

WARBURG 1760

DEFEAT ON THE DIEMEL

Warburg 1760 is a game for two players based on the battle of the same name. It uses the same system as the game on the battle of Corbach 1757 in *VaeVictis* # 142 in a streamlined version, but you can play it with the precedent version. One player controls the French Army and the other the Allied or "Observation" Army. The main differences with the previous rules are indicated by a **❖**.

0 - OVERVIEW

0.1 - ABBREVIATIONS

For simplification, the abbreviation "hex" is used in the rules for hexagon. The game requires the use of a six-sided die (noted 1d6 or D6).

For distances between units, the hex of one of the units is counted, but not the other.

The player whose units are activated is designated as the 'active' player and his opponent is 'inactive'.

Infantry: Designates both kinds of infantry (line and light).

Cavalry: Designates both kinds of cavalry (heavy and light).

Commanders: Designates Army Commanders and Formation Commanders.

DRM - Die Roll Modifier

LoS - Line of Sight

ZoC - Zone of Control

CR - Command Radius

CP - Combat Point

MV - Morale Value

MP - Movement Point

1 - UNITS

1.1 COMBAT UNITS

1.1.1 - Types and characteristics

There are five types of combat units:

Light infantry: Illustration of a figure on foot and with a capital "L". A unit of Jägers, for example.

Line (normal) infantry: Illustration of a figure on foot

Light cavalry: Illustration of a horseman and a capital "L". Hussars, for example.

Heavy cavalry: Illustration of a horseman. Designates, for example, cuirassiers, dragoons or carabinieri.

Artillery: Illustration of canon.

1.1.2 - Characteristics

Each infantry and cavalry counter possesses combat points (CP), a morale value (MV), and movement points (MP). Certain infantry or cavalry units can have a combat bonus against respectively the infantry or cavalry, indicated by a fist or crossed swords. Artillery counters only state their caliber and MPs.

Note: *The calibers noted on the counters represent, by simplification, the majority of the calibers used.*

1.1.3 - Formations

The infantry, cavalry and artillery units are grouped into Formations, identified by a colour code. This formation corresponds to a cavalry or infantry formation or to a body of mixed troops. This system of organisation is used for activation, with units of the same formation always acting together (see 6). Certain units are independent and have a black identification colour code; they can be activated at the same time as a formation (see 5).

1.1.4 - Losses

Combat units possess 2 to 4 combat steps, except artillery units, which only have one combat step. A unit with 7 or 8 CPs has 4

combat steps; a unit with 5 or 6 CPs has 3 combat steps; a unit with 2, 3 or 4 CPs has 2 combat steps.

When a unit with one combat step suffers a loss, it is eliminated. When a unit with two steps loses one, it is turned over. If the unit has already been flipped, it is eliminated. When a unit with three or four steps suffers a loss, a "Loss" marker corresponding to 2 CPs lost is placed under it. If the unit suffers another loss, the marker is removed and the counter is turned over. If a unit with three combat steps suffers another loss, it is eliminated.

If a unit with four combat steps suffers another loss, the marker is again placed underneath.

The unit is eliminated at the following loss.

1.2 - COMMANDERS

Each player has an Army Commander. Each Army Commander has a Command Radius (CR) indicated in hexes in the scenario.



The Formation Commanders represent the commanders of the various formations in each army. Formation Commanders have an activation value (AV) indicated in the scenarios depending on their nationality and a command radius indicated on the counter.



When a commander **attacks** with a unit he provides a bonus (3.2 and 10.3).

1.3 - LIGHT UNITS

Light units follow special rules.

- They have no flank or rear hex.
- Light infantry has a ZoC in woods hexes.
- They have a penalty in clear terrain against non-light units.
- Light infantry can retreat one hex before combat against normal infantry.
- Light cavalry can retreat two hexes before combat against normal infantry or heavy cavalry..
- ♦ - Light cavalry act as light infantry in villages and towns (it dismounts).

2 - FACING

All units are subject to the facing rules, which influence movement, ZoCs and combat.

2.1 - FRONT & FLANK

Infantry, cavalry and artillery units possess two frontal hexes, two flank hexes and two rear hexes.

Light units have only frontal hexes.

2.2 - COMMANDERS AND ROUTED UNITS

These units have no facing. They may use any adjacent hex. to move.

2.3 - TERRAIN EFFECTS

The terrain of a hex may affect the ZoC of the occupying unit. See the Terrain Effects Chart..

3 - STACKING

3.1 - STACKING LIMITS

Stacking is limited to **two** units per hex. Units must have the **same** facing.

Exception 1 : Infantry can only be stacked with infantry, cavalry with cavalry, and only one artillery unit with a single stack of infantry or of cavalry..

Exception 2 : Light infantry and cavalry units (light with the same name may be stacked together.

Historical note : These troops were used to manoeuvring together and represent small numbers.

One cannot stack two artillery units together.

♦ The number of combat points in a hex may not exceed **10**.

If a unit wants to stack with another it must have the same facing and it must enter by the unit's rear or frontal hex (by moving backward).

Markers and commanders are not counted in stacking. The stacking order is important; the top unit is considered the **first** unit. Losses during combat are

COUNTERS DESCRIPTION

INFANTRY

Recto



Verso



Name and color of nationality

Shock

Combat Points
Formation's color and Morale Value

Movement Points

Show a reduced unit

LOSSES



4 combat steps = 8 CP



3 steps = 6 VP



2 steps = 4 CP



1 step = 2 CP

OTHER KIND OF TROOPS



Light Unit



Cavalry Bonus



Movement Points

Calibre

the army of observation is made of British, Hessians, Hanoverians and Brunswickers

applied in priority to the first unit of the stack (11.1).

Designer's note: *Stacked units are actually one behind the other in the hex. The player has the choice of giving priority to lines of battle more or less close to each other, with the resulting consequences. (See combat results).*

3.2 - COMMANDERS

They may be alone in a hex or stacked with units. If an enemy combat unit moves through their hex while they are alone, they are repositioned : Formation Commanders to the unit of the closest formation, and Army Commanders to the closest friendly unit.

A Formation Commander and an Army Commander can be stacked in the same combat unit. In this case, only one combat bonus of +1 is applied.

3.3 - APPLICATION OF STACKING RULES

Stacking limits apply to all units at all times except during retreat after combat (11.2)..

3.4 - OVERSTACKING PENALTY

If units are overstacked, the owning player must eliminate as many as required to meet the stacking limits.

3.5 - EFFECTS OF STACKING

3.5.1 - Stacking order

The stacking order may be changed during the movement phase at a cost of **half** of the MP of all units



present. If this change takes place in an enemy ZoC, the stack will have a penalty if there is combat.

3.5.2 - End of movement

When a unit stops its movement in a hex occupied by a unit with which it can stack, the unit is placed **under** the one already present.

3.5.3 - Artillery

When a unit is in a hex with an artillery unit, the player places the artillery unit on top of the stack..

3.6-INSPECTION

Players may not inspect stacks of enemy units..

4 - SEQUENCE OF PLAY



A scenario is played in a set number of turns, each turn consisting of several phases..

A. MOUVEMENT DE MARCHÉ

If reinforcements enters in march column, the player or players who move units in a marching column play these formations first (14).

B. RALLY PHASE

Players attempts to rally their units in Rout (12.5) and their Disorganised units in enemy ZoC and reorganise the disorganised units outside of enemy ZoC (12.2)..

C. ACTIVATION OF FORMATIONS

The player who plays first (determined by the scenario and/or by an initiative test) is designated as "active" and the other player as "inactive".

C1 - FIRST PLAYER

• Fire and Movement Phase



The active player chooses a formation (or an independent unit) and tests its activation. If successful, the corresponding formation (or unit) is then activated.

If unsuccessful, the formation (or unit) is not activated (5.3). Turn the Formation Commander's counter over to indicate the end or failure of this activation. An Activated marker is placed on the independent units.

If the formation is activated, the active player::

A - checks the command of the formation's units.
B - can have his commanded units perform the following actions in the following order :

1 - Change the facing of his artillery units, and/or fire with his artillery units.

2 - Move the Formation Commander independently or with a unit or stack of units with which he is stacked.

3 - Move the commanded units.

If the Army Commander is stacked with the activated Formation Commander, he will nevertheless have the option of moving on his turn (see 4).

The inactive player may:

- Make an opportunity charge (8.5);

- Engage in reaction fire (9.3);

with his **inactive** units at the desired moment on an active enemy unit having moved at least one hex.

The active player chooses another formation and tries to activate it. This continues until all of the active player's formations have been tested.

4 - Army commander's movement

Move the Army Commander alone or with a unit (or a stack of units) with which he is stacked or a line of battle of which he is part (see 6.5). If the Army Commander was stacked with a Formation Commander and moved with him, then his movement capacity is halved.

5 - Combat phase (see 10)

Once **all** of the movements of **all** the activated formations or independent units have taken place, the combats are resolved one by one in the order chosen by the active player and the results of combat are applied immediately.

C 2 - SECOND PLAYER

The second player becomes the active player and repeats the same operations as the first player, who becomes the inactive player.

D. END OF TURN

- The commanders are returned to their front (recto) side. Activated markers are removed.

- The players check the morale of their formations.

- The players check the automatic victory conditions of the scenario, if there are any.

- The turn is then over and the turn marker is advanced one space.

At the end of the final turn the players check the victory conditions for that scenario.

5 - ACTIVATION

5.1 - OVERVIEW

The active player chooses a formation (or an independent unit) and tries to activate it by getting a

1d6 roll less than or equal to its activation value. **Important**: the player only has one try per formation (or independent unit).

During an activation, the independent units indicated in the scenario that are within command range **may** be activated with the formation of the player's choice (indicate their activation by an Activated marker).

If the Army Commander is stacked with an independent unit, the unit is **automatically** activated.

Die roll modifiers:

- The Formation Commander (or the independent unit that is activated individually) is within command distance of the Army Commander: **-1**

- The Army Commander is stacked with the Formation Commander: **automatic**.

5.2 - ACTIVATION LEVELS

See the scenarios for the various activation levels.

5.3 - NON ACTIVATION

• If a formation fails its test and cannot activate itself, the units of the formation, whether or not they are commanded, remain where they are and do not move. The player **may** nevertheless:

- Change the facing of an artillery unit

- Fire with an artillery unit

- Move a unit or a stack of units with half of its MP.

- Move the Formation Commander with half of his MP if he moves alone or with half the MP of any unit or units stacked with him.

• An independent unit which fails its activation does not move, however it can change facing by one vertex (see 6.6 and 8.3). If it is activated at the same time as a formation, it obeys the general rules.

6 - COMMAND

6.1 - OVERVIEW

Each Army Commander has a Command Radius [CR] (expressed as a number of hexes, regardless of the type of terrain) that represents his ability to control his Formation Commanders.

To be in command, a Formation Commander must be in the CR of his Army Commander during phase B. The CR is traced from the Army

Commander to the Formation Commander following a line of hexes (unaffected by terrain) that may not pass through an enemy

unit, or through a frontal or flank enemy hex that is not occupied by a friendly unit.

The CR of an Army Commander is indicated in the scenario.

6.2 - OUT OF COMMAND FORMATION

The commander of a formation that is out of command during phase B carries out his activation test without a bonus (5.1). If he fails the test, the counter is still turned over, as if the Formation Commander had been activated (B1).

6.3 - COMMAND OF UNITS

When activated, a Formation Commander may make all his units that are in command at the moment of activation perform any actions open to them, respecting the constraints listed in 8.1.1.

To be in command, a unit must be within the CR of the Formation Commander, following the same principles as in rule 6.1.

The CR of a Formation Commander is the value indicated on the counter.

A unit which is outside the CR of its Formation Commander is still in command if:

- **Infantry or Artillery**: the unit is adjacent to a unit in command.
- **Cavalry**: the unit is at most two hexes from another unit in command.
- **Independent unit**: They obey the same rules.

Important: the command check of a formation's units is done at the moment of the formation's activation. This means that a unit that is out of command remains so for the whole phase, even if the unit or Formation Commander moves within the CR.

A Formation Commander does not need to be stacked with units of his formation to command them.

6.4 - OUT OF COMMAND UNITS



A unit that is out of command at the moment of its formation's activation may not move (exception, independent units, see 5.3). Place an "out of command"

(Non commandé) marker on the unit.

- An out of command unit **cannot** move out of an enemy unit's ZoC but may try to change its facing by one vertex by testing its morale with a DRM of +1. Whatever the result of this test, the unit can change its facing (see 8.3).
- An out of command unit with enemy units in its ZoC can always combat even if it is Disorganised.
- An out of command artillery unit can always fire.

6.5 - INDEPENDENT UNITS

An independent unit that fails its activation test does not move but may change facing by one vertex. If a unit is in an enemy ZoC, it must test its morale with a DRM of +1. Whatever the result of this

test, the unit changes its facing (8.3).

7 - ZONE OF CONTROL

Each unit exerts a Zone of Control (ZoC) over each of its frontal hexes. This ZoC affects adjacent opposing units in these hexes. Commanders and routed units have no ZoC. See the terrain effects chart for special terrains.

7.1 - EFFECTS OF ZOC

A ZoC has the following effects:

- a unit that enters an enemy ZoC stops its movement;
- a unit that retreats into an enemy ZoC after combat may become disorganised and be routed (see 11.2);
- a unit may not move directly from one enemy ZoC to another enemy ZoC (exception 11.3 Advance after combat);
- leaving an enemy ZoC occurs through retreat (8.4).
- The presence of a friendly unit in an enemy ZoC negates the effects of the ZoC for command (see 6.1) and the movement of commanders (see 8.5).
- A ZoC is not projected into the following terrain: a forest (except light infantry units), a town hex, across a stream or a river except across a bridge.

7.2 - FLANK AND REAR HEX.

- **Flank hexagon**: an enemy unit's flank hexagons have no effect on the movement of friendly units. A unit which retreats into an enemy flank hex after combat may possibly become disorganised (see 11.2).
- **Rear hexagon**: an enemy unit's rear hexes have no effect on the movement of friendly units. There is no penalty for retreating into the rear hex of an enemy unit after combat.

8 - MOVEMENT

8.1 - OVERVIEW

An activated unit may move some or all of its MPs. Entering a hex costs the moving unit a certain number of MPs. Terrain costs are shown on the Terrain Effects Chart for infantry and cavalry. MPs are not cumulative from one turn to the next and may not be transferred between units. The movement of a unit or stack of units **must be completed** before continuing to another unit of that formation (see the specific movement of a line of battle).

Movement can only be carried out through frontal hexes, without changing the unit's facing. Commanders and light troops may move in any direction.

Artillery units may only move if they have not fired during phase 2b. (9.6). They cannot move in certain terrains (see Terrain Effects Chart).

A unit **cannot** cross another unit (exception retreat after combat 11.2.1).

8.2 - DISORGANISATION DUE TO TERRAIN

❖ Certain terrain can provoke the automatic disorganisation of a unit crossing it. At the moment a unit crosses into this terrain, it receives a Disorganisation marker. At the moment the unit goes out of such terrain, remove the marker if it is noted temporary. See the Terrain Effects Chart

8.3 - CHANGING FACING

A unit may change facing by spending **1 MP** per vertex, maximum three vertices per movement phase. A unit that changes facing in an enemy ZoC must pay **2 MPs** per vertex and must take a morale test (one test only, irrespective of the number of vertices). Whatever the result of the test, the unit still changes facing..

Attention: a unit that **already** has an enemy unit in its ZoC **cannot** change facing.

A unit or a stack of units that rotates 180 degrees must pay 1 MP. For a stack, the order is reversed: the unit on the bottom moves to the top and vice versa.

A unit in an enemy ZoC **cannot** rotate 180 degrees..

A unit may always move backward:

- One hex. if stacked with another unit or if in enemy ZoC (see 8.4).
 - Two hex. otherwise,
- then change facing by one vertex.

8.4 - LEAVING AN ENEMY ZO C

A unit may leave a hex in an enemy ZoC by retreating one hex (following the retreat rules, see 11.2) into one of its rear hexes (but not flank hex), while maintaining its facing. **Cost:** all of its MPs. The unit

may not change facing after it has retreated.

Exception: cavalry may retreat one hex and change facing by a maximum of one vertex.

8.5 - MOVEMENT OF COMMANDERS

Army Commanders may move **6 MPs** once per turn at the end of phase C. Any terrain other than clear or trail costs **2MPs**.

They may not enter an enemy frontal or flank hex that is not occupied by a friendly unit. A Formation Commander may move **6 MPs** but only when his own formation has been activated. He must respect the same rules as Army Commanders.

A commander that is **stacked** with a unit moves with the unit's movement capacity.

8.6 - OPPORTUNITY CHARGE

Once per activation of an enemy formation, a cavalry unit or may react to an enemy movement:

- if it is not in an enemy ZoC;
- if the enemy unit arrives within 2 hexes of it,
- if its reaction test is successful

The cavalry unit or stack can move normally and must come to be adjacent to the enemy unit.

To pass the reaction test, the player must get less than the activation value of the formation or independent unit, applying the following modifiers :

- the Formation Commander and/or the Army Commander is stacked with the unit : **+1**

8.7 - ARTILLERY AND MOVEMENT

During the activation phase, an artillery unit may change facing by one and only one vertex, and then fire.

Important: An artillery unit can move once its formation is activated if it has not already fired this turn. It can nevertheless fire if it is moved during the previous turn.



The Gilsa unit is not commanded because it is outside the CR of Wutginau, and it is not adjacent to a unit in command. The Einsiedel unit is commanded because it is a cavalry unit located two hexes from a commanded unit. The Anhalt 1 unit is commanded because it is adjacent to a unit in command. The Fürstenberg 2 unit is commanded because it is within the CR of Wutginau.

9 - ARTILLERY FIRE

9.1 - OVERVIEW

During the activation phase, cannon of the activated formation may fire once in the direction of their frontal hexes (see diagram, page 4). Firing is voluntary. No unit is obliged to fire. Each unit fires separately.

If an artillery unit chooses to fire, it must designate a target hex that is within range and in its Line of Sight (9.4).

An artillery unit may not fire beyond its maximum range of **6 hexes**. The range is the number of hexes from the firing unit to its target, counting the hex of the target unit but not that of the firing unit.

9.2 - PROCEDURE

The player rolls **1d6**, adds any applicable modifiers and checks the result on the artillery fire table..

9.3 - REACTION FIRE

Reaction fire is normal fire that is carried out by an inactive artillery unit (or a redoubt) and which is resolved **automatically** during the movement of an active unit. If it is still possible after the reaction fire, the enemy unit **may** continue its movement.

An artillery unit may carry out only one reaction fire per turn.

This shot is aimed at the hex the enemy unit leaves or enters, as the player chooses. It is resolved **immediately**.

9.4 - LINE OF SIGHT

9.4.1 - Overview

Artillery must have a clear Line of Sight as far as its target hex in order to fire. The LoS is traced from the centre of the firing unit's hex to the centre of the target unit's hex. Artillery **may always** fire at a target in an adjacent hex.

Determining the LoS depends on the position of the firing unit and the target, which may or may not be at the same level.

A. The two units are not at the same level: The LoS is blocked if it passes through a hex containing a blocking element. In addition, the LoS is blocked if it crosses a higher level than that of the firing unit or the target.

B. There is more than one level separating the target and the firing unit: The LoS is not blocked if it passes through a hex containing a blocking element.

C. The two units are at the same level: The LoS is blocked if it passes through a hex of equal or higher level containing a blocking element. Furthermore, the LoS is blocked if it crosses a level higher than that of the firing unit and the target.

Elements that block the LoS are:

- any unit between artillery and its target;
- any obstacle hex (town, woods, etc.), hex sides excluded, between the artillery unit and its target.

A LoS may always be traced to a hex containing blocking terrain, but never through it.

Note: If a LoS passes along a hex side, it is only blocked if the hexes on both sides of the LoS contain blocking elements.

9.4.1 - Flank Fire

If a unit presents its flank to an artillery unit, it will have a DRM of **+2** for fire.

9.5 - DESTRUCTION OF ARTILLERY

An artillery unit never recoils or routs and is never disorganised by combat or fire.

If a unit is stacked with artillery, the unit is the one to suffer any combat results.

If an artillery unit alone in its hex is contacted by an enemy unit then it is automatically destroyed.

11 - COMBAT

10.1 - OVERVIEW

Units of the active player may always attack adjacent enemy units in their ZoC. The active player is called the attacker and his opponent is called the defender..

• Attack is **mandatory** if the attacker **and** the defender are in clear terrain except:

- if infantry attack cavalry;
- disorganised cavalry attacks any other unit;
- light troops attack line troops or heavy cavalry.

A unit may only attack during the combat phase of the active player.

Exception: Artillery units may only combat during fire.

- A unit may only attack **once** during its activation..
- When a stack of units attacks, all of the units in the stack must attack the same enemy hex by combining their CPs.
- A unit or stack may attack several units at once as long as they are all adjacent to each other and in the attacker's ZoC. In this case, they are attacked together by combining their CPs in defence.
- Several friendly units or stacks that are adjacent may attack the same enemy unit or stack by combi-

ning their attack factor as long as the enemy unit or stack is the only one in the attacker's ZoC.

Important: a unit which has its two ZoC hexes occupied by enemy units is **obliged** to attack both, unless another friendly unit also has one of these two hexes in its own ZoC or if the terrain allows it.

- However, several friendly units may not attack several enemy units in a single combat. The attacks must be resolved separately.
- A cavalry unit may not attack an enemy unit located in terrain that it could **not** move into.

10.2 - PROCEDURE

Each combat is resolved separately in the order chosen by the attacking player.

- 1:** Calculate the ratio of the sum of the attackers' CPs against the sum of the defenders' CPs. The ratio is always rounded **in favour** of the defender.
- 2:** The different modifiers (see 10.3) are applied and the attacker rolls 1d6. He consults the Combat Results Table and obtains the combat result.
- 3:** The result and its consequences are applied immediately before moving on to another combat.

10.3 - MODIFIERS

Combat modifiers are as follows:

Terrain: regardless of the type of attack, **always** apply the terrain most favourable to the defender for combat resolution.

Morale: obtain the difference in morale between the attacker and the defender.

– When units with different morale participate in a combat (in attack or defence), apply the **best** morale value of the units involved.

– When a stacks participates in a combat apply the morale of the **top** unit.

Flank and rear: a unit attacked in the flank gives a DRM of **+2** to the attacker. A unit attacked from the rear gives **+3** DRM to the attacker. For multiple attacks, use the facing that is **least favorable** to the defender.

Grenadiers: certain units have a shock symbol that gives them a **+1** DRM during the first turn of a combat when **attacking** only.

Cavalry: - **1** against normal/line infantry.

A cavalry unit that attacks disorganised infantry receives a **+1** DRM in combat.

Certain cavalry units possess a combat bonus indicated by crossed swords on the counter. The **+1** DRM bonus only applies when the unit combats cavalry.

Strength ratio: see table



The artillery unit cannot fire at Gilsa unit because the LoS is blocked by the town hex. It can, however, fire at Prinz Karl.

Disorganisation: + or -1

Demoralised formation: : + or -1.

Type of unit: see table

Commander present in attack only: +1 max.

Change in order of a stack in ZoC: -2

+2 against a unit in **march column**.

All modifiers are cumulative.

11 - COMBAT RESULTS

11.1 - OVERVIEW

Possible combat results are:

MT: Morale test of the units. All involved units take a morale test.

MT - 1: All involved units take a test with a DRM of -1.

MT +1: Morale test of the units with a DRM. All involved units take a test with a DRM of +1.

MT +2: Morale test of the units with a DRM. All involved units take a test with a DRM of +2.

D: Automatic disorganisation of the units. All involved units are disorganised.

R1 or R2: Retreat of one or two hex. for all the involved units (see 11.2).

1,2,3: Number of combat steps eliminated on the involved units. The player is free to distribute the losses to the units at fault. In the case of a stack, the unit **on top** takes the first loss, then the third potentially..

E: Elimination of the involved units..

*****: Cavalry units previously disorganised by combat are eliminated.

Results apply to the whole stack except losses which are taken first by the unit on top of the stack.

Important: the results are applied in the following order: losses, morale test, disorganisation then retreat.

Note: If a unit routs before retreating, it **only** does its rout movement.

11.2 - RETREAT OF UNITS

11.2.1 - Overview

Retreat after combat must be done, if possible, in the following order:

- toward one of the retreating unit's rear hexes
- toward terrain that the unit may enter, out of an enemy ZoC or enemy flank hex.

A retreating unit or stack maintains its initial facing. A unit that cannot retreat because of the presence of enemy unit(s) or impassable terrain is eliminated.

A commander must retreat with the unit(s) he is accompanying

11.2.1 - Retreat into a friendly ZoC

If a retreat hex is occupied by a friendly unit or stack of any type with the **same** facing, the retreating unit or stack **must** cross it – the unit or stack in the crossed hex takes a test to see if it's disorganised (12.1) – and stops at the first hex free of friendly units. Stacking limits do not apply during this movement (3.3).

If the unit or stack does not have the same facing as the retreating unit, it is **automatically** disorganised.

11.2.2- Retreat into an enemy ZoC

- A unit forced to retreat into a frontal hex of an enemy unit loses one combat step and takes a Morale Test with a DRM of **+2**.
- A unit forced to retreat into a flank hex of an enemy unit takes a Morale Test with a DRM of **+1**.
- A unit forced to retreat into a rear hex of an enemy unit does not take a Morale Test.



Gilsa and Malsburg are showing their flanks to the artillery unit, however Grothaus is showing its front.

11.3 - Advance after combat

In the case of retreat or elimination, the victorious stack's top unit or the stack itself, in attack or defence, may enter the vacated hex. The advance is limited to this one hex, even if the retreat is of two hexes.

Exceptions :

If the advancing unit is the defender's, then it cannot enter an enemy ZoC..

♦♦ – Cavalry that win a combat **may** advance at least one hex..

Exception: English cavalry that win a combat **must** advance at least one hex.

The choice of whether or not to advance to a vacant hex is free, but must be carried out **immediately** and before any other action.

Artillery may not advance after combat.

11.4 - ELIMINATION OF COMMANDERS



When the units with which an Army Commander is stacked suffer at least one step loss (by fire or combat), the player checks to see whether or not the commander is killed. The player rolls **1d6** and on a **1** he is killed.

If the units with which he is stacked are eliminated entirely, whether by combat, fire or retreat, the player rolls **1d6** and on a **1** or **2** the commander is killed.

– The Army Commander is then immediately replaced by one of the Formation Commanders (owning player's choice) who becomes Army Commander for the rest of the game. The elimination of the Army Commander affects Formation Morale (see 13.1).

– The Formation Commander is immediately replaced by his Aide de camp. The player places an "Aide de Camp" marker on the eliminated commander.

This commander is then replaced on one of the non-eliminated units of his formation. An Aide de Camp that is killed is replaced in the same fashion. The Aide de camp has the same activation factor as the eliminated commander -1.

The elimination of a Formation Commander affects Formation Morale (see 13.1).

11.5 - DESTRUCTION OF THE ARTILLERY

An artillery unit is automatically eliminated:

- If the infantry or cavalry units stacked with it are eliminated.

– If an enemy unit enters the hex while it is there alone.

An artillery or redoubt can neither retreat nor rout.

12 - UNIT MORAL

12.1 - MORAL TEST

When a unit has to take a Morale Test the owning player rolls 1d6. If the result is less than or equal to the Morale Value of the unit it remains in its present state. Otherwise it becomes disorganised.

- If a commander is present in the unit's hex, the unit benefits from a **-1** DRM.

- If the formation is demoralised, the unit suffers a **+1** DRM.

If a stack of units with different morale values is tested:

- Use the morale of the **top unit** if it's a result of combat.

- Use the **better** morale if it's a test to recover from Disorganisation or stop a Rout.

12.2 - DISORGANISATION



A disorganised unit has a Disorganised [Désorganisé] marker placed on it. A unit that is disorganised hinders artillery fire and combat.

A disorganised unit that suffers a new Disorganisation due to combat is put to rout. The Disorganised marker is removed

and replaced by a Routed marker, and the unit routs. However a disorganised unit is not routed if, during its

1 - The Palatinat and Grenadiers stack with Broglie attack Anhalt 1 and the artillery, it is obliged because they are both in clear terrain. (They could have also attacked Bayreuth at the same time). The CPs of the attacking stack is added up for a total of 16 CPs. The defender has 4, giving a strength ratio of 16/4 or 4/1. The modifiers are: +1 because the unit on top of the pile has a better morale; +4 strength ratio; +1 because the formation commander participates in the combat; -1 because the artillery participates in the defense. Total = +5.

movement phase, it passes through a hex requiring disorganisation (8.2).

Note: a cavalry unit or stack which is already disorganised may be immediately eliminated, no matter how strong it is, if it suffers a * result as a result of combat.

The Disorganised marker is automatically removed in the Rally Phase if the disorganised unit is not in any enemy ZoC at that moment.

If the disorganised unit is in an enemy ZoC at that moment, it must test to see if it can remove its disorganisation marker. The test is performed with a **+1** DRM. If the unit fails, it remains disorganised.

12.3 - ROUT

A routed unit no longer possesses any ZoC and has no facing. Any movement other than rout is forbidden. A routed unit that is **attacked** by an enemy unit is immediately eliminated.

12.4 - ROUT MOVEMENT



As soon as a unit routs, it must immediately rout 3 hexes, irrespective of the terrain, unless that terrain is impassable for that particular unit. This retreat must

be toward the nearest friendly map edge, as specified by the scenario instructions.

Any further rout causes a new rout of 3 hexes towards the friendly map edge. This movement must also be

The player rolls 1d6 and gets a 1. The defender must test his morale with a +1 DRM. The attacker also tests his morale. The units remain in place. Du Roi is not obliged to attack the village but if Poitou was not on his right flank, he would have been obliged to attack Anhalt 2. What Poitou does as an obligation.

2 - Du Roy and Royal Pologne attack Einsiedel, the two units can attack together because the second front hex of Roy. Pologne is free of enemy unit. If for example, Fürstenberg had been in 1106, he would not have been able to combine his FPs with Du Roy.



carried out completely. Otherwise, the unit is eliminated. The path chosen may be more or less direct providing the unit is able to carry out its full rout requirement.

A routed unit may pass through friendly units without regard to stacking limits except for the final hex which may require an extra hex. of Rout movement. The traversed units become disorganised in their own turn (or even routed if they were already disorganised).

A routed unit that cannot retreat at least 3 **hexes** is eliminated (unless otherwise specified in the scenarios). A unit that leaves the map is eliminated. Commanders stacked with one or more routed units may choose to remain in the hex or to accompany them, as in a retreat, possibly stopping on the way. A Formation Commander traversed by a routed unit from his formation may choose to accompany it.

12.5 - RALLY TEST

In each Rally phase a routed unit must attempt a Rally Test if it is not in an enemy ZoC.

Each unit carries out its Rally Test individually; a **1d6** is rolled with the following modifiers applying (not cumulative) :

-1 if an Army Commander or his Formation Commander is adjacent to the unit.

-2 if the Army Commander or his Formation Commander is stacked with the unit.

If the modified result is **less than or equal** to the unit's morale value it is rallied, and a Disorganised marker replaces the Routed marker. If the result is greater than the unit's morale value, the unit immediately routs and keeps its Rout marker.

A unit in an enemy ZoC may not carry out a Rally Test.

13 - FORMATION MORALE



Formation Morale is a measure of the tenacity and willingness to fight of the soldiers in that formation. The success or failure of individual units has a cumulative effect on the overall morale status of that formation.

13.1 - CALCULATION OF MORALE

A formation becomes demoralised when its losses reach half, including cannons (rounded to the nearest whole number). This weighted value is given in the scenarios.

Losses are counted as follows :

-1 per routed unit in the formation.

-1 per eliminated step of units in the formation.

-1 if the Formation Commander is dead.

-2 for all formations if the Army Commander is dead.

From the moment a formation becomes demoralised (during phase C) all the units that belong to the formation suffer the following penalties:

- The Morale Value of the units in a demoralised formation is decreased by **-1**.

- The units of the formation suffer an additional combat penalty.

- No unit belonging to the formation may voluntarily enter an enemy ZoC.

A demoralised marker is placed on the Formation Commander's counter

Exception : Independent units have no formation morale.

13.3 - ARMY DEMORALISATION

If a number of formations of an army, indicated in the scenario, is demoralised, the whole army is demoralised. Independent units do not count toward the calculation of the army's demoralisation.

14 - MARCHING COLUMN



This type of movement allows units to move more quickly but makes them more vulnerable if they are attacked.

The number of movement points of a unit in marching column is doubled. However, the



Following the combat Royal Pologne is obliged to retreat one hex in disorder. If the unit retreats across the Palatinat unit it immediately repositions itself behind it while maintaining its facing. Since the crossed unit has the same facing, Palatinat has to test for desorganization. However, if Royal Pologne retreats across the Grenadiers that does not have the same facing, they are automatically disorganized.

terrains maintain their characteristics.

Exception: if the column moves along a road, there is **no cost** for changing vertex.

A unit in a march column can only march or deploy.

Units may not march or deploy less than **two** hexagons from an enemy unit.

A unit attacked while in a marching column suffers a penalty. The attacking unit benefits from a **+2 DRM**.

A marching column marker is placed on the unit at the start of its movement. It is removed when the unit deploys at the start of its **next** activation.

15 - VICTORY CONDITIONS

The goal of the Allies is to throw back the French over the Diemel river. To win the Allied player must demoralize the enemy without being demoralized, and if possible take control of the bridges to hinder the French retreat (note that the river is see 16.1.6).

- **Tactical allied victory:** if at least **ten** French combat unit counters (including artillery, but not leaders) have crossed the Diemel voluntarily or not and at least two French formations are demoralised.

- **Operational allied victory:** demoralise the French army without being demoralised.

- **Tactical French victory:** even if the arrival of Brunswick's main army would have sealed the fate of the French at the end of the day, if de MUY control the two bridges at the end of turn 8 (no enemy unit nor ZoC on the bridges hex.) without having two demoralised formation, he can organize an orderly retreat.

16 - SCENARIO

16.1-HISTORICAL SCENARIO

The French player plays first. Starting with turn 2, the initiative is drawn and the Allied player wins the ties.

Note: *the scenario start at the moment the French realize that the Heinberg is in British hands.*

16.1.1 - Duration of the game

The turn marker is placed on space 1 (13.00), the game stops on turn 8.

16.1.2 - Activation value

French and Allies: 4 or less

16.1.3 - Command

The command radius of the Army Commanders is: **De MUY** and **Brunswick**: 5 hex.

16.1.4 - Deployment

The Formation Commanders are stacked or not

with a unit of their formation, as the player chooses. The Army Commander is positioned as the player chooses. The facing corresponds to the vertex the pion's frontal hex must face. Units begin with one counter per hex. unless indicated otherwise.

◆ French Army

• Maupéou

All facing to the north-north-east

La Tour du Pin 1 and 2, Touraine, Enghien, Art 6L from **0915 to 0917. Demoralisation: 5**

• Lutzelberg

All facing to the north-north-east

Royal Piémont, Bourbon, La Reine, Royal Etranger, from **1011 to 1014. Demoralisation: 6**

• Ségur

Facing to the north-north-east: Jenner, Lochmann, Courten, Planta from **1207 to 1210, Art 6L: 1210**

Facing to the north: La Couronne, Aumont: **1006, 1107**; Art 12L: **1107**

Facing to the north-north-west: Bourbonnais 1 and 2: **0806, 0906**

Demoralisation: 11

• Independent units

Facing to the north-north-east

Chasseurs de Fischer: **Warburg**

Rohan-Rochefort and Rouergue: **0811, 0812**

Thianges and Royal dragons: **1110, 1111**

◆ Allied Army

• Brunswick and Spörcken

Facing to the south

Post: **1004**; Estorff: **0904**; Scheiter: **0803**; Gr. Monroy: **1104**; Block: **1003**; 87th Foot: **0903**; Breidenbach: **0802**; Eisiendel: **1001**; 1st Dragoons: **1102**. Art 12L: **1303**.

Facing to the south-south-east: Maxwell: **0506**.

Demoralisation: 13

• Zastrow

Facing to the south-south-west

Gr. Witdorf: **1406**; Vierte Garde: **1405**; Toll: **1506**; Gr. Milbach: **1505**; Bock: **1606**; Bremer: **1605**; Reden: **1604**. Art 6L: **1504. Demoralisation: 9**

• **Légion britannique** (independent units)

Facing to the west: **1220, 1320, 1419**

16.1.4 - Army Demoralisation

French and Allies: 3 formations.

16.1.5 - Reinforcements

Reinforcements enter in a marching column or are deployed as the player chooses.

• **Allies**: on a roll of **1D6 = 5-6** on turn 3; **3-6** on turn 4; **automatic** on tour 5 between **1712** and **1717**: **Granby** [+ 5 counters]. **Demoralisation**: **6**
Note: *The french player knows that the british cavalry will arrive but he doesn't know exactly when.*

• **Optional. French**: on a roll of **1D6 = 6** on turn 4; **5-6** on turn 5; **3-6** on turn 6 by hex. **0111**: **La Morlière** [+ 3 counters]. **Demoralisation**: **4**
Note: *la Morlière is 6 km away but historically never intervened.*

16.1.6 - Special rules

The Diemel river is fordable by the french troops only. The consequences are an automatic Disorganisation and a step loss on **1D6 = 5-6**.

16.2-ALTERNATE SCENARIO

The Allied plays first. Starting with turn 2, the initiative is drawn and the Allied player wins the ties.

Note: *this scenario state that the French realized the importance of the Heinberg.*

All rules of 16.1 are used except :

16.2.4 - Deployment change

Facing to the north: Bourbonnais 1 and 2: **0506, 0606**

Facing to the south: Maxwell: **0603**.

16.3-FREE DEPLOYMENT SCENARIO

The is a turn 0 where the allied enters the map, then the Allied plays first. Starting with turn 2, the initiative is drawn and the Allied player wins the ties.

Note: *this scenario offers the possibility for the allied player to try a different deployment .*

All rules of 16.1 are used except :

16.2.4 - Deployment change

The allied player choose how his units will enter on the battlefield.

• **Brunswick** and **Spörcken**
Enter between 0701 and 1301.

• **Zastrow**
Enter between 1704 and 1709.

16.4-PLAYING CORBACH WITH THESE RULES

The main difference is that when units enters the map in column movement, they are under unit columns movement and not Battle line movement, so the deployment becomes easier and more flexible.

You can also give the shock bonus to the French Grenadiers and the three units of german grenadiers. The two British units are subject to the special "advance after combat" cavalry rule. ♦

A game by Nicolas Stratigos
Graphics and layout: studio VaeVictis
Tests: Luc Delmas et Philippe Séberac