Ratings and Personalities to influence that HQ's actions. Leaders also influence Battle and Siege results.

3.72 Posting Leaders. When a Leader has been given a role to play, he is said to have received a Posting or to have been Posted. All Leaders are stored in their Sides' Officers' Mess Box (on the same card as the Auxiliary Available/Recovery Boxes) until Posted to a Command. When removed from a Posting they are replaced in the Officers' Mess.

3.721 Leaders can be Posted to command an HQ whenever existing HQs are Reorganised or new HQs are Formed. They can be Posted to command a Besieged Garrison as soon as it comes under Siege (7.27).

3.722 When a Post needs filling, a Leader of the correct rank is randomly drawn from the Officers' Mess (keep the various Personages, Marshals, and Generals in separate piles):

- **Armies** must be commanded by a Marshal,
- **Columns** must be commanded by a General,
- **Grand Armies** must be commanded by a Captain-General,
- **Command of a Garrison** depends on the size of the Garrison and the nature of the Fortification it occupies – see 7.27.
- The Exclusive Rules may make exceptions to the above.

>>>3.723 Leaders of the “wrong” Contingent may be used if there is no other option. *In extremis* a Leader belonging to another Friendly Side may be used; if that Side at some point is no longer Friendly or active, such a Leader may even be retained in his Posting until he is Relieved (3.73) – at that point he “rejoins” his own Side. If there are no Leaders of the correct Rank at all, use one of the next highest Rank, or if such is not available, the next lowest Rank. If no Leader of any kind is available, the Formation requiring the Leader may still be Formed – it is assumed to have a notional Leader with a Leadership Rating of “0” and no other ratings, who belongs to the same Contingent(s) as the Formation.

3.724 While on map, Leaders belong to the Formation they are Posted to and cannot be voluntarily separated from it unless Relieved. This includes Leaders Posted to command an HQ that is or becomes Subordinate to a Grand Army.

3.725 A Leader commanding an HQ is placed in the HQ's Display Box. The Leader moves with his HQ and uses his ratings to influence its activities. A Leader commanding a Besieged Garrison is stacked with the Garrison counter.

>>>3.726 *Play Hint: when randomly choosing from large numbers of Leaders, try the following method:*

- When setting up, sort all Leaders into piles by Contingent, and by Rank. Multiple piles of a given Rank for large pools. The piles should be shuffled in the process and be stacked face down.
- If you have been told the Contingent/Rank, just take off the top of the appropriate pile. Leaders going to the Officers' Mess are put at the bottom of the correct pile.
- If the draw spreads over multiple Ranks/Contingents, roll a die for the Contingent, a die for the Rank, a die for the pile (if more than one of the same). Then draw the top Leader of that stack.
- If it's quicker to just mix them up (with a small number of Leaders it will be) then do that instead.

3.73 Replacing Leaders. Leaders can only be voluntarily removed from their Posting during the Administrative Phase. This is termed Relieving them of Command.

3.731 To Relieve a Leader the owning player must make a die roll against the Leader's Influence Rating. If the roll is equal to or less than the given value the Leader can be Relieved and returned to the Officers' Mess. Otherwise there is no effect.

3.732 *Exception:* a Leader is Relieved automatically if his HQ becomes Unformed involuntarily.

3.733 A player may only attempt to Relieve a specific Leader from command once per Turn.

3.734 A Relieved Leader may not be given another Posting in the same Turn.

3.735 If an HQ's commander is Relieved, or removed as a casualty, he must be immediately replaced with a new Leader drawn from the Officers' Mess, or the HQ becomes Unformed.

3.736 When a Marshal (only) is Voluntarily Relieved, this will generate the loss of an Operation Point (5.2), if the Relief die roll is a natural “9” or “0”.

3.737 *Exception:* If a Leader is “promoted” to command an HQ as a result of a casualty, or if Relieved by a Personage (3.791 point #4), then no OP loss is incurred.

3.74 Leadership Checks (LCs). In a number of situations, a Leadership Check (LC) may be required. See the LC Chart for a complete list. A die roll is made against the Leadership Rating of the Leader commanding the Formation. A successful die roll will be equal to or less than the rating.

3.741 If a LC is called for and there is no eligible Leader to make the check, a default Leadership Rating of “0” is used.

3.742 Units by themselves never make LCs and cannot on their own perform actions requiring a LC.

3.743 A LC always succeeds on a natural die roll of “0”.

3.75 Insubordination. The concept of Insubordination is an attempt to simulate the problems that occur when very large, and/or multinational forces are assembled. Insubordination may occur at the following times:

- When a Grand Army HQ has Subordinate HQs.
- When an Army HQ has Subordinate Formations belonging to Contingents not matching those of its own Contingent marking(s). See 3.76.
- The preceding two cases may be compounded if an Army HQ containing such Contingents is Subordinate to a Grand Army. See 3.764.

3.751 This rule specifically addresses the case of a Grand Army and its Subordinate HQs. The issue of multiple Contingents is addressed in rule 3.76.

3.752 Each Subordinate HQ commander has a Personality (3.78). Each Personality type is given a numerical Insubordination Value (IV) – from “1” to “4”, as noted on the Personality Chart. The IVs of all a Grand Army’s Subordinate commanders are summed and compared to double (2x) the Grand Army commander’s Leadership Rating. *Exception:* Captains-General (3.792) have their Leadership Ratings *tripled* (3x).

3.753 For each point of IV in excess of the Grand Army commander’s modified Leadership Rating, all his Leadership Checks and all Attrition Checks (5.3) made because of the HQ’s actions, are penalised by a “+1” die roll modifier or “+1” row shift (respectively). Insubordination is assessed at these times on a case-by-case basis.

3.754 *Example:* a Marshal with a Leadership Rating of “3” commands a Grand Army containing 3 Subordinate HQs. One of the Subordinate HQs has a commander with a Timid Personality (IV “3”), while the other two have Aggressive commanders (IV “1” each). The total IV is “5” (1+1+3). The Grand Army commander’s Leadership Rating is doubled to “6” (2x 3). 5 – 6 is less than “0”, so the Grand Army commander’s Leadership Checks will not be penalised and no Attrition modifier occurs.

3.76 Multinational Forces. An Army HQ (including one Subordinate to a Grand Army) that contains Units belonging to a Contingent not belonging to the HQ’s permitted Contingent(s) must have a Subordinate General Posted to it – one (1) for each such Contingent. The General has two roles: a) he participates in Battle, and b) his Personality contributes to Insubordination, per 3.75.

3.761 All Subordinate Generals are given a Posting in the normal manner. If no General is available, a notional General with an IV of “3” is assumed to be in charge of the Units belonging to the Contingent in question.

3.762 The true Commander of such an HQ is the original HQ commander, Posted to it when the HQ was Formed. If the HQ is involved in Battle (6.0), he will be the Generalissimo (unless participating with other HQs, in which case he may be one of several candidates – see 6.225).

3.763 The IVs of all Subordinate Generals are summed and matched against the Army commander’s *unmodified* Leadership Rating to determine if Insubordination occurs. If it does, its effects are the same as Insubordination in a Grand Army. This case applies when the Army HQ is operating on its own.

3.764 If an Army HQ Subordinate to a Grand Army is suffering from the effects of Insubordination, the effect is different. The Army commander’s own IV is increased by one (+1) for each point of Insubordination his Army is suffering from, and this modified IV is used when determining whether the Grand Army will suffer Insubordination.

>>>>3.765 **Important.** Grand Armies with one or more Contingent markings also require Subordinate Generals for those Contingents not represented, but only for directly Subordinated Units. HOWEVER, a Grand Army HQ with *no Contingent markings at all* requires *no* Subordinate Generals for directly Subordinated Units. In a Grand Army, Insubordination effects can thus come from both 3.75 and 3.76.

3.766 *Clarification:* Column HQs may contain any mix of Contingents without penalty; only one (1) commander is needed. The Exclusive Rules to particular games may provide exceptions.

3.767 *Example:* following on from the example of 3.754, assume the Army HQ with the Timid commander is an Austrian HQ, marked with Austrian and Dutch Contingent markings. Subordinate to it are Units from 4 Contingents: British, Austrian, Dutch, and Hanoverian. Only 2 of the Contingents (Austrian and Dutch) are permitted by the Contingent markings on the HQ. Therefore, the other 2 (Hanoverian and British) each require a General, attached to the Army HQ in a Subordinate role. The British General is Rash (IV 4) and the Hanoverian General is Cautious (IV 2). The Army commander has a Leadership Rating of “4”. IVs of 4 + 2 = 6. IV6 – LR4 = 2. Therefore the Army HQ commander’s LCs, and

the Army’s ACs are penalised by a +2 drm/ +2 row shift, assuming the Army HQ was acting alone. Since it is instead Subordinate to a Grand Army HQ, the +2 is added to the Army HQ commander’s own IV of “3”, for a total IV of “5”. Plus the IVs of the other Army commanders (1 + 1 = 2) for a grand total of 5 + 2 = 7. Now the Grand Army and its commander will suffer from a +1 LC DRM/ +1 AC row shift (IV7 – LR (2 x3 = 6) = 1). Note that if the Army HQ had not suffered from Insubordination, it would have contributed nothing to the calculation (negative IV/LR ratios do not contribute “beneficial” negative modifiers).

>>>>3.77 **HQs, Leaders, & Combat.** HQ counters themselves do not participate in Battles or Sieges, only their Subordinate Units do. Leaders have roles to play in combat, both Battle (6.0) and Siege (7.0).

3.771 The optional Full Battle System module uses Leaders extensively in Battle. For the regular (Standard Battle System) contained in this volume, one Leader will be chosen as the Generalissimo (6.225) for his Side and the rest of the Leaders that may be present have no function other than to take casualties.

3.772 Leaders in Sieges provide die roll modifiers and may permit or prohibit certain courses of action. See 7.27.

3.773 *Design Note:* rather than remove the excess Leaders from the counter-mix and include them with the FBS module, it was decided to retain them in their original counter-mixes; this allows the FBS module to remain a free download. Besides, Leaders have many other uses.

3.78 Personality. Leader Personality becomes important when a Leader is Posted to an HQ, and when he acts as a Generalissimo. There are four Personality types – Rash (generally a bad thing), Aggressive (good offensively), Cautious (good defensively), Timid (generally a bad thing). Personality effects are given on the Personality Chart and as modifiers on the pertinent tables.

3.79 Personages. Personages are Leaders of an exalted rank, with a selection of personal quirks. The Exclusive Rules will provide the details for specific individuals, but all Personages share some basic rules. There are two classes: Captains-General and Royals.

3.791 The general Personage rules are as follows:

- All Personages must remain on the map at all times and are never placed in the Officers’ Mess. *Exception:* they may be removed from the map or play due to a special event, or if Captured or Killed. (For ease of stacking Personages can still be stored in an HQ or Garrison holding box if accompanying that item).
- Personages cannot move by themselves. Some Personages may move if accompanied by designated Escort Formations, while others only move as a result of special events. Personages are Captured if Overrun (4.23).
- Personages are treated as ordinary Leaders for the purposes of becoming casualties, but there are usually additional (political) penalties to be paid (varying with the individual).
- The presence of a Personage in a hex allows a player to automatically Relieve from their Postings any Leaders present in that hex belonging to the same Contingent(s) that the Personage represents. No OPs are expended (3.737).
- Some Personages have regular Leader ratings. These Personages may act as Marshals. All Captains-General have this ability, as explained below. Any Royal with this capability follows the same rules as Captains-General in the use of his Leader ratings.

3.792 **Captains-General.** Captains-General are lesser Personages. All Captains-General obey the general rules pertaining to Personages, modified as follows:

- **Important.** Grand Army HQs must be commanded by Captains-General if at all possible. See 3.722. *Clarification:* if there is no Formed Grand Army HQ and a Captain-General is in play, the HQ must be Formed as expeditiously as possible so that he can be assigned to it. If there is more than one eligible Grand Army HQ on the Captain-General’s Side, or more than one Captain-General, the Exclusive Rules will assign an order of precedence. If no Friendly Grand Army HQs are in the

countermix, then a Captain-General must be assigned to command the next highest HQ that is available.

- A Captain-General is automatically the Generalissimo in any combat in which he is present. If there is a choice, the Exclusive Rules will assign an order of precedence.
- When a Captain-General is present at a Battle, the victorious player gains a bonus Prestige Plus (+1 PP) for winning. See 9.2 for Prestige Plusses.

3.793 Royals. Royals are state rulers. The death or capture of a Royal will have a major impact on the game. Because every Royal is unique, most of the rules pertaining to them are found in the Exclusive Rules, but a few rules are shared in common:

- At the end of any round of Battle a Royal may be “withdrawn” for safety. There is a morale price for withdrawing a Royal from Battle. See 6.17.
- A Captured Royal who becomes a POW can be Exchanged (3.44) like any other leader, but the price for his release will be high. He *must* be exchanged if the owning player can pay the price.
- When a player wins a Battle at which one of his Royals was present, he earns no Prestige Plusses. After all, it was the boss’s brilliant strategy that won the day, not yours, even if you did have to point out that the Enemy were “over there, Sire... no, no, that’s our own cavalry...oh dear... I do wish Sire, that you would allow me to direct the artillery, what with your astigmatism and all...”
- If a Side with a Royal present loses a Battle, then the opposing Side gains an additional (+1) Prestige Plus (assuming there is no Royal present on *that* Side to steal the glory).
- Garrisons will not Surrender a Fortification in which a Royal is currently located except due to a successful Escalade.

3.8 WEATHER

“A little rainy weather and a hundred or so wagons are enough to destroy a good road and make it impassable”.

de Saxe

More than in our own age, weather played a critical role in the success of any 18th Century military campaign. Even the greatest highways were poorly metalled, and much of Europe’s lands still remained undrained. A good soaking by the Autumn rains would render most routes impractical. Furthermore, the Earth was going through one of its periodic cold snaps, resulting in great hardships for many, war or no.

3.81 General. Weather is determined with a die roll at the start of the Operations Phase. Each Turn box on the TRT has its own miniature Weather Table. The Weather Marker is placed on the appropriate box of the Weather Chart found beside the TRT. This chart also summarises the effects of the weather on play.

3.811 Unless changed (3.82), the weather state remains in force for the entire Turn.

3.82 Changing the Weather. Immediately after seeing the weather result, the players may attempt to change it. This choice is open to all players, but only one (1) player will actually make the attempt. The choice is offered in player order; the first player to accept makes another weather die roll.

>>>3.821 Only one (1) attempt may be made per Turn, and it requires an expenditure of one (1) point of Unassigned Operation Points, made prior to the die roll.

3.822 *Design Note: this operation simulates an army pausing its operations (and sacrificing momentum) in hopes that the weather will become favourable.*

3.83 Weather Effects. There are seven weather states:

- **Dry.** Dry weather has no special effects.
- **Hot.** Adversely affects Attrition Checks (5.3) and provides some die roll penalties in combat.
- **Wet.** All movement costs are “+1 MP” per hex entered, except on Roads. Wet weather also provides penalties on a number of tables.

- **Mud.** Wet weather effects apply. The Road exemption does not apply. No Pursuit after Battle (6.24). The first time that Mud occurs in a Spring turn, it generates Flooding (3.85).
- **Frost.** Ordinary Rivers are ignored for movement purposes in Frost weather. Major Rivers are treated as ordinary Rivers for movement purposes. Riverine Routes (4.4) only exist on Major Rivers. Frost is Cold Weather (3.84).
- **Snow.** Frost weather effects apply. Snow is Cold Weather (3.84). All movement costs are “+1 MP” per hex entered, except on Roads. Snow weather also provides additional die roll penalties on a number of tables.
- **Floods.** Floods are a special once-a-year case, covered in 3.85.

3.831 *Clarification:* Roads always exist for tracing LoCs, even if otherwise negated by the weather. The *cost* for tracing the LoC, however, will vary with the weather, just as it would with Unit movement; should a Road be deemed “non-existent”, the cost of the other terrain in the hex, as modified by the weather. *Exception:* hexes and hexsides rendered Prohibited by the weather cannot be used for tracing LoCs.

>>>3.84 **Cold Weather.** Snow and Frost are Cold Weather. During Cold Weather, the CE of all Units except Garrisons are degraded by one (1) level (e.g. from “A” to “B”) unless they are located in an Urban hex, Fortification, or Fortified Area.

3.841 Riverine Routes (4.4) cannot be traced in Cold Weather.

3.842 Cold weather adversely affects Attrition Checks (5.3).

3.843 Pontooneers (3.55) are removed from the map at the start of a Cold Weather Turn and cannot be employed during Cold Weather Turns. *Clarification:* they may remain assigned to their HQs but cannot be Tasked.

3.85 Floods. The first time that a Mud result is obtained during a Spring Turn, Flooding occurs. In addition to the normal effects of Mud, all Clear hexes adjacent to Major Rivers and Minor Lakes become Fen. All printed Fen hexes become Impassable (Prohibited) Fen.

3.851 *Exception:* Pontooneers allow movement into an Impassable Fen hex at a cost of twice (2x) the Formation’s printed MA.

3.852 Riverine Routes (4.4) cannot be traced during a Flood Turn.

3.853 In a Flood Turn, Units in Impassable Fen hexes cannot move unless they are able to exit their hex onto terrain that is not Impassable Fen, nor may they move into or across any other kind of Prohibited hex or hexside. *Exception:* they may use Pontooneers to move.

3.854 Impassable Fen and Flood-generated Fen hexes are automatically Forage Depleted (5.42) until the Flood Turn is over.

3.855 Pontooneers are removed from the map at the start of a Flood Turn.

3.856 The effects of the Floods last for the entire Turn. Floods cannot occur more than once in the same calendar Year.

3.86 Winter Restrictions in Mountain Hexes. Activity in mountainous terrain is severely curtailed during the winter months. The following rule affects Movement (4.0) and Siege combat (7.0). See those sections for terminology that may be unclear.

3.861 From the October/November to June/July Turns, inclusive, Units pay twice (x2) their printed MA to enter or exit a Mountain hex (i.e. the maximum possible allowance). Mountaineer Class are no exception. Movement into or out of any kind of Mountain hex may not be conducted during the Administrative Phase.

3.862 *Exception:* case 3.861 does not apply to Mountain Road hexes on the October/November and June/July turns (only), so long as movement is traced entirely along Mountain Road and/or non-Mountain terrain, and so long as the Road otherwise exists (i.e. is not negated by the Weather).

3.863 Mountain hexes have the following additional restrictions at the time Winter Restrictions come into effect:

- ORs and LoCs may not be traced into or out of Mountain hexes of any kind, unless the first hex entered by the LoC

path is a non-Mountain hex and no further Mountain hexes are entered.

- Sieges may not be prosecuted; any Siege in progress reverts to a Blockade (7.22).
- Auxiliaries performing long-term Tasks (requiring them to remain on the map) are automatically removed to the Recovery Box on the Turn the Winter Restrictions first apply to their hex.

4.0 OPERATIONS PHASE – MOVEMENT

“What design would I be forming if I were the enemy?”

Frederick the Great. “General Principles of War”

Frederick the Great was credited with a supernatural flair for rapid movement – an astonishing 12 miles a day. Even more amazing, his army could keep it up for a couple of weeks at a stretch.

4.1 BASIC MOVEMENT RULES

*Ho the grand old Duke a’ York,
‘E ‘ad ten thawsan’ men,
‘E marched ‘em hup to the top o’ the ‘ill
And ‘e marched ‘em dawn agin.
And when they was hup they was hup,
And when they was dawn they was dawn
And when they was only ‘arfways hup
They was neither hup nor dawn.*

The Duke of York’s March

4.11 General. The movement of Units across the map is conducted using the hex grid, with Units moving between adjacent hexes in any direction or combination of directions, through the expenditure of Movement Points (MPs). See 1.33 for the definition of “adjacent hexes”.

4.111 Important. Only HQ Formations may move in the Operations Phase. Only non-Subordinated Combat Units may move in the Administrative Phase. *Exceptions:* when conducting Retreats (6.4) or Declining Battle (6.24).

4.112 All Combat Units and HQs have Movement Allowances (MAs). This is the base distance, in MPs, that the Formation may travel in a single Operation, or during the Administrative Phase.

4.113 An HQ’s base MA is equal to the value printed on its counter, or the MA of its slowest Subordinate Unit, whichever is less. Grand Army HQs have the MA of the slowest Unit Subordinate to themselves, or to any of their Subordinate HQs, whichever is less. Note that Column HQs do not have printed MAs; they always use the MA of their slowest Subordinate Unit.

4.114 During the Operations Phase, Formations may expend MPs up to twice (2x) their MA. During the Administrative Phase they may expend MPs up to four times (x4) their MA (see 4.26). Unused MPs may not be accumulated.

4.115 MPs expenditure per hex will vary depending on the terrain entered and the weather (see the TEC and Weather Chart). Each hex on the map grid is associated with one (1) type of terrain. Units pay the MP cost for that terrain when they land on the hex. Units may not move to a hex unless they can pay the full MP cost required. *Exception:* 4.13 Minimum Move.

4.12 Operational Movement. Formations (i.e. HQs) move in the Operations Phase as part of a Movement Operation. The routine for moving a Formation in the Operations Phase is as follows:

- Move the Formation as desired, paying all MP costs as dictated by the terrain, weather, and any other effects (e.g. Enemy Ambuscades, Enemy Masking (4.24)).
- When the Formation runs out of MPs it must stop. It may have to stop sooner than desired if undergoing Ambuscades or Masking.
- At the end of the Operation, consult the Operational Movement Table (OMT).
- Cross-index the final number of MPs expended by the Formation with the Formation’s base MA. The result indicates a) whether an Attrition Check (5.3) has to be made, and b) if so, whether there are any modifiers.

4.121 Retreats, which are explained in 6.4, obey all the normal rules of Operational Movement.

4.122 Design Note: earlier games in the series had a “Forced March” rule. This has now been folded into the normal movement procedure. Essentially, if a Formation expends MPs over its printed MA it is forced marching and will likely suffer losses due to an AC.

>>>4.13 Minimum Move. Formations may always move one (1) hex in the Operations Phase. If the cost is more than twice (2x) the Formation’s base MA, use the column on the OMT equal to double (x2) the printed MA when checking for Attrition. *Exception:* movement is never permitted into Prohibited terrain or across a Prohibited hexside.

4.131 If a Formation exceeds its doubled MA due to Ambuscades, Masking, or some other involuntary act, it must stop, but it is only considered to have spent twice (2x) its MA. Ambuscades will force the Formation to lose SPs for all “unpaid” MPs – see 3.533.

4.14 Tracing Distances on the Map. A number of game routines require that distances be traced in MPs. In all cases, the MP costs are the same as if a Unit were moving along the chosen route. If the “minimum move” of case 4.13 has to be applied, the MP cost in that circumstance is automatically the maximum allowance.

4.15 Fortifications. As stated in 1.35, Fortifications are considered to be secondary locations “nested” within the overall hex. Only Garrisons, Hubs, and Depôts may occupy Fortifications. (*Leaders and Auxiliaries may also occupy Fortifications as elements of a Garrison that is or was Besieged – see 7.0.*)

4.151 Non-Blockaded Enemy-Controlled Fortifications prohibit all Road and Riverine Movement (4.4) through their associated hex and any water hexsides, as well as entry by Units during the Administrative Phase. See also 4.22.

4.16 Obstacles. Some MP expenditures are called for when crossing terrain lying between adjacent hexes, such as Rivers. Such hexside terrain is termed an Obstacle. Any additional MP cost or prohibition of movement applies to the act of crossing the Obstacle.

4.161 An Obstacle is only considered for movement if it intersects a straight line drawn between adjacent hexes with no effective Road or Riverine Route connecting the hexes.

4.162 Major Rivers, Estuaries, and Lake hexsides may only be crossed where the feature is cut by a Road (4.21) or is on a Riverine Route (4.4), using those kinds of movement. Pontooneers (3.55) allow the crossing of these Obstacles as if they were ordinary Rivers, even without the presence of a Road or Riverine Route.

4.163 A Formation may only cross a Major River, Estuary, or Lake into an Enemy-occupied hex if its commander first passes a LC. Failing this LC ends the Formation’s Operation.

>>>4.164 Exception: Blockaded Garrisons (7.22) do not prohibit the crossing of the above Obstacles. But see 2.441 regarding Road access.

4.17 Mountains. Certain Units can move at speed over rough ground. These Units are collectively termed Mountaineers. They have dark red-coloured MAs. Terrain costs for Mountaineers are recorded separately on the TEC.

4.171 In Mountain hexes of all kinds, Horse Units may only move on Roads and Horse Auxiliaries may only be Tasked to hexes containing Roads. Only Dragoon and Horse Irregular Classes (not Hussars) may participate in combat in Mountain hexes.

4.172 See 3.86 for Winter Restrictions to movement in Mountains.

4.2 SPECIAL MOVEMENT RULES

“The important point is not to live, but to set out”.

Maréchal de Saxe on his setting out for Flanders in 1744

(A better sense of the humorous intent of the original French would be “it is not a question of living but of leaving”).

4.21 Roads. To use Road Movement, a Unit must move between adjacent hexes that are connected by a Road symbol.

4.211 Road Movement may be combined with non-Road Movement (*exception*: 4.26 Administrative Movement).

4.212 Movement along a Road costs one (1) MP per hex, regardless of terrain. If a Formation spends its entire Operation on a Road, it has its MA (not its MPs) increased by one (+1).

4.213 There is no extra cost for crossing Obstacles via a Road.

4.214 LoCs traced by Road do not receive the Road movement bonus. *Exception*: tracing an LoC from a Dépôt (5.5) to a Unit.

4.215 Mountain Roads act as normal Roads, except that they cost two (2) MPs per hex. The “+1” MA Road bonus still applies.

4.216 *Exception*: Mountaineers (both Units and Auxiliaries) pay one (1) MP per hex when tracing movement paths along a Mountain Road. Guide Auxiliaries (3.58) give the same ability to the Formation they are Tasked to.

4.22 Entering Enemy Hexes. Enemy-occupied hexes may only be entered in the Operations Phase, unless the Enemy force is a Blockaded Garrison:

- If the Enemy is Overrun (4.23) at this point, the moving Formation is permitted to continue moving. Overruns do *not* have a movement penalty attached to them.
- If the Enemy is a non-Blockaded Garrison, the Formation must Blockade it, as described in 7.22. The moving Formation’s Operation is over. If the Enemy is already Blockaded, the Formation may continue moving.
- Otherwise the moving Formation ends its Operation in the Enemy hex. If the Enemy force is still there at the end of the current Impulse, there will be a Battle between the two forces. See 6.0 for what happens then.

4.23 Overruns. An Overrun occurs whenever a Friendly Formation enters an Enemy-occupied hex and has at least six times (6x) as many SPs as the stationary force. Artillery Units are not counted, only Cavalry and Infantry. (*Exception*: Units stacked in a Fortified Area (1.36) cannot be Overrun unless the odds are 8-1 or better). When an Overrun occurs, the stationary force suffers the fate(s) described in case 4.235 and the Active Formation may continue its movement at no additional cost.

4.231 Garrisons cannot be Overrun. They are ignored when conducting Overruns against other Units in the hex; instead, the first Formation to enter an Enemy-Garrisoned hex must stop and Blockade the Garrison (4.22 point #2). Such a Blockade takes place after any Overrun occurs against other forces in the hex.

4.232 Since the game demands a certain amount of limited intelligence, the players will have to make declarations of SP strength to prove the Overrun is possible (or not).

4.233 The Active player must be prepared to declare enough of his strength to prove that he can Overrun the hex. To prevent this, the Inactive player must reveal enough of his strength to prove that the hex cannot be Overrun. The entire strength of a force need not be declared, except that the Inactive player cannot allow an Overrun to occur if he has sufficient strength to stop it.

4.234 The Active player is not obliged to Overrun a hex. He may always choose to stop and engage the Enemy in Battle.

4.235 Possible fates for the Units making up the stationary force are:

- Foot Units are required to Disperse. The Units become Unformed and their SPs are immediately Transferred to the closest Units (mobile or Garrison) able to accept them. The “closest distance” is measured in MPs, as usual. A valid LoC must be traced. If no Formed Unit can accept the SPs, they Surrender (3.43).
- Horse Units *may* Disperse, or they may conduct a Masking Retreat (4.24).
- Artillery Units are Captured (3.42).
- Overrun HQ counters become Unformed.
- Overrun Leaders are placed in the Officers’ Mess. *Exception*: Personages are Captured.

- Auxiliaries are removed to the Recovery Box. Note: only Auxiliaries participating long-term tasks such as Sieges will remain on the map long enough to risk being Overrun.

4.236 *Example*: an Army with 50 SPs moves into a hex containing 8 SPs. The Active player states that he has “about” 50 SPs, and the Inactive player says that he has 8 SPs “in all” (hoping the Active player really only has 45 SPs). The Active player confirms that he has more than 47 SPs and can thus conduct the Overrun. Some of the stationary Units were Foot. These Units become Unformed. Some of their SPs are Transferred to a Garrison 3 MPs away, filling it; the remainder are sent to another Garrison 5 MPs away. Almost all the rest of the Units are Horse, and the Inactive player chooses to make a Masking Retreat – as described later, this forces the Active player to pay extra MPs to leave the hex, making the Overrun largely meaningless from his point of view. In compensation, there was one Artillery Unit, and since this is now alone with the Enemy, it is Captured. In a fit of pique the Active player chooses to Eliminate it. If the Inactive player had not been able to Mask (4.24), the Active Army could simply have continued moving at no cost.

4.237 *Design Note*: Overrun rules lend themselves to “gamey” abuse by unscrupulous players. No self-respecting 18th Century general would steamroller through a weak position without blinking – he would spend at least a day reconnoitring first – but no self-respecting 18th Century general would knowingly send his men to certain death as a microscopic blocking force either, if for no other reason than the presence of the Queen’s third cousin’s nephew as an ensign in the company. Since a game can only provide a certain feel for events, compromises are necessary. With 6-1 odds as the “magic number” a single column cannot overrun a single brigade, a single army cannot overrun a full strength column – it takes a grand army of two full corps to do that – and a decent-sized army cannot be overrun by any but the largest of grand armies.

4.24 Masking. Horse Units that are Overrun may conduct Masking. Such Units may Retreat a distance equal to or less than one half (1/2) of their slowest MA. The Masking Units complete their move before the Enemy Formation continues. The Masking Units must remain together during the Retreat.

4.241 Since Masking is a form of Retreat Movement (and obeys all the rules of Operational Movement), the path of Retreat must follow the priorities given in 6.43.

4.242 Masking Horse Units may expend one (+1) additional MP, in which case the active Formation must do the same before it may exit the hex.

4.243 Masking can be done as many times as necessary by a particular Unit or Units.

4.244 *Exception*: if the Overrunning Formation consists solely of Cavalry, Masking may not occur.

4.25 Forming Garrisons on the March. Ordinarily, a Formation may not “drop off” SPs or Units during movement. As an exception, during the Operations Phase, SPs *may* be taken from a moving Formation to create new Garrisons in any unoccupied Fortifications that the Formation moves over or stops on. SPs may also be “picked up” from existing Friendly Garrisons that the Formation moves over or stops on.

4.251 These actions are conducted as normal Transfers of SPs (3.33), except that the Formation must expend an additional MP (+1 MP) each time such a Transfer is made. The number of SPs Transferred is irrelevant.

4.26 Movement in the Administrative Phase. During the Administrative Phase each Side conducts all its movement activities (intermingled with other allowed actions) in player order as determined under 3.13 (Initiative).

4.261 Movement in the Administrative Phase may only be conducted by non-HQ Formations not Subordinated to an HQ.

4.262 Movement in the Administrative Phase may only be along Roads (4.21) or Riverine Routes (4.4). The OMT is not used.

4.263 The movement rate for a Unit in the Administrative Phase is four times its MA plus one (4x (MA+1)) – the “+1” is the standard Road bonus.

4.264 *Example:* An Artillery Unit with an MA of “2” could move 12 Road hexes: $(2 + 1 = 3) \times 4 = 12$.

4.265 A Unit may not be moved in the Administrative Phase if it starts the phase within four (4) MPs of an Enemy stack that is neither Besieged nor Blockaded.

4.266 A Unit cannot move within four (4) MPs of an Enemy non-Garrison Unit at any point during its move, nor may it move into a hex containing an Enemy Garrison Unit.

4.267 *Exception:* a Unit may ignore the limitations of 4.266 if it will end its move in a Friendly-occupied hex.

>>>4.27 **Entering and Exiting the Map.** Occasionally, forces may be required to enter or leave the map through physical movement, or be forced to Retreat off the board and then have to re-enter the map. (*Units that leave the map are not eliminated in this game system*).

4.271 Movement onto and off the map is conducted in the same manner as any other movement (e.g. an HQ could enter the map into an Enemy-occupied hex as part of an Operation – assuming it was permitted to enter at all – or a Unit could exit on a Road in the Administrative Phase).

4.272 When leaving the map, a Formation is assumed to enter a hex beyond the board edge that costs the same number of MPs to enter as the hex from which the Formation left the board.

4.273 Unless specifically allowed by the Exclusive Rules, Units cannot voluntarily leave the map during the Operations Phase. However, they may do so in the Administrative Phase.

4.274 If a Unit or HQ is forced to Retreat off the map in the Operations Phase it must attempt to re-enter the map as soon as possible, at a point as close as possible to its exit hex.

4.275 If exiting the map voluntarily in the Administrative Phase, a Unit must do so along a Road or Riverine Route. It may re-enter the map by any Road or Riverine Route that exits the map and that has a LoC to the Unit's Hub (5.5). The Road must exit from a hex that is the same distance or closer in MPs to the Hub.

4.276 Redeployment is another, somewhat abstract, means of entering and exiting the map. See 8.7 for details.

4.3 COMBINED MOVEMENT OPERATIONS

“It is not the big armies that win battles, it is the good ones”.

De Saxe

4.31 **General.** If an Army or Grand Army HQ is commanded by a Leader with a Combined Operations Rating (COR – see the Counter Guide) that HQ may direct the simultaneous Activation and movement of itself and of up to two (2) other HQs of lesser type (e.g. Army HQs may direct Column HQs) lying within the Leader's COR. This is termed a Combined Movement Operation.

4.311 If simultaneously commanding two (2) HQs besides his own, the Leader's COR is reduced by one (-1), to a minimum of one.

4.312 In order to conduct CM, the directing Leader must pass a LC at the start of the Operation. Before the LC is made, all Formations that the player desires to use in the Operation must be declared. See 4.34 for the consequences of failure.

4.313 The Leader with the COR must be commanding the senior HQ (e.g. with a Grand Army and Army HQ combination, it would be the Grand Army HQ).

4.314 The LC is modified for Insubordination, adding in the IV's of the Leaders commanding the other HQs involved (if such a Leader is already a Subordinate, do not include his IV a second time).

4.315 The normal Subordination of HQs to Grand Armies (per 3.63) does not involve CM, and the Grand Army commander does not require a COR in order for it to occur.

4.32 **Movement.** Each participating Formation moves normally. All participating Formations complete their moves before the Operation is ended. The only restriction is that all participating Formations must end their moves within the COR of the Army com-

mander.

4.321 When a Grand Army is involved, the associated HQ(s) may begin or end the Operation Subordinated to it, if desired.

4.33 **Combat.** Normally, when multiple Formations are stacked in the same Battle Hex, their subsequent participation in the Battle is not certain (see 6.22). One advantage of CM is that the participating HQs are always assumed to arrive in the Battle Hex as a single group.

4.331 Formations participating in CM may be involved in more than one Battle if they wind up in different hexes.

>>>4.34 **Penalty for Failure.** If the CM LC fails, only the directing Leader's Formation may move, but all Formations that would have participated are deemed to have been Activated.

4.4 RIVERINE MOVEMENT

For most of human history, rivers were the most important vehicle of transportation, for trade, for settlement, and for war. Only with the advent of railroads and metalled roads did they sink to the status of mere “obstacle”.

4.41 **General.** Dark blue River and Lake hexes or hexsides, are called Navigable Rivers/Lakes. Navigable Rivers and Lakes provide Riverine Routes, which are used for Riverine Movement. Riverine Routes may only be used in the Administrative Phase, and have two uses: the strategic movement of Units, and the shortening of Hub (5.5) LoCs.

4.411 A Riverine Route consists of the Navigable River itself, plus an Embarkation hex and a Debarkation hex. Both of the latter must be adjacent to the Navigable River, and be connected by it without a break in the route. A Riverine Route may otherwise be of any length.

4.412 A Riverine Route cannot be traced if any portion of the path follows a non-Navigable River/Lake, or if an Enemy non-Blockaded Fortification lies in a hex adjacent to the route. (Enemy Fortifications include empty ones in Enemy Territory).

4.413 *Exception:* Some maps may have a number of dotted blue lines running through hexes and/or across bodies of water. These are also Riverine Routes (as are full hex Lakes that are not so marked, as long as they are Navigable). Cases 4.41 and 4.42 apply equally to them, but potential breaks occur within the hex(es). Also, if an Embarkation/Debarkation hex is desired at a point where a Riverine Route runs through a hex it must lie on the route, not adjacent to it.

4.414 To use a Riverine Route, both the Embarkation and Debarkation hexes must contain a Friendly Depôt or Hub (5.5), or Port. Each pair of locations must be designated before conducting each case of Riverine Movement.

4.415 **Important.** Riverine Routes are defined on a case-by-case basis. A given Navigable River or set of connected Navigable Rivers may have as many Riverine Routes as it has pairs of Depôts /Hubs available to occupy pairs of Embarkation and Debarkation hexes. Furthermore, the same Depôt may be used to define an Embarkation hex in one instance of Riverine Movement, and a Debarkation hex in the next, as desired.

4.416 Riverine Routes cannot be traced during Cold Weather (3.84) and Flood (3.85) turns.

4.417 *Clarification:* “Navigable Rivers” include canals, lakes, and estuaries, and – in some games – coastal shipping (but only if a Riverine Route is marked; open sea is not “Navigable” for the purpose of this rule). Do not confuse Major River lines with Navigable lines. Not all Major Rivers are navigable, nor do all Riverine Routes run along Major Rivers. Major Rivers are those that pose an important obstacle to movement, and are delineated in black ink (as are Lakes), while Riverine Routes are filled in dark blue.

4.418 *Design Note:* Sea Movement (and combat) is not covered in the KR&Os, since many games have no need of it. The Exclusive Rules themselves may vary, being tailored to the situation. But a dotted Riverine Route running across water will permit Riverine Movement along it, as case 4.417 indicates.

4.42 LoCs. The use of Riverine Movement for tracing LoCs is explained under 5.545. Riverine Movement may only be used for tracing a LoC to a Hub (5.5).

4.43 Units. Riverine Movement for Units is conducted as follows:

- A Unit may expend no more than one (1) point of its printed MA in order to conduct Administrative Movement to an Embarkation hex.
- The Unit then moves to the Debarkation hex at no cost and stops there. It may move no further that Turn.

4.431 Pontooneer Auxiliaries may be Tasked to a Dépôt in the Administrative Phase. They permit any Units using that Dépôt to choose any hex(es) within four (4) MPs of the Dépôt as their Embarkation or Debarkation hexes (depending on how the Dépôt is functioning in each instance). The Dépôt(s) themselves must occupy qualified Embarkation and/or Debarkation hex(es), and those hexes must themselves be connected by a single Riverine Route, as usual. Normal restrictions on Riverine Movement, such as Enemy presence, otherwise still apply. The Pontooneer is placed in the Recovery Box at the end of the movement portion of the Administrative Phase.

4.432 Example: Two Friendly Dépôts (A and B) exist on a connected series of Navigable Rivers/Lakes, forming a viable Riverine Route between them. Assume a Friendly Pontooneer is Tasked to Dépôt A. Any time a Unit *near* to Dépôt A wishes to Embark, it may do so within 4 MPs of the Dépôt, so long as the desired location is a Riverine Route connected to the Dépôt. Any time a Unit *near* to Dépôt A wishes to Debark, it may also do so within 4 MPs of the Dépôt. A Unit Embarking with the help of Dépôt A would Debark *directly* at Dépôt B. A Unit Debarking near Dépôt A would have had to Embark *directly* at Dépôt B. Of course, Dépôt B could also have a Pontooneer Tasked to it, in which case both Auxiliaries could be used in this manner for either direction of travel.

4.433 Important. Case 4.266 does not apply to Riverine Movement, except at the Debarkation hex. Case 4.265 does apply, even if the Unit only conducts Riverine Movement. (In other words, Riverine Movement can only be interdicted at its start and end points, or by securing Fortifications adjacent to potential routes – which will break them).

4.44 Shipping Capacity. Each Dépôt used for Embarkation has a limited Shipping Capacity, equal to four (4) Brigade-Equivalents (BEs) per turn:

- A Unit may be moved up to 24 hexes at a cost of one (1) BE against the Dépôt's capacity.
- Beyond 24 hexes each Unit counts as two (2) BEs.
- At 8 hexes or less, each Unit counts as one half (1/2) BE.
- In games where Units are not brigade-sized Formations, the term Brigade-Equivalent is also used to indicate a collection of Units worth one (1) Brigade; in those games, the base rate (point #1) of Shipping Capacity is one (1) BE of Units equals one (1) BE of Shipping Capacity, further modified by points #2 or #3.

4.441 Distances are counted from the Embarkation hex; hexes may be counted in as advantageous a manner as possible, so long as each hex is adjacent to (or on) the Riverine Route.

4.442 Lakes are considered to be one (1) hex in size for purposes of Riverine Movement, unless specifically designated otherwise.

4.443 Shipping Capacity is not considered when tracing LoCs.

4.444 Clarification: a Dépôt can be used for Embarkation, consuming some of its capacity, then Debarkation, then Embarkation again, using more of its capacity, in any combination desired, so long as at the end of the turn, it has used no more than 4 BEs for Embarkation.

4.445 Use spare SP markers to record BE usage for each Dépôt. Unused capacity is wasted, as are unspent half-BEs.

4.446 Example: following the example of 4.264, an Artillery Unit with an MA of "2" could move 12 Road hexes: $(2 + 1 = 3) \times 4 = 12$. If it wished to use Riverine Movement, it could move up to 4 Road

hexes to an Embarkation hex (1 point of MA $\times 4$), move any distance on the route, and stop at a pre-designated Debarkation hex at no charge. If the Unit moved 16 hexes by Riverine Movement, the Dépôt at the Embarkation point would have used 1 BE of its shipping capacity (between 8 and 24 hexes).

>>>4.45 Garrison Transfers. In the Administrative Phase (only) SPs belonging to Garrisons located on a Riverine Route may be Transferred between each other using Riverine Routes.

>>>4.451 The normal four (4) MP Transfer Range rule (3.333) does not apply since the LoC is traced using Riverine Routes only. Rule 4.44 is applied instead.

>>>4.452 Embarkation and Debarkation hexes do not have to contain a Dépôt but must both be Friendly-Controlled Fortifications located on a connected Riverine Route.

>>>4.453 Every two (2) SPs or fraction thereof Transferred in this manner counts as one (1) BE for Embarkation/Debarkation purposes.

>>>4.454 Garrison Units may be Formed in this manner so long as the normal rules of Unit Forming are otherwise adhered to.

5.0 SUPPLY

"His Majesty in person will draw up an Instruction whereby you will regulate the conduct of these people, who in the last war devoted themselves exclusively to theft and the most unholy oppressions. When these people are taken on they are to be told that they better behave themselves honestly, otherwise His Majesty will have them all nailed up like vermin".

Frederick the Great to his Commissariat

>>>5.1 Summary

On average, an army of 60,000 men needed 40,000 horses and draught animals to get about, and 500 tons of fodder a day to just to feed the animals. In Flanders during the campaigns of 1744-45, the French, with a field army of 100,000 men, needed 2,800 horses just to bring up daily bread supplies to their rear magazines. They were lucky – they had a canal network to supplement the horses.

5.11 General. Supply in the *Lace Wars* system simulates three elements of logistics: provisions, ammunition, and general operational readiness. There are three sources of supply: Forage (5.4), Dépôts (5.5), and Line of Communication Hubs (hereafter "Hubs" – also 5.5). Dépôts and Hubs are positive supply sources, in that they provide the matériel necessary to wage a campaign. Forage is a negative source – its primary effect lies in its absence. Operational readiness is simulated by Operation Points (OPs – 5.2).

5.12 Summary of the Supply System. The supply mechanics for the *Lace Wars* games are based on the following points:

- Various events will trigger Attrition Checks (ACs – 5.3). ACs inflict SP losses on affected Formations.
- ACs can be alleviated by using Hubs. Each Side will have at least one Hub, each with a radius of effectiveness. ACs become more severe when made at a distance from a Hub.
- The beneficial effect of a Hub is gained by keeping a store of Operation Points available. This is done abstractly by recording the OPs on the GRT. As long as a LoC can be traced from a hex to an eligible Hub, the hex and any eligible item in it has access to the store of OPs. The current number of OPs available is used as a modifier on the Attrition Table, and is subject to adjustment for "range to Hub".
- Dépôts can be used to alleviate the range issue (in effect the Dépôt becomes a temporary "local" Hub) so long as they themselves have a LoC to an eligible Hub.
- Lack of Forage (5.4) in the affected location has the opposite effect, increasing the "range" to a Hub. Forage levels can be Degraded for a number of reasons.

5.121 Additional considerations include the following:

- A force that has access to a Dépôt will have an advantage in combat over a force that does not have access to a Dépôt (5.561).
- Artillery that is not within range of a Friendly Dépôt cannot be employed in Sieges (5.562).

- A Besieger (7.21) may not employ Auxiliaries or Siege Artillery in Sieges unless a Friendly Depôt is within range of the Siege site.
- OPs can be Assigned (5.23) to a Campaign Plan (9.4). The allotment automatically decreases over time as a means of simulating loss of operational momentum.

5.122 Supply restoration is possible as follows:

- OPs can be acquired by rolling on a special table (5.22).
- New Depôts can be built and old Depôts restored (5.58) by expending OPs.
- Forage can be restored by leaving the affected region alone for some time (5.44).

5.13 Supply Activities. Supply is an issue during both phases of the Turn.

5.131 Operations Phase activities (done as needed):

- Make Attrition Checks (ACs – 5.3)
- Check for Forage Degradation (5.43)

5.132 Administrative Phase activities, conducted by each Side in player order, in the order listed here):

- Increase Unassigned Operation Points (5.22). The ability to accumulate OPs is degraded if a Side has a Campaign Plan in progress (5.23 and 9.42).
- Trace valid LoCs between Depôts and Hubs (5.54).
- Build & Recover Depôts (5.58).
- Check for Forage Restoration (5.44).
- Decrease OPs Assigned to a Campaign Plan (5.234).

Note that some of the above activities are conducted at the start of the Administrative Phase, and the rest at the end. See the Sequence of Play Chart.

5.14 Historical/Design Note: The logistics infrastructure in this period suffered from a bureaucratic version of arterial hardening. The theorists of the time, in keeping with the new spirit of Rationalism, and acknowledging the chaos and misery of the Wars of Religion, advocated a fixed network of fortified supply dumps augmented with an “immediate” train of such things as portable workshops, bread ovens and herds of cattle. While restricting the range of operations (to about a 3-day radius from the depôt) this system (the Age of Reason was big on systems) would ensure that armies could remain in the field for longer periods of time without ravaging the countryside. In practice, of course, things were not so neat and tidy.

5.141 The state machinery, even in autocratic Prussia, was simply not developed enough to operate such a system in an efficient manner. It was left to local commanders to make up for what the system could not provide, usually in the same old ways – extorting money from towns and cities and then using the funds to purchase local wares, paying civilians to go out and glean from the surrounding farmland, or laying waste to an enemy’s country. But, dispersal of strength to forage not only reduced an army’s capability to respond to events, it encouraged desertion on a wide scale. For this reason, it was normally the irregular portions of the armies that foraged: volunteer groups like Hussars and Cossacks, or indigenous forces such as Highlanders or local levies – the peasantry generally tired of occupying armies very quickly. Foraging could wreck the economy of a region, and was often used as a form of punishment upon the enemy’s civilian population.

5.142 There were never enough supplies, but the armies somehow got by. The game system assumes neither side really has adequate stocks, but that this does not matter, as the playing field is still level. To simplify matters, an abstracted amount of depôt stocks are made available, to be added to a force’s available forage. These stocks decrease over the course of time (but not as fast as the provisions inherent to a location), eventually forcing the players to terminate operations in the area. Stationing an army in one location for too long will also deplete the local resources – this represents the unofficial scrounging conducted to make up for the shortcomings in the supply system that the depôts were designed to address.

5.143 Garrisons are not required to supply themselves. It is assumed that if a garrison capitulates quickly, it probably did not have sufficient supplies to begin with (other reasons similarly abstracted are a mutinous population, plague, treachery, etc.), whereas a garrison that holds out was simply better prepared.

>>>5.2 OPERATION POINTS

The first rule of their commanders is never to be forced into going into battle. Such is the foundation of their system.

Frederick the Great on the Austrian way of war

Warfare in the periods covered by this system was not continuous. There were times of relative inactivity, as commanders prepared or rested their troops, made plans, and accumulated supplies. A campaign would then be launched (usually in the Spring). It would begin with a certain amount of momentum, but eventually operations would grind to a halt as men and supplies became exhausted and the commanders began to lose their grip on events. Eventually, the warring parties would call it quits for the year (assuming, as was usually the case, that no decisive result had been achieved) and return to “winter quarters”, where they would begin preparations for the next campaign.

5.21 General. Operation Points (OPs) are a numerical value recorded on the GRT using specially marked chits, representing the Side’s ability to sustain its campaigns. OPs are always allocated to Sides.

5.211 OPs are either Unassigned or Assigned:

- **Assigned OPs** are those allotted to Campaign Plans (CPs – 9.4). These act as a rough “timer” for the CP; one (1) OP per Turn of activity as a rule of thumb.
- **Unassigned OPs** act like a reserve pool for their Side and are used for general expenditures, as well as a source of OPs for Assignment.

5.212 OPs are accumulated during the Administrative Phase, using the OP Accumulation Table. They are expended for a variety of reasons and at a variety of times. See the OP Expenditure Chart.

5.213 Important. Voluntary expenditures can only be made using Unassigned OPs. Involuntary expenditures must be made from Unassigned OPs if any are available, but if none are available, then they must be taken from Assigned OPs. If a Side has no OPs at all, the expenditure is assumed to have been made but no future debit is accrued – however, a Side without OPs will be unable to begin a Campaign Plan, and if it has any CPs in progress, they will automatically Fail, as described in 9.4.

5.214 The following are the uses of OPs:

- Determine Initiative (3.13). All OPs for a given Side, whether Assigned or Unassigned, are counted. OPs are not expended for this purpose, merely compared amongst the Sides, per 3.132.
- Change Player Order (3.14), or Change the Weather (3.82).
- Build/Recover Depôts (5.58).
- Change Cavalry SP Replacement quantities (8.531).
- Modify Attrition Checks (5.3).
- Assign to CPs, allowing those Plans to function (5.23).
- OPs are lost involuntarily through Enemy Raids (3.56), after Battle (6.47), and due to special events. Again, involuntary expenditures must first come from Unassigned OPs if possible.

5.215 Design Note: older games in the series did not include chits for recording OPs in their current form (assigned/unassigned). The players may design their own, or they may use the chits that were intended to perform a similar function (operation points markers, hub preparedness markers). There should be one Unassigned OP marker per Side. See also 5.233.

5.22 Accumulating OPs. OPs are accumulated during the Administrative Phase by using the OP Accumulation Table (OPAT).

5.221 The OPAT consists of a number of columns, which may name Sides, Contingents, or some other kind of political grouping. The Exclusive Rules will explain which columns apply to which Side(s), and under what circumstances. For each eligible column, a player rolls one (1) die; the result will be the number of OPs gained. If more than one column can be used at a time, a die roll is made under each, and the total number of OPs gained is added to that Side’s pool.

5.222 All OPs gained are initially Unassigned and must be recorded on the GRT using the chits provided (but see 5.215).

5.223 If there is an “Other” column, it is used once per item that does not have its own column.

5.224 *Example:* at a given point in the game, the Allied Side includes the Contingents of Austria, Britain, and Hanover. Austria and Britain have their own columns on the OPAT and the Exclusive Rules state that Hanover must use the Other column. The die rolls result in “2 OPs” under Austria, “1 OP” under Britain, and “0 OPs” under Other. The Allied Side gains 3 Unassigned OPs.

5.225 Unless otherwise stated, the upper limit for Unassigned OPs is nine (9), and the lower limit is zero (0).

5.226 **Important.** There may be a variety of modifiers on the table. The most important one is this: if a Side has an active Campaign Plan, its chances of gaining OPs diminish significantly. Modifiers that apply to specific political entities are only applied for the die roll in question (again, the Other column may be consulted more than once, so a different modifier may apply each time).

5.227 Be sure to read the Exclusive Rules carefully for special conditions (for example, a Contingent might be eligible to accumulate OPs for a Side even if technically “Neutral”).

5.23 Assigned Operation Points. As will be explained in 9.4, Campaign Plans (CPs) must have OPs assigned and remaining to them, or they will Fail; Failed CPs impose victory penalties and are therefore highly undesirable.

5.231 When assigned, OPs are subtracted from that Side’s pool of Unassigned OPs, and recorded as belonging to the CP. Assigned OPs are tracked just like Unassigned OPs, using chits associated with each CP.

5.232 The amount of OPs assigned to a CP is up to the player conducting it, with the following basic limitations (the Exclusive Rules may impose additional restrictions):

- OPs are assigned to a CP at the time the CP is Initiated (per 9.42) on a one-for-one basis.
- Additional OPs can be assigned to a CP in subsequent Turns, but when a CP is already in progress, two (2) points of Unassigned OPs given to it convert into only one (1) point of Assigned OP.
- Once OPs have been Assigned they cannot become Unassigned or be given to another CP.
- A given CP may never have more than nine (9) OPs at any given time.
- If a CP ends before all OPs assigned to it are used, one half (1/2) are returned to the pool of Unassigned OPs (if possible). The excess are lost.

5.233 *Design Note:* older games may not have CP-OP chits. Players may instead use a written record, or may use other markers. As a suggestion, record Assigned OPs with SP markers, placing the marker(s) with a Formation that is participating in the CP (this is solely a mnemonic device).

5.234 **Important.** As explained in 9.44, at the start of each Administrative Phase, each CP loses one (-1) OP. This is normally the only time that Assigned OPs are expended. When a CP has no more Assigned OPs, it Fails. See 9.4 for more details.

5.235 *Exception:* per 5.213, if there are no Unassigned OPs available to a Side, any involuntary OP expenditures must be taken from Assigned OPs instead – note that voluntary expenditures *cannot* be made in this manner. The OPs are expended from the CP which is most closely affected by the loss (e.g. if a Siege result called for the loss of an OP, the OP would be taken from the CP for which the Siege was being resolved). If no CP appears responsible for the loss (e.g. it was a Random Event), then the affected player may choose which CP loses the OP(s).

5.3 ATTRITION

War involves in its progress such a train of unforeseen and un-supposed circumstances that no human wisdom can calculate the end. It has but one thing certain, and that is to raise taxes.

Thomas Paine

5.31 General. Attrition represents the gradual wastage of men over the course of a campaign. In the *Lace Wars* system, this is simu-

lated through the making of Attrition Checks (ACs), generally when a Formation performs a strenuous activity. The following are the various causes of ACs:

- Operational Movement (4.12)
- Retreat Movement (6.43), including Declining Battle (6.24)
- An opposed River crossing (4.163)
- Siege Operations (7.258)
- Any stack with ten or more (10+) Units (Administrative Phase)
- Any stack in a hex with an ongoing Siege (Administrative Phase – 7.259)
- Desertion Task (3.5.12)
- Random or Special Events, or other Exclusive Rule

5.311 When an AC is called for, consult the Attrition Table. The result generated by the table will be a percentage. This, multiplied by the number of SPs in the affected stack, indicates the number of SPs eliminated from the affected stack. There are a variety of modifiers, but it can generally be said that an AC triggered by a large stack operating in poor conditions at the extreme end of a LoC will be much worse than that of a small stack operating in good conditions close to its base.

5.312 ACs are always inflicted on entire Friendly stacks (*exception:* since Fortifications are separate locations, Garrisons are unaffected).

5.313 If Multiple ACs are triggered at the same time, only one (1) AC is made, but all possible modifiers will be applied.

>>>5.314 *Clarification:* per the table, large stacks must make ACs in the Administrative Phase. The size of a stack is determined by counting Units, *not* by the size rating of any HQ in the hex (*which is the method used during the Operations Phase*). The AC must be made even if elements of the stack made ACs in the Operations Phase.

5.315 ALL HQ Formations in Mountain hexes suffer ACs in the Administrative Phase, regardless of size. This AC again is in addition to any ACs suffered during movement.

>>>5.32 **Attrition Losses.** Losses are taken in SPs and are implemented immediately.

5.321 Where the AC is triggered by a specific Formation, the stack that Formation is in must take the losses, and the triggering Formation itself must take the first loss. In other cases, the largest Friendly stack on the map suffers the check.

>>>5.322 Half the losses must be Cavalry SPs, if possible. Round the percentage UP when determining Cavalry losses (*clarification:* basic AC losses still round DOWN to a minimum of one).

>>>5.323 *Exceptions:* If only one (1) SP is lost, it does not have to be Cavalry. Cavalry SPs do not have to suffer any losses due to Siege Operation ACs (7.258).

>>>5.324 *Clarifications:* when a Formation moves over another, the stationary Formation does not suffer from any subsequent AC. If a Formation stops on another Formation, case 5.321 applies. In both cases, the moving Formation’s Leader is the one used for any modifier to the AC. In the Administrative Phase, the entire stack is affected, with losses being distributed as desired by the owning player (subject to 5.322); the Leader used for any modifier to the AC will be the one with the highest Rank – owning player’s choice if there are Leaders of equal Rank.

>>>5.33 **Hub Effects.** Operation Points provides an important modifier to the Attrition Table. The modifier is derived from the amount of Unassigned OPs the Side has, adjusted by the range between the affected stack and the closest eligible Hub (see 5.54 for Hub LoCs).

>>>5.331 This modifier may be applied even if some of the Formations in an affected stack are not associated with the Hub. In the rare case where forces of multiple Friendly Sides are stacked together, the AC OP modifier is based on the lowest number of Unassigned OPs available among each Side present.

>>>5.332 *Example:* a stack suffers an AC. The shortest Hub LoC can be traced to a Hub 20 MPs away, which, according to the Exclusive Rules is at Medium Range from the Hub (*Per 5.54, Hub LoCs are always traced in MPs, and are divided into 4 ranges of X-to-Y, specifically for AC modification*). The Side has 3 Unassigned OPs. According to the Attrition Table, there is a -1 row shift (*the table does not use DRMs, it uses Row Shifts*) for every 2 Unassigned OPs when the Hub used for the LoC is at Medium Range. The AC receives a -1 row shift in addition to any other modifiers.

5.4 FORAGING

“Our bawmen [bau-men: villagers paid to collect forage] still go on foraging daily by stealth, and every three or four days publicly by order, and therefore our horses fare well; but I cannot help thinking what a miserable thing it is to live in a country that is subject to become the seat of war. It is sad to see the fine groves and avenues daily made a sacrifice to our common use, and yet we do nothing but what necessity requires.”

Letter of a Colonel Russell, to his wife, 1744

Foraging represents the supplying of Units by local purchase and forcible acquisition. The term foraging usually conjures up images of soldiers knocking over beehives and threatening old crones with the bastinado. However, in this period the soldiers were not trusted to go further from their camp than the sentries could shoot. Taking supplies at bayonet point was normally done to make a statement. Most foraging was in fact organised by supply officers and involved groups of men, escorted by Cavalry picquets, making the rounds of farms and hamlets and purchasing fodder, food, and material with military script that might even be redeemable for cash at some point. As noted in the quote above, villagers were also paid or made to scavenge for food and fodder.

5.41 General. The act of foraging for provisions is not a game mechanic in itself. Instead, the *absence* of forage adversely affects a Side’s supply situation. The amount of Forage available is assessed by hex. Initially, all hexes on the map have sufficient Forage for everyone (*exceptions: hexes specifically limited by the terrain type, by an Exclusive Rule and/or by Forage Depleted Turns*), but as play progresses, the Forage available will lessen. This is termed Forage Degradation.

5.411 Forage Degradation has the effect of increasing the “range” to the nearest Hub or Dépôt whenever an AC is generated by a Formation currently occupying a Forage Depleted (5.42) hex. The Range is increased one (+1) bracket for Forage Depleted and two (+2) brackets for Forage Exhausted (5.42). See the Attrition Table.

5.412 *Design Note:* increasing the “range to Hub”, while an unrealistic simulation, is a simple mechanic, and has the desired effect. One could think of it in terms of having to import more supplies to the theatre because the local markets are played out.

5.42 Forage States. Hexes have three (3) steps of Forage. Each time Forage is Degraded in a hex, one (1) step is removed until the hex is Exhausted. At that point, the Forage cannot be Degraded any further. Step loss chits marked “Forage Depleted” (FD) and “Forage Exhausted” (FE) are placed on the affected hex as required.

5.421 The effects of Forage Degradation extend to all hexes adjacent to the marker. If the same or any hex adjacent to a FD marker has its Forage Depleted a second time the original marker is replaced with a FE marker.

5.422 Overlapping Forage Depletion radii do not impose additional effects (e.g. a hex adjacent to two FD markers has still only lost one step of Forage). However, if there is a choice between two levels of Forage loss, the worst situation must be chosen.

5.423 The effects of a FD/FE marker do not extend across Prohibited hexsides or into Prohibited hexes so long as such terrain is Prohibited to all Units that could be affected by the Prohibition.

5.43 Causing Forage Degradation. Forage Degradation occurs at the following times:

- Whenever an AC is generated, there is a chance of Forage Degradation (applied to the hex in which the AC takes place). See the Attrition Table.
- Auxiliaries may conduct Plunder Tasks during the Operations Phase, with the goal of causing Forage Degradation. In this case, the Plunder Table is consulted to see if the attempt was successful. See 3.57.

>>>5.431 *Exception:* Deserter Auxiliaries may be Tasked to Inspire Desertion (3.5.12). ACs generated by Desertion do not trigger Forage Degradation.

5.432 *Design Note:* technically, the effects of a Formation moving through a swath of terrain should be spread evenly over the route, but this is too complex and tedious a routine for a mere game. The destination hex, since it is the one the player is primarily interested in, thus suffers the full effect of his troops’ voracity.

5.433 Voluntary or Defensive Flooding (7.15) also automatically Degrades Forage by one (1) level in the affected hex.

5.434 In certain Turns (i.e. Winter), and in certain terrain types or locations on the map, all hexes have their Forage Depleted by one (1) step. This is in cumulative with any other Forage Degradation, but is not marked with a chit of its own accord. Affected Turns are marked as “Forage Depleted” on the TRT.

5.435 Mountain hexes are always Forage Depleted (and hexes in these areas go from Depleted to Exhausted in one step). Some games may designate other areas to be in the same state – see the Exclusive Rules.

5.436 *Clarification:* in cases where Forage Degradation is applied by circumstances other than FD/FE markers, do not change the markers. But compound the effects when computing ACs (i.e. an FD marker in a FD-Turn counts as an FE marker with respect to any AC).

5.44 Recovering Forage. Each Administrative Phase, after making all ACs, each Side may attempt to remove FD markers and convert FE markers to FD markers in eligible hexes.

>>>5.441 An eligible hex is one that is more than five (5) hexes (NOT MPs) away from any Unit belonging to a non-Neutral Contingent.

>>>5.442 Each Side may automatically remove up to two (2) eligible FD markers or flip two eligible (2) FE markers to FD markers (combinations are permitted) per Administrative Phase. A FE marker cannot be removed in the same turn that it is flipped to a FD marker.

>>>5.443 *Optional.* Instead of the above, in the the September-October Turn remove all FD markers, then flip all FE markers to FD markers. This is done after making all Administrative Phase ACs.

5.444 When Forage in a hex is Degraded by the weather, it automatically recovers one (1) step once the TRT indicates the Turn is not a “Forage Depleted” one. However, no FD/FE chits are removed or altered (e.g. player-induced Forage Depletion remains until the players themselves give the region a break).

5.45 *Historical Note:* over time, entire provinces could become completely denuded. Things were especially bad if an army simply sat in position for months on end. For this reason, even more than to keep the men busy or confuse the enemy, armies spent a considerable amount of time marching about in a seemingly aimless fashion, looking for new pastures.

>>>5.5 HUBS & DEPÔTS

“...and you’re a Commissary, too!”

An Austrian army insult

A line of communication to a Hub represents what today would be called the “pipeline” for orders, replacements, and replenishment, leading from the homeland to the forward dépôts. In the 18th Century, the closest equivalent concept was the “strategic lines” of a theatre – those routes which, if cut, would force an opponent to retreat or face destruction. Dépôts could often be assembled from local resources, but there was still a need for replenishment and the dispatch of fresh troops – and also for strategic direction – from the army’s home base.

5.51 General. Hubs represent the geographic heart of a Side’s war making capability, particularly with regard to planning, and the amassing of matériel for distribution to Formations and Dépôts. Dépôt counters represent stocks of provisions and ammunition. In game terms they have the effect of extending a Friendly Hub’s influence.

5.511 Neither counter affects stacking and neither counter Controls the hex it is in.

5.512 There may be a maximum of one (1) Dépôt per hex; Hubs are assigned to certain hexes by the Exclusive Rules; their hex may not contain a Dépôt.

5.52 Hubs. Hubs are the ultimate supply source for Dépôts and for Units, and have an unlimited range for this purpose – though they are less effective at longer ranges. They also function as permanent Dépôts, within a normal Supply Radius (5.543) from the Hub. For a Unit or Dépôt to use a Hub, it must be a) eligible to use the Hub, and b) able to trace a LoC to it.

5.521 Every Hub belongs to a particular Contingent, and this is marked on the counter. The only Dépôts and Formations that may trace a LoC to the Hub are those that either belong to the same Contingent, or are permitted by the Exclusive Rules.

5.522 Eligible Formations benefit from a Hub, provided they can either trace an LoC back to the Hub, or to a Dépôt of the same Contingent as the Hub that can itself trace an LoC to the Hub (see 5.54).

5.523 **Important.** If a Formation cannot trace a LoC to its assigned Hub, then it may not move in the Operations Phase, nor conduct Siege Operations. *Exceptions:* it may move in such a way that it ends the Turn closer to its Hub, but may not voluntarily exceed its printed MA in doing so.

5.524 *Clarification:* in some cases, an HQ Formation using one Hub (or Dépôt) may have Subordinated Formations that should be using another Hub. This is a non-issue, since only the superior HQ is considered; its Subordinate components are free to use the same supply sources.

5.53 Dépôts. Dépôts, and Hubs acting as Dépôts, have several functions:

- Any Friendly Formation within the Dépôt's Supply Radius is assumed to be within the Short range of the Dépôt's own Hub. See 5.54. (Note that any Contingent or Side marking on the Hub is irrelevant; such markings only indicate the Dépôt's relationship to its Hub).
- Forage Degradation generated by an AC is ignored. In addition, when an Active Formation is the trigger for an AC, the owning player may apply the Dépôt's effect either at the start or end of the Formation's move, as desired (i.e. even if the Formation ends its move outside of the Dépôt's radius of effect).
- They permit the use of Siege Artillery and Auxiliaries in Siege Operations (7.2). (The Dépôt must be one that the Formation conducting the Siege can use).
- They can be used as Embarkation and Debarkation points (4.4 and 5.545).
- Reinforcements (8.4) and Replacements (8.5) may only be placed in hexes within a Dépôt's radius, unless the Exclusive Rules say otherwise. Remember that a Hub is also a Dépôt.
- They provide Ammunition for forces engaged in Battle within their radius; this ensures peak performance by those Units (5.56).

5.531 Dépôts have three states: Full, Half, and Exhausted. A Dépôt counter has two sides: Full and Half. Exhausted Dépôt counters are removed from the map. A Dépôt provides the same level of support whether its state is Full or Half.

5.532 When in a hex associated with a Fortification, Dépôts are assumed to be located within the Fortification.

5.533 The position of a Dépôt, and its current status, may never be concealed from the Enemy, should he request the information.

5.54 Supply Lines. Supply lines are simply LoCs used for supply purposes. They are traced in the same manner as any other LoC.

5.541 LoCs to Hubs are always traced from the item being supplied to the Hub. The LoC to a Hub may be of infinite length. However, Hubs have a variable effectiveness depending on the range to them. A LoC between a Formation and its Hub can be at one of four (4) ranges: Short, Medium, Long, and Extreme. ACs will be more severe when the Formation that caused them is at a

greater distance from the Hub (see the Attrition Table).

5.542 See the Hub Radius Chart (specific to each game) for the various Hub ranges. Ranges are also normally printed on the Hub counter – read clockwise from top left of the counter for Short, Medium, Long; Extreme is anything beyond the number given for Long.

5.543 A Dépôt that can itself trace a LoC to a Hub of the same Contingent is eligible to supply all Friendly Formations within its own Supply Radius, which is a distance of four (4) MPs (plus one (+1) on Roads), traced from the Dépôt.

5.544 Riverine Routes may be used to reduce the length of a LoC from a Dépôt to a Hub (only). The LoC must be traced to an Embarkation hex, then along the Riverine Route to a Debarkation hex. From there it may continue using other methods. Riverine Movement may be used multiple times for each LoC. Entering the Embarkation hex costs the same number of MPs as a Unit would pay, as does exiting the Debarkation hex. But the actual Riverine Route consumes no MPs. Use of a Riverine Route for tracing LoCs consumes no Shipping Capacity (4.44).

5.545 Some Hubs may be located off map. In these cases, the off map portion of the LoC will be designated by the Exclusive Rules.

5.546 In some games, a Side's Hub(s) may be overseas. The nature of LoCs traced across seas varies with the game – usually either a range bracket or brackets, or a set number of "Sea MPs". In all cases, however, Sea portions of a LoC must begin and end at a Friendly-Controlled Port (*the off map Hub will always be a Port in these cases*). Tracing LoCs over Sea multiple times is possible, just as it is with Riverine Routes.

5.548 **Important.** Land LoCs traced between Dépôts and Hubs may only follow Road and Riverine Routes, weather permitting.

5.549 Per 1.256, LoCs can be traced through "out of bounds" areas.

5.54.10 Example: a LoC is traced from a Dépôt along a Riverine Route to a Debarkation hex (i.e. a hex containing another Dépôt), then to a Port overland 12 MPs away, then across a sea to another Port, then overland 8 MPs, then along another Riverine Route to a Hub. The Exclusive Rules state that the sea counts as 2 range brackets, and the Hub's ranges are Short 12, Medium 24, Long 36, Extreme 48. Final Range is Extreme: 12 + 8 MPs = 20 MPs, or Medium range, plus 2 brackets. The Riverine portions of the LoC cost nothing. With regard to the Riverine portions, the first Dépôt acts as its own Embarkation point, the second Dépôt as the first Debarkation point, the second Port acts as an Embarkation point, and the Hub, in its capacity as a Dépôt, acts as a final Debarkation point.

5.55 Hub Suppression. Hubs may be Suppressed. Suppressed Hubs cannot be used for any purpose except to act as a Dépôt within their own hex. LoCs may not be traced to Suppressed Hubs.

5.551 If a Side has a Suppressed Hub, there is an adverse modifier on the OPAT.

5.552 In some games, Hubs can be Displaced to another location when Suppressed. See the Exclusive Rules for details.

5.56 Ammunition. Dépôts provide Ammunition to forces engaged in combat. There is no quota. Sufficient Ammunition is always available to all Friendly Units as long as a valid LoC can be traced from a Friendly Dépôt to the stack in question.

5.561 During Battle, if a Friendly stack cannot draw Ammunition from a Friendly Dépôt, while the opposing stack can, Friendly Unit CEs are reduced one (1) grade (e.g. from "C" to "D") for the duration of the combat.

5.562 Artillery Units generate no Siege Resolution die roll modifier unless they draw Ammunition from a Friendly Dépôt, and the Besieger's (7.21) Auxiliaries must be within the radius of such a Dépôt to be Tasked to a Siege.

5.563 Any time a stack draws Ammunition from a Dépôt, Dépôt Reduction may occur at that Dépôt. Check at the end of the Battle or Siege Operation.

5.564 *Clarification:* drawing Ammunition is mandatory if a Friendly Depot is within supply range.

5.565 *Design Note:* most of the time, armies in this period had sufficient ammunition to get the job done, especially as they rarely fought more than one or two major engagements in a year's campaigning (of course, it can be argued that they fought so rarely in part because of a lack of ammunition, but this is only one reason, and not necessarily the most important one). In any case, both sides were likely to be in the same boat. Only where one side clearly has an advantage in supply will this have any effect on play. An important exception lies in the resolution of sieges, which required massive amounts of matériel.

5.57 Depot Reduction. Unless specifically noted otherwise, all Depots begin at Full, but eventually they will be Reduced to Half, and subsequently become Exhausted and be removed from play. Reduction may occur from three causes, but is resolved in the same manner regardless of the cause (*exception:* Capture):

- Isolation (5.571).
- Drawing Ammunition (5.56).
- Capture (5.573)
- Raid (3.56)

5.571 If a Depot cannot trace a valid LoC, it is deemed Isolated and may suffer Reduction. During each Administrative Phase, Depot Reduction due to Isolation is checked for on the Depot Reduction Table. If a Full Depot becomes Reduced, it is flipped to its Half side. If a Half Depot becomes Reduced, it becomes Exhausted and removed from play.

5.572 Replacement SPs (8.5) cannot be assigned to Formations tracing LoCs to an Isolated Depot, nor may Reinforcements (8.4) be placed within the radius of an Isolated Depot.

5.573 If stacked alone with Enemy Units, a Depot is Captured (3.414). Captured Depots may be used by their Captor, but are automatically Reduced one (1) level upon Capture. The Captor must replace the Depot with one of his own. If not able to do so, he must immediately Disband the Depot, per 5.58.

5.574 Raids (3.56) may also Reduce Depots, but in this case the Raid Table is used.

5.575 *Clarification:* a Depot cannot be Reduced more than once by a single die roll or by a single act.

5.576 Hubs acting as Depots cannot be Reduced or Captured. They may be Suppressed (5.55).

5.58 Building & Disbanding Depots. Depots may be built during the Administrative Phase by expending Unassigned OPs. A Friendly Hub is designated as the source of the OPs, and the Depot built must be of the same Contingent. A placement hex is then indicated. The Depot must be able to trace a LoC from that hex to its Hub at the moment it is built.

5.581 The cost in OPs varies with the distance the Depot will be built from the Hub: one (1) OP per Full Depot up to Medium Range, and two (2) OPs otherwise.

5.582 As an alternative to building a Full Depot, up to two (2) Half Depots may be restored to Full by expending one (1) OP if both are at Medium Range or less, or one (1) Half Depot otherwise.

5.583 New Depots may only be placed in a Friendly-Controlled hex that is also a Town or Fortification (remember, hexes in Friendly Territory are Friendly-Controlled by default).

5.584 Unassigned OPs may not drop below zero (0). Otherwise the countermix is the only limitation on the number of Depots that may be built at any given time.

5.585 During the Administrative Phase, Depots may be Disbanded. Simply remove the Depot from the map. It is immediately available for use elsewhere.

5.586 When a Depot is Disbanded, roll one (1) die: on a "4" or less one (1) Unassigned OP is received by the Side owning the Depot. If Unassigned OPs for that Side already stand at nine (9), the OP is lost.

>>>6.0 OPERATIONS PHASE – BATTLE

"Battles are the making of a conqueror, and more than any other deed they endow him with the reputation of being a great commander".

Chevalier de Quincy

"Decline the attack unless you can make it with advantage".

de Saxe, "Mes Reveries"

"The man who does things without motive or in spite of himself is either insane or a fool. War is decided by battles, and it is not finished except by them. They have to be fought, but it should be done opportunely..."

Frederick the Great

IMPORTANT. THE LACE WARS SERIES USES TWO DISTINCT SYSTEMS FOR RESOLVING BATTLES. THE ONE DETAILED BELOW IS CALLED THE STANDARD BATTLE SYSTEM (SBS). THE OTHER IS CALLED THE FULL BATTLE SYSTEM (FBS) AND COMES IN A SEPARATE MODULE.

SOME PLAYERS MAY WISH TO USE THEIR OWN TACTICAL SYSTEM, OR TO FIGHT THEIR BATTLES WITH MINIATURES. BOTH METHODS ARE POSSIBLE, BUT THE PLAYERS MUST DEVISE HOUSE RULES FOR INTEGRATING THEIR TACTICAL GAME WITH THE LACE WARS OPERATIONAL SYSTEM.

6.1 SUMMARY

In war, everything is simple, but the simplest thing is difficult.

Karl von Clausewitz

Battle deployments tended to be highly ritualised, mainly in an effort to maximise combat power; also in emulation of the texts of the Ancients. A textbook deployment would be two parallel lines, one behind the other, each with cavalry (and perhaps light infantry or grenadiers) on the flanks. The flanks were anchored on natural features, the lines strengthened with earthworks and fortified villages, and screened by picquets in front. Light artillery was dispersed to support the infantry; heavier guns would be grouped in batteries with interlocking fire zones. Behind the main body lay the reserve – the bulk of the cavalry and elite infantry formations (or alternatively the unreliable elements).

The fighting unit was the brigade, typically consisting of four battalions of foot or two regiments of horse, commanded by a brigadier. A number of brigades would be grouped into a "wing", under a lieutenant general or equivalent. A wing might encompass both lines, or each line could have its own set of wings. The cavalry might be grouped into its own wing, or kept under the command of a predominantly infantry wing.

Ideally, the second line, deployed close behind the first, was tasked with feeding brigades forward to relieve tired formations, which could then rest up in the second line. The second line also prevented enemy breakthroughs and flanking movements. The reserve echelon was kept for emergencies, or if all went well, to deliver the coup de grâce.

6.11 General. Whenever opposing non-Garrison Units occupy the same hex at the end of an Impulse, a Battle will be fought between them. Each Battle is resolved in full before the next Battle is begun. The Side with the highest Initiative chooses the order in which Battles are fought.

6.111 The Defender in each Battle will be the Side whose Formations were Inactive at the time the hex was first occupied by an Enemy Formation. His opponent is the Attacker. As a reminder, stack the Defender's forces under those of the Attacker.

6.112 Garrisons never participate in Battles. They must be Besieged, as explained in section 7.0.

6.113 After all Battles have been resolved the current Impulse ends.

6.114 Refer to the second page of the Sequence of Play Chart (SoP Chart). This shows the Battle SoP.

6.12 Summary of Counter Roles. During a Battle, counters have different roles:

- **HQs** are not used, except as they define discrete Formations. This is important when determining which forces Participate (6.22), since Participation is defined by Formation.

- **Leaders.** One of the Leaders on each Side will be the commanding general, known as the Generalissimo (6.225). His Personality will modify the combat results; his Leadership Rating will influence how the Battle commences and whether a Side can Retreat safely. Other Leaders belonging to Participating Formations are deemed to be present at the Battle and may become Casualties (6.42), but have no other effect.
- **Units.** Units provide SPs (strength) and Combat Effectiveness. Although the CRT does not appear to be odds-based at first glance, it is so; SPs are the original measure for the odds. And, they are eliminated to fulfil losses. Cavalry and Field Artillery SPs (Batteries) are compared to determine Superiority (6.28). (Siege Artillery is not used). CE is also important – one of a Side's CEs will be chosen as the Leading CE (LCE). The LCE bears on damage inflicted, the ability to pass morale tests, and the staying power of a Side.
- **Auxiliaries** have a number of Tasks they may perform in Battle. All relate to providing die roll modifiers. Only Auxiliaries that were assigned to HQs Participating in the Battle may be employed. Their use is explained case by case under the relevant rules sections.

6.13 Pre-Battle Activities:

- Determine the **Participants** (6.22). This step includes selecting a commanding general, or Generalissimo.
- Check for **Surprise** (6.23)
- Reveal opposing strengths. At this point, only SP strength is revealed. The players should announce the number of Infantry, Cavalry, and Field Artillery SPs they have.
- Try to **Decline Battle** (6.24). If successful, there will be no Battle and the following steps are ignored.
- **Prevarication** (6.25). This is an attempt to allow other, non-Participant forces in the hex, to join the Battle.
- Determine the allowable **Frontage** and the size of the force that will be **Engaged**. Forces that are Participants but not Engaged are **Reserves**. See 6.26.
- **Erect Fieldworks**. See 6.27. Fieldworks can be “erected” in certain circumstances.
- Determine **Cavalry Superiority** (6.28). This yields a die roll modifier on the CRT.
- Determine **Auxiliary Superiority** (6.28). This yields a die roll modifier on the CRT.
- Determine **Artillery Superiority** (6.28). This yields a die roll modifier on the CRT.
- Announce **Leading Combat Effectiveness** (6.29). Normally the choice is made secretly and revealed simultaneously, but a Surprised Side must declare first.
- Determine **Retreat Thresholds** (6.2.10).

6.14 Resolution. Battles are resolved as a series of Rounds. In each Round, each Side consults the Combat Results Table (CRT) and rolls one (1) die. Results are implemented simultaneously. Each result on the CRT has two (2) components, arranged in paired columns:

- **SP Losses.** This is the number of SPs the Enemy Side loses that Round.
- **Wings Hors de Combat.** This is the proportion of the Enemy Side's Engaged forces that can no longer Participate in the Battle.

6.141 Retreats may now occur. A player may decide it is time to Retreat and try to do so using the Decline Battle mechanism (6.24). If he is successful, the Battle is over. Alternatively, a Side may be forced to Retreat (6.4).

6.142 After each Round's results have been implemented, and assuming the Battle will continue, the players attempt to strengthen their Engaged forces using elements of their Reserve (if any). A new Round will begin.

6.15 Post-Battle. As soon as one Side chooses to or is required to Retreat (or in rare cases is eliminated) the Battle is over:

- Pursuit may be possible (6.44). Only one Side will have the opportunity to Pursue.
- Retreats are conducted (6.4). It is possible that both Sides may have to Retreat. If Pursuit occurred, the Pursued Side will Rout (6.44).
- Both Sides may Reorganise their forces (8.3). This may be done as part of the Retreat process. All forces that were stacked in the Battle Hex may participate in the Reorganisation.

6.16 Determining the Victor. The Side remaining in the Battle Hex is the Victor.

6.161 Occasionally, both Sides may have to Retreat simultaneously. In this case there is no Victor.

6.162 Some Battles are deemed Major Battles, and are worth Prestige to the Victor (9.21 point #1). A Battle is not a Major Battle unless the following both apply:

- Must involve at least forty (40) SPs (roughly 30,000 men) in all.
- The odds (counting up all Participating SPs without modification and comparing each Side) cannot favour the Victor by more than 1:1.
- The Exclusive Rules may add to or modify these criteria.

6.17 Withdrawing Royals. Personages may become casualties if acting as the Generalissimo. The Exclusive Rules will cover the “political” effects of this eventuality. To avoid this fate, Royal Personages may be withdrawn from a Battle for their own safety. The decision must be made during the final determination of Generalissimos (6.252).

6.171 If a Royal is withdrawn from Battle, the counter remains in the Battle Hex for the duration of the Battle, but cannot become a casualty or be Captured. The Royal cannot exert any further influence on the course of the Battle and may not be returned to it.

6.172 Royals generally have a positive effect on their Side's morale so long as they are present in a Battle, and this bonus will be lost (or even reversed) if the Royal is withdrawn. The exact effects depend on the Royal and will be found in the Exclusive Rules.

6.173 If a Royal is withdrawn, the player will be awarded any Prestige Plusses (9.2) for a victory (negates 3.793 point #3).

6.2 PREPARING FOR BATTLE

“Nowadays the beginning of a battle gives the impression of a tennis court when a basket of balls is overturned – the ground is covered with leaping and bounding shot”

Feldmarshal Prinz Charles Joseph de Ligne

6.21 General. Once the Initiative player has indicated that he wishes to resolve a given Battle, the players must check to see if either Side is Surprised. They then reveal their strengths in general terms and decide if they want to fight. The Decline Battle mechanism is not guaranteed to work, so they may have to fight anyway. The rest of the pre-Battle period involves the players determining which column(s) of the CRT will be used and which die roll modifiers will apply. They will also determine their Retreat Threshold – a built-in timer that will force a Side to Retreat when its value is matched or exceeded.

6.22 Participants. Only Participating forces may take part in the Battle. Other forces in the hex are assumed to arrive after the Battle is resolved, although they will still share the fate of the Participating forces.

6.221 Participating forces consist of:

- **Attacker:** the first Enemy Formation that entered the hex, plus any subsequently arriving Enemy Formations that are received by successful Prevarication (6.25).

- **Defender:** all the original occupants of the hex, plus any subsequently arriving Friendly Formations that are received by successful Prevarication.

6.222 *Clarification:* all of a Defender's Formations that began the Impulse in the hex become Participants automatically.

6.223 Remember that a Combined Movement Operation (4.3) allows *all* the HQs participating in it to be treated as a single Formation.

6.224 Any forces that are not deemed to be Participants contribute nothing to the Battle, but will be subject to any Retreat (6.4) results as if they were present; if on the victorious Side, they may be included in any subsequent Reorganisation (8.3).

6.225 **Generalissimos.** Besides determining the Formations involved, the players must determine their overall commanding officer. This Leader is known as the Generalissimo. A Generalissimo must be selected using the following set of descending priorities:

- A Royal with the abilities of a Captain-General who is Participating in the Battle.
- A Captain-General Participating in the Battle.
- A Marshal who is also a Grand Army HQ commander & Participating in the Battle.
- Any other Marshal Participating in the Battle.
- A General Participating in the Battle.
- A Marshal drawn randomly from the Officers' Mess.
- A General drawn randomly from the Officers' Mess.

6.226 If there is a choice of Generalissimo, choose randomly.

6.227 If a Side cannot be assigned a Generalissimo, it is assumed to have a notional Generalissimo with a Leadership Rating of "0" and no other ratings.

6.228 Note that the original Generalissimo may change if additional forces are brought into the hex through Prevarication – 6.25.

6.229 Other Leaders commanding Participating Formations are assumed to be involved in the Battle for casualty purposes, but otherwise contribute nothing.

6.23 Surprise. Before proceeding further, the players must consult the Surprise Table. This may result in one Side being Surprised (there is never a case where both Sides are Surprised). A Surprised Side:

- Cannot attempt to Decline Battle (6.24) before the Battle begins.
- Cannot employ Fieldworks (6.27), even if these are inherent to the hex (Fortified Areas – 1.36).
- Must declare Leading CE (6.29) before the other Side.
- For the first (1st) Round (only) resolves combat after the other Side. (Normally, results are implemented simultaneously).

6.231 Surprise effects last only for the first (1st) Round of Battle.

6.232 *Clarification:* the Surprise Table may appear confusing at first glance. To clarify, either player may roll on the table, and only one (1) die roll is made, period. But, Surprise is checked for twice, using the same die roll. The listed modifiers are applied differently each time, because the first time, it is from the perspective of the Attacker, and the second time, it is from the perspective of the Defender. The listed modifiers are for Generalissimo Personality, Terrain, and Weather. The Personality modifiers are summed in each case; the other modifiers are applied as minuses (–) the first time, and as pluses (+) the second time. If the Attacker is Surprised, no Defender Surprise occurs.

6.24 Declining Battle. The Decline Battle procedure (if it succeeds) leads to a Voluntary Withdrawal (a form of Retreat – 6.4). Declining Battle can be attempted a two different times:

- For the pre-Battle Decline Battle step (i.e. at this point in the Battle SoP). If successful, a Voluntary Withdrawal is carried out and there is no Battle.

- After any Round's combat resolution (6.3). If successful, the post-Battle routine of 6.4 is followed. For clarity, this form of Declining Battle is termed Voluntary Withdrawal.

6.241 At either time, the Defender is given the first choice. When a player announces his intention to Decline Battle, the other player announces whether he will oppose the effort or not. If not, the Decline Battle attempt is automatically successful.

6.242 If an attempt to Decline Battle is opposed, the player attempting to Decline must make a LC using his Generalissimo's Leadership Rating.

6.243 Compare the LR's of the two Generalissimos. If one LR exceed the other by two or three (2-3), the roll will be modified by plus or minus one (± 1). If one LR exceed the other by four or more (4+), the roll will be modified by plus or minus two (± 2). If the Declining Generalissimo has the higher LR, the modifiers are negative (–); if lower, they are plus (+).

6.244 If the attempt succeeds, the entire Friendly stack, both Participants and non-Participants (excepting Garrisons – but see 6.45 point #6), is moved to an adjacent hex and there is no Battle. If unsuccessful, the entire Friendly stack immediately suffers an AC.

6.245 The hex entered cannot be one used by a Participant Enemy Formation to enter the Battle Hex. Remember that in the case of a Combined Movement Operation, all the Formations involved in it are considered Participants.

6.246 Auxiliaries may assist attempts to Decline Battle as described in 3.5.11 (Rearguards). See the Auxiliary Class Summary for a list of eligible Auxiliaries; furthermore, the Auxiliary must have been assigned to one of the Participating Friendly Formations. The Auxiliary cannot have been Tasked to the Battle for any other purpose.

6.25 Prevarication. Either player may attempt to delay the start of a Battle by making a LC against his Generalissimo's Leadership Rating. If successful, the player may take any one (1) Friendly Formation in the hex that was not already a Participant and add it to the Participating forces.

6.251 If a player's first attempt is successful, he may make additional attempts to bring in other Formations in the hex, each with a separate LC. However, each successful attempt after the first adds a "+1" cumulative die roll modifier to the Generalissimo's LC. Once a player fails an attempt, his Side may not add any more Participants to the Battle.

6.252 **Important.** Prevarication may raise the issue of who commands, in the case of a Leader with seniority arriving late. Therefore, the "Generalissimo" for ALL pre-Battle functions remains as originally determined (per 6.225). The Generalissimo for the Battle itself will be determined immediately before the first Round's combat resolution, in exactly the same manner as before.

6.253 Design Note: the situation described in case 6.252 occurred frequently when forces were assembled on the battlefield from a variety of distant points in the Napoleonic style. Hopefully the overall commander had been predetermined, but sometimes situations reminiscent of Roman consular days arose. Although the player should be aware of who the ultimate commander will be (or who he would like to have in command), the rule forces a late-arriving Generalissimo to abide by the situation on the field as he finds it.

6.26 Frontage & Wings. Frontage is a key concept in the SBS. It is the equivalent of the odds ratio found in many other games. Frontage is defined by Wings: Wings are <notional> subdivisions of a Side's Participating SP total, further <also notionally> divided into an Engaged group and a Reserve group. Only Engaged forces inflict and absorb damage. Frontage is literally the number of Engaged Wings on a Side. Any excess Wings are in Reserve.

6.261 Design Note: players familiar with the FBS from older versions of the rules should not panic. They are not required to physically sort their Units and SPs into groups; in the SBS, Frontage and Wings are abstract measures determined very simply on a conversion table. Forces remain where they are on the map, or on their HQs' displays. The conversion table and the CRT assume that players will try to optimise the organisation of their forces, and the CRT is set up to reflect the probabilities of effects occurring given the number of Wings involved. Extreme cases have been rounded off.

6.262 There are two (2) Frontage values to consider: Base Frontage and Actual Frontage (BF & AF).

- BF is dictated by the terrain, and is in fact the *potential* number of Engaged Wings for a Side (subject to some modification). In other words, the TEC rates terrain-based combat effects in terms of Frontage, with the listed Frontage on the TEC being the maximum number of Wings that may be Engaged on one (1) Side in that kind of terrain – the BF.
- Actual Frontage is the number of Wings that are *actually* Engaged on one Side when the CRT is to be consulted. AF may match but may never exceed the BF. AF will depend on the size of a player's Participating forces.

6.263 To determine the number of Wings each Side has, the players must consult the SP/Wing Matrix, found on the SBS CRT card. This chart converts a Side's Participating SPs into Wings. The value derived from this chart is fixed and is used throughout the Battle, regardless of any losses that may be incurred. Once the number of Wings each Side has is known, the players must determine the number of Engaged and Reserve Wings they have:

- If a Side has a number of Wings equal to or less than the BF all its Wings must be Engaged.
- If a Side has a number of Wings greater than the BF all Wings in excess of the BF must be Reserves.
- The number of Engaged Wings a Side has is its AF.

6.264 When determining how many SPs a Side has, all Units that are deemed Charge-capable have their SPs doubled (x2) in value. Charge-capable Units include all Cavalry Units, and those Units named as Charge-capable in the Exclusive Rules (*clarification*: the Exclusive Rules may use the term Assault-capable; such Units qualify).

6.265 It is possible for one Side to have a greater AF than the other, but only within certain limits. Compare the two Sides' AFs:

- If the larger Side exceeds the smaller by only one, two, or three (1-3) Wings, the larger Side must reduce its own AF to match that of the smaller Side. The excess Wings become Reserves.
- If the larger Side exceeds the smaller by four or more (4+) Wings, the larger Side must reduce its own AF to one more (+1) Wing than the smaller Side. The excess Wings become Reserves.

6.266 Good leadership may modify case 6.265. Compare the Leadership Ratings of the two Generalissimos:

- If one Leader has a rating that is at least three times (3x) the other's, that Side may increase its own AF by one (+1), or force the removal of one (1) opposing Wing from the Battle (Engaged/Reserve status is not specified because there is no need at this point).
- If the better Leader has a rating at least six times (6x) that of the other, his Side may instead increase its own AF by up to two (+2), or force the removal of up to two (2) opposing Wings from the Battle.
- In all cases where AF is increased, there must be sufficient Wings to be assigned to the additional Frontage. If a Side has Wings removed at this time, their loss does *not* count toward that Side's Retreat Threshold (6.2.10).
- BF may never be exceeded, nor may there be less than one (1) Wing per Side.
- The removal of Wings in this manner does not physically remove any Units or SPs from the Battle. All are still eligible to receive losses.

6.267 **Important.** Once the AF has been determined, it remains fixed for the duration of the Battle.

6.268 *Example:* Austria and Prussia are fighting a Battle. The Austrians have 92 SPs and the Prussians have 45. The Prussian GO has a "6" LR while the Austrian GO is only a "2". The terrain is Clear, but there are several Rivers along the hexside, and there is a Walled Town in the hex. Base Frontage is 6 (Clear) less 1 for the

Town and less 1 for the Rivers, for a total of 4. The Wings Chart converts 92 Austrian SPs into 6 Wings and 45 Prussian SPs into 3 Wings. The Austrian player has 4 Engaged Wings and 2 Reserve Wings (because the BF is 4); Austrian AF is also 4 (because BF is "maxed out"). The Prussian player cannot increase his own Actual Frontage because he has no Reserve Wings. Instead, he demands that the Austrians reduce their overall number of Wings by 1. The Austrian player still has an AF of 4, but now only 1 Reserve Wing.

6.27 Erecting Fieldworks. The notion of using fieldworks to protect an army in battle is very old, but in its current form, was something of a revival, a solution to a security problem culled from the writers of Antiquity by the disciples of Maurice of Nassau and other exponents of "modern" warfare. Since the armies of the Late Wars used fairly static, linear deployments, it made sense to secure the baggage and the flanks with earthworks and abatis. The famous French redoubts of Fontenoy were an extreme case of the practice of channelling an enemy's attack while stiffening the defence.

6.271 Both the Attacker and the Defender may utilise Fieldworks.

6.272 Fieldworks provide a modifier on the CRT. To benefit from this modifier, a player must Task one (1) Pioneer Auxiliary for every three (3) Wings in his AF. Round fractions UP (e.g. four Wings would require two Pioneers).

6.273 Cautious Generalissimos can be counted as a single (1) Pioneer toward the Fieldwork modifier, even if no Pioneer Auxiliaries are Tasked.

6.274 Fortified Areas automatically provide the Fieldwork modifier to the Defending Side.

6.275 *Exception:* if Surprise occurs, the Surprised Side may not employ Fieldworks.

6.28 Determine Cavalry, Artillery, & Auxiliary Superiority. Superiority provides that Side with a favourable die roll modifier on the CRT. The Side with the most Cavalry may gain Cavalry Superiority; the Side with the most Artillery will have Artillery Superiority. Two sets of Auxiliary Classes can be used to gain Superiority.

6.281 The various forms of Superiority are cumulative if held by a single Side, but they do not cancel each other if held alternately.

6.282 The **Cavalry Superiority** modifier may vary, and is determined by taking an odds ratio of the opposing Cavalry SPs. Consult the Cavalry Superiority Chart. Higher odds will provide a greater modifier. If the ratio is not sufficiently high, there will be no modifier. Certain Cavalry Classes have their SP totals modified before calculating the odds.

6.283 **Artillery Superiority** is achieved by a straight comparison of the number of Batteries on each Side. The Side with the most gains the modifier. Amateur Batteries only count as half (1/2) Batteries. Retain fractions. Siege Artillery is ignored.

6.284 One (1) Legion Battery assigned to a Participating HQ may be Tasked to its Side's Artillery total as a tiebreaker. The Legion Battery is treated as an Amateur Battery. If there is no tie, the Legion Battery may not be Tasked. If each player Tasks a Legion Battery, the situation remains tied and there is no Artillery Superiority. The Defender is permitted to conduct his Task after the Attacker. Once Artillery Superiority has been resolved, Legion Batteries are placed in the Recovery Box.

6.285 **Auxiliary Superiority** comes in two (2) forms, each used for a different purpose:

- **Screening Superiority** is gained by Tasking of Irregulars (both Foot and Horse). It is used to provide a modifier against the Enemy Side's use of the CRT.
- **Assault Superiority** is gained by Tasking of Grenadiers. It is used to provide a modifier for the Friendly Side's use of the CRT.
- Other Classes may be given these capabilities in the Exclusive Rules.

6.286 In both cases, the players secretly select any number of the appropriate Auxiliaries, from those assigned to Participating HQs. They reveal them simultaneously, and the Side with the most has

Superiority in that category for the duration of the Battle. All the Auxiliaries are then removed to the Recovery Box.

6.29 Leading Combat Effectiveness (LCE). Each player must examine the CEs of his Participating forces and choose one (1) to be the Leading CE, or LCE. LCEs have the following uses:

- They help determine a Side's Retreat Threshold (6.2.10).
- LCEs are compared on the LCE Matrix, which may yield a modifier on the CRT.
- A high LCE reduces the chance of Pursuit (6.44).

6.291 No CE may be chosen as LCE unless at least 20% of the Side's Units have that CE.

6.292 When SP losses are taken, the first 50% of those losses must be applied to Units having the LCE. (If this eliminates all such Units, any excess SP losses are taken normally).

6.2.10 Retreat Thresholds (RT). Each Side engaged in Battle has a Retreat Threshold (RT). This is a measurement of the amount of punishment the Side can take before there is a collective desire to be somewhere else.

6.2.101 A Side's RT is rated in Wings – the number of Wings that must be rendered Hors de Combat (6.34) before the Side must Retreat. At the end of the Round in which a Side's RT is reached or exceeded, that Side will Retreat. See 6.4 for Retreats.

6.2.102 RTs are determined using the Retreat Thresholds Chart. This cross-indexes a Side's LCE with its Wings (total of Engaged and Reserve). The value arrived at is the RT, rated in "Wings Hors de Combat".

6.2.103 Wings removed from the Battle due to case 6.266 (good generalship) are not considered Hors de Combat, and are ignored for RT purposes.

6.3 RESOLVING BATTLES

Rascals! Would you live forever?!"

Frederick the Great, at Kolin, June 18th 1757

A great many wargames assign strength factors to their combat units, representing their combat potential as measure of size and/or firepower. The Lace Wars games, being an operational study of forces whose component units were of roughly equal size and strength, and with similar battle drills, places more emphasis on combat effectiveness. This is treated as a blend of morale, cohesiveness, and proficiency. Studies of both modern and pre-modern warfare have shown that unit cohesion is more important than unit proficiency up to a certain point, but that among opponents of an equivalent level of cohesion, proficiency counts for much more. In the game, raw size is influenced by firepower for infantry and artillery, and by shock capability for cavalry. For example, a cavalry regiment, while only half the strength of an infantry battalion, will have the same game value due to its battlefield mobility and shock capability.

6.31 General. Once the players have completed the pre-Battle steps, resolution begins. Battles consist of a variable number of Rounds – frequently only one, but without a set limit. Each Round consists of a die roll by each player made on the CRT. This will determine the damage inflicted on the Enemy. After implementing results, the players check to see if either Side Retreats (and a player can try to voluntarily retreat by Declining Battle – 6.24). If neither Side Retreats, both players may top up their Engaged Wings out of their Reserves. Play then proceeds to another Round. A Battle only ends when one or both Sides Retreat.

6.311 Each player separately consults the CRT. He rolls one (1) die and cross-indexes the result with his Side's AF. The resulting pair of numbers determine: a) how many SPs the Enemy loses, and b) how many Enemy Engaged Wings become Hors de Combat.

6.312 Modifiers are "row shifts" rather than "die roll modifiers" because the upper and lower ends of the table do not have die results. Nevertheless they are applied the same way.

6.32 Clarification – Modifiers:

- **LCE.** A modifier is derived by comparing each Side's LCE, declared before the Battle began, per 6.29. Use the LCE Matrix. The modifier only applies to the better Side; the poorer Side does not suffer a penalty.

- There are two (2) LCE modifiers on the CRT. The first is derived from the LCE Matrix. The second is listed under the CRT, and is derived from the Enemy's LCE. This, if it applies, is used as a row shift to determine the Enemy HdC result (only).
- **Superiority.** As determined in 6.28. There is a Cavalry Superiority Chart located beside the CRT. The other forms of Superiority only require a simple majority. Be sure to make the listed modifiers to Cavalry strength when using this chart. Again, the actual modifier only applies to the Side gaining it; the other Side is not penalised.
- **Leadership.** This modifier is derived on the Leadership Matrix, and is based on the Personality of the Generalissimo. Each player calculates the modifier separately, as it applies to him.

6.321 Design Note: the HdC results on the CRT are calculated using a base LCE of "E" – thus, if the LCE is better than "E", the result must be adjusted, hence the modifiers.

6.33 SP Losses. SP losses are inflicted simultaneously, the owning player allotting them, with the following restrictions:

- Each Participating Unit may take no more than one (1) loss until every Participating Unit has taken one (1) loss; each Participating Unit may take no more than two (2) losses until every Participating Unit has taken two (2) losses; this pattern is followed until all losses have been distributed.
- Half (50%) of all losses must be assigned to Units of the Leading CE. This requirement takes precedence over the one above.
- **Important.** At the end of the Battle, some losses may be converted into POWs. SPs can be taken off Units as they occur, and recorded as eliminated on the GRT, but the players should mark how many eliminated SPs they had recorded on the GRT from before the Battle so that a correct tally of new losses is kept.

6.332 *Clarifications:* losses are implemented immediately. SP losses do not affect the conduct of future Rounds in any way. All Participating Units are eligible to take losses; there is no separation into Engaged or Reserve for this purpose.

6.34 Wings Hors de Combat (HdC). The second result of the CRT is the number of Wings that become Hors de Combat. HdC Wings cannot be used in future Battle Rounds.

6.341 HdC Wings are always struck from the Engaged portion of Wings, and the affected Side's AF is reduced by the same value.

6.342 HdC Wings count toward a Side's RT. When a Side has HdC Wings matching or exceeding its RT, its forces must execute a Retreat.

6.343 *Clarification:* as in 6.332, no Unit is safe from further losses; HdC status does not remove Units from the Battle.

6.35 Subsequent Rounds. If neither Side reaches its RT, a new Round commences:

- Announce any attempts to Decline Battle. See 6.24.
- Fill any gaps in the AFs by allocating Wings from Reserve. If a Side runs out of Reserve Wings, its AF will remain reduced.
- Consult the CRT, inflict new losses, and determine new HdC Wings. This process repeats until one or both Sides reach their RTs.

6.4 POST-BATTLE

"A battle is lost less through the loss of men than by discouragement".

Frederick the Great

6.41 General. A Battle ends when one Side Retreats. (Rarely, a Side's forces may be completely eliminated; this also ends the Battle). Voluntary Withdrawal can be attempted, using the Decline Battle procedure (6.24), immediately after a Round's combat resolution. Mandatory Retreats occur instead if one or both Sides have matched or exceeded their Retreat Threshold (6.2.10). If a Retreat of any kind occurs, begin the post-Battle routine.

6.411 *Clarification:* the Decline Battle process does not trigger the end of the Battle unless it succeeds; if it fails, a new Round of combat ensues.

6.412 Most of the post-Battle routine involves the Retreat process. The post-Battle steps are (once Retreat has been triggered):

- Determine Leader Losses (6.42).
- Determine the Victor (6.16).
- Check for Pursuit (6.44).
- Conduct the Retreat (6.43).
- Conduct Reorganisation. This step is explained in 8.3 (because it can be done at other times).

6.413 A Retreat may turn into a Rout if Pursuit occurs. See 6.44.

6.414 It is possible that both Sides may have to retreat simultaneously. In these cases, the Attacker's Retreat is resolved first. If both Sides Retreat, there is no Pursuit.

6.415 Voluntary Withdrawals are carried out like any other Retreat, but may never be more than one (1) hex, and never incur Pursuit or ACs.

6.416 **Important.** Retreat priorities and guidelines are used at the following times as well, but in these cases, no Pursuit is possible either:

- Masking after an Overrun (4.24).
- Lifting a Siege (7.29). This is treated as a Voluntary Withdrawal if conducted voluntarily.

6.42 Leaders & Leader Losses. The only Leaders used in a Battle are the opposing Generalissimos. However, other Leaders may be deemed Participants – all those who are commanding Formations that are Participating in the Battle. Furthermore, it is assumed that many of the Leaders located in the Officers' Mess are in attendance in lesser roles below the level of the simulation.

6.421 Leader casualties are assessed once, at the end of the Battle. *Exception:* if Pursuit (6.44) occurs, additional Leader casualties may occur.

6.422 Both Sides roll for Leader casualties at the end of the last Round of combat resolution, using the Leader Loss Table. This cross-indexes a die roll with the number of Rounds the Battle has lasted. If the Battle lasted more than three (3) Rounds, use the "3" column.

6.423 The number generated on the table is the number of Leader casualties for the rolling Side. For each casualty, first determine which Leader is affected, and then roll for each on the Leader Fate Table. Casualties are assigned as follows:

- After the die roll to determine the number of Leader losses, roll another die. On a "0", the first casualty (only) is the Generalissimo. Otherwise, it is another Participating Friendly Leader. If there is no such Leader and the Generalissimo was not a casualty, randomly select a Leader from the Officers' Mess.
- All other casualties are taken randomly from the Officers' Mess.
- To be eligible, a Leader in the Officers' Mess must belong to one of the Contingents Participating in the Battle.

6.424 The Leader Fate Table indicates whether a Leader is:

- **Killed** – removed from play permanently.
- **Wounded** – removed from play for a number of Turns as determined by a second die roll on the Leader Fate Table. The Leader is returned to the Officers' Mess as a Reinforcement.
- **Captured** – the opposing Side Captures the Leader. He remains out of play until Exchanged (3.44).

6.43 Retreat Priorities. Retreat Movement is conducted in the same manner as regular Operational Movement (4.12), subject to the priorities given below, plus any special restrictions or advantages imposed by the kind of Retreat conducted. (*Example:* a Re-

treating HQ may use Pontooners (3.55) when crossing Rivers during its Retreat). **Important.** ACs generated by Retreat Movement do not cause Forage Depletion

6.431 *Design Note:* the Attrition mechanism is here being used to simulate immediate desertions, not widespread plundering, though there might be some of that, too.

6.432 Regardless of the type of Retreat, the priorities are the same:

- 1) One hex free minimum move (but not into Prohibited terrain or over Prohibited Obstacles). This does not require the use of the OMT.
- 2) Not into an Enemy-occupied hex.
- 3) Along the easiest MP path available.
- 4) To the adjacent hex that the Units entered the Battle Hex from, and/or;
- 5) Toward the nearest Friendly Dépôt, or;
- 6) Toward the nearest Friendly-Controlled Fortification,
- 7) Toward the nearest Friendly Hub (Active or Inactive); and,
- 8) Use common sense.

6.433 A stack of Units may not Retreat into an Enemy-occupied hex unless they can Overrun it (4.23). If they can Overrun it, the Retreating stack may pass through but not remain in the hex. No Overrun is actually conducted. Instead, the chance of a subsequent loss of Operation Points will be increased (6.47). If the Retreating stack cannot exit the Enemy hex, then the Enemy hex is assumed to be impassable and is not entered in the first place. *Exception:* Garrisons, even non-Blockaded Garrisons, are completely ignored for the purposes of Retreat Movement.

6.434 A stack of Units may never Retreat into or into/across Prohibited terrain. If a stack must do so it Surrenders.

6.435 Retreating Units do not have to remain together if more than one eligible Retreat path exists. Formations, however, must retain their organisation until the end of their move.

6.436 A Unit may Retreat more than once in a single Operations Phase.

6.437 A Unit Retreating from a hex containing a Friendly Garrison may Transfer SPs to or from that Garrison at the moment it Retreats. A Retreating Formation may also drop off SPs along its Path of Retreat as it would during normal movement (4.25).

6.438 Any Personage will Retreat with his or her designated Escort Formation if possible, or if not, with any Friendly Formation belonging to the same Contingent(s), or as a last resort, with any Friendly Unit. If a Personage cannot Retreat because no Friendly Units remain in existence or because that Personage is forbidden to Retreat, then the Personage is Captured.

6.44 Pursuit. In this period of warfare, pursuit was a rarity; although desirable it was not always practical. Only the Victor can Pursue; if both Sides Retreat there can be no Pursuit. The Victor is known as the Pursuer and his opponent as the Pursued.

6.441 Pursuit is not automatic. At the end of any Battle in which Pursuit is possible, but before tabulating final casualties, resolving Leader Loss, or conducting Retreat Movement, the Victor consults the Pursuit Check Table and rolls one (1) die. On a "0-1", a Rout has occurred and the Victor may Pursue.

6.442 Die roll modifiers are found on the table and are primarily based on LCE, leadership (both Personality and a LC by the defeated Side's Generalissimo), and Actual Frontage. As with other forms of combat Superiority, Auxiliaries are counted as single SP-equivalents. The modifier due to AF involves comparing the Victor's AF with that of the opposing Side. It can be negated by the presence of Reserve Wings, as noted on the table.

6.443 If Pursuit occurs, consult to the Pursuit Results Table. The Pursuer cross-indexes a die roll with the number of Friendly Cavalry SPs remaining to the Pursuer after the last Round of combat resolution, modified by Pursuing Cavalry Class, and possibly by rearguard SPs belonging to the Pursued Side, per the PRT. *Clarifi-*

cation: no attempt is made to determine which SPs might have been “engaged” or “in reserve”.

6.444 The results given on the table are the number of the Pursued Side’s Infantry, Artillery, and Cavalry SPs that are eliminated. These are listed as “I#”, “A#”, “C#”. Leader casualties (“L”) may also occur. These are resolved using the Leader Loss Table. The numeral following the “L” result indicates which column must be used (“1”, “2”, or “3” “Rounds”).

6.445 Once casualties have been inflicted, the Pursued Side must undergo Rout. Routs are conducted in the same manner as ordinary Retreats, except as follows:

- The Retreating Formations must move their full printed MA, or as close to their full MA as possible.
- They may not pick up or detach SPs except in the Battle Hex.

6.45 Post-Battle Reorganisation. After a post-Battle Retreat has been resolved, both Sides may Reorganise their forces. The process is summarised in 8.3. Some additional points must be made for post-Battle Reorganisation:

- If there was a Victor, the losing Side must Reorganise first; if there was no Victor, the Attacker must Reorganise first.
- If any HQ has no Units and no Leader remaining to it, it becomes Unformed. (If only the Leader remains, he may be Relieved normally, otherwise Units must be Transferred to his HQ).
- In the case of an HQ lacking a commander, one must be Posted to it at this time. Choose randomly from any eligible unassigned Leaders Participating in the Battle before taking Leaders from the Officers’ Mess. *Clarification:* normal precedence rules, as described in 3.72, always apply.
- If all Friendly Units in the Battle Hex have been eliminated then all Friendly HQs in the Battle Hex are automatically Unformed and their commanders are Captured. Such Captures are in addition to any made through the Leader Loss procedure of 6.42.
- Ensure all Tasked Auxiliaries have been sent to the Recovery Box. Auxiliaries that were assigned to an HQ that has become Unformed may be reassigned freely to another HQ in the Battle Hex; if all HQs became Unformed, they must be sent to the Recovery Box.
- A Retreating force may absorb SPs from a Friendly Garrison located in the Battle Hex, or detach SPs to Form or augment a Garrison in a Friendly Fortification in that hex or in any hex(es) along the Path of Retreat. See 7.122 point #3. Detaching SPs in any hex except the Battle Hex costs an MP, just as in normal movement.

6.46 POWs. At the end of the Battle, each Side must convert some of its losses into POWs: Loser converts 25%; Winner converts 10%. The SPs are automatically Interned (3.43 point #1). The number of POW losses is doubled (x2) if the Side suffered a Rout. No POWs are taken if one Side Voluntarily Withdraws (6.24).

6.461 Clarification: ALL losses are inflicted before calculating POWs.

6.462 POWs may be taken from any CE(s) among the SP losses taken (i.e. they do not have to come from the LCE).

6.47 Loss of Operation Points. Battles carry the risk of a loss of operational momentum – i.e. Operation Points. At the end of the Battle, or after any successful attempt to Decline Battle (including as part of an Operation), one or both Sides must make a die roll to see if an Unassigned OP was lost. See the OP Loss Table.

7.0 OPERATIONS PHASE – SIEGES

The ditch isn’t deep, the wall isn’t high; fling yourself into the ditch; leap over the wall, charge with the bayonet, strike, chase, take prisoner.

Storm.

The Enemy runs into the town, turn his guns against him, fire hard down the streets, keep up a lively bombardment; go after him at once... the Enemy surrenders, spare him; the walls occupied, after the plunder.

Prince Aleksandr V. Suvorov, “The Science of Victory”

7.1 FORTIFICATIONS

Fortifications are man-made defensive features designed to dominate the surrounding countryside, as well as to provide refuge, and as a safe place to store material. Any fortification can be overcome given time. The best use of them is to disrupt the enemy’s timetable. Because they are a force-multiplier, inferior forces can use them to hold & delay a large number of Enemy troops until the field army is ready to deal with them. Conventional wisdom demanded a minimum of 5-1 odds before even attempting a siege operation. 10-1 was preferred, though not a guarantee of success. This state of affairs was, however, often modified by the morale (or lack thereof) of the defender.

7.11 General. Fortifications are permanent defensive features printed on the map. They are secondary locations (1.35), associated with the hex they occupy.

7.111 Fortifications have no effect on play unless Garrisoned (7.12), and if unoccupied will pass under the Control of the Side that occupies the associated hex. *Exception:* unoccupied Fortifications in Friendly-Controlled hexes (as defined by the Exclusive Rules) do prevent the tracing of LoCs through their hex (1.243).

7.112 There are several classes of Fortification, graded for the number of SPs they can hold and their defensive strength. Refer to the TEC to match each image on the map with the proper class of Fortification.

7.113 *Special Note:* some games have a terrain feature known as a Fortified Area. This is not a true Fortification. Typically, it represents a series of small, fortified posts. See 1.36.

7.114 While Fortifications come in a variety of shapes and sizes, they all have the same basic attributes:

- They can only be occupied by Garrisons, up to an SP limit given on the TEC.
- Enemy Fortifications can be “covered” through a Blockade (7.22), which permits Friendly Formations and LoCs to pass through the hex freely.
- To defeat an Enemy Garrison and gain Control of the Fortification, the latter must be Besieged (7.23) by a Friendly Formation.

7.12 Garrisons. Garrisons not only defend the Fortification, if not Blockaded they Control the entire hex.

7.121 Per 4.22, the first Formation to enter an Enemy-Garrisoned Fortification must stop in that hex and Blockade the Fortification. This ends the moving Formation’s Operation. During the Administrative Phase, Friendly Units cannot enter hexes that contain non-Blockaded Enemy-Garrisoned Fortifications. See also 4.15.

7.122 Garrisons can be Formed or have SPs added to them or subtracted from them as follows:

- During the Administrative Phase by Transferring SPs from nearby Formations and other Garrisons.
- During the Administrative Phase, when Replacement SPs are received (8.5) they may be directly added to a Garrison.
- During the Operations Phase, SPs may be dropped off into a Garrison (new or existing) at a cost of one (1) MP per time (4.25).
- During the Operations Phase whenever Units Retreat from (not through) the associated hex they may Transfer some or all of their SPs to a Garrison, or the Garrison may Transfer some or all of its SPs to the Retreating Units (6.45 point #6).

7.123 The Transfer or addition/subtraction of SPs follows the routine described in 3.33 and 3.34.

7.124 Transfer is not possible if the Fortification is Blockaded (*exception*: 7.14).

7.125 Only one (1) Garrison may occupy a single Fortification at any one time. Remember “empty” Notional Garrisons (2.411) can be kept in play, as there are no Dummy Garrison counters.

7.126 The countermix is the absolute limit on the number of Garrisons that may be in play at any one time.

>>>7.127 Although Garrisons have no theoretical maximum strength, in practice they are limited by the capacity of the Fortification. Capacities are listed on the TEC. Each Grade of Fortification has two SP capacities: maximum and minimum. The maximum is absolute. The minimum is that required to avoid a die roll penalty on the Siege Progress Table. The size of the Garrison will also affect the duration of a Siege.

>>>7.128 *Clarification*: Minimum Garrison requirements are in no way associated with scenario starting force deployments. Their sole purpose is as stated in 7.126.

7.13 Supply. Garrisons do not consume or need supply. If a Dépôt is present it is assumed to be located within the Fortification if the site is Blockaded or Besieged (*i.e. mobile forces will be unable to use it*).

>>>7.14 **Water Access & Port Access.** Certain Fortifications are defined as having Port or Water Access. Any Fortification located at a Port has Port Access. Any Fortification on or adjacent to a Riverine Route has Water Access.

>>>7.141 Fortifications with Port/Water Access allow the free tracing of a LoC in and out of the Fortification, even if it is Blockaded, provided the LoC can be first traced to another Friendly-Controlled Port or Friendly-Controlled Fortification with Water Access (*i.e. along a connected water route of some kind*). The latter Port/Fortification cannot itself be Blockaded.

>>>7.142 Although Garrisons do not require supply, Water/Port Access will extend the life of a Siege, simulating the ability to maintain supply stocks.

>>>7.143 Port/Water Access permits the Transferring of SPs to the Garrison or away from it (using normal Transfer rules, with the additional allowance of the free LoC), during the course of a Siege (normally, this is not permitted. The Besieged player may also Task Auxiliaries to the Fortification after a Siege has begun there (also not usually permitted) and replacement Leaders if necessary (7.27).

>>>7.144 Case 7.143 may only be invoked for the purpose of adding forces to a Siege at the times that the Siege Resolution Value (7.24) of the Fortification is reassessed (*i.e. immediately upon a Lodgement being achieved, and immediately after a failed Escalade (7.242/7.3)*). SPs may be Transferred *out* of the Garrison any time Transfers are normally allowed.

>>>7.145 Within the limits delineated above, SPs may be Transferred into or out of a Fortification with Water Access using Riverine Movement, per 4.45. SP Transfers into a Fortification with Port Access, using Sea Movement, may be permitted by the Exclusive Rules.

7.15 Defensive Flooding. The garrisons of many fortresses located in low-lying regions or beside rivers had the capability of temporarily flooding the surrounding terrain. Defensive Flooding may be undertaken by any Garrison situated in a Fen hex, or a Clear or Woods hex adjacent to a River of any size. *Exception*: not if solely adjacent to a Minor River in Cold Weather turns.

>>>7.151 Defensive Flooding may be declared at the start of a Siege, or at any time that the Siege Resistance Value (SRV – 7.24) is reassessed (as above, immediately upon a Lodgement being achieved, and immediately after a failed Escalade (7.242/7.3).

>>>7.152 The purpose of Defensive Flooding is to increase the SRV and to provide a modifier to any Siege Resolution (7.25) die rolls.

>>>7.153 The effects of Defensive Flooding last:

- Until the next time the SRV is reassessed; or,
- Until the start of the first Turn in which Cold Weather applies, whichever comes first.

>>>7.154 Defensive Flooding may only be applied once per Siege; it may be applied to the same location more than once if a Siege against the location is Lifted in the interim.

>>>7.155 Defensive Flooding does not occur automatically. After declaring it, the Besieged player must make a die roll and achieve a “2” or less. Only one (1) die roll is permitted per time Defensive Flooding is declared; failure does not preclude the use of Defensive Flooding later in a given Siege.

>>>7.156 Any hex that has been Defensively Flooded has its Forge Depleted by one (1) level.

7.157 Historical Note: *planned flooding could be thwarted for any number of reasons. Quite often, the rulers of a particular region simply vetoed the idea because of the lasting damage that it caused.*

7.16 Citadels. All Fortified Cities are assumed to have an inherent Grade 2 Fortification within them. This is the Citadel.

7.161 *Exceptions*: in some games, other Grades of Fortification may have Citadels. Also, in a few locations on some game maps, certain hexes contain more than one Fortification. One of these will be Urban terrain (Walled Town or Fortified City) and the other will be a Fortress or Castle. The Fortress/Castle is treated as a Citadel of the same Grade as its icon indicates.

7.162 When a Citadel is present, the Garrison does not Surrender when the main Fortification is taken. Upon a Surrender result or a successful Escalade (7.3) that would result in the Surrender of the Garrison, some of the elements defending the main Fortification (SPs, Auxiliaries, Leader) are considered to have moved to the Citadel. SPs in excess of the Citadel’s capacity do Surrender, independently of those forces allowed into the Citadel (owner’s choice).

7.163 When a Garrison is “moved” to a Citadel, the location is assumed to be Invested automatically. An Invested Citadel is treated like any other Invested Fortification. If the Siege against a Citadel is Lifted, the Garrison again occupies the main Fortification.

7.164 When a Garrison Controls a Citadel, the effect is the same as if it Controlled the main Fortification. (In essence, the hex has two Fortifications, both of which must be Captured in before the location can be deemed Friendly for such things as victory awards, LoCs, and Port use).

>>>7.165 Citadels retain Water Access if applicable, but not Port Access.

>>>7.2 BLOCKADES & SIEGES

Siege warfare in the 18th Century was methodical and often highly ritualised. Progress depended very much on the resources available and the nature of the opposition, but generally, a fortress would be cordoned off, after which a formal siege would be initiated by one force, while another, stationed nearby, covered the first from enemy relief attempts. Siege works – trenches, firing platforms, and redoubts – would be constructed in an effort to “lock down” the fortress and bring the besiegers close enough to use their artillery. The object then was to establish a “lodgement” from which an assault force could swiftly break through a breach in the defences created by artillery fire and/or mines dug under the walls. Frequently, the garrison would surrender on terms before an assault was made – usually they were “summoned” when the besiegers first arrived, then given an opportunity to parley before the assault (though it would be up to the defenders to take the initiative this time).

If a garrison did not surrender, the laws of war permitted the sack of the place as a reward for the besieger’s forces; often the civilian authorities forced their “defenders” to give in because of this. However, large towns usually had a citadel, and it was considered natural for a garrison to yield the city but not the citadel – generally an impregnable place that had to be starved out. If all else failed, a coup might succeed – perhaps a disgruntled local administrator would open a gate, or a band of daring volunteers rush an enemy post in the dark. Such events might lead to a hasty assault, or instant capitulation.

As an indication of the effort required to prosecute a siege, consider the following. For a 40-day siege, an army of 60,000 men needed 3,300,000 rations, 730,000 tons of forage, 56,000 rounds of shot, 1,000,000 lbw of

gunpowder, and 550,000 cubic feet of timber for gun platforms, revetments, and the like.

7.21 General. Siege warfare in the *Lace Wars* system is broken into Blockades and Sieges. Sieges are further broken into a passive “state of Siege” and active Siege Operations. The steps entailed in conducting a Siege are as follows:

- When a Friendly Formation occupies the same hex as an Enemy Garrison, the Friendly Formation may Blockade (7.22) the Fortification. (Also see 7.211).
- Once Blockaded, the Enemy Garrison may have a Siege Operation (7.25) conducted against it in order cause an Investment (7.255) of the Fortification; if this occurs, the Garrison is said to be Besieged. Besieged status then lasts until the Siege is Lifted (7.29).
- Once a Fortification is Invested, a Siege Resistance Value (SRV – 7.24) is determined for the location. This indicates roughly how long the Siege can be expected to last without further effort on the part of the Besieger.
- Each Administrative Phase, the Besieger checks the Siege Table to see if the Garrison Surrenders.
- As a parallel measure, in each Impulse the Besieger may initiate a Siege Operation in an attempt to generate an assault of the Fortification – called an Escalade (7.3). The Siege Progress Table is used.
- If the Siege State called Lodgement (7.255) is achieved, an Escalade (7.3) is imminent. At this point the SRV is immediately recalculated, based on current conditions.
- If an Escalade occurs and does not result in the Garrison’s elimination or Surrender, the SRV is again recalculated.
- At any point, the Besieged Side may voluntarily Surrender. Voluntary Surrenders usually gain better terms for the Garrison.

7.211 The first (1st) Friendly Formation to enter an Enemy Garrison’s hex *must* Blockade the Fortification and end its Operation (4.22). In subsequent Operations, the same or another Friendly Formation *may* Besiege the Fortification. The Garrison is said to be Blockaded, and their Enemy is the Blockader.

7.212 Garrisons cannot attack, or leave (including SP Transfers), or exert any influence whatsoever outside of their Fortification while Blockaded. *Exception:* Water Access – 7.14.

7.213 *Design Note:* typically, a garrison would wait to see if a relieving force was successful before leaving its defences. If the relief failed, the garrison would often surrender. There were exceptions. At the siege of Hulst in 1747, a body of 400 cavalry under the garrison commandant sallied and hacked its way to freedom before the town surrendered, and at the siege of Prague in the winter of 1741-42, several thousand French troops broke out – but the city was only loosely blockaded. For game purposes, Garrisons do not participate in Battle.

7.214 A maximum of one (1) Formation may Blockade a Fortification, and a maximum of one (1) Formation may Besiege a Fortification. One (1) Formation may accomplish both actions, or two (2) separate Formations may be used. The Blockading Formation may be changed from time to time, but as soon as a Formation begins a Siege, it is locked in that Siege until the Siege is Lifted (7.29). See also 7.252.

7.22 Blockades. Blockade requires no special routine; an Enemy Garrison is Blockaded for as long as a Friendly Formation remains stacked with it. Formations Blockading Fortifications should have a Blockade chit placed on them as a reminder.

7.221 **Important.** A Formation intending to Blockade must have at least as many SPs as the Garrison does or it cannot enter, nor remain in, the hex. The Side owning the Garrison must challenge the potential Blockader by declaring the Garrison’s overall strength at the moment the Blockade would occur; the Blockader must reveal enough of his own strength to prove he can carry out the Blockade.

7.23 Executing Sieges. The Blockading player may initiate a Siege as an Operation. The Besieging Formation is marked with an Investment Siege marker (7.255). Once an Investment marker has been placed, the Siege is underway.

7.231 Sieges involve two parallel mechanisms, one voluntary, the other automatic:

- During the Administrative Phase, the Besieging player *must* check the Siege Table once per Turn. This is done before resolving final supply activities during the Administrative Phase. All Sieges in progress are checked at this time, in Player Order, with the Besieging player choosing the order of his own Sieges. This Siege Progress Check has as its object the Surrender of the Garrison.
- During the Operations Phase, the Besieger *may* undertake Siege Operations. These abstract the process of advancing the Besieging forces close to the Fortification and reducing the defences sufficiently to make an assault – called an Escalade – practicable. Again, note that at least one (1) Siege Operation must be made to begin a Siege at all.

7.232 Siege Operations are described in section 7.25. Escalades are described in section 7.3. The Siege Progress Check is described in 7.24.

7.24 Siege Resistance Values. In every Administrative Phase, the players must check the status of each of their Sieges using the Siege Table. Remember, Blockades are not Sieges; a stack must include an Investment chit, or a chit marking a higher Siege Stage (per 7.25) to qualify as a Siege.

7.241 Every Besieged force has a numerical Siege Resistance Value (SRV). This value is determined when the Siege is initiated, using the SRV Chart. Each time the Siege Table is checked, a die roll is cross-indexed with the SRV. The result will either be No Effect, or Surrender.

7.242 The SRV normally remains constant. However, it must be recalculated when a Lodgement is achieved, and after an Escalade. (*This presumes, of course, that the Fortification did not fall to any subsequent Siege Operation(s) earlier that Turn, and that the Siege was not Lifted, both of which circumstances override the use of the Siege Table.*)

7.25 Siege Operations. A player may conduct a Siege Resolution Operation for any Friendly Formation that is stacked with an Enemy Garrison, and which already has either a Blockade chit or Siege Stage chit placed on it. Each SRO involves only one (1) such stack. SROs involve the use of the Siege Progress Table (SPT).

7.251 SROs (including the initiation of a Siege, which involves exchanging a Blockade chit for an Investment chit) are Non-movement Operations. They may cause Dépôt Reduction. Additionally, if a Siege Resolution die roll is poor enough, it will generate a loss of an Unassigned OP belonging to the Side owning the forces involved (see the OP Loss Chart).

7.252 **Important.** Only one (1) Formation may prosecute a given Siege. Only one (1) Siege can be prosecuted against a given Fortification at any one time. As a reminder keep the Siege Stage chit stacked directly with the Formation prosecuting the Siege. Forces may be added to or detached from the Besieging Formation in the usual ways, but if the Besieging Formation becomes Unformed, or lacks the SPs to maintain the Siege, the Siege is Lifted (7.29). *Exception:* a Besieging Formation may be Subordinated to a higher HQ and still maintain the Siege; in this case, the higher HQ becomes the Besieging Formation.

7.253 Once a Siege is in progress (i.e. it has progressed into one of the Siege Stages listed below) it can be maintained in its current stage without conducting a Siege Operation, so long as it is not Lifted (7.29).

7.254 Should the Garrison Surrender or be Eliminated, the Besieger immediately Controls the Fortification.

7.255 Sieges have four (4) progressive Stages. The first three (3) stages are marked with an appropriately labelled Siege chit. The goal is to achieve a successful Escalade leading to Surrender, or the direct Surrender of the Fortification. The basic procedure for conducting a Siege is as follows:

- Start by **Blockading** the Fortification at the end of a Movement Operation.

- Using the same or another Formation, establish an **Investment** – this is the first (1st) Siege Operation, conducted at some point after the Movement Operation that caused the Blockade. Investments represent a much tighter hold than a mere Blockade. Once an Investment has occurred, the Fortification will fall, assuming the Garrison is not relieved, through Siege Progress Checks, but this process may take too long. Therefore, a subsequent Siege Operation may be undertaken to advance the Siege to the **Approach** Stage.
- By initiating one or more subsequent Siege Operations, use the SPT to achieve an advancement to the Approach stage. In rare cases it is possible to jump to the Lodgement stage in one Operation.
- At the **Approach** stage, continue to initiate Siege Operations to advance to the Lodgement stage. The Approach stage represents the advancement of saps and the digging of parallels to bring the place under close siege. Certain Auxiliaries have a beneficial effect both in arriving at the Approach stage and in advancing beyond it, and can be Tasked to the Siege per 7.26.
- The **Lodgement** stage represents the construction of mines, the building of batteries, and the seizing of outworks in preparation for blasting a hole in the walls. Once a Lodgement has been achieved, the Besieger may (if otherwise permitted – 7.26) begin to use his Siege Artillery Units (plus any Field Artillery with a Siege Factor) against the Fortification. Certain Auxiliaries are beneficial at this stage. The SRV (7.24) is also recalculated once this stage is reached. At the Lodgement stage, a No-Breach Escalade may occur under certain circumstances (explained below); if not, using this column of the SPT will eventually trigger a Breach Escalade.
- There are two kinds of **Escalade**: Breach and No-Breach. In a **Breach Escalade**, a gap has been made in the defences that is deemed wide enough for an assault. In a **No-Breach Escalade**, the assault is attempted without full preparation in the hopes of surprising the defender. Escalades are resolved as soon as they occur. If successful, the Garrison will Surrender or be eliminated, if not successful, the Siege remains at the Lodgement stage. In either case, the SRV is reassessed after the Escalade, per 7.242.

7.256 *Clarification*: conducting a specific Siege Operation is voluntary. A Siege may be maintained at its current stage indefinitely. Breaches, however, *must* be resolved.

7.257 Special Results can be obtained using the Special Siege Results Table (SSRT). These replace the normal SPT result for that Operation. See 7.28.

7.258 **Important**. Any Formation which conducts a Siege Operation must undergo an AC at the end of its Operation. Movement modifiers do not apply. However, per 5.323, Cavalry SPs are not required to absorb any losses.

7.259 **Important**. During the Administrative Phase, any stack, regardless of size, located in a hex where a Siege (not just a Blockade) is in progress must suffer an AC.

7.26 Auxiliaries & Artillery. At the time an Investment is made, eligible Auxiliaries (see the Class Summary Chart) may be Tasked both to the Besieging Formation and to the Garrison. The Auxiliaries should be stacked in the Siege hex. The Besieger places his Auxiliaries first.

7.261 Auxiliary limits are as follows:

- For the Besieger, one (1) Auxiliary per Unit involved in the Siege Operation; Siege Artillery Units (see below) are included in this total. If the number of Auxiliaries currently exceeds this value, the excess must immediately be removed to the Recovery Box. Owner's choice.
- For the Besieged, one (1) Auxiliary per SP in the Garrison. If the number of Auxiliaries currently exceeds this value, the excess must immediately be removed to the Recovery Box. Owner's choice.
- No Besieging Auxiliaries may be Tasked unless the Siege site is within the range of a Friendly Depot.

7.262 The Auxiliaries can remain until the Siege ends successfully or is Lifted (even if the required Depot is removed in the interim), or be removed to the Recovery Box at any time.

7.263 The Besieger may add to his stack of Auxiliaries before consulting the SPT. The Besieged player may only Task Auxiliaries to the Siege when it is first declared (i.e. at the moment a Blockade becomes a Siege) and cannot add to them once the Siege begins. *Exception*: 7.14 (Water Access) permits the addition of Auxiliaries in the Administrative Phase of Turn in which the SRV is reassessed.

7.264 Auxiliaries are Tasked to the Siege hex, not to specific Formations. They can only participate in the Siege, not in any other activities taking place in their location.

7.265 Auxiliaries Tasked to a Siege provide a variety of modifiers on the SPT and some can be used to influence the SRV. For clarification, effects are summarised here:

- Pioneers modify the chances of moving to and from the Approach stage.
- Sappers modify the chances of obtaining a Lodgement and of obtaining a Breach Escalade.
- Grenadiers modify the chances of moving to and from the Approach stage, and are useful in resolving Escalades.
- Marines may be used as Grenadiers when a Fortification has a Port or Water Access.
- Boatmen modify the SRV when a Fortification has a Port or Water Access. In some games, abstract naval forces may also be employed in this manner.
- Additional effects may be introduced by the Exclusive Rules.

7.266 Auxiliary effects are always determined the same way: the Besieged Side's Auxiliaries of a given Class are compared with the Besieger's Auxiliaries of like Class. Whichever side has more has Superiority, and gains the beneficial effects of that Class.

7.267 The use of Siege Artillery, including Field Artillery with a Siege rating, modifies the SRV *and* the chances of obtaining a Breach Escalade on the SPT. Note that in both cases it may only be employed when a Lodgement is achieved (i.e. it is only factored in when the SRV is recalculated at that time). Any time the Siege Table or SPT is used and Siege Artillery is participating, Depot Reduction must immediately be checked for.

7.27 Leaders. The Personalities of participating Leaders may influence Siege Resolution. When a Siege is first begun, the Besieged player may (in some cases) or must (in others) Post a Leader from the Officers' Mess to command the Besieged Garrison:

- A General *may* be Posted to command the Garrison if the Garrison initially consists of five (5) SPs or less and is not in a Fortified City (Grade 6).
- A General *must* be Posted to command the Garrison if the Garrison initially consists of between six and twelve (6-12) SPs or is in a Fortified City.
- A Marshal must be Posted to command the Garrison if the Garrison initially consists of more than twelve (12+) SPs, regardless of the Fortification's Grade. If no Marshal is available, a General may be used.
- Where possible, the Leader must be of the same Contingent as the Garrison counter.

7.271 Once the Siege has commenced, no further Leaders may be Posted to the Besieged Garrison, even if the original Garrison commander has been removed from the map or Relieved (*exception*: Water Access – 7.14 – but only when the SRV is being recalculated).

7.272 If a Siege is Lifted (7.29) and the Garrison remains, the Garrison Commander remains in his Posting until Relieved in the normal manner (even if his Garrison subsequently becomes Notional, as is permitted). No Leader is Posted to a Garrison if it already has a Commander.

7.273 Only the Besieging Formation's commander and any Garrison commander are used in Siege Resolution. Leaders affect the Siege Table and the resolution of Escalades.

7.274 Rash and Aggressive Besieging Formation commanders can order Escalades without going through every Siege Stage:

- **Aggressive** Leaders allow the player the *option* to conduct a No-Breach Escalade result as soon as a Lodgement occurs. Such Escalades suffer from a penalty on the Escalade Table.
- >>>**Rash** Leaders *must* conduct an Escalade immediately upon achieving a Lodgement. There is no option. *However, this penalty only applies the first time such an event occurs in a given Siege*; subsequently the Rash Leader has the same option as an Aggressive Leader.

7.28 Special Results. Special Results may be obtained on the SPT. Each table indicates which die or dice rolls garner special results.

7.281 Special Results are optional, and there will always be an ordinary result listed for the same die result. The player must declare whether he wishes to use any Special Result obtained before he rolls. If he chooses to use the Special Result and one is obtained, he *must* use it instead of the normal result. If he did not choose to use the Special Result, he must use the ordinary result obtained.

7.282 Once a Special Result is obtained, go to the Special Siege Results Table (SSRT). The same SSRT is used regardless of the table generating the Special Result.

7.283 There are three (3) possible outcomes:

- **Sally.** Sallies are attempts by a Besieged force to disrupt Enemy Operations against them, and cause minor casualties.
- **Guile.** A coup de main was often the only hope that a small force had of taking a Fortification. This result permits the launching of a no-Breach Escalade, regardless of the progress of the Siege.
- **Extraordinary Losses.** Either Side may lose a Leader, Artillery SP, or Auxiliary.

7.284 Special Results are determined before any ordinary Escalade occurs. Should the Special Result call for an Escalade (i.e. due to Guile) it supersedes any other Escalade generated in that Operation.

7.285 Special Results do not alter the current Siege Stage (except, of course, if the Garrison Surrenders).

7.29 Lifting a Siege or Blockade. Sieges and Blockades can be Lifted (ended) as follows:

- By definition, a Siege that results in the Surrender of the Garrison is Lifted immediately, as is the accompanying Blockade.
- The Besieger may also Lift a Siege by abandoning the Siege and returning to a Blockade, or by leaving the hex entirely.
- A Blockade must be Lifted if all potential Blockading Formations are removed from the hex.
- A Blockade, and therefore any accompanying Siege, must be Lifted if the Besieger no longer has the strength to maintain the Blockade (per 7.221).
- A Siege must be Lifted if the Besieging Formation is attacked by an Enemy Formation (regardless of the outcome).

7.291 When a Siege is Lifted the current Siege marker is removed and the Fortification is no longer under Siege. Similarly, if a Blockade is Lifted, the Blockade marker is removed and the Fortification is no longer Blockaded.

7.292 When a Formation is forced to Lift a Blockade it must be Retreated one (1) hex – assuming it has not been forced to conduct a full Retreat per 6.4.

>>>7.293 If a Blockade is to be Lifted because the Blockading Formation lacks the strength to maintain it, another Friendly Formation in the hex may take over the Blockade (if it in turn has sufficient strength), in which case the Blockade is not Lifted, though the Siege still will be.

>>>7.294 In cases where a number of small Formations together have the strength to maintain a Blockade that would otherwise be Lifted, the owning player is permitted to continue the Blockade, but he must consolidate and/or augment his forces, before the end of the current Turn, so that a single Formation can maintain the Blockade; if this cannot be done before the end of the Turn, the Blockade will be Lifted at that time.

7.295 To avoid the Lifting of a Siege through being attacked, other Friendly Formations in the hex can “cover” the Siege Operation. These Formations will participate in any Battles in the hex. The Besieging Formation will not. The Besieging Formation must Retreat along with any other Friendly forces. Additionally, the covering Formations must together have the same or more SPs than the Besieging Formation; otherwise the Besieging Formation *must* be included in the defence of the hex.

7.296 *Historical Note: generally, sieges of any consequence were carried out by separate besieging and covering forces. Usually the besieging force was the minimum size required to get the job done. The covering force could simply be used to protect the besiegers, or the siege might be an excuse to lure the enemy into a battle on favourable terms.*

7.3 ESCALADES

“The men who fall first will be our fascines”

Marshal Villars at the assault of Denain, 1712

7.31 General. The culmination of a Siege is the Escalade, which is conducted as soon as a Breach has been achieved, or a Guile Special Result occurs, or (if a Rash/Aggressive commander is present) when a Lodgement is achieved.

7.311 The first type of Escalade is called a Breach-Escalade; the other types are No-Breach Escalades. For game purposes, the only difference is that No-Breach Escalades carry the penalty of a one (1) column shift to the left on the Escalade Table.

>>>7.32 **Resolution.** The Besieger consults the Escalade Table. Each Side declares a Leading CE, per 6.29 (use the CRT matrix). Auxiliary Superiority is then determined, using only Grenadiers (and items permitted to act as Grenadiers), as described in 6.28 (a simply majority is all that is required). The Besieger then cross-indexes a die roll with the Grade of the Fortification, applying the LCE, Auxiliary, and any other applicable modifiers. Note that LCE modifiers are column shifts.

7.321 The results obtained will be an Attacker Loss Factor, a Defender Loss Factor, and potentially a Surrender. The Loss factor is rated in 10% increments (i.e. a “2” is 20%). Multiply by the opposing Side's SPs to determine the number of SP losses suffered.

7.322 Cavalry SPs cannot be used in an Escalade and do not take nor help to generate casualties from it.

7.323 **Important.** New Auxiliaries are not Tasked to Escalades; use only those Auxiliaries already Tasked to the Siege when the Escalade was triggered.

>>>7.33 **Effects.** An Escalade is successful if a Surrender result is obtained or the Garrison is eliminated. Assuming he has any SPs left, the Besieger now Controls the Fortification. If the Escalade is not successful, the Siege Stage remains at Lodgement. In either case, the Operation is over.

7.331 Once the Garrison Surrenders, all Auxiliaries are returned to their respective Recovery Boxes, but Besieged Auxiliaries contribute SPs to the POW total as “C” CE SPs, per 3.413. Any Garrison Commander is Captured. In the rare case of any Siege Artillery SPs being attached to the Garrison, these also are Captured and generate “C” CE POWs SPs per 3.423.

7.332 **Reminder.** If a Garrison Surrenders due to an Escalade, its SPs are automatically Interned. Otherwise, apply the Surrender Table normally.

8.0 ADMINISTRATIVE PHASE

The Administrative Phase allows players to conduct all the remaining activities that would take place in a campaign: e.g. the shifting of strategic reserves and the moving up of reinforcements.

>>>8.1 **General.** The Administrative Phase is when victory and special events are checked for. Various supply-related activities are also carried out, as is Administrative Movement (4.26). Refer to the Sequence of Play (SoP) card. The phase is broken into five (5) segments:

- Initial Activities (Exclusive Rules)
- Campaign Plans & Victory (9.0)
- Initial Supply (see 5.0)
- Movement (4.26)
- Redeployment & Reorganisation (8.4-8.7)
- Siege Resolution (using the Siege Table – 7.23/7.24)
- Final Supply (see 5.0), after which the Turn ends.

8.11 In each segment, activities must be conducted in the exact order given on the SoP, without exception. *Exception:* the activities *within* the Reorganisation segment can be conducted in any order desired.

8.12 Initial Activities are conducted in the order listed on the SoP card. Varying with the game, they generally include a mix of special (strategic) events and political mechanisms. The Exclusive Rules will outline the specific order in which these affairs must be resolved, either in the text, or on the appropriate charts and tables.

8.13 Play Note: case 8.11 means, for example, that independent Units can move “strategically” and then Form an HQ (Movement then Reorg). Conversely, however, Units might be detached from an HQ but could not then be moved strategically (that would be Reorg then Movement).

8.14 Each Side completes all its own Administrative Phase activities in player order as it stands at the end of the Operations Phase.

8.15 **Reminder.** Some activities are conducted Quarterly or on certain Quarterly Turns. These Turns are the first (1st) Turn of each Season (1st, 5th, 9th, 13th Turns).

8.2 Movement Reminders. During the Administrative Phase, players may move their Units according to the regular movement rules, amended as follows:

- HQs cannot move.
- Non-HQ Formations may be moved individually or by stack, but each Unit may only move to the extent permitted by its own MA. Movement is conducted per 4.26 and 4.4.
- Only Ambuscade (3.53), Desertion (3.5.12), and Screening (3.59) Tasks may be conducted during movement.

>>>8.3 **Reorganisation.** Reorganisation includes the following activities:

- Forming and Unforming HQs (3.62).
- SPs may be shuffled between Units in the same hex, and Unit Formations may be Formed or Unformed.
- SPs may also be Transferred (3.33).
- Replacements may be received (8.5). A Quarterly event.
- Reinforcements may be received (8.4). This includes returning POWs (3.4).
- Leaders may be Posted/Relieved as appropriate (3.72/3.73).

8.31 These activities may be mixed as desired, so long as no rules pertaining to any of the desired activities are violated.

8.4 Reinforcements. Reinforcements are received by scenario schedule or special events. Because there are so many variables, the Exclusive Rules provide most of the details. However, some general points can be made here.

>>>8.41 In most cases, Reinforcements are listed as SPs, possibly with a list of newly arrived Units and/or HQs, but often not. Rein-

forcing SPs are usually grouped by Class and Contingent, and possibly Nationality, and may be assigned to qualifying Unformed Units in the player's pool, or to Units already in play. New Unit counters are placed in the player's pool of Unformed Units, but may immediately be Formed.

8.411 If there are insufficient Units, whether currently Formed or Unformed, to take all the Reinforcing SPs, the excess are lost. Owner's choice of which SPs to lose.

8.412 *Exception:* some games may permit the use of SP pools that can be drawn from as needed – it may then be possible to add excess SPs to such a pool.

>>>8.413 Case 3.315 (allocation of SPs) applies to Reinforcements as well as Replacements and initial set ups; if the Exclusive Rules do not say so, this must be assumed.

8.42 Units designated as Irreplaceable (2.242) may not be rebuilt within the timeframe of the game and are permanently removed from play when their last SP is eliminated. *Exception:* not if their SPs are simply Transferred or become POWs – in these cases, keep a record of where the SPs are, since the counters can be Formed so long as an SP remains in play.

>>>8.43 Reinforcement SPs are usually given entry instructions; if not, they may enter play in any hex that can trace a valid LoC (4 MPs) to a Friendly Depot that itself has a valid LoC to a Hub and is within that Hub's Short or Medium range. The hex cannot be within four (4) MPs of an Enemy Unit, nor may it be Enemy-Controlled (i.e. in Enemy Territory).

>>>8.431 If the SPs are assigned to a previously Unformed Unit, that Unit must be placed on the map in the same location.

8.432 Reinforcements can also be assigned to off map areas when permitted by the Exclusive Rules.

8.433 Reinforcement SPs cannot be assigned to Blockaded Garrisons (*exception:* 7.14 Water Access).

8.44 Other Reinforcements are placed as follows:

- **Leaders** are placed in the Officers' Mess. This includes to Leaders removed from a Posting during the Turn or returned from Wounded/POW status.
- **HQs** are placed on their display card (and this includes HQs removed during the Turn) before being Formed.
- **Auxiliaries** are placed in the Available Box. They may be immediately assigned to HQs, per 3.517.

8.441 *Exception:* the above may be assigned directly to off map areas when permitted or directed by the Exclusive Rules.

8.45 If some Reinforcements cannot be placed in the Turn received, they may be placed in a later Turn. Reinforcements may not be voluntarily delayed, however.

8.46 POW items that are Exchanged (3.44) are received as Reinforcements.

8.47 Some counters have Dates of Service printed on their counters. These counters may not be employed prior to the date shown. A few may have expiration dates as well; these cannot be employed after the last date listed. If only a Year is given as a date, employment begins with the first (1st) Turn of the first (1st) Year and ends with the last Turn of the last Year.

>>>8.471 *Clarification:* a counter given a start date that corresponds with the first (1st) Turn of the scenario enters play in the Administrative Phase of that Turn, unless otherwise noted.

8.48 Occasionally, counter substitutions must be made. In this case, the earlier version of the counter is permanently removed from play and the new version is placed in the same location, in the same state and with the same strength. See the Exclusive Rules for details.

8.5 Replacements. Eliminated SPs are accumulated throughout the Turn and are recorded on the General Record Track. Once per Quarter (or as dictated by the Exclusive Rules) the Replacement Table must be consulted and a percentage returned to play. SPs not returned at that time are permanently lost.

8.51 Replacements enter play just like Reinforcements. If there is no eligible location for a Replacement SP to be assigned to, it is permanently eliminated.

8.52 As noted in 3.35, eliminated SPs are recorded using chits labelled with the CE of the Unit that lost them (Battery counters are stored off the board). Each Side has its own set of chits.

8.521 When choosing which Units may receive Replacements, Class, Contingent, and Nationality are *not* issues (*exception*: unless so designated by the Exclusive Rules). Only the CE of the Replacement SPs is important.

8.522 The percentage of SPs recovered varies with the CE of the SPs. See the Replacement Chart. Each group of SPs is assessed separately, and as each assessment is completed, the chit used to record that group will be reset to zero on the General Record Track. Fractions are rounded down (as usual); there are never any remainders.

8.53 Every fifth (5th) SP *may* be taken as a Cavalry SP, but only if five or more (5+) SPs are recovered at the same time. (This applies to POWs, too).

>>>8.531 In the Spring Quarter (Turn 5), the ratio of Cavalry received can be upped by expending Operation Points: expending one (1) point of Unassigned Operation Points raises the ratio to one (1) Cavalry SP per three (3) SPs; expending three (3) points raises the ratio to one (1) Cavalry SP per one (1) SP. The Operation Points expenditure is made once for the Turn.

>>>8.532 *Design Note: tremendous number of horses were lost during these wars, and in the short term, such losses could be crippling. However, with effort, losses could be replaced (though the quality of the mounts might be less than desired). Most campaigns opened in the late spring or early summer because the horses had to be pastured to build up their strength and tone their physique – in that order: there was further delay because gorged but unconditioned grass-fed horses suffered from bloating. Battles were lost because these facts were ignored.*

8.54 Eliminated Batteries are treated like SPs for the purpose of calculating Replacements (one Battery equals one SP). Artillery has its own special Replacement Rate (see the Replacement Table).

8.55 Eliminated Siege Artillery cannot be replaced *per se*, and their lost SPs are recorded as Infantry of CE “C” (3.357). However, more Siege Artillery can be acquired. A Siege Artillery Unit may be able to receive one (1) SP from a Friendly-Controlled Fortification it is stacked with in the Administrative Phase. The Unit cannot move or have moved in the Turn the attempt is made. Roll one die: on a “0-1” the Unit gains an SP. There are no modifiers. Only one (1) die roll may be made per Turn, per Side. The unit’s maximum SP allowance cannot be exceeded. *This rule represents the scrounging of fortress guns.*

8.551 Siege Artillery Units may also be Formed in this manner.

8.552 Note that Siege Artillery SPs attached to a Garrison (per 3.341) may also be Transferred to a Siege Artillery Unit, without a die roll.

8.56 *Example:* over several Turns the Prussians lose 10 SPs from CE “A” Units and 15 SPs from CE “B” Units. This is recorded on the General Record Track by placing the Prussian Side’s CE “A” chits to show “10”, and the Prussian CE “B” chits to show “15”. According to the Replacement Chart, 70% of SPs under CE “A” are recovered, and 60% of SPs under CE “B”. A special note indicates that Prussian forces gain a bonus +10%, making the rate up to 80%. Thus the Prussian player receives 8 SPs that can be assigned to Units with CE “A” or worse, and 12 SPs that can be assigned to Units with CE “B” or worse. Per 8.53, one of each category may be taken as Cavalry (every 5th one). The relevant chits are then reset to zero and the remaining SPs recorded by them are permanently lost. The Replacements join the game in the same manner as Reinforcement SPs.

8.6 Recovering Auxiliaries. When an Auxiliary has finished a Task, it is placed in the Recovery Box. While there it cannot be used. To move it back to the Available Box, the owning player must check the Recovery Table during the Administrative Phase.

8.61 Each Auxiliary undergoes a separate Recovery Check die roll. Only one (1) check may be made per Auxiliary per Turn.

8.62 There is no penalty if an Auxiliary is not Recovered except that it remains in the Recovery Box.

>>>8.63 *Design Note: for the 3.5 version rules, Auxiliary Recovery rates were lowered; especially, it was felt that the cavalry, while suffering severely through SP losses, was not suffering at all in its Auxiliary form.*

>>>8.7 Strategic Redeployment. Movement off the map by the expenditure of MPs is governed by 4.27. Redeployment (as opposed to movement) to and from an off map location is accomplished by removing the Redeploying forces from their current location(s) and placing them directly at their destination.

8.71 Redeployment always occurs during the Administrative Phase, during Reorganisation.

8.72 Replacements and Reinforcements may also be added to forces in an off map locale unless specifically prohibited.

8.73 Forces in an off map locale are considered out of play (but not out of the game) and have no direct influence on play while there (*they may have very important indirect effects in the form of strategic or political requirements*).

8.74 Although rules that call for Redeployments usually refer to “SPs”, Redeploying forces always do so as Formed Units; such Units will have a total number of SPs equal or greater than the required amount. If desired, new Units may be Formed and the required SPs Transferred to them before Redeployment occurs.

>>>8.75 HQs are never Redeployed unless a rule explicitly permits or demands it. Instead, the Units holding the required SPs are freely removed from the HQ when their Redeployment is required. The HQ may become Unformed if necessary, and its Commander freely Relieved. This is an exception to 3.614.

8.76 When Leaders and Auxiliaries are Redeployed to an off map locale they are also placed there, not in their usual holding boxes. When returned to “the map” they are placed in the Officers’ Mess and the Recovery Box, respectively. *Exception:* if an HQ is required to be Redeployed, any Leader Posted to it remains Posted to it.

>>>8.77 Leaders in an off map locale can be Relieved and Replaced normally (any Relieved Leader goes to the Officers’ Mess and new Leaders are received from there). If Leaders are required in an off map location that does not have an HQ present, the location itself is deemed to be an HQ for this purpose, but one to which an indefinite number of Leaders can be Posted.

9.0 PRESTIGE

“Ambition, interest and the desire to make myself talked about, these were my motives”

Frederick the Great, when asked why he started the First Silesian War

You, the player, are not concerned with the grand machinations of the diplomats. Your job is to serve your Sovereign as best you may. No doubt it is important to deny the British their markets, to humble Austrian pretensions in Italy, or to curtail the French King’s ambitions in the Rhineland. Such actions will ensure a favourable peace. Or so the diplomats say. This is supposed to be a Good Thing... but as a mere theatre-level dux ex machina, the question for you is not “how can we force the enemy to the bargaining table?” but: “how much renown can I win for myself at my opponent’s expense?”

For you, the question of Interest is paramount... to be noticed at Court... to have Ministers defer to your advice... to have the ravishing Comtesse de C— lionise you at her salon... to have the King call you Cousin in front of that crusty old Duc de B— who snubbed your favourite mistress last week...

To win, you must acquire Prestige, and you must do so before peace breaks out and your creditors put a lien on the family chateau. Of course, should you fail, disgrace and exile are the best you can hope for. Still, even a comic song sung by street urchins is a kind of memorial...

>>>9.1 PRESTIGE LEVELS

“It is bad to lack good fortune, but it is a misfortune to lack talent. The fortune of war is on the side of the soldier of talent.”

Suvorov

9.11 General. The measure of victory for most games in the *Lace Wars* series is Prestige. The player with the highest Prestige at the end of the game wins.

9.111 Equal Prestige at the end of a game means a tie, unless the Exclusive Rules state otherwise. However, there are tiebreakers – see 9.221 points #1 and #2.

9.112 Prestige may be awarded or taken away for a variety of reasons. The most common reason is the achievement or failure of Campaign Plans (CPs – 9.4). Other reasons are given in each game's Exclusive Rules. See also case 9.221 point #1.

9.113 Prestige is awarded (or lost) immediately upon occurrence of the triggering action or event. In the case of CPs, Success/Failure is determined in the Administrative Phase – see the Sequence of Play Chart.

9.12 Types. There are two categories of Prestige: Prestige Levels and Prestige Plusses (PPs – 9.2). Every five (5) PPs equals one (1) Prestige Level. Awards and penalties can come in either form.

9.13 Recording Prestige. Each player's current Prestige is recorded with markers on the Prestige Track, located on the TRT card.

9.131 This track records Prestige by Level. There are five (5) levels of Prestige on the track. When Prestige is gained or lost by Level, a player's marker is adjusted on the track.

9.132 PPs are represented by chits. When PPs are gained, the chits are placed on the track beside the player's Level marker. When PPs are lost, the player's Level marker is moved down one (1) box and PP chits equal to the balance are placed beside the marker.

9.133 Example: a player has "Prestige 3" plus 1 PP. His Level marker is placed on the "3" box of the Prestige Track and 1 PP chit is placed beside it. If the player lost 3 PPs, he would remove the PP chit, move the Level marker to the "2" box and place 3 PP chits beside it (1 Level = 5 PPs; 5 PPs + 1 PP = 6 PPs initial value; 6 PPs – 3 PPs = 3 PPs final value). Note that "change" cannot be made voluntarily (9.22), only involuntarily (9.222).

9.134 A player may never drop below the worst level, or rise above the highest level. But see 9.21 point #6.

9.14 Victory. Only Prestige Levels are used for determining Victory. Highest Prestige Level wins. *Exception:* 9.221 points #1 & #2 (buying additional levels & as tie breakers).

9.2 PRESTIGE PLUSSES

"Always treat your mount and men well, for they will repay your kindness with all their hearts. Ensure your sword is razor-sharp at all times and never be seen without it. Never fire a musket and use a pistol only to save yourself – they are unbecoming of officers. And, above all, remember to shout gallantly whilst charging."

An uncle's advice to a young officer

9.21 General. Prestige Plusses (PPs) are chits that are used to record bonus awards. The Exclusive Rules may provide a separate scale of PPs, but if not otherwise barred, the following PPs are awarded by default in all games:

- One (1) PP for each Battle a player wins in which there were at least forty (40) SPs involved, and the Victor had no better than 1:1 odds (comparing Participating SPs at the start of the Battle).
- If a player wins such a Battle when the Enemy outnumbered him by 2-1 odds or greater, he is awarded an additional PP. Point #1 also required.
- If the Enemy suffered a Rout, the victorious player wins an additional PP. Point #1 also required.
- Winning a Battle in which a Captain-General participates garners an extra (+1) PP. This does not include Royals acting as Captains-General (3.793 point #3).
- If the Enemy's Personage was Killed or Captured, an additional two (+2) PPs are awarded.
- Any time a player is at the highest level of Prestige and is awarded another level, he is instead awarded one (1) PP per new level gained.

9.211 PPs are recorded by placing one (1) PP chit on the player's Prestige marker for each PP he currently holds. There are five (5)

chits for each player; a player may never have more than five (5) PPs at any one time. Any PPs in excess of this limit are forfeit.

9.212 PPs can be accumulated from game to game as a kind of tournament award (9.3), but PPs awarded in earlier games cannot be used for victory during the current one.

9.22 Spending PPs. During play, PPs can be spent on a variety of things. When spent, the required number of the player's PP chits are removed from the Prestige Track and placed back in the pool. Players may not voluntarily "break" Prestige Levels to "make change" (but see 9.222). "Down payments" are not allowed – the player must have the required amount when he makes a purchase.

9.221 The Exclusive Rules may provide their own list of items, but unless explicitly excluded, the following can always be purchased (see also the Prestige Rewards Chart):

- Five (5) PPs buys one (1) extra level of Prestige. This reward may be purchased at the end of any scenario (only) in order to boost a player's final Prestige.
- If both players are already at the highest Prestige level when the game ends, they compare remaining PPs; whoever has the most wins. If the players have equal PPs remaining, the game is a tie. This test is secondary to point #1 above.
- At the end of the game, one or more PPs can be spent on Player Ranks (9.3). Ranks give a player minor bonuses for tournament play. This rule is included for fun and can be ignored.
- During the Operations Phase, a player may spend one (1) PP (one per Operations Phase) to take advantage of Enemy Veniality (9.23).
- PPs can be spent to add five percent (+5%) – per PP spent – to one (1) Replacement rate on the Replacement Chart. This expenditure only lasts for the current Turn. A Replacement rate cannot be boosted above 90%.
- Two (2) PPs can be spent on a "Mulligan". This allows a player to re-roll the die on any one (1) action he undertakes during the game. Alternatively, he may force his opponent to re-roll on any one (1) action his opponent undertakes. Mulligans, like PPs themselves, can be accumulated from game to game for tournament play.

9.222 If PPs are *required* to be paid and the player does not have enough, he must convert one (1) of his Prestige Levels into five (5) PPs and then expend as many PPs as necessary. *Exception:* if a player only has a Prestige Level of One (and no PPs), he does not have to expend Prestige of any kind.

9.23 Enemy Veniality. Once per Operations Phase, a player may buy off an opposing force by spending one (1) PP. Two separate actions are possible:

- The player may demand and immediately receive the Surrender of any one (1) Enemy Besieged Fortification. Honours of War must be given. This counts as a normal Siege Operation, but there is no use of the SPT.
- The player may demand that an Enemy Formation that just entered a Friendly-occupied hex instead stop in the hex from which it intended to enter the Friendly-occupied hex and end its Operation.

9.3 RANKS AS AWARDS

THIS RULE IS INCLUDED FOR FUN. IT IS OPTIONAL.

9.31 General. Using PPs, players may buy themselves Ranks. Ranks allow a player to receive certain minor bonuses during play. Ranks may be retained by a player from game to game (*exception:* certain Ranks must be given up to attain a new Rank). The Player Ranks Chart provides the details. The following are general guidelines.

9.311 There are three kinds of Ranks that a player may hold: Colonelships, Inspectorates, and General Officer (GO) Ranks. A player may hold up to three (3) Colonelships at the same time (if he also holds a high enough GO Rank). He may hold a single GO and a single Inspectorate Rank as well.

9.32 Colonelships are divided into Classes and provide minor beneficial modifiers when dealing with a Combat Unit or Auxiliary of the same Class as the Colonelship.

9.321 Colonelships are not mutually exclusive, and a player may hold more than one of the same Class, gaining cumulative effects.

9.322 Once purchased, a Colonelship cannot be discarded.

9.323 *Exception:* Guards Colonelships cannot be purchased unless the player already has an Infantry or Cavalry Colonelship – this allows the purchase of a Guards Colonelship of the same basic Class.

9.33 General Officer Ranks are similar to Colonelships but more powerful. GO Ranks are mutually exclusive; when a player gains a new GO Rank he loses the benefits of his last GO Rank. A GO Rank cannot be purchased unless a player holds at least one (1) Colonelship.

9.331 Each GO Rank can only be purchased in sequence, from least to greatest. A player may buy more than one Rank at a time if he has sufficient PPs accumulated, but still must buy them in the proper order.

9.332 In addition to their main effects, the higher Ranks allow a player to hold multiple Colonelships: a Lieutenant General or above can hold two (2) Colonelships, a Marshal or above can hold three (3).

9.333 When a player comes to buy the Colonel General Rank, he must also choose one (1) of the available Classes in that Rank: Infantry, Cavalry, Artillery, or Engineers. The other equivalent Ranks are then no longer available for him to purchase.

9.34 Inspectorates can only be purchased by a player already holding the Rank of Colonel General or above. A player may only take an Inspectorate of the same Class as his Colonel-General Rank.

>>>9.4 CAMPAIGN PLANS

“The plan is very practicable; it lacks only the consent of Europe to make it succeed.”

King Frederick of Prussia to Voltaire, spring of 1742

9.41 General. This rule applies in most *Lace Wars* games (actually all of them to date) but usually with some modification in each game. The following instructions should therefore be considered the “default”. To win Prestige and advance their masters’ strategies, the players must use their forces to complete Campaign Plans (CPs).

9.411 CPs are the primary means of acquiring Prestige in most games. If a CP Succeeds, Prestige is awarded to the Side completing it. If the CP Fails, a number of penalties can be applied (usually a loss of Prestige to the Side conducting the CP, an award of Prestige to the other Side, or both).

9.412 All CPs are classified as either Offensive or Defensive in nature:

- **Offensive CPs** include all Conquest CPs, or CPs that involve deliberately attacking a target, be it a map location, Formation, or group of the same. The Exclusive Rules may give additional types.
- **Defensive CPs** include the default Defensive CP explained below, and Demonstration CPs. Other Defensive CPs will be defined by the Exclusive Rules.

9.42 Initiating a CP. CPs are initiated during the Campaign Plan/Victory segment of the Administrative Phase (see the SoP) using the following procedure:

- Decide on a CP. Some CPs may be precluded due to circumstances, or require prerequisites.
- Assign OPs to the CP from the pool of Unassigned OPs available. (On average, assign a point per Turn that the CP is estimated to required for fulfilment, with a spare or two for contingencies). CPs are always associated with Sides, so the OPs used will belong to the same Side.
- The CP is now In Progress.

9.421 Section 5.23 describes how Unassigned OPs are allocated to CPs. Remember that OPs can be assigned to a CP after it has been initiated, but are halved (two (2) Unassigned OPs convert to one (1) Assigned OP). Remember also that a CP may never have more than nine (9) OPs at any given time.

9.422 More than one CP can be initiated in the same Turn or subsequent Turns, but in every case only Unassigned OPs can be used to initiate the CP.

9.423 For simplicity, the selection of CPs is done openly, unless applying the following optional rule.

9.424 *Optional:* CPs are determined secretly and need not be stated. All relevant information should be recorded and revealed at the end of the scenario. Each player is entitled to make an Espionage Check when a CP is initiated. To conduct Espionage, roll one die. On a “2” or less, the opposing player must declare the name of the CP that has just been initiated.

9.43 Running a CP. While it has OPs remaining to it, a CP is considered to be In Progress.

9.431 No specific forces need be assigned to a CP in order to carry it out. The forces used will simply be those the player decides are necessary; they will be restricted by the normal interaction between Hubs, Depôts, and Formations.

9.432 *Exception:* be aware that in some games, CPs *are* assigned to specific HQs.

9.433 *Play Hint:* although it is theoretically possible to Activate an HQ on the other side of the map and march it over to the scene of the action, it will be less costly (in ACs) to move the component Units Administratively and assemble an HQ on site.

9.434 **Important.** If a Side has no CPs in progress, its HQs may not move in the Operations Phase. If no CPs are in progress at all, the Operations Phase is skipped, per 3.137.

9.44 Ending a CP. CPs end in the Administrative Phase (see the SoP card). They can be ended voluntarily or involuntarily. If a CP ends before the Objectives (see below) of the CP are fulfilled, the CP has Failed. Otherwise, it has Succeeded.

9.441 During the Campaign Plan/Victory segment of the Administrative Phase, each CP in progress loses one (-1) OP. As soon as this happens, each CP is checked for Failure (9.443).

9.442 Additionally, by 5.235 OPs may be lost from a CP’s allotment if no Unassigned OPs are available.

9.443 **Important.** A CP automatically Fails if its Assigned OPs drop to zero (0).

9.444 If a player’s opponent can demonstrate that a CP is being conducted in which the prerequisites were not met at the time the CP was selected, it is deemed to have Failed.

9.445 *Clarification:* a CP that Fails and is restarted is a new CP, even though its name will be the same.

9.446 Any CPs that have not Succeeded by the end of the game are deemed to have Failed.

9.45 Conquest & Reconquest CPs. Every CP has Objectives. These depend on the Exclusive Rules. However, the most common type are geographic – usually Fortifications – especially for Conquest and Reconquest CPs.

9.451 Conquest CPs (and sometimes other CPs) often have a mix of Minimum and Additional Objectives. Once the player has achieved his Minimum Objectives, he is free to attempt to take the Additional Objectives of the same CP. Additional Objectives do not count toward the fulfilment of a CP but do provide minor Prestige awards (usually PPs).

9.452 A player may try to gain the Additional Objectives of a CP both while that CP is active, and after it has Succeeded.

9.453 *Play Note:* since the Additional Objectives are not required for basic Success, a CP can be fulfilled without them. Furthermore, although the Conquest of a Territory may alter who Controls the Territory, there is usually no requirement for the other Side to vacate any locations it still holds; thus such locations remain <Minor> Objectives.

9.454 Minimum Objectives acquired by default when a Territory is awarded to a Side by some means other than Conquest by that Side, garner no Prestige. AOs not taken when the associated Territory is awarded to a Side, *even by direct Conquest*, likewise garner no Prestige unless still held by the original owner (in which case they remain to be “cleared out” and are still worth their listed reward under the CP’s instructions), or unless they are part of a larger reward “package”.

9.455 *Example: many games have a Ceding Territory mechanism. This might allow a third party to award a Territory it Conquered to another Side. Assume a Territory with 2 MOs (both large cities) and 2 AOs (both small fortresses). Side A runs a Conquest CP against it and succeeds by taking both MOs, also acquiring one of the AOs. Side A then at a later date Cedes the Territory to its ally, Side B. Side B gains none of the Prestige associated with the CP to Conquer the Territory – though there might be some other reward associated with the act of Cession. The CP awards have already been taken by Side A. A single AO remains occupied by diehard loyalists from Side C, who originally owned the Territory. If the AO (a fortress) had been unoccupied when Side A Conquered the Territory, it would have been worth nothing (since Side A expended no effort to take it). However, since it is occupied by Side C, if the new owner, Side B, can take the AO, per 9.452, he would receive any reward listed under the Conquest CP instructions. Supposing the 2 AOs were worth one combined reward: Side A would gain nothing, even though he took one of them; Side B would gain the reward, since he took one and owned the other at the same time.*

9.455 Reconquest CPs are allowed to the Side that originally held a set of Conquest Objectives. The presumption is that the opposing player has successfully Conquered the region; this permits the original owner to attempt a Reconquest of the same Objectives.

9.456 **Important.** If a CP is listed in the Exclusive Rules and has as its object the Conquest of a Territory (or zone), there are some special requirements:

- First, that Territory (or zone) may not be voluntarily entered by the Side capable of conducting that CP until the CP has been initiated, and then only while the CP is in progress.
- When a Conquest CP ends, the loser (depending on whether the CP Succeeded or Failed) must vacate the Territory as expeditiously as possible, except that Garrisons may remain. Depôts may remain if stacked with a Garrison, otherwise they are automatically Disbanded at the usual time (with the usual 50% chance of regaining an OP).
- This rule applies to Reconquests, too, when the Side currently owning the Territory in question has managed to change its alignment (1.243) to one other than its original.

9.457 *Design/Play Note: case 9.455 seems “gamey”, but it is less gamey than allowing a player to move his forces right up to his Objectives before declaring his CP. Assume the forces are a) waiting on diplomatic overtures, or b) have to “go into quarters” to regroup – common practice, historically. Be sure to declare a Defensive CP (see below). This will allow HQs to function normally.*

9.46 Defensive CPs (DCPs). Any player may institute a Defensive CP. DCPs have no Objectives. Their primary purpose is to permit a defending Side to counter the Enemy’s own CPs. The price paid is a reduction of the ability to accumulate OPs, because the Side now has a CP in progress.

9.461 DCPs require no allocation of OPs; they may remain in progress as long as desired and neither Succeed nor Fail.

9.462 A DCP applies to either a specific set of Contingents, or to one Side, as directed by the Exclusive Rules. Multiple DCPs may be required if they are only permitted to portions of a Side’s forces.

9.463 DCPs are rarely tied to specific forces. This means that it is possible for Formations notionally participating in a DCP to also participate in an OCP. If there is a question of overlapping “jurisdiction” between an OCP and a DCP, the OCP has priority. Between various kinds of DCPs (e.g. pure DCPs and Demo CPs), the default DCP described here has the lowest priority)

9.464 Forces involved in a Defensive CP (and not also involved in some other kind of CP) cannot enter any Territory (or zone) that is that is currently Enemy-Controlled.

9.465 *Example: a Side has a Defensive CP under way in which all its forces are eligible to participate. A Conquest CP is initiated against a Territory occupying a small part of the map. Outside of that Territory, the*

Side’s forces are considered to be engaged in the Defensive CP. Within the Territory, the Side’s forces are engaged in the Conquest CP. Forces “moving up from reserve” are under the DCP until they enter the target Territory, after which they are under the Conquest CP.

9.47 Demonstration CPs. Demonstration CPs have as their object the projection of power against a specific target, to gain political influence over it. Demo CPs typically require the allocation of a certain force to a specific set of locations for a set length of time (example: keep 30 SPs within 2 hexes of XYZ for 3 Turns). It is up to the opposing player to drive the offending forces away.

9.471 Demo CPs are a form of DCP and thus require no allocation of OPs. They CPs Succeed and Fail as directed by the Exclusive Rules.

9.472 Demo CPs are always assigned to a single HQ. That HQ may be a participant in another, non-Demo CP, but no other forces may be used to assist the Demo-ing HQ (except that individual Units and SPs may be Subordinated to it in the normal fashion).

9.473 Demo CPs cannot be initiated against targets within a Territory or zone that is currently the target of a Conquest or Reconquest CP of the same Side (because the *Offensive CP overrides the “Defensive” Demo CP*) unless permitted by the Exclusive Rules.

9.48 Mutually Dependent CPs. Subject to the Exclusive Rules, a Side is permitted to run concurrent CPs, one of which may be the prerequisite for another. If CPs are *not* dependent on one another, then the Success and Failure of each CP is determined independently. If the CPs are mutually dependent, then a Failure of the prerequisite CP is considered to cause an automatic Failure of both CPs.

SERIES CREDITS

*Give unto the LORD the honour due unto his Name;
all things come of thee, and of thine own have we given thee.*

Ps 96.4, 1 Chr 29.14

For my Father

Robert Craig Weir

1919-2006

Vero Nihil Verius

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*The King’s Regulations and Orders for the Lace Wars series of games.
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Player Rank Chart (KR&Os 9.3)

<i>Ranks</i>	<i>PP Cost</i>	<i>Effects</i>
Colonel of Pandours	1	-1 drm Recovery, +1 OR, for all friendly Irregular Foot Auxiliaries – excluding Grenadiers
Colonel of Infantry	1	+1 combat drm for any one Infantry Wing (per Battle)
Colonel of Hussars	1	-1 drm Recovery, +1 OR, for all friendly Irregular Horse Auxiliaries – all Classes
Colonel of Dragoons	2	+1 combat drm for any one Charging Wing that includes Dragoons (Medium) or Line Horse (per Battle)
Colonel of Cuirassiers	2	+1 combat drm for any one Charging Wing that includes Cuirassiers (Heavy) or Line Horse (per Battle)
Colonel of Engineers	2	-1 drm Recovery for all friendly Sappers, Pioneers, Pontooners
Colonel of Artillery	2	+1 drm Counterbattery fire, +2 Artillery combat drm for Attacker
Colonel of Guards	2	+1 combat drm for any Wing that includes Guards (per Battle)
Inspector of Foot	2	+1 Replacement SP (if available) – must be Foot
Inspector of Horse	3	+1 Replacement SP (if available)– must be Horse
Inspector of Artillery	3	+1 Replacement SP (if available)– must be Artillery; -1 drm for taking Artillery from Fortifications
Inspector of Engineers	4	+1 Siege Resolution drm
Inspector of Supply	4	-1 drm Depot Reduction
Brigadier General (GO)	1	-1 LC for all friendly Column & Brigade commanders
Major General (GO)	1	-1 LC for all friendly Column, Brigade, & Army commanders
Lieutenant General (GO)	2	-1 LC for all friendly HQ commanders; 2 Colonelships allowed
Colonel General of Infantry (GO)	3	+1 Foot unit allowed in all Infantry Wings (5 total); -1 LC for all friendly HQ commanders
Colonel General of Cavalry (GO)	3	+1 Horse unit allowed in all Cavalry Wings (5 total); -1 LC for all friendly HQ commanders
Colonel General of Artillery (GO)	3	+1 Battery allowed per Infantry Wing (2 total); -1 LC for all friendly HQ commanders
Field Marshal (GO)	5	-1 drm for Attrition Checks; retain Colonel General effects; 3 Colonelships allowed
King's Captain General (GO)	5	±1 universal drm – use for any one friendly die roll, once per turn; retain Field Marshal (& CG) effects

Notes:

- 1) Inspectorates can only be purchased by a player already holding a GO rank of General (i.e. Colonel General) or above. A player may only take an Inspectorate of the same type as his GO rank (i.e. Infantry for Infantry). If the player has already passed on to Marshal or above before buying an Inspectorate, he may take any Inspectorate.
- 2) Multiple Colonelships can be of the same or different type (for example: two Infantry and a Guards). Multiple Colonelships of the same type have cumulative effects.
- 3) Guards Colonelships cannot be purchased unless the player already has an Infantry or Cavalry Colonelship – this allows the purchase of a Guards Colonelship of the same type.
- 4) Each GO rank can only be purchased in sequence, from least to greatest. A player may buy more than one rank at a time if he has sufficient PPs accumulated, but still must buy them in the proper order.
- 5) Taking one Colonel General rank prevents the player from ever switching to another CG “branch”.
- 6) DRMS are cumulative.

The King's Regulations and Orders for the Lace Wars series of games.

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