

Marlborough's Battles: Ramillies & Malplaquet

Strategy & Tactics issue no. 256

Game Title: Marlborough's Battles: Ramillies & Malplaquet

Date of Publication: March 2009

Decision Games, PO Box 21598, Bakersfield, CA 93390

Decision Games hereby grants permission for its customers to download and/or print copies of this file for their personal use. Discussion folders for this game are located on Consimworld.com's discussion board.

These eRules were first posted on 18 March 2009. They contain 11,072 words.

These eRules were updated on 15 May 2009. See the new designer Q&A section text below. This file now contains 12,192 words.

Contents

- 1.0 Introduction
- 2.0 Components
- 3.0 Sequence of Play
- 4.0 Activation & Continuity
- 5.0 Movement
- 6.0 Facing
- 7.0 Zones of Control & Withdrawal
- 8.0 Stacking
- 9.0 Fire Combat
- 10.0 Pre-Shock Reaction & Caracole Reaction
- 11.0 Shock
- 12.0 Charging
- 13.0 Combat Results
- 14.0 Leaders
- 15.0 Dragoons
- 16.0 Victory
- 17.0 Ramillies Scenario
- 18.0 Malplaquet Scenario
- 19.0 Charts & Tables

1.0 Introduction

1.1 *Marlborough's Battles (MBat)* is a wargame of moderate complexity covering two of the Duke's great victories in the War of the Spanish Succession: Ramillies, a massive cavalry battle; and Malplaquet, a great infantry battle. The period in which Marlborough and his opponents fought was a transition between the musket and pike era and the more fluid, if still massed, tactics that emerged with Frederick the Great. The key transitional mechanic was the invention of the socket bayonet, which allowed gun-armed infantry to use their weapon for shock as well as fire combat. The battles fought in the War of the Spanish Succession were the first major engagements in which that innovation was used, and the commanders hadn't yet learned to appreciate its value. Warfare in that era was therefore mostly still formalized, rigid and stolid.

1.2 Time & Space Scales

The map scale is 225 yards per hex. Each double-length infantry unit is composed of, on an average, four battalions and contains about 2,000 to 3,000 tightly packed men. The square (Malplaquet) infantry counters each represent about half that number. Cavalry units each contain about five or six squadrons, about 600 mounted men. Artillery units each represent 12 to 18 guns. There is no per-turn time scale, as there are no distinct game turns.

2.0 Components

2.1 A complete *MBat* game includes: one 34" x 22" mapsheet, one sheet of 280 die-cut unit-counters, and the rules and charts set you're presently reading. Players will need to provide themselves with a 10-sided (0-9) die to resolve combat and other probabilistic events arising during each game.

2.2 Map

The battle maps show the area in which each engagement was fought. The map is overlaid with a grid of hexagons—hexes—which are used to regulate movement and combat.

2.3 Counters

There are three general categories of counters: leaders, combat units and markers.

2.4 Leaders

There are two types of leaders: 1) wing or overall commanders; and 2) leaders of individual-commands within each army. Wing commanders are identified as such on their counters by the abbreviation "RW" (Right Wing) or "LW" (Left Wing), while overall commanders (leaders of their side's entire army) are identified as such by the abbreviation "OC." Leaders of individual-commands within each army are identified by abbreviations unique to each one's command scope. Note that two of the leaders, Marlborough and Villars, have more than one place in the command chain of their armies. See sections 4.0 and 14.0 for more details.

2.5 Sample Overall Commander Leader Counter

2.6 Leader Ranks

In Ramillies, Marlborough is both the overall commander of the Anglo-Allied army and one of its wing commanders (see 17.1 & 17.2). In general, though, overall commanders are shown with three stars on their counters, while wing commanders have two, and individual command leaders have one.

2.8 There are three different types of combat units: infantry, cavalry and artillery. Infantry units in Ramillies are rectangular and twice the length of the other counters; the infantry in Malplaquet and all cavalry and artillery units in both games are square. Note that in both games the data presented on the infantry counters are the same.

2.9 Sample Infantry Unit

2.10 Sample Cavalry Unit

Note: Some cavalry units appear in both battles. The Command line of the counter will identify their leader in each battle, and they are all identified by letter to correspond to their deployment instructions.

2.11 Sample Artillery Unit

2.12 10-Sided Die

The game uses 10-sided dice to resolve combat and other probabilistic events. Note a “0” is a “zero” and not a “10”; so “9” is always the highest number that can be rolled. Players will have to provide their own dice or make up a set of numbered markers that can be pulled from a large-mouth container in place of die rolling.

2.12 Abbreviations

The abbreviations used on the unit-counters are defined in rules sections 17.0 and 18.0

2.13 Markers

The following informational markers are also included in the counter-mix. Their uses are explained in the rules sections referenced below. Players should feel free to make up extra marker units if they need more to facilitate play.

Out of Command—see 14.5

Reaction/Return Fired—see 9.1ff

Charge—see section 12.0

In Column—see 5.7

Dragoon Disordered—see section 15.0

3.0 Sequence of Play

3.1 There are no distinct game turns in *MBat*. The game simply starts and then keeps going until one player wins. To accomplish that the system uses a “continuation activation” mechanic; see section 4.0. The following steps comprise the repetitive activity cycle within play of each game

A. The player whose turn it is activates one of his side’s commands (see 4.2).

B. When activated, that individual command’s units may move and fire or rally and, after all movement and firing is completed, they may shock attack or charge.

C. When the units within an activated command are finished performing the activities described above in “B,” that same player selects another of his individual commands—but not the one that just went—for activation and rolls the die. If that result is equal or lower than the selected individual command leader’s activation rating, that command goes (performs as described above in “B”). If, however, that result is higher than that individual command’s leader’s activation rating, or your opponent “seizes continuity” (see 4.4), play passes to your opponent, who may activate any one of his side’s individual commands, with no die roll necessary. Play continues in that manner until one side exceeds its “flight level” (see sections 16.0, 17.0 & 18.0), which means that side has lost the battle.

4.0 ACTIVATION & CONTINUITY

4.1 Individual Commands

Individual commands consist of groups of units under a command leader. Each combat unit belongs to a specific individual command. Commands for each battle are identified by the leader’s name.

4.2 Activation

When a given command is activated, all units in that command may move and fire. After that’s been completed, units within that same command eligible to do so may make a shock attack or (again, if otherwise eligible), they may charge. When you activate a command you may use some or all of that command’s units, wherever they are on the map. You may always choose simply to “pass” instead of activating a command. If you do that, your opponent gets a free activation.

4.3 Continuity

After you have undertaken actions with your activate command, you may attempt to continue by selecting another of your side’s commands for activation. To do that, note the activation rating of that newly chosen command’s leader and roll a die. You may add that individual command leader’s wing commander’s activation rating to the die if the latter is within the former’s command range. If the (possibly modified) die roll is equal to or lower than the selected command leader’s activation rating, that command is activated. If the (possibly modified) die roll is higher than that rating, or the opponent has seized continuity (see below), play passes to your opponent, who may activate any one command he wishes, with no die roll being necessary to do that.

4.4 Seizing Continuity

If either player is about to make a die roll to check for continuity, his opponent may attempt to seize continuity before the former rolls the die. The player attempting to make the seizure interrupts the other player by announcing with which command he will attempt that seizure. The interrupting player then rolls the die and consults his command's leader rating. The player attempting seizure may add that leader's wing commander's activation rating to the die roll if the latter is within the former's command range. If the (possibly modified) die roll is equal to or lower than that rating, the seizing command is activated. If the (possibly modified) die roll is higher, there is no seizure of continuity. In addition, the original player then gets to select any one command and may activate it without any die rolling being involved.

Example from Ramillies. The French player has just activated Grimaldi's command. After he finishes with that command's units he announces he wishes to continue by activating another command, and he selects de la Colonie's command. De la Colonie is at that moment located within Villeroi's (his overall/wing commander) hex range; so the French player gets to increase de la Colonie's activation rating to "3." The English player decides, though, to attempt to seize continuity; so, before the French player rolls for de la Colonie, the English player announces his seizure attempt, selecting Orkney from among his own individual commands. Orkney isn't in Marlborough's command range at that time; so he must use his printed activation rating of "3." The English player rolls a three, so he has successfully seized continuity and activates Orkney's units. Note that the French player could not attempt to counter-seize continuity at that time. To attempt that, he would have to wait at least until the Orkney command's activation had been carried out and the English player announced his next command for activation.

4.5 Wing Activations

A player may attempt to activate an entire wing of his army, each wing being defined as all individual commands whose leaders are subordinate to the wing commander and who are within their wing commander's range. A wing activation attempt may take place instead of a free activation. Unlike a free activation, though, it requires a die roll and uses the wing commander's wing activation rating as if it were an individual command leader's activation rating. That die roll may not be modified. If the die roll is less than or equal to that rating, all commands in that wing are activated. If the die roll is higher, the attempt has failed and play passes to the opponent for a free activation (or possibly a wing activation attempt—activating player's choice). When activated, the units in the individual commands of that wing are moved and fought as if they were all one giant command: all units move, then all units shock, etc. A player may not attempt a wing activation twice in succession under any circumstances, and wing activations may not be the subject of a continuity seizure attempt.

4.6 Artillery Activations

Artillery units don't belong to any specific individual command. All artillery units within the command range of an activated leader are thereby also automatically activated. When that occurs, the player must first decide, on a unit by unit basis, whether those guns will move or fire by placing each counter on its appropriate side before doing either. That doesn't cost any movement points.

5.0 MOVEMENT

5.1 Each unit has a movement allowance printed on it, representing the number of movement points (MP) it may expend in one activation. The costs to enter the various types of hexes and cross certain hexsides are listed and discussed in the individual battle rules. In addition, it always costs infantry one MP to use activation fire (see 9.2 ff).

5.2 Movement Restrictions

Units may never move off the map. If they do, they're eliminated. Units move from one hex to another contiguous hex. Units usually may not move into a hex occupied by another combat unit, enemy or friendly, but see the exception for passing through friendly artillery in section 8.0. Moving units stop their movement for that activation when they first enter an enemy zone of control (see section 7.0). Units may always move at least one hex when activated, as long as that movement doesn't take them into or cross terrain prohibited to them. Units that start their activation outside the command range of their leader (see 14.0) may move, but they may not move adjacent to any enemy unit. If they start their activation in an enemy zone of control, they must remain where they are throughout that activation.

5.3 Move & Fire or Fire & Move

Units in an activated command may move and/or fire each time their command (or wing) is activated. All the units in the same command must be moved and fired, or fired and moved, using the same sequence (announced by the owning player at the start of

each command's activation).

5.4 Movement Defined

Movement, as a rules mechanic, is any action that requires the expenditure of MP. Actions that move a unit—for example: retreating after combat, changing facing, charging, etc.—but that don't require the expenditure of MP aren't considered "movement" for purposes of this rules section.

5.5 Double-Length Infantry Movement in Ramillies

Because of their larger than normal length, these units have some special rules. Visualize each such infantry unit as having two halves. A double-length infantry unit may either go forward with both its halves entering new hexes, or one half of the unit may enter a new hex while the other half simply pivots in the hex it already occupies (in essence changing the facing of the unit). When a double-length infantry unit moves in such a way that both its halves enter different terrains or elevations, it expends the greater of the two possible terrain costs for that movement. If only one half of an infantry unit is in an enemy zone of control the other half may still move forward (in essence, moving front-to-flank like a swinging gate). Double-length infantry units may not move backward unless they're using "withdrawal" to do so; see section 7.0.

5.6 Rapid Movement

Units not directly engaged by the enemy may be shuttled to another area of the battle using "rapid movement." Units using rapid movement double their movement allowance; however, the following restrictions apply.

- 1) To move rapidly, infantry units must use "column movement."
- 2) No rapidly moving unit may ever, at any time, start or move within three hexes or fewer of any enemy unit. Count from the enemy unit in question; don't count its location hex; do count the location hex of the unit attempting rapid movement.
- 3) No rapidly moving unit may enter a village, woods, bog or marsh hex unless it's by road, nor may such units cross streams except by bridge.
- 4) Artillery units may never use rapid movement.

5.7 Column Movement for Double-Length Infantry Units

Double-length infantry units must use column movement when using rapid movement. You must announce if a given double-length infantry unit is moving in column formation at the very start of its move. A double-length infantry unit "in column" must face (see section 6.0) a hexside (not a vertex), and only the hex directly in front of it is frontal. Facing (and direction) is through either of what would otherwise be the flank-ends of the unit. The change in formation and facing is effected when rapid movement is announced.

Units in column move into either their frontal hex, which is a former flank side-hex at either short end of the unit, or into the flank hexes adjacent to the new frontal hex. Units in column may not attack or fire. The only thing they do is move rapidly. If "in column" units are shock or charge attacked while in that formation, they're automatically disordered and are then no longer considered to be in column.

Place an "In Column" marker atop units going into that formation. Formation changes, whether going into or coming out of column, take place only at the start of each double-length infantry unit's movement or when a shock or charge attack is made against it. Units in column may not make shock attacks. Note that when placing the markers you needn't worry about picking one end of the counter to be "front" and "rear," as that status could change instantly with the simple command of "About Face!"

6.0 Facing

6.1 Facing refers to how a unit is oriented within its hex. A unit must generally be faced so that the top of it points toward one of its hex's vertices (corners), and not toward any of the sides of its hex (but see 5.7 for the exception). A unit may generally ignore facing when moving (again, see 5.7 for the exception), but once it stops movement it must be faced in a specific direction (toward a single corner of its hex).

6.2 Frontal Hexes

For all units other than double-length infantry, the two hexes to each side of the vertex the unit is facing are "frontal"; the two at the other end are the "rear," and the two to the sides are "flanks." For the double-length infantry units, there are three frontal hexes, three rear hexes, and one flank hex off either side. The left half of the counter has two frontal hexes (the left and center),

while the right side also has two, the right and center fronts. That consideration is important for fire combat purposes.

6.3 Facing Strictures

Facing determines a unit's zone of control, at which enemy units it may fire, and in what direction cavalry may charge. Facing doesn't matter when determining movement direction, except for charging or column movement. Except for double-length infantry units, all units are free to change facing as much as they want during their movement, and at no cost in MP. They may do so, however, only when their command is activated.

6.4 Zone of Control Exception

Units in an enemy zone of control may change facing only one vertex if they stay in that hex. If they move out of that hex, they may change facing any number of vertices.

6.5 Double-Length Infantry Unit Facing Changes

Double-length infantry units must expend MP to change facing, as to do so requires them to move. See 5.7 for details.

7.0 Zones of Control & Withdrawals

7.1 All combat units, except for artillery and units using rapid movement, exert a "zone of control" (ZOC) into their frontal hexes. A moving unit must stop its movement for that activation when it first enters an enemy zone of control (EZOC); it may not move any farther that activation. It may change facing by one vertex when it stops in that EZOC.

7.2 Leaving EZOC

There's no cost for an activated unit to leave an EZOC at the start of its move; however, an infantry unit must be "in command" to do so. Cavalry may leave any EZOC it may be in at the start of its movement, whether or not it's in command, but they may not move directly into another EZOC. They may, after moving into a non-EZOC hex, then move (in that same activation) into another EZOC (where they'd then have to stop for the remainder of that activation). Cavalry that makes that kind of move may neither charge (12.0) nor use caracole (9.0) during that activation. They may use normal shock.

7.3 Infantry Withdrawal From EZOC

Infantry units must "withdraw" in order to leave an EZOC. They may also withdraw if there's no EZOC involved. Withdrawal is used to move one hex, at the cost of all the moving unit's MP, directly to its rear, without changing facing. When a withdrawal move is finished, the withdrawing player rolls the die. If the withdrawing unit is disordered (see 13.2), add two to the rolled result. If the final die roll is zero through five, the unit has made its withdrawal without incurring any penalty. If the final die roll is a six or more, the withdrawn unit is disordered. If it was already disordered, it's eliminated. (It is considered to have, in the military argot of the day, "broken the Battalion.") Withdrawals may be made only as the first (and last) hex of a unit's movement during its command's activation. No unit may ever attempt to withdraw from one EZOC into another EZOC.

7.4 Dragoon Withdrawals

Dragoons don't make any die roll after a withdrawal; they're never disordered (or eliminated) by withdrawal. Dragoons, however, may still not withdraw into an EZOC.

8.0 Stacking

8.1 "Stacking" is the term used to describe the piling of more than one friendly combat unit of the same side in the same hex at the same time. In general, there's little stacking allowed in these games. The exceptions are noted below. Also note your units may never stack with opposing units.

8.2 Artillery Stacking

One infantry, one cavalry, or one dragoon unit may stack with or move through, any one friendly artillery unit. Artillery may not stack with artillery.

8.3 Leader Stacking

Any number of friendly leader units may stack in the same hex. Likewise, any number of friendly leaders may stack with any one infantry unit, one cavalry unit, or one dragoon unit. Leaders stack freely with any friendly combat unit.

8.4 Infantry Stacking in Villages

Two infantry units—and, for purposes of this rule, that category includes dismounted dragoons—within the same individual

command may stack in village hexes. Double-length infantry units may do so only if both halves of the large unit are in village hexes and there is no artillery in either hex. The instant that's no longer true, the bottom unit must withdraw one hex away from the stack.

8.5 Special Characteristics of Infantry Stacking in Villages

The special characteristics of infantry stacking in villages are as follows.

- 1) All sides of village-stacked infantry are treated as frontal.
- 2) Only the top unit in each such stack may shock or fire.
- 3) If defending against shock, the stack is considered to be four units or, if dragoons are present, the applicable number.
- 4) Add two (+2) to all artillery fire directed into stacked hexes.
- 5) Disordered combat results from shock or artillery fire apply to all units in the hex; results from musket or pistol fire apply only to the top unit.
- 6) When moving, the top unit in a stack may move only frontally (as determined by its own facing within the hex; ignore number 1 above when determining this). A bottom unit in a stack may only move by using withdrawal. Stacked units may never move together.

9.0 Fire Combat

9.1 When Fire Combat Occurs

All combat units, with the exception of charge-capable cavalry, have the ability to fire: artillery fire cannon; infantry fire muskets; cavalry fire pistols. Units designated as "charge capable" (see section 12.0) may not fire. Units may fire during their command's (or wing's) activations, as well as at certain times during an opponent's activations. There are three possible opportunities for fire, each one available depending on the unit type and situation: activation fire, return fire and reaction fire.

9.2 Cavalry & Infantry Activation Fire

Cavalry and infantry units may fire once when their command (or wing) is activated. It costs one MP to use activation fire. All the fire from units of an activated command (or wing) is made either before or after that activated command's (or wing's) movement is undertaken (owning player's choice).

9.3 Cavalry & Infantry Return Fire

A cavalry or infantry unit may return fire when fired at by activation fire of an enemy unit, if the latter is within the firing range of the unit that will be making return fire. Return fire may be directed only against the enemy unit that triggered it. Return fire and the activation fire are resolved simultaneously, before any results are applied to any involved unit of either side. Note that the once-and-done characteristic of return fire is important. There are markers to indicate a unit has made return fire. Place one atop each non-activated unit as it makes its return fire; then remove all such markers on the map whenever a new command (or wing) begins its activation.

9.4 Cavalry & Infantry Reaction Fire

A non-active cavalry or infantry unit may fire at an activated enemy unit that moves, caracoles or charges into its frontal hexes. Note, though, that no reacting unit may direct such fire at more than one enemy unit, no matter how many triggering enemy units may otherwise be moving into its frontal hexes. Reaction fire need not be directed against the first triggering enemy unit, but the player must clearly announce his intention as each such triggering unit creates an opportunity for reaction fire. Note that the once-and-done characteristic of reaction fire is important. There are markers to indicate a unit has already made reaction fire. Place one atop each non-activated unit as it makes its reaction fire; then remove all such markers on the map whenever a new command (or wing) begins its activation.

9.5 Disordered Cavalry & Infantry Fire

Disordered cavalry or dragoon units may make only activation fires; they may not make return or reaction fires. Disordered infantry may make activation and return fires; they may not make reaction fires. Disordered units incur a negative-one (-1) DRM when firing in any way (see 19.2).

9.6 Reaction/Return Fire Limits

Each non-active unit may potentially make one reaction fire or one return fire, but not both, during the same enemy command

activation.

9.7 Artillery Fire

In general, artillery units may fire only when activated and they're in "fire mode" (see 4.6). They may not generally fire during an enemy activation, with the exception of return fire against enemy artillery, which they may do. Within those strictures, they may fire when stacked with another unit, regardless of where in the stack they're located.

9.8 Resolving Fire

Each firing unit fires individually, and each unit may fire at only one target within range and line of sight at that time (see below). To fire in any way, first check the range and consult the Fire Range DRM Summary Table (see 19.1). Also look at tables 19.7 or 19.10 (depending on the game you're playing) to see if any involved terrain will generate further DRM for that fire. Also look at the notes beneath table 19.2 for more possible DRM. After combining all applicable DRM into one final, grand DRM, roll the die and consult the Fire Results Table (19.2). Cross index the final modified die roll on the Fire Results Table to get the result as defined in section 13.0.

9.9 Line of Sight (LOS)

A unit must be able to see—have a "line of sight" to—an enemy unit in order to be able to fire at it in any way. To do so, you must be able to trace an unblocked LOS from the center of the firing unit's hex to the center of the targeted unit's hex. LOS is blocked by village or woods hexes. You may fire into such hexes, but not through them into any hex beyond them. LOS is blocked if any intervening hex is higher—of greater elevation—than both the hex of the firing unit and hex of the targeted unit.

9.10 Artillery LOS & Firing Over Units

In general, artillery may fire through (over) other units, both friendly and enemy. Note, though, they're the only unit type able to do so. Also note that, if a unit is in a hex that is otherwise LOS-blocking, that unit's presence doesn't work to unblock that LOS. (There were no "spotters" in 1709.)

9.11 Determining Range

When determining firing ranges, count from the hex of the firing unit to the hex of the targeted unit via the straightest possible route (center point to center point). Don't count the hex of the firing unit; do count the hex of the targeted unit. For example, a unit in Ramillies in hex 2304 that was firing at a unit in hex 2105 would be doing so at a range of two hexes.

9.12 Double-Length Infantry Range & LOS

Double-length infantry units may not split the fire of their two halves; all such units fire in unitary fashion at one and the same target. Make two range checks, one for each of such firing unit's halves. If the count comes out different for both checks, use the longer range as the unitary range. If one half of a double-length unit's LOS is blocked, that entire unit's LOS is blocked.

9.13 Cavalry Retreat Prior to Receiving Infantry Fire

Cavalry and mounted dragoon units that are about to be fired on by enemy infantry activation fire may retreat before receiving that fire. If they do so, the infantry may not fire. To use this form of retreat, the mounted unit must not be disordered and must move two hexes away from the fire-threatening enemy infantry unit. In doing so they may not move closer to the fire-threatening infantry, nor may they enter any hex containing EZOC of any enemy unit, active or not. They may change facing but, having made this kind of retreat, they may not then use any form of fire themselves during the remainder of that same enemy command's activation. Similarly, mounted units that had already made reaction or return fire may not subsequently make this kind of retreat during that same enemy command's activation. The retreat-or-stand decision must be declared by the owing player, on a unit by unit basis, before the triggering enemy infantry fire is begun to be resolved. Within the above strictures, there are no limits to how many times a given mounted unit may make such retreats during each enemy activation. There is no retreat of any kind, by any unit of either side, prior to making or receiving reaction or return fire.

9.14 Caracole

Caracole is a special kind of cavalry activation fire (not dragoon fire) because, using it, the cavalry counter never actually moves on the map. All cavalry units that aren't charge capable are thereby caracole capable. To caracole, a cavalry unit must start its activation two hexes distant from its target (not more, not less), and all targets of all caracoles to be carried out during a command's activation must be declared before any caracole is resolved. The targeted unit then undergoes shock reaction (see section 10.0). During the movement portion of their command's activation, a caracoling cavalry unit fires at its target using a

range of one hex, thereby also suffering reaction fire if its target unit is directed to, and is otherwise eligible to, make such fire. Caracoling cavalry aren't moved from their hex, as they're considered to have fired, wheeled and returned to it during the execution of their caracole. Units that have launched a caracole may not use shock during that same activation. If they're to shock, they simply move adjacent, like any other unit, but without firing. See section 10.0 for more details.

9.15 Further Special Artillery Characteristics

If an artillery unit is the only unit in a hex that's shocked or charged, it's automatically eliminated without any die roll having to be made. If it is shocked or charged while in a hex with another non-artillery unit, the artillery is eliminated only if that other unit vacates the hex. Artillery is never affected by any kind of infantry, cavalry, or dragoon fire, including caracole. It may be affected by enemy artillery fire. If disordered, it may not fire until rallied as part of an artillery activation.

10.0 Pre-Shock Reaction & Caracole Reaction

10.1 When a unit is going to be the target of caracole, shock or charge, it may react to that threat as follows. Such reactions are declared prior to beginning the resolution of the threatening caracole, shock or charge, and is declared and resolved on a unit-by-unit basis. Units not designated below may not undertake pre-shock reaction

10.2 Infantry Units as Targets of Cavalry Shock, Charge or Caracole

Roll the die. If the attacking unit is charging cavalry, add two (+2) to the pre-shock reaction die roll and see that table (19.4) for results.

10.3 Charge-Capable Cavalry as Targets of Shock, Charge or Caracole

Roll the die and consult the Pre-Shock Reaction Table (19.4) for results.

11.0 Shock

11.1 When the units in an activated command have completed movement and fire combat, all eligible units within it may attempt shock attack against enemy units in their frontal hexes. In addition, certain cavalry units may charge at that time; see below and section 12.0.

11.2 Shock Attack Strictures

Shock attack is always voluntary, determined on a unit by unit basis by the owning player, but if a unit will attack in that way it must do so against all enemy units then in its frontal hexes. It does not have to do so, however, against enemy units in its frontal hexes that are going to be shock attacked by other friendly units during that same activation. All shock attacks for a given command's activation should be declared before beginning the resolution of the first one. (Resolve them in any order the active player wishes.) Also note when more than one friendly unit will be shock attacking one and the same defending hex, that attack must be resolved as one unitary attack.

11.3 Shock Attack Resolution

To resolve a shock attack, roll the die, then apply all applicable DRM from the following list: numbers advantage, positional advantage due to angle of attack or terrain, defender's defense DRM, charging cavalry, unit type, and attacker disorder. All applicable DRM are cumulative in their effect.

11.4 Numbers Advantage

The player with the higher number of units involved in a given shock attack receives the differential between the number of opposing units as a DRM. Double-length infantry each counts as two units for this purpose; however, for an attacking double-length infantry unit to be awarded that number (2), the defending unit must be in the frontal hex of both halves of the infantry; otherwise, the attacking double-length infantry units is merely considered a "1." Defending double-length infantry is always considered a "2" for this purpose. For example: one double-length infantry unit is shock attacking one cavalry unit, and that cavalry is in the ZOC of both halves of that double-length infantry unit. There is a +1 numbers advantage DRM to that shock attack.

11.5 Positional Advantage: Angle of Attack

There are two types of positional shock advantage. The first is "angle of attack," which reflects the advantage of attacking from an angle other than frontally. If any shock/charge attacking units are attacking through a defender's flank, there is a +3 DRM. If any shock/charge attacking units are attacking through a defender's rear, there is a +2 DRM. If attackers are attacking through any

combination of front and flank, front and rear, flank and rear, there is a +4 DRM.

11.6 Positional Advantage: Terrain

See 19.6 or 19.9, depending on the game you're playing, for the effects of terrain on shock/charge combat.

11.7 Defender's Shock Defense Rating

The defending unit's—not the attacker's—shock defense rating is added or subtracted as a DRM. (That's the number in the lower-left of the combat unit counters.) For example, if an infantry unit with a shock DRM of -1 is shock attacked, the attacker would subtract one from the resolution die roll. Note that units with negative shock defense ratings are the better-defending units.

11.8 Charging Cavalry

If a cavalry unit is charging or counter-charging (see section 12.0), add two (+2) to that shock resolution die roll.

11.9 Unit Type

Infantry units incur a negative-two DRM (-2) when shock attacking cavalry, and dragoons always shock attack with a negative-one (-1) DRM, whether mounted or dismounted.

11.10 Attacker Disorder

If one or more shock attacking units are disordered, that fight incurs a negative-two (-2) DRM. Note the defender's disorder status is built into the table itself (see 19.3).

11.11 Shock Resolution

To resolve a shock attack, roll a die for each defending unit, noting that each defending double-length infantry unit is considered to be one unit for this purpose. Apply all pertinent DRM and consult the Shock & Charge Table (19.3). Look under the column appropriate to the defending unit's status to get that combat's result. See section 13.0 for the explanations of the results.

11.12 Multiple Terrains

If more than one unit is being attacked, and they each occupy different types of terrain, because the attacker is rolling one die for each defender, he applies the terrain that each particular unit is in for each separate resolution. For example, if one unit is attacking two enemy units, the attacker will roll twice and undergo possible adverse results twice.

11.13 Negative & Positive DRM

When resolving shock or charge attacks, positive (+) DRM favor the attacker while negative (-) DRM favor the defender.

11.14 Advance After Shock Combat

If defending units completely vacate a hex as a result of shock, the attacker must try to advance at least one of his attacking units into that hex. Note, though, that disordered units never advance, and double-length infantry advances only if the whole counter can move forward or the counter can swing flank to front, as in 5.5. Advances are undertaken only after all shock attacks for that activation have been otherwise resolved. Advancing units may change their facing, within normal strictures for facing, immediately after advancing.

12.0 Charging

12.1 The only units in the game that may charge are the cavalry units marked with a "C" for "charge capable." All other cavalry units conduct shock as described above in section 11.0. A charge is considered part of combat resolution; it isn't considered "movement," and a charge is resolved as a subset of shock combat.

12.2 Preconditions for Charging

For a charge-capable cavalry unit to charge, it must start the combat portion of its command's activation either two or three hexes distant from its target. Charge-capable cavalry that starts adjacent to an enemy unit may shock attack that unit, but that isn't charging. Further, the hex path to the target of the charge may not require more than one vertex of facing change.

12.3 No Disordered Charges

Disordered charge-cavalry may not charge, though they may shock attack without charging. If charging cavalry is disordered by enemy fire prior to resolving the charge, it resolves the charge as if it were a normal shock attack (plus the disordered DRM).

12.4 Terrain Prohibitions

Cavalry may not charge across a stream hexside (bridge or no bridge), nor may they charge village or woods hexes. They may

charge a bog hex, but the charge path may not be traced through a bog hex to do so.

12.5 Charge DRM

Charging cavalry receives a positive-two (+2) DRM when resolving their charge.

12.6 Counter-Shock

If a cavalry unit, as a result of shock/fire reaction, is entitled to launch counter-shock, it does so as described in sections 10.0 and 11.0.

13.0 COMBAT RESULTS

13.1 Shock and charge combat results depend on whether the defending unit is ordered or disordered.

13.2 Disorder

Whenever an ordered unit is disordered, immediately flip its counter so its reverse (disordered) side shows upward. Exception: disordered dragoons aren't flipped; they're marked with a "Disordered" marker. The effects of being disordered are as follows.

-1 to the movement allowance (shown on the counter).

-1 DRM when firing.

+1 to the unit's shock defense DRM (reflected on the counter).

Disordered charge-capable cavalry may not charge or counter-shock.

Disordered artillery may not fire.

If an already disordered unit incurs another disorder result from shock or charge combat, it's eliminated and removed from the map.

If an already disordered unit incurs another disorder result from non-artillery fire it remains disordered but must retreat one hex. Second disorders from artillery fire have no effect.

13.3 Retreat

A unit that must retreat moves one hex away from the enemy unit that inflicted that result. Retreating units may not stack with any other unit in the hex into which they make their retreat. Further, they may not move into EZOC, nor may they change facing. Within those strictures, the direction of retreat is determined by the owner of the retreating unit. If a unit can't retreat within the strictures given above, it's eliminated in place.

13.4 Elimination

Units suffering "elimination" for any reason are *hors de combat* for the remainder of the game. Remove eliminated units from the board and keep them off for the remainder of play.

13.5 Continued Attack

When this result is obtained, the victorious unit must move (advance) one hex if possible (if not, no penalty), without changing facing and then may shock attack any (all) units in its ZOC. Resolve that shock attack using the standard rules. If there's no enemy unit to move adjacent to, simply advance the one hex and stop. Only one "Continue Attack" result is allowed per individual combat resolution. Any subsequent CA result by the same attacker during the same activation is ignored. For example, say a British cavalry unit charges two French cavalry units. In resolving its effort against each defender separately, the attacking British unit gets a "Continue Attack" against the first, but is disordered in the other portion of its combat. The British unit must advance and may continue attacking, but would do so in disordered status and using the attacker disordered DRM (-2).

13.6 Rallying

Disordered units may escape their diminished status, in a process called "rallying," by spending their entire activation doing nothing, neither moving nor attacking in any way. If they're not adjacent to an enemy unit, and they do nothing, return the disordered counter to its normal side (or remove the disordered counter from atop a dragoon unit). A unit doesn't have to be in command range of any leader to rally; they may not, however, be adjacent to any enemy unit. Enemy adjacency prevents rallying.

14.0 Leaders

14.1 Every unit in the game belongs to a command, as noted on each counter. When a command is chosen for activation, potentially all the units in that command may move and fight (or fight and move). Each command has a leader, as noted on the

units of that command's counters. Each command leader is part of a wing, and is subordinate to a wing commander, as noted on the counter. Wing commanders may be able to aid their subordinate commanders in various ways during activation attempts.

14.2 Command Range

A leader's command range is counted in hexes, not MP, from the leader to the combat unit or subordinate leader seeking to be in command. Command range may not be traced into or through an EZOC unless the hex is friendly occupied. Nor may it be traced into or through impassable terrain or enemy units. The command status for all the units of an activated command is determined at the start of that activation and, once so determined, remains unchanged throughout that activation.

14.3 In Command by Chain Reaction

A combat unit not actually within command range, but that's adjacent to a unit of its command that is in command—including one that's considered in command by virtue of this same rule—is thereby considered to be in command, in a kind of "chain reaction" effect.

14.4 Individual Command Leaders

Leaders of individual commands use their activation rating when attempting to continue or seize activation. That rating may be augmented by that individual command leader's wing commander (see 4.3). Command leaders move with their commands.

14.5 Combat Units Out of Command

A combat unit in command may do anything and everything allowed by the rules. A unit that starts its command's activation outside its leader's command range may move, but it may not move adjacent to an enemy unit. If an out of command unit is infantry and starts its activation in an EZOC, it may not leave that EZOC during that activation. If any unit starts its activation in an EZOC they may attack during that activation.

14.6 Wing Commanders

The commands of an army are divided into wings, each with its own wing commander, as noted on those leaders' counters. Wing commanders may be employed to attempt wing activations; see 4.5. Note that in the Ramillies game there are no wing commanders as such, only "overall commanders" who are treated like wing commanders for all rules purposes. Marlborough may also act as an individual command leader in Ramillies; see the scenario rules.

14.7 Wing Commander Activation Effects

If an individual command leader is within his wing commander's range at the instant of that individual command's activation die roll, increase that individual command leader's activation rating by his wing commander's activation assistance rating.

14.8 Wing Commander Movement

Wing commanders may move only when you use a free activation to move them, which is then the sole undertaking in that free activation.

14.9 Individual Command Leader Casualties

Leaders of individual commands are (almost) never eliminated. If an individual command's leader is stacked with a unit that's eliminated, simply place him with the nearest combat unit in his command. If there are no such units left, there's no further need for that leader; so, in such rare cases, simply eliminate such commandless leaders.

14.10 Wing & Overall Command Leader Casualties

Wing and overall commanders may be eliminated only by fire. If a fire die roll directed into a hex containing an overall or wing command is a "natural nine," roll the die again. If that second die roll is also a "natural nine," that leader is eliminated and isn't replaced by anyone. If left alone and approached by an enemy combat unit, or they're the only unit in a hex after combat, simply move such leaders to a hex with another friendly unit of their command (owner's choice). If no such units are left to receive them, or they are surrounded enemy units and/or EZOC, they're eliminated.

15.0 Dragoons

15.1 Both sides had mounted infantry—dragoons—who used horses to speed their movement to points of the battlefield. They usually, though not always, fought dismounted as infantry. Dragoons may participate in movement and combat in both mounted and dismounted states. Individual scenario instructions will state how they start or enter play.

15.2 Mount or Dismount

A dragoon unit may mount or dismount at the start of each of its moves during the game; simply flip the counter to show one condition or the other. Changing status costs a dragoon unit half its MP of its new status (rounded down). Disordered dragoons may not change status. Further, not even ordered dragoons may change their status while in an EZOC.

15.3 Dragoon Fire

Dismounted dragoons are considered to have infantry muskets. When firing, however, they always incur a negative-one (-1) DRM because they're not firing in the orderly, sustained fashion used by regular infantry. (And, of course, that -1 DRM is in addition to all other applicable DRM.) Mounted dragoons may not fire. Dragoons in either status may shock attack, but they also incur a negative-one (-1) DRM to any such effort. No dragoons are charge-capable.

15.4 Disordered Dragoons

All non-dragon units in the game have their disordered status shown on their reverse sides. Dragoon units, since they have the two sides of their counters taken up with the mounted/dismounted status, are shown to be disordered by placing a marker of that type atop them. When placing the markers, no matter if in mounted or dismounted states, don't forget to increase by one their shock defense rating and decrease by one their movement factor.

16.0 VICTORY

16.1 Flight Points

The winner of each game is determined by having each one keep a running total of his eliminated units and leaders. That number is called "flight points." At the completion of each command's activation, both players make a separate die roll in relation to their own flight point totals at that time.

16.2 Winning & Losing

If your die roll, when added to your current total of flight points, is greater than the "flight level" for your side given in that game's specific rules section (see 17.20 and 18.31), your opponent wins. If both players fail their own flight level check at the end of the same activation, that game ends in a draw. Note that, for practical purposes, it will be mathematically impossible for one or both players to go over their flight levels, no matter what they roll, early in each game. That will change, of course, as losses go up. Each game has its own flight levels and adjustments. Both players should openly keep track of their own army's flight points on a piece of paper kept close at hand off the side of the map.

17.0 Ramillies Scenario, 23 May 1706

17.1 First Activation

The Anglo-Allied player activates first at the start of play.

17.2 Notes on Overall Commanders

The overall commanders of both sides may act as wing commanders for any commands within their armies. Further, Marlborough may act as individual command leader for the Center Cavalry Command. When doing so, his activation rating is "5."

17.3 Dragoons, Artillery & Double-Length Infantry

Both sides' dragoons may be set up mounted or dismounted; each player choosing for his own side on a unit by unit basis. Similarly, both sides' artillery may be set up in move and/or fire mode, again decided on a unit by unit basis by the owning player. Also note in this game only the double-length infantry units are used, not the smaller square ones.

17.4 Anglo-Allied Set Up

This army is under the overall command of Capt. Gen. John Churchill, Duke of Marlborough. Set up the Marlborough leader counter in hex 2412 (Le Woyeux). All units of the Anglo-Allied army may start with any facing desired by the owning player. In the listings below, the units listed on the right may be set up in any of the hexes listed on the left. Normal stacking rules apply during set up.

17.5 Anglo-Allied Right Wing Infantry (RWI—Orkney—Ork)

Locations	Units
------------------	--------------

2802-2702, 2603-2503, 2604-2605, 2506-2407,	
---	--

2408-2409, 2309-2310 & 2211-2212	English infantry "a"; the German infantry unit; Dutch Mercenary infantry units "a" through "e"; leader
----------------------------------	--

Orkney.

17.6 Anglo-Allied Center Infantry (CI—Shultz—Shl)

Locations	Units
-----------	-------

2216-2217, 2316-2317, 2416-2417, 2218-2219, 2319-2319 & 2418-2419	English infantry “b,” “c” & “d”; Dutch infantry “a,” “b” & “c”; leader Shultz.
---	--

17.7 Anglo-Allied Left Wing Infantry & Dragoons (LWID—Werthmuller—Wrth)

Locations	Units
-----------	-------

2725-2726	Dutch infantry “d”
2825-2826	Dutch infantry “e”
2924-2925	The Danish infantry unit
2722, 2723, 2724, 2823 & 2824	English dragoon, Dutch dragoon, Dutch mercenary dragoon & Danish dragoon.
Any of the above hexes	Leader Werthmuller

17.8 Anglo-Allied Center Cavalry (CC—Rantzau—Ran)

Locations	Units
-----------	-------

2313, 2314, 2315, 2413, 2414 & 2415	English cavalry “a” & “b”; Dutch cavalry “a,” “b,” “d” & “e”; leader Rantzau.
-------------------------------------	---

17.9 Anglo-Allied Left Wing Cavalry (LWC—Overkirk—Ovr)

Locations	Units
-----------	-------

2220, 2320 & 2421	Dutch cavalry “c,” “f,” “g,” “h,” “j,” “k” & “m.”
2520, 2521 & 2621	Dutch mercenary cavalry “a,” “b” & “c.”
2725 & 2622	Danish cavalry “a” & “b.”
Any of the above hexes	Leader Overkirk

17.10 Anglo-Allied Artillery

Locations	Units
-----------	-------

2216, 2219 & 2406	The three 24 pounders
2725 & 2727	The two 9 pounders

17.11 Franco-Bavarian Set Up

This army is under the overall command of Marshal Francois, Duc de Villeroi. His unit may start the game set up in hex containing or adjacent to a unit of his side. He can act as wing commander for any commands. All units start the game facing north.

17.12 Franco-Bavarian Left Wing (LW—Maxmillian)

Locations	Units
-----------	-------

2301-2202, 2102-2003, 1903-1804, 1704-1605, 1505-1506 & 1507-1508	French infantry “a” through “f”
2201-2101	Spanish infantry “a”
1803, 1703 & 1604	Bavarian cavalry “a,” “b” & “c”
2201, 2101, 1803, 1703 or 1604	Leader Grimaldi*
Any of the hexes above	Leader Maximillian & Cologne Infantry

*Grimaldi commands all the LW units—except “Cologne”—as if it were an individual command.

17.13 Franco-Bavarian Center Infantry (CI—Maffei—Maf)

Locations	Units
1716-1717	French infantry “g”
1509-1510, 1511-1512, 1513-1514, 1615-1616	French infantry “h” through “k”
Any of the hexes above	Leader Maffei

17.14 Franco-Bavarian Center Cavalry (CC—Guiscard—Gui)

Locations	Units
1313, 1314, 1416 & 1516	French cavalry “g” through “j”
Any of the hexes above	Leader Guiscard

17.15 Franco-Bavarian Right Wing Infantry & Dragoons (RWID—Colonie—Col)

Locations	Units
2022-2122, 2426-2427	French infantry “m” & “n”
1923-2024	Spanish infantry “b”
2323, 2324 & 2224	French dragoons
Any of the hexes above	Leader Colonie

17.16 Franco-Bavarian Right Wing Cavalry (RWC—Marsin—Mar)

Locations	Units
1819, 1820, 1821, 1921, 1922 & 2223	French cavalry “a” through “f”
Any of the hexes above	Leader Marsin

17.17 Franco-Bavarian Artillery

Locations	Units
2202, 1507 & 1817	The three 8 pounders
1819, 2425 & 2427	The three 4 pounder

17.18 Special Flight Point Considerations

The following incur flight points for both sides: three FP for each eliminated infantry unit; two FP for each eliminated cavalry or dragoon unit. Artillery has no FP value.

17.19 Anglo-Allied Flight Level Village Occupation DRM

Note the locations of the following four villages: Autreglise (2202), Offus (1507, 1508 & 1409), Ramillies (1817 & 1818) and Taviers (2326, 2426 & 2427). For each hex within those four villages that the Anglo-Allied player occupies at the time of any of his flight die roll checks, he subtracts one from that roll. For example, if the Anglo-Allied player occupied two hexes of Taviers and one hex of Ramillies at the time of a flight die roll check, he’d subtract three (-3) from that flight die roll.

17.20 Flight Levels

The Anglo-Allied flight level is 35 points. The Franco-Bavarian flight level is 33 points.

18.0 Malplaquet Scenario, ^[1]_{SEP} 11 September 1709

18.1 First Activation

The Anglo-Allied player makes the first activation at the start of play.

18.2 Notes on Overall Commanders

The Anglo-Allied army is under the command of Capt. Gen. John Churchill, the Duke of Marlborough (Mrlb). He may act as command leader for the Center Cavalry Command, with an activation rating of “5” for that purpose. He sets up in hex 5119. The French army is under overall command of Marshal Villars. He is also the leader of his own side’s Center Cavalry individual command, with an activation rating of “3” for that purpose.

18.3 Notes on Units

All units start with the facings, mounted/dismounted status, etc., noted in the individual command set up instructions given below. Note that no double-length infantry units are used in this game.

18.4 Anglo-Allied Wing Commanders

Hex Wing Leader

5823 Eugene (Eug—RW)

4724 Orange (Orng—LW)

18.5 Anglo-Allied Right Wing Infantry (RWI—Lottum—Lot)

All these units start facing northwest.

Hexes Units

4914, 5015, 5115, 5216, 4815, 495, 5016 & 5116 Prussian infantry “a” through “f”

Danish infantry “a” & “b”

Any of the hexes above Leader Lottum

18.6 Anglo-Allied Right Wing Infantry (RWI—Schulenberg—Sbrg)

All these units start facing southwest.

Hexes Units

5716, 5617, 5517, 5418, 5318, 5817, 5717, 5618, 5518, 5718, 5619 & 5519 Hesse-Kessel infantry “a” & “b”; Pfalz infantry “a” through “d”;

Hanover infantry “a” & “b”; Saxon infantry “a” through “c”; Imperial infantry “a” & “b” & the Wurttemberg infantry unit.

Any of the hexes above Leader Schulenberg

18.7 Anglo-Allied Center Infantry (CI—Orkney—Ork)

All these units start facing south.

Hexes Units

4917, 4918, 5018, 5017, 5019 & 5020 English infantry “a” through “f.”

Any of the hexes above Leader Orkney

18.8 Anglo-Allied Left Wing Infantry (LWI—Tilly—Til)

All these units start facing south.

Hexes Units

4720, 4721, 4621, 4622, 4521, 4522, 4423, 4424, 4425, 4426, 4325, 4326 Dutch mercenary infantry “a” through “d”; Dutch infantry “a” through “h.”

Any of the hexes above Leader Tilly

18.9 Anglo-Allied Right Wing Cavalry (RWC—Wurttemberg—Wbrg)

These units start with any facing(s) desired by the owning player.

Hexes Units

Within two hexes of 5823, inclusive Danish cavalry “c” & “d”; Prussian cavalry “a” through “c”; the Prussian dragoon unit; the Pfalz cavalry unit; the Pfalz dragoon unit.

Any of the hexes above Leader Wurttemberg

18.10 Anglo-Allied Center Cavalry (CC—Lumley—Lum)

These units start with any facing(s) desired by the owning player.

Hexes Units

Within two hexes of 5222, inclusive English cavalry “a”; the English dragoon unit; the Hanover cavalry unit; the Hanover dragoon unit; the Hesse-Kessel cavalry unit; the Hesse-Kessel dragoon unit; Imperial cavalry units “a” & “b”; the Imperial dragoon unit.

Any of the hexes above Leader Lumley

18.11 Anglo-Allied Right Wing Cavalry (RWC—Overkirk—Ovr)

These units start with any facing(s) desired by the owning player.

Hexes Units

Within two hexes of 4826, inclusive Dutch cavalry units “g” through “m;” Dutch mercenary cavalry units “a” & “b;” Dutch mercenary dragoons “c” through “e.”

Any of the hexes above Leader Overkirk

18.12 Anglo-Allied Artillery

All these units start set up in fire mode.

Hexes Units

5217, 5317 & 5417 One 12 pounder & two 9 pounders

4814, 4815 One 9 pounder & one 4 pounder

4522 One 4 pounder

18.13 Anglo Allied Right Wing Reinforcements (RWR—Withers—Wrs)

Hexes Units

See text below English infantry “g” & “h”; Dutch mercenary infantry “e” through “k”; English cavalry unit “b”

See text below Leader Withers

The Anglo-Allied Withers command arrives as a Right Wing reinforcement after play starts. Those units may enter in one of three possible locations, using any one of the hexes listed plus the two hexes to either side of it: 6007 or 6011 or 6014. The Anglo-Allied player must designate which of those three will actually be the entry hex before starting play, writing it down secretly. He may not bring on this command until he’s undertaken at least five free actions. Again, keep track of this time openly on a piece of paper kept within easy reach off the side of the map. Bringing in the Withers command may be attempted only as a free activation. Further, when attempting to bring it in, the Anglo-Allied player must roll a die. If that roll is a zero through four, they don’t enter that activation and that player has thus wasted his free action. If the die roll is five through nine, it enters that activation. For each no-entry die roll, add one (+1) to the next such die roll.

18.14 Franco-Bavarian Set Up

All the units of this side may be started with any facing that is generally toward the Anglo-Allied army.

18.15 Franco-Bavarian Overall & Wing Commanders

Hex Leader

4416 Villars (Vill—OC & CC)

4804 d’Albergotti (d’Al—LW)

4120 Boufflers (Bou—RW)

18.16 Franco-Bavarian Right Wing Infantry (RWI—d’Artagnan—d’Art)

Hex Units

4221 French infantry unit “1”

4220, 4222, 4223, 4123 & 4024 French infantry units “2” through “6”

4116, 4119, 4122, 4022 & 3921 French infantry units “7” through “13”

Any of the hexes above Leader d’Artagnan

18.17 Franco-Bavarian Center Infantry (CI—Guiche—Gch)

Hex Units

4614, 4615, 4516 & 4712, French infantry units “14” through “17”

4711, 4713, 4417, 4418 & 4419 French infantry units “18” through “23”

4413 & 4512 French infantry units “24” & “25”
Any of the hexes above Leader Guiche

18.18 Franco-Bavarian Front Left Wing Infantry (LWI—Gosbriand—Gos)

Hex Units
5414 & 5313 French infantry “26” & “27”
5514, 5214, 5215, 5113, 5013 & 4912 French infantry “28” through “33”
5212 & 5012 French infantry “34” & “35”
Any of the hexes above Leader Gosbriand

18.19 Franco-Bavarian Rear Left Wing Infantry (RLWI—Chemerault—Chm)

Hex Units
5308, 5108, 5009 & 4910 French infantry “41” through “44”
5307, 5208, 5105, 5006 & 4909 French infantry “36” through “40”
Any of the hexes above Leader Chemeraul

18.20 Franco-Bavarian Left Wing Cavalry (LWC—Vallire—Vre)

Hex Units
Within two hexes of 5103, inclusive French cavalry units “s,” “t,” “v,” “w,” “x” & “y”, Bavarian cavalry units “a” & “b”
Any of the hexes above Leader Vallire

18.21 Franco-Bavarian Forward Center Cavalry (CC—Villars—Vill)

Hex Units
Within two hexes of 4609, inclusive French cavalry units “k” through “r”

18.22 Franco-Bavarian Rear Center Cavalry (RCC—Luxembourg—Lux)

Hex Units
Within two hexes of 4605, inclusive French cavalry units “g” through “j”; Spanish cavalry units “a” & “b”; the Cologne dragoons
Any of the hexes above Leader Luxembourg

18.23 Franco-Bavarian Right Wing Cavalry (RWC—d’Hautefort—d’Ha)

Hex Units
Within two hexes of any hexes of Malplaquet (4214, 4114 & 4104), inclusive French cavalry units “a” through “f”; French dragoon units “a” & “b”
Any of the hexes above Leader d’Hautefort

18.24 Franco-Bavarian Artillery

Hex Units
4212 or 4213 One 8 pounder in fire mode

18.25 Roads

Roads don’t cross or in any way bridge the stream or fortified line hexsides.

18.26 Fortifications

In addition to all other applicable DRM, any unit attacking across a fortified hexside—not the “partially constructed” hexsides—doesn’t get the effect of positional advantage, regardless of the facing of the defending unit. That applies only when “attacking into” the fortified lines (essentially where the French are), not the other way.

18.27 Cavalry & Fortifications

There are only two fortified hexsides that allow cavalry to move through them (4419/4420 and 4516/4617). That prohibition

applies to the movement of both sides' cavalry. At the same time, though, those access hexsides don't allow cavalry to shock through such a hexside directly into an adjacent hex. And cavalry may not charge through such a hexside. Treat dragoons as cavalry for purposes of this rule.

18.28 Partially Constructed Fortifications

The effect of these hexsides is minimal (solely to movement); the negation of positional advantage given above in 18.27 doesn't apply to these hexsides.

18.29 Special Flight Point Considerations

The following incur flight points for both sides as described below: three FP for each eliminated infantry unit; one FP for each eliminated cavalry or dragoon unit.

Artillery has no flight point value.

18.30 Anglo-Allied Flight Level Village Occupation DRM

Note the locations of the following four villages: La Folie (5505), Chausee du Bois (5107), Camp du Hamlet (4410) and Malplaquet (4014, 4114, 4214). For each hex within those four villages that the Anglo-Allied player occupies at the time of any of his flight die roll checks, he subtracts one from that roll. For example, if the Anglo-Allied player occupied Chausee du Bois at the time of a flight die roll check, he'd subtract one (-1) from that flight die roll.

18.31 Flight Levels

The flight level of both sides is 65.

19.0 Charts & Tables

19.1 Fire-Range DRM Summary Table (Both Games)

Unit Type	< Range in Hexes >			
	1	2	3	4
Infantry Muskets*0	NA	NA	NA	
Cavalry Pistols	-1	NA	NA	NA
24 lb Artillery	-1	-1	-2	-3
12 lb Artillery	-1	-1	-3	-4
8 & 9 lb Artillery	-1	-2	-3	NA
4 lb Artillery	-1	-3	-4	NA

NA = Not Allowed

Numbers represent DRM to rolls on the Combat Results Table.

Dismounted dragoons fire using this line (see section 15.0 for details).

19.2 Fire Results Table (Both Games)

Die Roll Result

≤ 0-4 No Effect

≥ 5-9 Disordered*

*If already disordered, unit must retreat a hex.

Cumulative Adjustments to Fire Die Rolls

Disordered Units: -1 DRM When Firing

Dragoons: -1 DRM When Firing

Terrain: As Noted on the Terrain Effects Charts

19.3 Shock & Charge Table (Both Games)

Die Roll	Ordered Defender	Disordered Defender
< 0	Attacker Disordered & No Counterattack	No Effect

0-1	Attacker Disordered	No Effect	
2-3	No Effect	No Effect	
4-5	No Effect	Defender Retreat 1 Hex	
6-7	Defender Disordered	Defender Eliminated	
8-9	Defender Disordered & Retreat 1 Hex	Defender Eliminated	
> 9	Defender Disordered & Retreat 1 Hex & Attacker May Continue Attack	Defender Eliminated & Attacker May Continue Attack	

Possible DRM for Shock & Charge Table

+/-? Defender's Shock DRM

+/-? Strength Advantage

-2 Attacker Disordered

+3 If all attacking units are attacking through a defender's flank.

+2 If all attacking units are attacking through a defender's rear

+4 If the attackers are attacking through any combination of front & flank, front & rear, or flank & rear.

+2 Cavalry that's charging.

-2 Infantry shock-attacking cavalry.

-1 Dragoons shock-attacking, mounted or on foot.

-# Terrain

19.4 Pre-Shock Reaction Table (Both Games)

Infantry & Foot as Target of Cavalry Shock or Charge or Caracole

Die Roll	Reaction
0-5	May use reaction fire.
6-8	May not use reaction fire.
≥ 9	Unit disordered and & may not fire.

Charge-Capable Cavalry as Target of Shock or Caracole

If the die roll is a 0-5, nothing happens; continue resolving attack.

If the die roll is 6 or more, the targeted defender counter-charges.

19.5 Ramillies Terrain Effects on Movement Chart

Terrain	Infantry & Foot	Cavalry & Leaders	Artillery
Clear +/- Road†	1	1	1
Marsh	2*	3	Not Allowed
Village or Manor	2	4	Not Allowed
Woods	2	3	2
Shallow Stream	+1	+1	Not Allowed
Marshy Stream	+2*	+3	Not Allowed
Minor River	+3	+4	Not Allowed
Bridge††	0	0	0

Notes

*French units automatically disorder.

† = Roads have no effect on movement.

†† = Negates the cost of crossing, but not if moving adjacent to an enemy unit.

To use activation fire: 1 MP.

19.6 Ramillies Terrain Effects on Shock & Charge Chart

DRM	Terrain Type
-1	Attacking into woods.

-1	Attacking into or from marsh.
-1	Attacking across marshy stream or minor river.
-1	Attacking into hex of higher elevation.
-1	Attacking into village or manor hex.
-1	Defending infantry double-stacked in village.

19.7 Ramillies Terrain Effects on Fire Table

DRM	Terrain Type
-1	Target hex is village or woods.

19.8 Malplaquet Terrain Effects on Movement Chart

Terrain	Infantry & Foot	Cavalry & Leaders	Artillery
Clear +/- Road*	1	1	1
Marsh	2	3	Not Allowed
Village or Farm	2	4	Not Allowed
Woods	2	3	2
Shallow Stream	+1	+1	+1
Marshy Stream	+2	+3	+2
Fortified Hexside	+2	+4	Not Allowed
Partial Fort Line	+1	+1	+2

Notes

*Roads have no effect on infantry movement unless using column/rapid movement.

They always negate the cost of other terrain for other unit types.

To use activation fire: 1 MP.

19.9 Malplaquet Terrain Effects on Shock & Charge Chart

DRM	Terrain Type
-1	Attacking into woods hex.
-1	Attacking into or from marsh.
-1	Attacking across a marshy stream.
-1	Attacking into a village or farm hex.
-1	Attacking across a fortified hexside.
-1	Defending infantry double-stacked in a village hex.

19.10 Malplaquet Terrain Effects on Fire Table

DRM	Terrain Type
-1	Target hex is village or woods.
-1	Fire is through fortified hexside into the adjacent hex inside that line.

20.0 Designer Q & A

Q1. "Section 4.5: can you roll for a wing activation only in place of a free activation, or can you try it in place of a continuity or seizing continuity roll as well? The rules say "may take place instead of a free activation," and it's the

"may" that has me wondering. "

A1. Should be "must" . . .

Q2 "Section 5.6: Is the word "double-length" missing from the first bullet in this section? It says "To move rapidly, infantry units must use column movement," but the following rules on column movement seem to pertain to double-length units only. "

A2. They also apply to the square infantry in Malplaquet . . . though I don't see them undertaking too much column movement in that battle.

Q3. "...for Overkirk's left wing cav, there are 6 dutch cavalry for three hexes, where do the other 3 go."

A3. That's because Dutch Cavalry h, j, k and m don't fight in Ramillies; they're actually only supposed to be at Malplaquet.

Q4. "...In the French setup there is no mention of the Bavarian infantry, even though the counter is provided. There seems to be no legal placement for the Cologne infantry because of stacking rules.

A4. There is no Cologne infantry at Ramillies; ignore that reference to it to be placed with Maxmillian.

Q5. "By my reading of the Range rules, double-hex infantry can only fire into the single hex that is frontal to both halves of the unit, since the other frontal hexes are at "2 hex range" from half the unit. Is this correct and intentional?"

A5. It is correct.

Q6. You have half of Dutch infantry e, Danish cavalry a and a 9 pounder all in hex 2725. I read 8.2 to say you can have only one type of other unit in a hex with a gun, and there are two.

A6. Change 2725 to 2721 for the cavalry.

Q7. I'm still wondering which cavalry units can charge, since there are none marked with a "c."

A7. The only cavalry that can Charge are English a-b, and Dutch a-m. No other units. The cavalry with the stripes are dragoons and can be used mounted or, on the reverse side, dismounted.

Q8. "Does Reaction fire to a shock (if occurs) count against the one reaction fire a turn deal?"

A8. Yes.

Q9. 4.5 says a Wing Activation may take place instead of a free activation. I went looking for what constitutes a "free activation" and found only 4.2, which says that if you pass on an activation, "your opponent gets a free activation." I thought that if you failed a continuity roll, then your opponent's next activation would also be considered a "free activation", i.e. no die-roll necessary. Am I wrong?

A9. No, it's any activation that doesn't require a die roll.

Q10. Lets say a cav unit moves up to a 2 hex infantry like so.

I I

X X C

and declares that it's going to shock. After the shock roll says 'may react fire' the unit still may not because it's not in range of both sides of the infantry.

That makes infantry in line very vulnerable to cav example:

A A B B

X X C X X

neither A or B may fire at C and if you do that all the way down the line such as...

A A B B C C D D E E

1 X 2 X 3 X 4 X 5 X X

you can flat out charge the enemy with out reaction fire.

A10. A double-sized infantry can always fire at any unit that has moved into its frontal hex - either one -
And let's ignore 9.12 and consider it null and void in terms of determining range effects, as no infantry can fire at greater than 1 hex range. Let's replace that unfortunate rule with, if the in-moving unit is only in the frontal hex of 1/2 a double-sized infantry unit, subtract one from the die roll.

Q11. "The rest of the rules seem to think that double-sized infantry would fire into all three of

its frontal hexes."

A11. They can, but only at one unit in any one (or more) of those hexes, including an enemy double-sizer.

Q12. Rule 17.11: "All [French] units start the game facing north." Since this would put them facing perpendicular to the front, we ignored this bit.

A12. Clever lad.

Q13. Does the Cologne unit on the French left wing really not appear in this battle?

A13. That's right. My extensive OoB notes show that it is something of a phantom unit, and it should not have been in the counter-mix. It being there was my fault.

Q14. Possibly related, the French Left Wing Commander Maximillian has only one subordinate command; so what good is he?

A14. Not much.

Q15. On the French right wing, one of the four-pounders sets up alone in hex 2425. This makes it dead meat if the Allied player wants to take it out -- just making sure this is intentional. I don't want to claim it's the best Allied tactic, but...

A15. Seems right based on my notes.

Q16. If a Charging Cavalry unit gets a Continue Attack result, does it keep the +2 Charge bonus for the follow-up attack?

A16. No.

Q17. Cavalry can withdraw before Infantry activation fire, but apparently NOT before Shock. Is this intentional?

A17. Yes. The trick is to get out of there before fire.

Q18. The Shock table mentions a "No Counterattack" result. No reference is made to this anywhere else in the rules.

A18. Ignore it.

Q19. Double-sized infantry units: How are flank modifiers handled when these units attack? For instance, Infantry shocks cavalry, the two hexes of the infantry are adjacent to the front and flank of the cavalry. Does this mean the shock is at +4? If so, most such shock attacks will qualify for +4.

A19. A good reason to get out of there before such can happen. See above, as well as 10.3.

Q20. How do Overall Commanders move? Like Wing Commanders, requiring a free activation?

A20. OC are Wing Commanders for this purpose.

Q21. Marlborough is both OC and individual commander for the center cavalry (who already have a commander). If I activate Marly to move the center cavalry, can he move normally, or as OC does he still require a free activation to move alone, as a WC does?

A21. Moves like an OC.

End of File