

Blenheim 2004

Wargaming the War of the Spanish Succession

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These rules were written specifically for playing very large battles of the War of the Spanish Succession, using units down to the battalion or squadron level.

There are a number of very good tactical rules in existence for this period. However, all of those that we have tried do not become playable in a reasonable time for very large battles that typified this war.

These rules are intended for these large games with multiple players. The rules are very simple. It takes far longer to read the rules than it does to learn them in a game and new players can pick them up very quickly.

The rules began in an early form in 2000, but developed to the point where it was intended to game the Battle of Blenheim on a 36 feet by 6 feet table, with all of the battalions, squadrons and batteries. The rules were play tested over many games. Blenheim was tested in 12 foot sections, representing the flanks or center of the battle field, and eventually was played on a full sized table.



Blenheim was played to conclusion in 5 hours with an historically plausible Franco-Bavarian victory. The rules have also been play-tested with historical battles such as Fort Rande (land action at Vigo Bay) 1702, Friedlingen 1702, Speyerbach 1703, Hochstedt (1st) 1703, Schellenberg 1704, Blenheim 1704, Elixem 1705 and Wynendale 1708.

Various alternate history battle have been fought, such as Tallard attacking Eugene's army just before Blenheim. Our gaming group also intends to fight Ramillies, Oudenard, the unfought Waterloo and the Grand Daddy of them all – Malpaquet all on their 300th year anniversary.

All of those gamed thus far have resulted in historical, or historically plausible outcomes.

GAME BASICS

The units represented in the game are Squadrons, Battalions and Batteries.

Figure scale is variable depending on the size of figures used. The game was play-tested with and written for 28mm figures. Any size could be used and it is suggested that players use whichever size they wish but keep the ground scale and measurements as is – and simply use more figures. Using 6mm figures would put the size of the figures in step with the ground scale. However, if space is a concern, then reduce the ground scales using the frontage of 3-rank battalions (150 yards) as a starting point.

With 28mm figures the scale is between 1:30 and 1:60, typically being 1:40 – that is, one model figure represents about 40 men. One gun model represents 2-4 guns with the required crew.

The ground scale is 1" on the table represents 25 yards of ground – 1:300.

The Foot.

Battalions are represented by figures on bases 1½" wide with a depth of 1". The number of figures is not critical, but the width of the unit is important to the game. Three rank battalions, such as the Dutch are represented by 4 bases – each with three figures to a base – for a total of 12 figures. 4 and 5 rank battalions, such as the Austrians or French are represented by 3 bases, each with 4 figures with 1 ¼" for the base depth.. Very large 5 rank battalions, such as Austrian or Swiss at full strength (rare) can have a 4th base of 4 figures added to their battalion.

The Horse

Each base of figures is a squadron, and tactical units are usually squadron pairs of two – or occasionally three bases. The squadron is represented by 2 mounted figures on bases 1½" wide with a depth great enough to accommodate the figures – usually 2".

The Artillery

A gun model and four crew are mounted on a 2" wide base, 3" deep.

Corps Commanders and Generals

These are mounted singly on the same size base as used by horse squadrons.

Aides and Orders Carriers

These officer figures are mounted on smaller bases than those used for Generals – to distinguish them from the commanders they are delivering orders to.

Commands

Battalions, with artillery support and Horse occasionally with foot or artillery support, are organized into "Commands". A command typically consists of 8 to 20 battalions of foot or 10 to 40 squadrons of horse, with the middle of these ranges as being the most usual. Although the "division" or "corps" did not exist as a formal organizational unit, such groupings are referred to in period writings as Divisions, Corps, Columns or Wings. The highest formal organization at the time was the brigade, but these are not represented in the rules* as they typically operated in consort with other brigades in the informal Wing, or Corp, which is the basis for our "Commands". As most gamers are familiar with the term "division", which was a term in use – you will find the words "division(s)" and "command(s)" used interchangeably in these rules. Several divisions may be under the command of a Corps Commander. Corps and Wing may also be used interchangeably.

*In viewing the sample scenarios, you will notice that within a command, units are often divided into lines of troops. Typically when following historical battles, these lines will be the brigades within a division.

Unit Sizes and Strength

Those figures used can represent the same unit during varying strengths throughout the campaign season. Units appear to have attempted to maintain constant widths by filling from the rear as numbers dropped – however, a study of battlefield dimensions and troop deployment quickly establishes that units (particularly battalions) occupied considerably less frontage than those often quoted frontages derived from Dr. Chandler. Therefore, a unit can represent 300 – 600 men on a constant frontage.

Unit Cards

Unit strengths are represented in the game on a record card kept for each command, that lists unit's identities, troop types and strengths. Unit strength is represented by "strength boxes" – which our players began intuitively

calling "kill boxes". In designing Unit Cards, the unit in question will receive 1 strength box for each 60 – 120 men. For example:

375 man battalion = 3 boxes

450 man battalion = 4 boxes

580 man battalion = 5 boxes

620 man battalion = 5 boxes (there would need to be 660 men to get a 6th box)

A single 80 man squadron = 1 box

A single 120 man squadron = 1 box or 2-squadron pair of two such squadrons = 2 boxes

180 man squadron = 2 boxes

Artillery receive 1 box per 2 guns in the battery. Batteries are normally 4 guns.

A player must always declare the number of strength boxes each unit has, when asked.

Looking at the example Unit Card, you will also note that there is a "(F)" after each battalion name – this is an indicator for "First Fire". In the first few minutes of a fire-fight, the fire effectiveness of a battalion is at its best. As muskets foul, targets become obscured by smoke and confusion increases their fire effectiveness goes down. A first fire bonus is given to each battalion which, when used, is denoted by crossing off the "(F)" on the Unit Card for that battalion.

Strength Boxes

Although the strength boxes are marked off as a unit takes damage, and even though they have become known as "kill boxes", the loss of a strength box does not indicate that a unit has taken 120 casualties. The strength boxes should be considered as a measure of a unit's resilience in the face of adversity. When all of a unit's strength boxes have been checked off it has not died to the last man – it may in fact have only lost 20 men – but as far as this particular battle is concerned – it is spent and begins to retire from the battle. For game convenience, the unit is removed. However, see the list of optional rules at the end for an alternative way of dealing with spent units.

Command Morale

Half of a unit's strength boxes are recorded at the top of the unit card – grouped into 1/4, 1/3 and finally 1/2. Each time a strength box is removed from a unit – it is also marked off at the top of the command card. As the command's overall strength box loss completes each group (1/4, 1/3 or 1/2) a Command Break Test must be taken to determine if the command continues to follow its orders, or indeed to determine if it flees from the fight.

Troop Types

Troops are categorized by type. This represents not just differing weapon or armor types, but also differences in tactical doctrine.

Shock Cavalry

This is horse taught to charge at the trot or canter. Many Shock Cavalry (such as Marlborough's Horse) do not rely on firepower and did not carry loaded carbines into battle. Their doctrine is to charge the enemy and engage with sword.

This is the cavalry of England (Britain), Sweden, Hanover etc. Some French units may also utilize a somewhat disordered shock charge.

Horse

This is the vast majority of mounted troops. They enter combat at the walk or trot, and often stop prior to engaging to discharge their carbines. They are also likely to receive a charge at the halt, to fire, then walk into combat.

Cuirassiers

This is Horse or Shock Cavalry that is also armored with a metal breast-plate worn over or under the coat. It provides a small advantage over non-armored opponents.

Dragoons

Technically mounted infantry, but often used as Horse. However, they did not receive the pick of the horses and were often on lesser mounts. These are at a slight disadvantage over horse all else being equal.

Hussars

Light troops used to skirmish or harass the flanks or rear of an enemy. There are very few of these troops in this period. They are usually very poor quality troops.

Shock Foot

Foot trained to melee – charging often being their only tactic such as Scottish Highlanders – although they may be armed with musket such as Swedish Foot.

Grenadiers

Units or grenadier companies stripped from their parent battalions and converged into distinct battalions, usually for the purpose of assaulting fortifications with the use of their grenades. Such units receive a bonus for attacking fortified lines and redoubts etc, but otherwise fight like ordinary foot, although they may likely be of a higher morale class. Some states provided distinct and separate grenadier units – such as Hessen-Kassel and Wurtemberg.

Foot

This is the vast majority of the dismounted troops and represents the standard infantryman armed mainly with the flint lock musket, although some units may still have the matchlock and/or pike.

Dragoons (dismounted)

Dragoons that dismount to fight are in most respects the same as foot. However, lacking bayonets they can be at a slight disadvantage to regular foot, so have their own classification.

Skirmishers

Skirmishers have very little effect in the game and usually there are very few of them in this period. They serve to slow down the enemy slightly but a few skirmishers are no match for a formed battalion or squadron of horse.

Morale Class

All units are categorized in one of four classes.

Raw

Newly raised conscripts, or trained men disinterested in being where they are. They will operate their muskets and follow orders, but if the combat gets up-close and violent, they fight with less resolve than better trained men.

Veteran

These are the majority of units. Trained professionals or well trained and disciplined conscripts. They fight at an advantage against raw troops.

Crack

Highly trained or very enthusiastic troops. This includes most English troops, the guard battalions of smaller states and converged grenadier battalions.

Elite

A small number of very highly motivated troops of high caliber such as Maison Du Roi (The French Household Cavalry), English foot Guards, etc.

Cohesion State

Units can be in one of several states of cohesion. Units in any state other than steady are marked with a marker to indicate what state they are in.

Steady

Normal troops operating as intended.

Disordered

Troops that have lost some of their cohesion, either due to disrupting terrain or from combat. This represents the loss of some men perhaps, but not enough to warrant the removal of one of their strength boxes. They move as normal, but conduct firing and close ranged combat at a slight disadvantage. Recovering from “disordered” to “steady” requires passing a morale test in the **Command Phase**.

Shaken

Troops have lost even more cohesion and are near to the point of losing one of their strength boxes. Units conduct combat at an even greater disadvantage, and movement is halved for shaken units that are moving closer to the enemy. Recovering from "Shaken" to "Disordered" requires passing a morale test in the **Command Phase**.

Routed

Troops who have been so severely degraded during close combat that they flee in panic. They move towards the table edge, and will leave the battle if not rallied. Recovering from "Routed" to "Shaken" requires passing a morale test in the **Command Phase**.

Blown Cavalry

This is a special marker for cavalry that has completed a round of melee. It designates units whose horses have become tired and must recover. Cavalry may be blown in addition to being in one of the above cohesion states.

PLAYING THE GAME

The game is played in a series of turns each, of which is divided into 5 phases. This chapter will take you through those phases one at a time and explain each rule and definition as it is needed through the turn. Once each phase in the turn has been completed - return to the beginning of the sequence of play until the battle is over.

1. THE ARTILLERY BOMBARDMENT PHASE

There are three basic types of field artillery, light guns, medium guns and heavy guns. These are intended to respectively represent approximately light galloper, or battalions guns of 4lb or less, more typically 2lb. Guns of 6lb - 12lb, most typically 8lb or 9lb, and those rarer heavy field guns of 16lb or 24lb.

The light guns are usually operated by infantry men and often designed to keep pace with the infantry battalions providing light artillery support for them. As such, they are more maneuverable and have the ability to keep up with moving infantry to some extent. Some light guns are actually heavy pieces – as in that they weigh a lot – even though they fire only a light ball. Consequently, there are some light guns that move as medium guns.

Medium and heavy guns are large ponderous pieces weighing many thousands of pounds, requiring teams of horses or oxen to move them. They are typically operated by trained artillerists, and once placed, are only moved during a battle with difficulty.

Medium and heavy guns that fire may not subsequently be moved in that turn. Guns that fire may be marked with a puff of cotton, to indicate that they have fired and are unable to move later in the turn. Light guns that have fired, may still move, but their movement is reduced to 2/3 speed.

Artillery fire is simultaneous and carried out by the players in whichever order they find convenient. An artillery battery may only fire once per turn and only in this phase. The battery may only fire at one target although units behind that target may be subject to "bounce through"

1. Determine the range from the battery to the target.
2. Determine which range the target falls within, close, effective or long. Note the **range modifier** from the artillery fire chart.
3. Add up any of the cumulative **fire modifiers** from the firing chart. (Fire modifiers are explained in the musketry section)
4. Roll a D10, modify the result with the range and fire modifiers, and determine the result on the **Kill Gauge**.

Artillery can only fire at targets that they can see. They must fire at the closest target in close range, but may select any targets at other ranges if there is no enemy in close range.

The arc of fire is from the rear corners of the models base to the opposite side front corners (*provided the recommended base size has been used - otherwise it is 60°*)

Artillery fire is blocked if the artillery battery has any friends within it's own arc of fire.

Bounce through fire. At effective and long ranges, units behind the target unit are subject to being hit by bounce through fire. It is not necessary to score a hit with the main fire to roll for bounce through. A separate roll is made for any secondary target that is crossed by the firing line (a line drawn from the center of the artillery battery to the center of the original target unit) that is within 6" of the first target unit's front line. A kill becomes a disorder. No other result has an effect. Each unit within 6" is rolled for.

Enfilading Fire. If as a result of bounce through, the bounce through line crosses more stands of the same original target, then bounce through is rolled for in the following circumstance. If the fire line passes through the flank side of a target unit, then for each stand of the same unit (crossed by the fire line) roll for bounce through as if they were other units, giving a disorder for each kill rolled on the kill gauge. These disorder results may accumulate.

2. THE MOVEMENT PHASE

Movement Phase

Each side's divisions must be in receipt of an order. The orders that a division has determines what moves may be, or have to be made during the movement phase. The orders are the instructions that have been given to each division commander as part of the plan to conduct the engagement.

Changing orders is time consuming so careful thought should be given by the Generals as to what orders his divisions should be in receipt of.

Orders frequently refer to "engagement" range. Engagement range is 12" for mounted units, and 6" for foot units and refers to the unit with the order.

The commanding general should keep a stack of small maps of the battlefield drawn before the start of the battle. On these maps the commanding general will draw a line with an arrow tip at the end indicating the path that the division receiving the orders will take. The division general is placed on this line and his division is deployed about him. All units within that division must stay within 18" of that division's general to remain in command and control.

General Figure The only purpose of the General's figure, is to mark the path of the order that his division is following. The General must stay on the path indicated by the line on his orders map.

The Orders.

Attack Orders: These are the orders given to divisions that you want to advance and destroy the enemy. Divisions with this order must advance at least half of the units in the division at least half of their full move forwards, towards the enemy. This must continue until at least part of the division's front line is within engagement range of the enemy. If the division's enemy retreats, the attack orders remain and the division will continue to attack. The division will attack until it reaches the tip of the arrow drawn on the orders map.

Attack Specific Unit: This order is the same as attack orders. Instead of an arrow drawn on the orders map, the end of the line culminates in a circle drawn around a target division. This will instruct and cause the attacker to follow and pursue the targeted division until destruction. This will automatically cause attacking cavalry to pursue its target off table, so care should be observed with this order.

Move Orders: This is simply an instruction to move the division from one location to the other. The speed of the movement is up to the diligence of the division commander with the orders. The route that the move takes must follow that specified by the order arrow of the order map. The move order continues until changed by the commander or until the command reaches the destination specified in the order or until the division comes within the enemy's or its own engagement range, at which case the orders revert to **Hold Order**.

Hold Orders: The division holds its current position. The division commander may not move but the division's unit may re-deploy about him to take up the best position. Any unit within the division may advance towards any enemy unit that is within its own engagement range or in support of a friendly unit (from the same division) that does so to provide flank or rear support. In such circumstances, the General may also advance the minimum required to keep his units in command and control.

Reinforce Orders: This is an order for a part of a division to break away from its command - and move directly to join another division. Half of the reinforcing groups strength boxes are removed (not blacked out) from the

donating division, and added to the recipient's division upon arrival within command radius of them. The boxes are removed from the end of and added to the end of the "Command Morale Test" line, without altering the point at which $\frac{1}{4}$, and $\frac{1}{3}$ tests are taken.

Delayed Orders: This is a delay at Hold Orders, noted by a number of turns, followed by one of the other above orders. When the specified number of turns has passed, the unit will change to the second order. For example, 3DA means the unit will Hold for 3 turns and then revert to attack orders. A clear attack arrow must be specified on the orders map.

Initiative.

Before movement begins, each side rolls for initiative. The winner of the initiative roll chooses whether his side moves first, or allows the opposition to move first. The side designated as the first mover is called the **initiative side** for the remainder of the turn. The initiative test consists of rolling 2D6 and adding 1 for each of its own division with attack orders. An army with an exceptional commander (Marlborough, Eugene or Villars) adds +1 and an additional +1 is added if that side lost the prior turn's initiative roll.

Movement Sequence.

1. Shock troops declare charges.
2. Shock cavalry that are the target of a shock charge, declare a countercharges.
3. Shock chargers are moved, (pro-rate charge/counter charges $\frac{1}{4}$ moves, charger followed by counter charger) and stop 1" in front of the target if shock horse, or 2". All other targets of shock chargers are pinned in place and may not move.
4. Other movement is conducted, with the initiative side moving first. No unit may move closer than 2" from an enemy unit's front, or 1" from any other part of it during normal movement. During normal movement, any Shock unit **that has not yet moved**, that has an enemy move in its front arc may initiate an opportunity Shock charge. This pins the unit that triggered it (unless it is also a shock unit - in which case the movement is pro-rated out as above).

Shock Chargers Cavalry that are designated shock chargers, may be Horse, Dragoons or Cuirassier. Only the 1st 3" of their charge move may be a wheel. The rest of their movement must be in a straight line. The last 5" of the charge (to the 1" stop line) must be in straight line without contracting or expanding frontage - or they will lose their shock bonus in melee and revert to "normal" horse of their type when calculating the close combat. Foot that are designated shock chargers (e.g. Swedish, Scott Highlanders) may only charge in a straight and may not wheel. Shock foot must move in a straight line 2" to get the shock bonus in close combat.

Losing Shock Rating: Shock cavalry lose their "shock" bonus if they: a) Fire while charging, b) do not move the 5" before reaching the enemy in a straight line (this is measured to the point where they must stop 1" from the enemy). c) are blown. Shock cavalry losing their shock status resort to "Horse", "Cuirassier" or "Dragoons" as appropriate. Shock Horse must stop 1" from the enemy. Shock foot must stop at 2" from the enemy. Shock foot lose their shock bonus if charged by shock cavalry and become pinned as other non-shock units would. Shock foot may not charge any mounted units.

One Inch and Two Inch Stop Lines. Shock horse are the only units that may come to the 1" line of the front of an enemy unit. Other units may stop 2" in front of an enemy unit during normal movement. In the close combat units at 2" may advance 1" to be in "close combat" range. Shock horse are obliged to close to close combat irrespective of the condition they find themselves in after the firing phase, which is why they advance to 1" during their charge.

In other normal movement, no part of a unit may pass within 1" of the sides or rear of another unit. If a $1\frac{1}{2}$ " wide cavalry unit wishes to pass between two enemy battalions in line, the gap between them must be $3\frac{1}{2}$ ". If the enemy battalions were in square, the gap between them must be $5\frac{1}{2}$ ". If it is not, then the cavalry must enter close combat with those battalions. This simply represents that the squadrons are passing so close to the lines or battalions, that significant numbers of the men would turn to face and present sufficient volume of fire that the combat needs to be calculated.

Formations: Column, Line or Square

Cavalry are always in line. When their stands are placed one behind the other, they are in a column of squadron lines – and treated as in "line".

Foot may be in Column, line or square. Columns move further, but fight at a huge disadvantage if the enemy comes into close combat range with them. The front stand of a column can fire as a single stand wide unit.

Three rank foot formations may close up and form a dense line when attacking fortified positions or villages. To signify this, place two stands behind the other. This reduces the frontage of the unit for firing, but packs more troops into the attack point. This is the precursor to the attack columns of later periods and was an informal formation used only against strongly defended positions such as the villages of Blindheim and Ramillies.

Square: Infantry may form square as a defense against cavalry. They must be stationary for the entire turn and they may not be “shaken”. If enemy cavalry are within 6” or if the infantry are the target of a cavalry shock charge, the infantry must take a “morale test” but at one grade lower than they are. If the unit attempting to form square is within 6” of the enemy cavalry but NOT the target of a shock charge and the morale test is failed, the unit is a shaken line. If the unit IS the target of a shock-charge – even from more than 6” away - that will contact the square – and the square fails the square-morale-test - it is ridden down and dispersed (removed from the game). The shock charger moves to the limit of its move and is blown. It may not “breakthrough” – but may “recall” (see Cavalry Recovery below).

Squares count all bases in close combat against cavalry, but only 1 base against foot.

Formation Changes

1. Infantry may change formation at the cost of half of their move. Column to line or line to column. Infantry may only make one such formation change per turn.
2. Infantry line may turn to the left or right and become a column - and vice versa.
3. Cavalry may change frontage while moving. They may not reduce and expand in the same turn. They may expand or contract 1 squadron for each 3” of movement or the loss of 3” from their total movement.
4. Infantry may about face at the cost of half of their move, cavalry at the cost of one quarter of their move.
5. All other facing changes are made by wheeling.
6. Cavalry may not move rearward without turning to the rear.
7. Infantry may move rearward at half speed - but receive a disorder if within 6” of the enemy.
8. Limbering or unlimbering medium and heavy artillery takes a full turn.

Wheels. Infantry may wheel at half speed. Cavalry may wheel at full speed: When shock Chargers are charging, wheels must be performed first (3” or 45° max) then the charge must be in a straight line.

Contracting Frontage. Cavalry may contract OR expand frontage (for example - to avoid terrain) while charging (shock cavalry) or moving. Infantry must change formation and form a column. Shock cavalry that change frontage in the last 5” of their move (before reaching the 1” point from the target) lose their “shock” close combat bonus.

Oblique. Infantry may not oblique or move sideways - except when manning trenches, fortifications or villages. Here they can move along the edge of the feature at half speed.

Interpenetration. Lines that are parallel may interpenetrate providing one doesn't move. If both move, both are disordered. Mounted disorder foot which must be stationary. Foot may not interpenetrate mounted. Any may pass through artillery without disorder.

Tactical Movement. Units whose entire movement is 30” or more from the enemy may move double its normal move for its current formation.

Routed Units. Routing units are not moved in the movement phase. They are moved later in the rally phase.

3. THE MUSKETRY PHASE

Infantry battalions and horse allowed the use of carbine fire may do so. Firing is simultaneous and may be carried out in any order sequence convenient for the players.

The firing zone of a firing unit is the width of the firing unit and out to the maximum range for that unit – 6” for foot and 4” for mounted muskets or carbines. The firing unit fires only directly ahead in its fire zone and may not angle its fire outside of this zone. If there are any friendly units in the fire zone, the firing unit may not fire.

Only one target in the fire zone may be a primary target. This is the target that has greater part within the fire zone of the firer. Other targets in the fire zone are secondary targets and are subject to disordering fire.

Primary targets are subject to “kills”, whereas secondary targets are only subject to disorders. To cause a disorder on secondary targets, a “kill” must be rolled on the Kill Gauge. A “disorder” result on the kill gauge has no effect on secondary targets.

Disorder Results are cumulative and if caused by firing, may accumulate into a **kill** – (disorders from any other effect do accumulate but only to “shaken” results – they do not accumulate to a **kill**)

A **kill** result from firing also adds a **disorder**. Therefore, disordered units receiving a disorder result becomes **shaken**. **Shaken** units receiving a disorder take a **kill** and stay **shaken**. **Shaken** units receiving a **kill** take a **kill** and stay **shaken**.

Add and subtract any applicable modifiers to a roll of D10 and consult the **Kill Gauge** for the result.

The modifiers are.

Infantry First Fire -2

Infantry units (“infantry” includes dismounted dragoons) that have not yet fired in the game subtract 2 from their die roll.

Infantry’s target is cavalry -1

Infantry get a –1 bonus for firing at mounted units – this includes limbered artillery.

Firer is disordered or Shaken +1/+2

Any unit, foot, horse or artillery that is disordered add +1 to their roll, or +2 if shaken.

Three Stand Wide Unit +1

The default unit size is a 4-stand wide unit. If a firing unit is a 3 stand wide foot or 3 squadron cavalry unit, then this modifier is used – it does not apply to artillery. This is the standard width of French or Imperial battalions using 4 or 5 ranks and firing in volley. The wider 3 rank “platoon firing” units do not use this modifier.

Firers Mounted +1

Mounted firing uses this modifier.

Firing at Artillery +1

The open order of artillery batteries make them harder to hit, and all firers firing at deployed artillery use this modifier.

Target in Cover +1

Targeted troops in light cover, behind walls, barricades will add this modifier to the firer.

Target in Heavy Cover +3

Target troops in heavy fortifications, trenches, on high parapets or in siege works will add this modifier to the firer.

Target less than 50% in arc +2

If a target is less than 50% in front of the firer, **or** less than 50% of the firer is in front of the target, then this modifier is used.

Two Stand Wide Unit +2

This modifier is applied to small units including squadron-pairs of horse or small infantry units – but not to artillery

One Stand Wide Unit +3

Single stand wide horse or foot units receive this modifier – but not artillery.

Any units firing from buildings do not get any minus modifiers – including first fire bonus.

Opportunity Fire

If during the movement phase a unit moves out of a firers fire zone (having been in it at some point during the movement phase) the firer may chose to use it’s fire at that point and forgo firing later in the firing phase. The firer fires at the target as a “secondary” target with the chance of inflicting a disorder on it.

4. THE CLOSE RANGE COMBAT PHASE

These rules were written to play the large battles of the period in reasonable time with historically plausible results. Consequently we have removed a commonly used mechanic from the rules, and therefore, with the exception of Shock Chargers as described above, there are no “charges” in these rules. Shock charges were left in because this type of charging was a specific mechanic of a small group of units.

Combat types can be divided into two types – long range combat (typically musketry – but bow and arrows still in some armies) and close range combat. Most of the combat done at close range is still musketry and there is a point that musketry becomes especially deadly usually between 25 – 50 yards. However, we don’t specify exactly what close range combat is, just that it is combat taking place between opponents at 25 – 50 yards or less separation. This could be musketry, cavalry swords, even two lines of infantry battalions at point blank range, some companies of whom charge up with bayonet while down at the other end of the battalion, companies are firing volleys. It’s a confused mess of close range fighting and to piece-meal it out is unnecessary. Therefore, when a foot battalion advances to close combat with a cavalry squadron, it is not necessarily charging into a bayonet attack with it, but advancing to point blank range to fire volleys into it. During normal movement, no unit may move closer than two inches to the front of an enemy unit or one inch from an its flank or rear sides.

Advancing to Close Combat. During the Close Combat Phase, the side moving first due to initiative may advance any of his units that are 2” away from the enemy to within 1” of the enemy and declare “close combat”. This is a free move and does not deduct from any movement allowance. In other words, if a line of foot expended its entire movement allowance to end 2” from the enemy, it may still advance to close combat. The significance of 1” apart does not mean that some units are not necessarily meleeing, but leaving the units apart preserves bayonets and swords on the models, but also serves to remind the players that some of the combat is in fact, point-blank musketry.

Shock charge foot may chose to halt their charge and take a disorder result.

Shock charge cavalry MUST close irrespective of the condition they find themselves in at this point.

After the initiative side has declared close combat advances, the non-initiative side may do so. If neither of the two opposing units at 2” decide to advance, then their combat is over for this turn and what, if any casualties that were done in the fire phase is it.

In the Zone. Due to the inaccuracies of pushing models of lead figures around the table, you will frequently find situations where one player has a unit just over – or even just under 2” from the enemy and wishes to close combat. Disagreements of exactly where a unit is should go in the favor of the aggressor and attacker should be allowed to advance to close combat if it is “about” 2” from the enemy. One can consider this a “zone” of about +/- ½”.

Pinning. It is important to note that moving towards an enemy (with the intent of later attempting to close to close combat range) does not “pin” that unit in any manner. The only units which “pin” their target in place are shock chargers. During movement, if infantry unit A moves to within 2” of enemy infantry unit X, and X hasn’t moved, it may, in its turn, retire back from A. This will cause a disorder on X, but will prevent it from being engaged at close combat ranges later in the turn. Similarly, if X were a cavalry unit that had not yet moved, it could turn around and ride off – evade. If it left A’s fire zone, then it would be subject opportunity fire.

What this also means is that if for example, a target infantry is struck in the rear, and that target has not yet moved, then it can turn to face in its movement – without additional penalty. It is assumed that the “turn-to-face” is simultaneous with the opponent’s advance. However, if a defending target has already moved, and done nothing to prepare for the enemy in its rear, then it may not retroactively react to the attacker when it makes it’s move.

This also rules makes it particularly hard to hit cavalry in the flank, unless that cavalry is already moved or is also attacked to the front.

Conducting Close Combat. After all declarations of close combat have been made, and the units advanced to the 1” apart, the close range combats can be conducted in any order convenient for the players. However, for multiple unit melees the players should start at one end of a command’s front line and move down to the other. All combat is simultaneous, so if a unit that would have supplied a “flank support” to an adjacent one is broken in it’s combat, it still provides that support to that adjacent unit when it’s combat is resolved.

Procedure. Roll a D10 for each unit in combat. To this roll, those modifiers from the list below that apply to the testing unit are added to the die roll. The two final scores, one for each opponent, are compared, the highest roll being the winner. The loser looks at the "Severity of defeat" chart and determines what happens to his losing unit.

Squaring off: Square off unit's bases in close combat in the direction of the least that they have to be moved.

Modifiers.

Artillery versus enemy in their fire arc +3

Artillery that have enemy advance towards them in the artillery's arc of fire add +3 to their roll. This represents the use of canister (partridge shot) at close range prior to meleeing. This only occurs in the first round, and if there is a draw and a re-roll – then the artillery do not get this on the second roll.

Flank Support (per flank) +1

Infantry and artillery that have friendly units within 2" of any part of their flank side get +1 for each flank supported. Cavalry do not get this support. Difficult terrain (terrain that would disrupt movement for the attacker) within 2" will also provide this support.

Rear Support +1

Friendly infantry that is parallel within 6" of the rear or friendly cavalry that is within 12" of the rear of the testing unit get this modifier. All units benefit from rear support.

Defending Terrain or Town +1 or Heavy Cover, Fortified Town or Chateaux +2

If most of a defending unit is within such terrain, then it receives this modifier. If two opposing units are in a town, and one of them declares an advance to close combat, then the aggressor does not receive the modifier – only the defender does.

Quality of Troops – Per Level Difference +1

Elite troops get a +3 when in close combat with Raw troops. Crack get a +1 when in combat with veteran troops. Etc.

Superior Weight of Troops +1

This is a net +1 for the side with the heaviest weight of troops. It's not +1 per weight level difference – just a total net 1 if the troops are heavier than their opponent. The weight scales are: From highest to lowest.

Mounted: Infantry Square / Shock Cavalry / Cuirassiers / Dragoons / Hussars / Foot (not in square)

Foot: Shock Foot charging / Other Infantry / Dismounted Dragoons / Matchlock-pike armed foot / Infantry in Square / Isolated Artillery / Skirmishers

Grenadiers Attacking Fortifications or Heavy Cover +2

This modifier is for dedicated grenadier battalions or converged grenadier battalions that are attacking fortified positions, towns or trenches etc. that give their defenders a + benefit. This is to represent their use of grenades for this type of assault. This modifier may also be applied to grenadiers defending fortifications up-hill of an attacker (e.g. Schellenberg)

Per Overlap Stands Not Otherwise Engaged – (Max 1 per Flank) +1

If a close combat unit has stands that overlap the opponent's unit and those stands are not in contact or counting as an overlap in another combat – they add +1 to the die roll. Up to one overlap per flank, for a maximum of +2 is allowed.

Disordered -1

If the testing unit is disordered, subtract 1.

Shaken -2

If the unit is shaken, subtract 2

Greater Number of Strength Boxes marked off. -1

The unit with the highest number of strength boxes marked off subtracts one. An alternative option, but which requires a little math, is that the unit with the greatest percent of its strength boxes marked off takes the "-1"

Blown Cavalry, Infantry in March Column or Square attacked by Foot -3

Once cavalry are blown, there is nothing preventing them from entering close combat – but if they do so, they fight with a “-3” modifier. This modifier also applies to an infantry march column, infantry in square in close combat with other foot and also to limbered artillery.

Struck in Flank –3*(see “pinning” above)

Usually to make a flank attack work, the unit being struck in the flank has to move first. If the flank attacker moves first and stops 1” from the target’s flank, then the target can, in its move (if it has not yet moved), attempt to wheel or march away (assumed to have happened simultaneously). Flank attacks work best when the target unit is also struck frontally AND in the flank by another unit at the same time. To count as a flank attack, the flanking unit must have straddle the target’s flank lines at the beginning of the attacker’s movement phase. The target fights its combat with the frontal unit – but receives the “-3” modifier for also being struck in the flank.

If a target is struck “only” in the flank, it counts all of stands in its unit, as if it were fighting normally to the front, but suffers the “-3” flank modifier. Any retreat movement (if it loses) is made as if it were facing the attacker in line – i.e. it moves it is pushed back, it is pushed back in a line facing its attacker.

Struck in Rear –6*(see “pinning” above)

This is calculated as above (flank attacks) except that the rear attacker must have started the move from complete behind the targets front flank line at the start of its move.

Severity of Defeat. The listed results on the Severity of Defeat chart are the final dispositions of the units. Disordered and Shaken results from close combat are not cumulative with existing disorders. That only applies to the musketry phase. Destroyed units are removed from play.

Blown Cavalry. Regardless of result, after close combat, Cavalry are ALWAYS at least blown – even if victorious. If they have the option to pursue – this is not applied until after the pursuit move. Cavalry may be blown and disordered or shaken.

Cavalry Pursuit. Cavalry that are victorious in close combat may “pursue” unless the result states “no pursuit”. Pursuit is the act of riding down and pursuing those troops that they have just beaten. The pursuit move is an 8” movement in the direction of their facing. No wheels are permitted. The 8” movement is reduced by any terrain restrictions that apply. They immediately conduct a close combat round with any enemy unit that they come within 1” of during the pursuit. The target of the breakthrough issues no firing – but immediately conducts the close combat..

If the pursuers successfully defeat the 2nd unit, another breakthrough is not permitted. The pursuers remain at the location of their 2nd close combat – or at a location of their choice between the first close combat and the end of their 8” pursuit move (if no 2nd unit was contacted) and are blown.

Cavalry Recovery (Recall). After the first round of close combat, instead of a pursuit, or if pursuit was not allowed, the cavalry victors in close combat may stay in place (blown) or they may ride off up to 12” (away from the enemy) where they will be blown. This allows the victorious cavalry unit the choice of where it recover from being blown next turn.

Troops Leaving the Table. If as a result of close combat, any part of a unit is forced off the table – the entire unit is removed from play. This is an arbitrary mechanic to protect models close to the edge of the table from damage.

Cavalry Division Pursuit. If the target of a cavalry division’s orders has been routed or become spent (had all its strength boxes removed), the entire cavalry division may pursue the beaten foe off-table. The commander can try to halt pursuers by rolling for each unit on the rally table. Any unit that passes does not pursue off table.

Routed Units. Previously routed units that find themselves in close combat are dispersed and removed from the game. Units that are routed in this close combat phase are moved a full move + D6 inches.

TOWN ASSAULTS

This is a special subsection of close combat. This section is used when large fortified villages are a dominant feature of the battlefield, such as at Blenheim and Ramillies.

During the close combat phase, units that are coordinating an attack against a discreet fortified village or town do not have to calculate the combat on a unit-by-unit basis, but can determine as a whole, if the attackers were repulsed, contesting the town or if they drive out the defenders.

The full rules are given on the Town Assault section later.

5. COMMAND PHASE

Write New Orders. Army commanders can write new orders for their division commanders. These should consist of a simple arrow on the orders maps, with the name of the order on it. The order, once written is placed under an ADC model ready to be dispatched during the following movement phase (next turn). Player Commanders whose figures are adjacent to an allied Army commander's figure may freely discuss the battle with his colleague.

Any commander whose figure is touching a subordinate commander's figure may hand an order directly to that commander. The recipient commander may immediately read the order (prior to writing his own orders - if he has subordinate commanders) and react in the movement phase of the following turn. This is the only time that an order can be read and reacted to outside of the following "read orders received" phase.

Read Orders Received. Any order that was received during the previous movement phase (this turn) may now be read, but only after writing new orders in the previous step.

A general may find himself in the position of wishing to countermand an order just written in the previous step (but not yet sent) – and he may cancel that order – but may not replace it with a new order until the following turn.

Rallying Units.

Disordered. Disordered troops must pass a roll on the Rally table to return to "steady" state. This is a simple roll on a 2D6 with no modifiers. There is no penalty for failing except that the unit stays disordered.

Shaken. Shaken units must pass a roll as above. If they pass, they become disordered and may make no more tests this turn. There is no penalty for failing except that the unit stays shaken.

Routed. Routed units must pass a roll as above. If they pass, they are turned to face the enemy and become shaken". If they fail, they immediately move a full move + D6". If the rout happened THIS turn and they fail to rally, they will have rout moved twice this turn. In subsequent turns, routers do not move in the movement phase, but in the rally phase if they fail to rally. This represents loss of control of routed units.

Blown Cavalry. Any blown cavalry that did not move this turn – i.e. – they spent the WHOLE of this turn sitting and doing nothing may recover from being blown. To do this, the cavalry may not be shaken. They can be disordered – but they must have recovered from being shaken first. They may test to recover from shaken THIS turn in the previous step – and if pass may remove their blown larker in this, the same turn. There is not test to recover from blown.

Check Division Morale. If a division has reached a test point on the command's unit card, it must test to determine if it will continue to follow its orders. The test is a simple 2D6 roll with no modifiers and the results on the Command Morale Test chart are followed. Some specific scenarios may introduce modifiers for this test.

Check Army Morale. The point at which an army will break is determined by the scenario. At this point, the players should determine if the scenario's end-conditions have been met – and if not, another turn should be played.

OPTIONAL RULES

Spent Units. Units which have all of their strength boxes marked off are not destroyed, but spent. "Destroyed" units in close combat are still destroyed and are removed as before as the "destroyed" result means that they have actually taken catastrophic casualties.

Spent units stay on table.

They no longer accept attack orders. Current orders revert to Defend

They may not issue fire

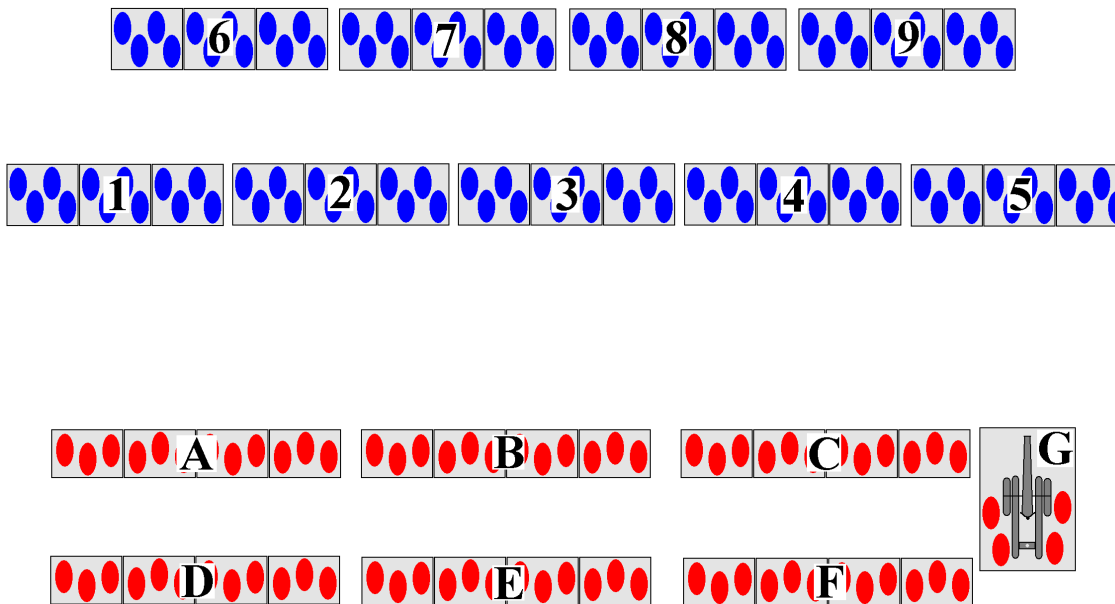
If engaged in close combat, they fight with a "– 6" modifiers.

A division with not command test boxes left must continue to role a “Command Morale Test” each turn that one of it’s units would have taken another loss (but for it having no strength boxes left)

Alternate 2D6 for Close Combat. Use 2D6 for close combat in place of a D10. This will give more “average “ results, but removes some of the swings of fortune that can be so entertaining.

Fire Fight Example

In this example, Franco Bavarian 4-rank battalions 1-9 (Veteran – 3 strength boxes) advanced on Hanoverian 3-rank battalions A-F (Veteran 4 strength boxes) with a regimental artillery battery G in support. Prior to the Franco Bavarian movement. “G” fired at “5” causing it to be disordered. Now 1-9 advances to the current position and the front lines are 4” apart.



In the musketry phase, targets are determined for each firer.

“1” fires at “A”

“2” has two units equally in its fire zone, and must choose one as a primary target – it selects “A”, with “B” as a secondary target.

“3” fires at “B”

“4” fires at “C”

“5” fires at “G” with “C” as a secondary target.

Unit 1 fires at A: DR 1. First Fire -2, 3-stand unit +1 = 0 = 2 hits and target “A” is also disordered

Unit 2 fires at A: DR 5. First Fire -2, 3-stand unit +1 = 4 = 1 hit and target “A” is also disordered again, but as it was already disordered – this accumulates to a shaken.

Unit 2 fires on target “B” as a secondary target. DR 3. First Fire -2, 3 stand unit +1 = 2. For a secondary target, a “kill” result must be rolled which inflicts a disorder, so “B” receives a disorder.

Unit 3 fires at B: DR 7. First Fire -2, 3-stand unit +1 = 6 = disorder – but as “B” is already disordered, this becomes a shaken.

Unit 4 fires at C: DR10. First Fire -2, 3-stand unit +1 = 9 = miss.

Unit 5 fires at G: DR 7. First Fire -2, 3-stand unit+1, target artillery +1 = 7 = miss

Unit 5 fires on “C” as a secondary target. DR 2. First Fire -2, 3-stand unit +1, target less than 50% in arc +2 = 3 = kil which becomes a “disordered” result due to being secondary target. Target “C” is disordered.

The Hanoverians return fire.

A fires on 1: DR 5, First Fire -2 = 3 = hit and target “1” takes a disordered.

A fires on 2 as a secondary target. DR 3, First fire -2 = 1 = hit which becomes a disordered for secondary target.

B fires on 3. DR 3. First Fire -2 = 1 = 2 hits and “3” is also disordered.

B fires on 2 as a secondary target. DR 4, First Fire -2, 50% arc +2 = 4 = hit, which becomes a “disordered due to secondary fire, which as 2 is already disordered, this becomes a shake. Unit 2 is shaken.

C fires on 4. DR 2, First Fire $-2 = 0 = 2$ hits and target disordered.
C fires on 5 as a secondary target. DR 4, First fire -2 , 50% arc $+2 = 4 = \text{hit} = \text{disordered}$ for secondary target.
As "5" was already disordered from artillery fire at the beginning of the turn, it is now shaken.

There is no close combat in this turn as units are all more than 2" away from each other.

In the Rally phase, units try to recover. They are all Veteran and need to roll a 7 or less to recover on 2D6

Unit 1 is disordered, rolls 5 and become steady, but with 1 permanent hit
 Unit 2 is shaken, rolls 6 and becomes disordered
 Unit 3 is disordered, rolls 8 and stays disordered and also has 2 permanent hits.
 Unit 4 is disordered, rolls 7 and becomes steady, but has 2 permanent hits.
 Unit 5 is shaken, rolls a 9 and stays shaken.

Unit A is shaken, rolls 11, stays shaken and has 2 permanent hits.
 Unit B is shaken, rolls 9, and stays shaken.
 Unit C is disordered, rolls 2 and becomes steady.

The Next Turn

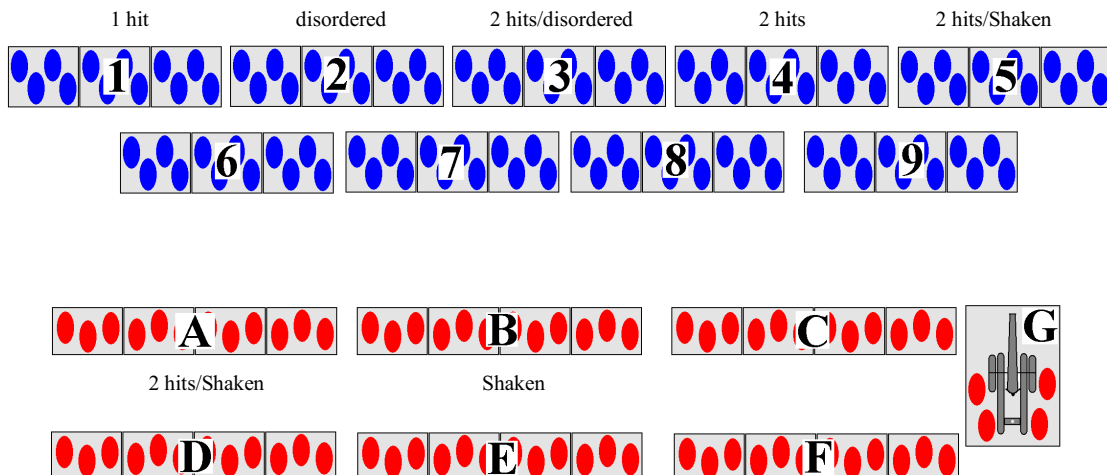
Artillery Battery G fires again at unit "5". At short range. DR 3, Short Range $+1 = 4 = \text{hit}$ and another disorder on 5, which as it is already shaken, becomes another hit, so "5" gets 2 hits and stays shaken.

Much of the Franco Bavarian front line is in bad shape, with 3 out of five units having received 2 out of 3 strength box hits. Both sides are hoping for the initiative, as who ever gets it will be able to execute a passage of lines, interpenetrating the front line with the rear, bringing fresh units to close range.

The Franco Bavarian side achieves the initiative, and do just that, bringing their 2nd line up through their first.

While at first, this might not seem like the best place for the Franco Bavarian front line, because the rear line is within 3" of the first, and if forced back in close combat, the front line will disorder the rear. However, because the front line is now 2 inches from the Hanoverian line, the Hanoverian line is prevented from conducting a passage of lines, because there is not room, as they may not come within 2" of an enemy's unit's front during movement.

The Hanoverians have two options. They can stay just where they are, or they can fall back from the enemy, which because they are within 6" of them, will automatically disorder the front line and leave the 2nd line within 3" of the first. The Hanoverian commander declines this option and decides to take the chance that his superior firepower will overwhelm the now smaller front line and that if he pushes back the Franco-Bavarians, he will do even more damage because of the proximity of their 2nd line.



Turn 2 Musketry Phase

"6" fires at "A" DR10, FF -2, 3-stand unit +1 = 9 = miss

"7" fires a "B" DR 5, FF -2, 3-stand unit +1 = 4 = 1 hit and disorder (which becomes 2 hits sd B is already shaken)

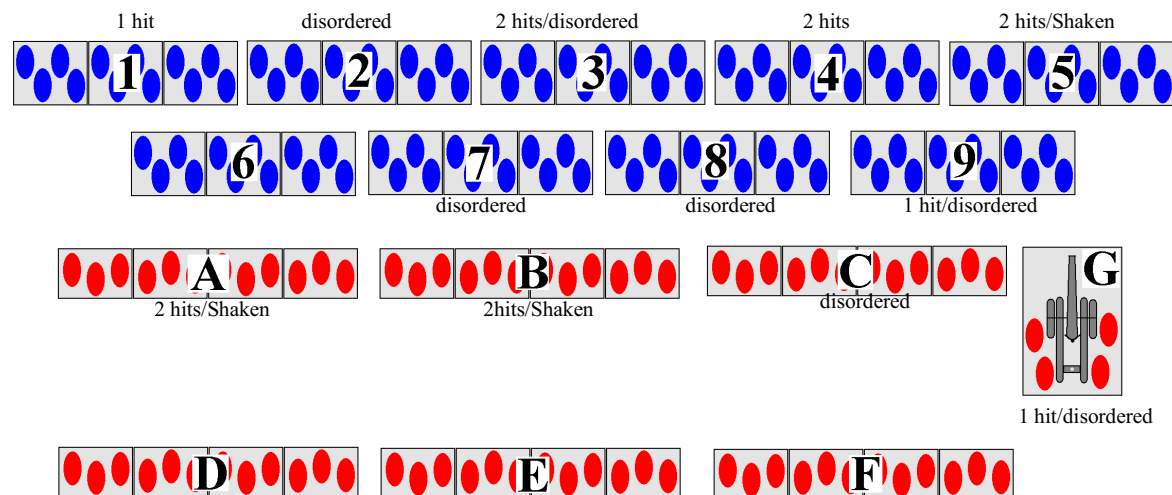
"8" fires at "C" as a primary. DR2, FF -2, 3-stand unit +1 = 4 = hit and disorder. Versus "B" as a secondary. DR10, FF -2, 3-stand unit +1, 50% arc +2 = 11 = miss.

"9" fire at "C" as a primary. DR6, FF -2, 3-stand unit +1 = 5 = disorder. Versus "G" as a secondary target. DR 3, FF -2, artillery +1 = 2 = hit and disorder.

"A" fires at "6". DR 7 = miss

"B" fires at "7" as a primary. DR 4, firer shaken +2 = 6 = disorder. Versus "8" as a secondary. DR 8, firer shaken +2, 50% arc +2 = 12 = miss

"C" fires at "9" as a primary. DR3 = hit and disorder. Versus "8" as a secondary. DR 2, 50% arc +2 = 4 = kill which for a secondary target becomes a disorder.



At the end of the musketry phase the Franco Bavarian commander, as the side with the initiative, is not certain of his troops and declines to advance to close combat range. However, the option now passes to the Hanoverian commander, who still having a largely in-tact 2nd line decides he has a good opportunity here – so pushes his front line up 1" into close combat range.

Close combat is reduced down to single pairings with each unit only rolling one time.

"A" fights "6", "B" fights "7" (8's end stand prevents 7 getting an overlap and therefore 8 becomes part of 7's combat). "C" fights "9" and is supported by G, while 9 is supported by 8. 8 gets to fight no separate combat of its own and shares the fate of 7 and/or 9.

Had the Franco Bavarians advanced, the pairing would be the same. 8 & 9 would both contact C, but 9 has the most frontage in contact with C so this would be the dicing unit, and 8 would be support. The Franco Bavarians would rather be counting 8 as its cohesion is better and it has less casualties – but such is the fate of combat.

A fights 6

Unit A: DR3, 1 flank supported (by B) +1, Rear support (from D) +1, 1 stand overlap +1, Shaken -2, more hits than enemy -1 = 3

Unit 6: DR3. 1 flank supported (by 7) +1, rear support (from 1 or 2) +1 = 5.

Unit "A" loses by 2 – its result is 1K back up 3" shaken. Shaken and disorder hits from close combat DO NOT accumulate to a kill (only those from firing do) so it now has a total of 3 hits, is shaken and is withdrawn 3".

B fights 7

Unit B: DR8, both flanks supported +2, rear support +1, (there is no overlap, as B's extra base is negated by the support from 8), more kills -1, shaken -2 = 6.

Unit 7: DR2, both flanks supported +2, rear support +1, disordered -1 = 4.

Unit 7 loses by 4. Its result is back up 3" shaken. Unit 8 shares the result, but they share the kills between them. 7&8 each get 1 hit, and back up 3" Both are shaken.

7 & 8 burst through units 2, 3 and 4 in their flight to the rear, which as they are within 3", all take an additional disorder. (These disorders DO NOT accumulate to kills, only to shaken results. ONLY disorders those from firing accumulate to kills).

C fights 9

Note: C and 9 are the dicing units. There are no overlaps here as there are 5 bases on each side. 3x9 and 2 x8 versus 4cC + 1xG. 9 loses, G will be destroyed as artillery is always destroyed if on the losing side.

Unit C DR9. Flank support +2 (from B and G). Rear support +1 (from F), disordered -1 = 11

Unit 9: DR7. Flank support +1 (from 8). Rear support +1. More hits -1, disordered -1 = 7

Results are 8 and 9 take 2 kills (hits) and back up 3" shaken. The two hits are shared between 9 and 8. * was already falling back, and 9 joins it also inflicting a disorder on 5.

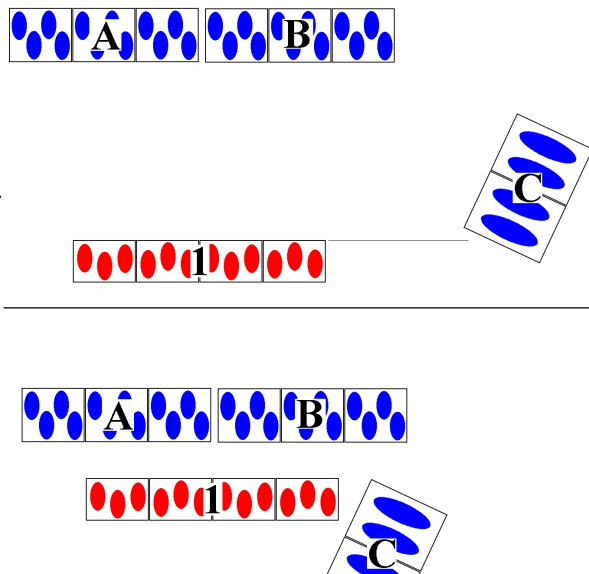
A Flank Attack

In this example, Red had the initiative. Unit 1 decided to move first. At the start of the turn, unit C was not astride unit 1's flank lines. Unit 1 advances to 2" from A & B. At the beginning of Blue's movement phase C was astride 1's flank lines and moves itself 1" to the flank of 1. It can move directly to 1" because it is outside of 1's forward firing fan and is not subject to firing – and intending to close combat – it moves to 1".

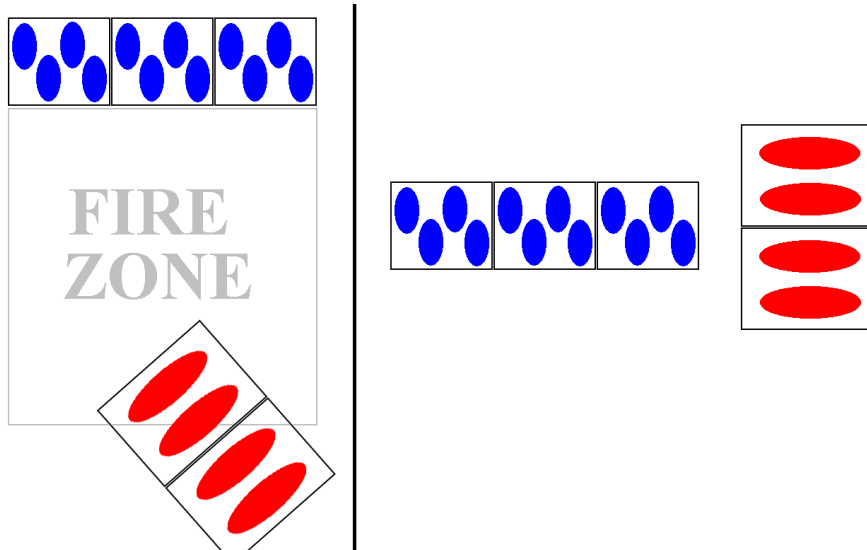
After firing, A and B are still in the battle and also decide to close from 2" to 1" for close combat.

1 is at a serious disadvantage. Blue can choose either A or B (whichever is in the better shape) to dice for the close combat. The other counts for overlap. If B were the dicing unit, it would get flank support from both A and C as part of C's flank side was within 2" of part of B's flank side. 1 also gets a minus 3 for being struck in the flank.

If 1 loses – it cannot fall back as it will contact C so surrenders instead – if it is not destroyed.



Another Flank Attack and Opportunity Fire



In this example, Red cavalry has the initiative. Red Cavalry wants to close-combat with Blue infantry. However, Red is justifiably concerned about Blue's firepower. Blue has left itself without flank support – or is perhaps the sole survivor of a spent command. In its movement phase, Blue decides not to form square, as it if does, it must take a morale test as Red is cavalry within 6" of it and if it fails it would become shaken.

Red moves forward out of Blue's fire zone and wheels around to blue's flank. Blue fires on Red as an opportunity fire – which means it fires as if it were a secondary target. It must score a "kill" to get a disorder result on Red.

When Red conducts its close combat, this is NOT a flank attack. Blue gets to fight all three stands (getting a +1 for 1 stand overlap) against Red. Red's advantage is that it wasn't destroyed by Blue's musketry volley in the fire phase.

If this were a flank attack (because for example Red came from the flank and started across Blue's flank line), then Blue would still fight with three stands to Red's two, but would get a -3 for being struck in the flank.

Had Blue gained the initiative and so long as Red was not Shock Cavalry, its best option would have been to advance to within 2" of Red. In Red's turn, it would not have been able to wheel across the front of Blue (in an attempt to try the above noted maneuver) as its wheel would have taken it closer than 2" from the front of the enemy – which is not permitted during normal movement. Red's option would have been to exchange fire and hope to survive until close combat – where it would have a slight edge, or to about face and ride off (evade) and perhaps receiving some fire (which would be opportunity fire if it managed to clear Blue's fire zone).

Town and Village Assaults. The following chart is used to determine the outcome of assaults against towns and villages, such as were on the fields of Blenheim and Ramillies.

TOWN AND VILLAGE ASSAULTS																
	Defender's Strength Boxes. Count all of the engaged front rank battalions' strength boxes - Plus half of all other battalions' strength boxes in the town that are not engaged in a front rank elsewhere. Modifiers. +1 for each "Crack" or "Elite" Battalion or Deployed Battery engaged in the front rank -1 for each battalion in front rank battalion that is disordered or shaken.															
		2	4	6	8	10	12	14	16	18	20	22	24	26	28	30+
Attacker's Strength Boxes Count all of the strength boxes for the attackers front rank - plus half of strength boxes of the battalions in 2 nd rank. Modifiers. -1 for each battalion in front rank disordered or shaken +1 for each "Crack" or "Elite" battalion engaged in the front rank. +1 for each Grenadier battalion engaged in the front rank.	2	20	18	18	16	16	14	14	12	12	10	10	10	10	10	10
	4	22	20	18	18	16	16	14	14	12	12	10	10	10	10	10
	6	24	22	20	18	18	16	16	14	14	12	12	10	10	10	10
	8	26	24	22	20	18	18	16	16	14	14	12	12	10	10	10
	10	28	26	24	22	20	18	18	16	16	14	14	12	12	10	10
	12	30	28	26	24	22	20	18	18	16	16	14	14	12	12	10
	14	32	30	28	26	24	22	20	18	18	16	16	14	14	12	12
	16	35	32	30	28	26	24	22	20	18	18	16	16	14	14	12
	18	40	35	32	30	28	26	24	22	20	18	18	16	16	14	14
	20	45	40	35	32	30	28	26	24	22	20	18	18	16	16	14
	22	50	45	40	35	32	30	28	26	24	22	20	18	18	16	16
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	30	70	65	60	55	50	45	40	35	32	30	28	26	24	22	20
	32	70	70	65	60	55	50	45	40	35	32	30	28	26	24	22
	34	75	70	70	65	60	55	50	45	40	35	32	30	28	26	24
	36	75	75	70	70	65	60	55	50	45	40	35	32	30	28	26
	38	80	75	75	70	70	65	60	55	50	45	40	35	32	30	28
	40	80	80	75	75	70	70	65	60	55	50	45	40	35	32	30
	42	80	80	80	75	75	70	70	65	60	55	50	45	40	35	32
	44	85	80	80	80	75	75	70	70	65	60	55	50	45	40	35
	46	85	85	80	80	80	75	75	70	70	65	60	55	50	45	40
	48	85	85	85	80	80	80	75	75	70	70	65	60	55	50	45
	50	90	85	85	85	80	80	80	75	75	70	70	65	60	55	50
	+															

Procedure - Attacking a Defended Side of the Town.

- During the **Close Range Combat Phase** the attacker moves up all battalions that will conduct the assault. They are moved up to the edge of the town or barricades if fortified. The 2nd line, to add weight to the assault, must be immediately behind the first line (within 1/2").
- The attacker counts up all the strength boxes for the assault's front line, and half of those in the 2nd line (subsequent lines do not add weight. Deduct 1 for each battalion in the front line that is disordered or shaken. Add one for each crack/elite battalion AND +1 for each Grenadier battalion engaged in the front rank..
- Do the same for the defender - but count up all strength boxes of the front line facing the attack, and half of **All** battalions in the town **that are not being counted as a front rank elsewhere**. Deduct 1 for each battalion fighting in the front rank that is either disordered or shaken and +1 for each crack/elite engaged.

4. The attacker cross-references the numbers on the chart - that is the percentage that must be equaled or less on percentile dice to succeed in the attack.
- **The Attack Succeeds (die roll is equal or lower):** The attacker takes a disorder result for every battalion in the front line (cumulative with any existing disorder or shaken). The defender takes a kill and a disorder for every battalion in its front line. The attacker and defender may replace units in the front line that are destroyed, with rear units - this is a free exchange done without cost or penalty in the movement phase of the next turn.
 - **The Attack Falters (die roll is higher but not double):** The attacker takes a kill and a disorder for every unit in the front rank. The defender takes a disorder for every unit in the front rank. The attacker is locked in combat with the attacker. Front lines may still be exchanged next movement phase.
 - **The Attack is Repulsed (die roll is double or greater):** The attacker takes a kill and a disorder for all battalions in the front line, and a disorder for all battalions in the second line. The entire attack is forced back three inches from the town. The defender takes no penalty.

Taking the Town.

The attacker must get two "Attack Succeeds" results without an "Attack Repulsed" in between. The attacker may suffer as many "Attack Falters" results as it can bear, so long as it is not repulsed before getting a second success. To show that an attack has a success, it is placed either on top of the barricades or just into the edge of the town.

On getting a second success, the defenders in the town are all pushed out - in the same number of lines as they occupied in the town, and all receive a disorder result.

FRONT LINE BATTALIONS MAY NOT RALLY - THEY MUST BE EXCHANGED BY REAR UNITS. 2nd AND SUBSEQUENT LINES MAY RALLY IN THE RALLY PHASE. PASSAGE OF LINES MAY BE CONDUCTED FREELY IN THE MOVEMENT PHASE.

For towns or portions of a towns perimeter without prepared defenses - the attacker may count all strength boxes for the 1st AND 2nd rank of battalions that are in contact with unfortified sections of the town.

The Town Assault is recreated on a Quick Reference Sheet (QRS). This and three other QRS's should accompany this set of rules.

Example of a Command Card

Infantry Center: Marshall Tallard			
Marquis de St. Pierre			
Command Break Test			
□□□□□□ □□ □□□□□			
2nd Line Behind cavalry		4th Line Behind 3 rd line	
Robeque (Walloon)	Vet (F) □□□	Nice	Vet (F) □□□
D'Albaret	Vet (F) □□□	Agenois	Vet (F) □□□
Bandeville	Vet (F) □□□	Lassay	Vet (F) □□□
3rd Line Behind 2 nd line		Artillery Hochstedt road and left	
1/Auxerrois	Vet (F) □□□	Light 4lb battery	Vet □□
2/Auxerrois	Vet (F) □□□	Light 4lb battery	Vet □□
Chabrilant	Vet (F) □□□	Heavy 24lb battery	Vet □□
(these troops are frequently referred to as Raw Recruits in historical texts - but given that they hey did not break - stood their ground and fought to their death warrants rating as Veteran)			

Play Testers

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