Königgrätz
3 July 1866

Player's Manual

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1.0 Introduction

On the 3rd of July 1866, a battle for hegemony over Germany took place between the two remaining Teutonic empires, Austria and Prussia. Both powers were locked in a power struggle for control over German speaking Europe. A resurgence of German nationalism nostalgic for the exploits of Friedrich the Great, prompted Prussia to begin contesting with Austria for influence during the middle of the 19th century. Much like the start of the Franco-Prussian war 4 years in the future, Bismarck worked behind the scenes using Machiavellian tactics to both initiate the conflict while placing Prussia in the best possible strategic position to win any potential conflict.

At the time, Austria was generally considered to be the greater of the two German powers, which was somewhat ironic given Austria had suffered a string of defeats throughout the Italian wars of liberation. The fact that Prussia in turn had allied with Italian forces in April of 1866 hadn't helped to calm the tensions between the two German powers. While in hindsight it may seem reasonable to assume that Prussia would come out of any potential fight with Austria on top, this was not widely accepted at the time, and during the battle of Königgrätz itself, the Austrian army very nearly destroyed one of the Prussian armies.

Commanding the Austrian forces was veteran Austrian commander Joseph Radetzky who was, compared to his Austrian colleagues, one of the more competent commanders of the period. He was revered by his own men. Radetzky had stationed his forces on high ground to the west of the city of Königgrätz and amassed a huge quantity of artillery waiting for Prussian forces to arrive.

The battle of Königgrätz would be the first step on Bismarck's quest to unify Germany under both his terms and Prussia. Will you meet historical expectations and lead Prussia to victory? Or will you lead Austria to change the course of history?

2.0 Glossary

Glossary

AAC: Advance After Combat – Whenever a defending hex is vacated in combat, the attacking unit must Advance After Combat into the vacated hex.

AP: Ammunition Points – The amount of ammunition your artillery have remaining. They are used to provide Artillery Support in combat.

Blown Units: Blown units are units which receive Blown results in combat and return to the map 2 turns after the turn in which they were Blown.

Cavalry: Men on horseback who are either Fresh or Exhausted.

ER: Efficiency Rating – A positive DRM for a unit in combat shown as a number of stars on a unit counter. For example, a unit with an ER of 2 stars adds 2 to its combat dice rolls.

Die: A six-sided die

Glossary Continued

DRM: Dice Roll Modifier – A positive or negative modifier that is applied to the result of a die roll.

Enemy: Units belonging to the opposing player.

EZOC: Enemy Zone of Control – The 6 hexes surrounding an enemy combat unit.

EZOI: Enemy Zone of Influence – All hexes within 2 hexes of an enemy unit.

Friendly: Units belonging to you.

HQ: Headquarters –headquarters limit unit movement and where units may re-enter the map.

Infantry: Men with rifles, infantry can either be in March or Battle modes.

MP: Movement Points – The number of movement points a unit may use each turn.

ZOC: Zone of Control – The 6 hexes surrounding a friendly combat unit.

ZOI: Zone of Influence – All hexes within 2 hexes of a friendly combat unit.

3.0 Important Concepts

The following concepts are essential in order to play Königgrätz. These concepts will be frequently referred to throughout the rules.

3.1 Units

Königgrätz features 2 main unit types: Infantry and Cavalry. These units have 2 features: a number of Movement Points **(MP)** and, occasionally, a number of stars representing the unit's Efficiency Rating **(ER)**. The color of the bar at the top of a unit indicates the Army the unit belongs to.

3.1.1 Infantry

Infantry units can either be in March or Battle formation. Infantry units in March formation have a Movement Allowance **(MA)** of 4 while Infantry units in Battle formation have a MA of 1.

**Austrian Infantry
(Battle Formation)**   **Prussian Infantry
(March Formation)**

3.1.2 Cavalry

Cavalry units can either be Fresh or Exhausted. Fresh Cavalry units have a MA of 6 and Exhausted Cavalry have a MA of 4.

Austrian Cavalry (Fresh)   **Prussian Cavalry (Exhausted)**

3.1.3 Markers

Markers are mnemonic devices that keep track of information in-game. Markers are explicitly not units.

3.2.1 Headquarters

Headquarters **(HQs)** are unique Markers that have effects on subordinate units. These markers do not function as units. Instead, they have a Command Range which limits unit movement, and determine where Blown units return to the map. Additionally, HQs can either be in Normal or Battle Mode. HQs in battle mode have a smaller Command Range but provide bonus DRM to friendly units within Command Range during combat. Command Range may be traced through enemy units, their ZOI and ZOC.

The Austrian player has 2 HQ units, Benedek and Prince Albert. Benedek commands the Austrian North Army and Austrian Reserve Cavalry. Prince Albert commands the Saxon contingent.
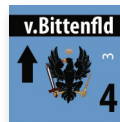
Benedek HQ
(March Mode)

Prince Albert HQ
(Battle Mode)

The Prussian player has 3 HQ units, one for each army. Prince Friedrich Karl commands the First Prussian Army, Karl Ebenhard Herwath von Bittenfeld commands the Army of the Elbe, and Crown Prince Frederick commands the Second Army.

Prince Friedrich Karl HQ
(March Mode)

Karl Ebenhard Herwath von Bittenfeld HQ
(March Mode)

Crown Prince Frederick HQ
(Battle Mode)

Design Note: Headquarters do not represent the literal presence of a leader, but rather the focus of their strategic intent. Units with the same color band as a HQ belong to that HQ.

3.3 Artillery

Both players receive Ammo Points **(AP)** which may be spent by either player to receive a +2 to their respective Attack Die Rolls. When both players commit artillery, an Artillery Duel is triggered. Both players roll 1d6, with the higher result getting to add the artillery bonus (the Austrian player wins ties until turn 5, starting on turn 5 and for the rest of the game the Prussian player wins ties), the turn track changes color on the 5th turn to reflect this. The Austrian player also must place its own Bombardment marker each turn which attacks enemy units, creates an Austrian ZOC in the hex it occupies, and costs 1 AP to place. Whenever a player commits artillery during combat, lower that player's AP by 1.

3.4 Attack

An attack is where one player designates a single friendly unit to engage in combat with a single adjacent enemy unit. Players roll 1d6 and each modify their result, with the lower result losing the engagement. Attacks are always voluntary and never mandatory. Cavalry units may only declare attacks against another cavalry

units (EXCEPTION: See **3.4.1** Deathride Charge below,) but may defend normally when attacked by infantry or cavalry.

3.4.1 Deathride Charge

A Deathride Charge is a special cavalry attack that simulates the suicidal charges made by mounted troops against enemy infantry and artillery. Deathride Charges allow cavalry to attack Infantry. If the attack is successful, the losing side must subtract 2 AP from their AP total in addition to any other combat results and the charging Cavalry unit is Blown. If the attack is unsuccessful or a draw, the cavalry unit is instead eliminated.

3.4.2 Attacker Infantry Flank Support

During combat, each attacking friendly **(3.6)** Infantry unit in the EZOC of the enemy being attacked grants the attacker a +1 DRM to Attack Die Rolls. This DRM is cumulative.

3.4.3 Cavalry Combat Support

Both attackers and defenders receive Die Roll Modifiers depending on the presence of friendly (**3.5**) cavalry units, see **6.2** for an in-depth description.

3.5 Friendly & Enemy

Units in the game are either Austrians or Prussian. The player commanding the Austrian side considers Austrian units to be friendly units, and Prussian units to be enemy units. The reverse applies for the Prussian player. For purposes of simplicity, any rules which apply to Austrian units apply equally to Saxon units as well.

3.6 Dice

Players use 1 six-sided die to resolve Attacks, Artillery Duels and Deathride Charges. Players will find it useful to have a die available for each player.

3.7 Zone of Control

All friendly units project a Zone of Control **(ZOC)** into the 6 hexes adjacent to the hex they occupy. All enemy units project an Enemy Zone of Control **(EZOC)** in the 6 hexes surrounding the hex they occupy. Whenever a friendly unit enters or begins a Movement Phase inside an EZOC it cannot move for the remainder of that Movement Phase. The friendly unit may only leave an EZOC due to an attack result or during the Organization Phase. The Austrian Artillery Bombardment marker also creates a ZOC in the hex it occupies. Units which are forced to enter an enemy ZOC during a retreat (see 4.3.1) are instead Blown (4.3.3).

3.8 Zone of Influence

All friendly Infantry units project a Zone of Influence **(ZOI)** at a range of 2 hexes from the hex they occupy. All enemy Infantry units project an Enemy Zone of Influence **(EZOI)** at a range of 2 hexes from the hex they occupy. Only Infantry units project a ZOI or EZOI. A ZOI blocks Exhaustion Recovery for enemy Cavalry units. An infantry unit in March Formation must switch to Battle Formation when entering a EZOI.

3.9 Terrain

See the Terrain Effects Chart **(TEC)** on the player aid printed on the back of this manual for details on all terrain related rules in relation to Movement and Combat.

3.9.1 Swamps

Units must spend an extra +2MP in order to cross a Swamp hexside while in March formation. Units in Battle formation are not allowed to cross Swamp hexsides except at a bridge crossing. Swamp hexsides block Zones of Control and Zones of Influence. Units may not attack across Swamp Hexsides. Units forced to retreat across a Swamp hexside (not at a bridge crossing) are instead eliminated.

3.9.2 Bridge Hexsides

Bridge hexsides allow units to cross Swamp hexes only with an extra movement cost of +1 MP. Zones of Control and Zones of Influence do not cross bridge hexsides. Units may attack enemy units across bridge hexsides but the attacking unit suffers a -2 DRM. Only one unit can attack across a bridge hexside, adjacent friendly units cannot assist in combat unless the assisting friendly unit is on the same side of the bridge as the enemy being attacked.

3.9.3 Roads

A unit in March Formation whose entire move is on connected road hexes spends 0.5 MP to move each hex. This is called a Road Movement Bonus. Roads are depicted in orange, any other trails depicted on the map are simply for historical flavor. Units may not combine normal movement and road movement, meaning a unit must begin their movement on a Road hex if they if they intend to use the Road Movement bonus.

3.9.4 Empty Hex

An empty hex has no units or markers in it. No exceptions.

3.9.5 Minor Rivers

Units pay +1 to cross Minor Rivers and they provide defending units a +1 DRM. Zones of Influence and Control pass through Minor Rivers.

3.9.6 Major Rivers

Units may not cross nor retreat across Major River hexsides unless along a Bridge. Units forced to do so are instead Blown. Zones of Influence and Zones of Control do not cross Major River hexsides.

3.9.7 Towns

Towns provide defending units with a +2 DRM in combat. They have no other effect.

3.9.8 Woods

Woods hexes cost 2MP to move into and units defending in a woods hex receive a +1 DRM.

3.10 Stacking

Units may not be "stacked" on top of one another at any time.

4.0 Sequence of Play

Each game turn proceeds as follows:

4.0 Command Phase

    a.   **Cavalry Exhaustion Recovery:** All cavalry units on the map recover from Exhaustion unless they are in an EZOC or EZOI, in which case they remain Exhausted.

    b.   **HQ Placement:** Starting with the Prussian player, each side first removes and then places their HQ marker on the map. Players then alternate back and forth placing their HQ markers one at a time. The HQ can be placed in either Normal or Battle Mode. The HQ must be placed within 3 (5 for Benedek) hexes of a friendly unit which is currently not in an EZOI. If this is not possible, an HQ may be placed on any empty hex on the map. An HQ is a marker and not a unit. Once placed, players may not move nor interfere with HQ markers until the next HQ Placement Phase. HQs cannot be eliminated and can exist with enemy units in the same hex.

    c.   **Blown Unit Return:** Starting with the Prussian player, players may return a maximum of 2 Blown units to the map in any empty hex adjacent to a friendly HQ that is not in an EZOC or EZOI. If more than 2 Blown units are available for entry, the opposing player chooses which 2 units come back into play and the rest are eliminated.

    d.   **Austrian Bombardment Placement:** Starting on turn 1 and each turn thereafter, the Austrian player must place the Austrian Bombardment marker onto any empty hex on the map that is at least 3 hexes away from a Prussian Entry Hex and must pay 1 AP at this time. (The Bombardment Marker creates a ZOC hex and attacks enemy units.)

    e.   **Formation Organization Phase:**

        i.   **March Formation:** Each unit that is not in an EZOI may be flipped from its Battle Formation side to its March Formation side or may remain on its Battle side. This is the only time during a turn when a unit may flip from a Battle Formation side to its March Formation side.

        ii.   **Battle Formation:** Any unit in an EZOC or EZOI must remain on its Battle Formation side or must be flipped to it Battle Formation side.

        Play Note: Once a unit is on its Battle formation side, it remains that way for the remainder of the turn.

        iii.   **Exiting EZOCs:** The Prussian player may select a friendly unit in an EZOC to perform a retreat (see the combat result rules for Retreats, **4.3.1**). The Austrians player may then select a friendly unit to do the same. Play then continues to alternate between the players, with each selecting to retreat 1 unit. Once a player declines to retreat a unit, that player may no longer retreat any remaining units from any EZOCs, while the other player may continue to retreat his friendly units.

4.2 Movement Phase

Design Note: Unlike most wargames, units can move multiple times and in any sequence until both players pass.

a.   Reinforcements enter the map. Reinforcements are units that are eligible to enter from off map. Reinforcements always must move before any on-map units. The March Formation side of each reinforcement unit is printed with the turn number and entry hex letter (for example "4D") from which that unit may enter the map during the Movement Phase. Reinforcement units must pay MP for the first map edge hex they enter, as well as any subsequent hexes they enter during their move. If multiple reinforcements are able to enter the map on the same turn, units with the lowest ER must enter the map first.

   If an enemy unit occupies an entry hex, the enemy unit must immediately execute a retreat exactly as if it had lost an attack. Units that may move onto the map in the current turn but are prevented from doing so for any reason, are kept off map until their specified entry hex is valid for them to use on this or a later turn. Units may not use another entry hex other than the one specified on their counter. Players may not voluntarily hold a unit off map if it is possible for that unit to enter.

   Play Note: Players love to try and interdict enemy reinforcements on the map edges. Simply expressed, you can't, and the rules are expressly designed as such. Any loopholes you think of are incorrect. In addition, you must always have all reinforcements enter the map on their turn of entry if possible, and again, any attempts to do something else are illegal moves.

b.   Starting with the Prussian player, each player alternates selecting and moving 1 unit. Each time a unit moves, it may spend up to all the MP listed on its unit counter. Remember, units in March Formation and Battle Formation have different MP. Units move from hex to adjacent hex, and most hexes cost 1 MP in order to enter. Pieces may spend less MP than is listed on their counter, or none at all, but can never exceed their listed MP. Units in March Formation which move entirely along connected road hexes pay 0.5 MP per hex they enter. Units cannot mix normal movement with road movement in the same movement phase.

c.   When a friendly unit moves into an EZOI, the friendly unit must cease movement and, if in March Formation, it must immediately switch to Battle Formation. Fresh Cavalry units can ignore an EZOI, while an Exhausted Cavalry unit must stop movement if it enters an EZOI. Friendly units in March Formation that begin their movement in an EZOI and whose first hex of movement is not an EZOI, may stay in March Formation. Otherwise, the friendly unit flips to be in Battle Formation and ceases movement. Units in March Formation in an EZOC must immediately flip to Battle Formation. Any unit in an EZOC must be placed in Battle Formation. Units in an EZOC may not move any further during the Movement Phase.

d.   A unit which begins its movement outside the range of its friendly HQ must move closer to within the HQ's command range (meaning the unit must move to reduce the total number of hexes between it and its HQ counter) until they are within its range. No units may voluntarily move outside of their friendly HQ's range during their movement phase. Nothing happens if a friendly or enemy unit or marker enters a hex with an HQ marker.

e.   Whenever a player is eligible to move a unit, that player MUST move a unit or pass. If a player passes, they may no longer move any pieces for the remainder of the Movement Phase. *Reminder: HQs can never move, but are removed and replaced each Command Phase.*

f.   Once a player has passed, the other player determines the maximum number of unit moves remaining by rolling 1 six-sided die and adds 1 DRM for each friendly unit that is **not** in an EZOC, and +1 for each reinforcement unit yet to enter the map that turn. The modified result is the

maximum number of unit moves that player may conduct (a "Move/Attack Remaining" counter can be used to record this number on the Artillery Track). The Movement Phase ends once that maximum has been reached or the player passes. Remember, any reinforcements that have yet to enter the map must do so before any other units on map may move.

4.3 Attack Phase

Design Note: Unlike most wargames, a player's units can attack and be attacked multiple times and in any sequence until the unit is removed from the map, is no longer in an EZOC, or a player passes.

After the Movement Phase has completed, the Prussian player may designate 1 unit that is in an EZOC (EXCEPTION: See Bridges **3.10.2**) to attack. After the attack is conducted, the Austrian player may do the same, and the Attack Phase alternates between the two players in this way. The player declaring the attack is the attacker and the opposing player is the defender. Each attack features only 1 friendly unit in an EZOC attacking 1 adjacent enemy. Cavalry units can only declare attacks against other cavalry units (unless conducting a Deathride Charge, see 3.4.1), but they always defend from an attack regardless of its source. Attacks are conducted in the following sequence:

a.   **Artillery Support Declaration:** After an attack is announced, each player secretly sets their Artillery Support Marker either on its Artillery Support, or its No Support side. Players then simultaneously reveal their choices to one another. Players cannot add Artillery Support if they have 0 Ammo Points (AP) on their Artillery Support Track.

b.   **Artillery Support Resolution:** If only one player chooses to commit Artillery Support, that player adds 2 to their Attack Resolution die roll and reduces their available AP by 1.

c.   **Artillery Duels:** If both players choose to commit Artillery Support, they each reduce their available AP by 1. They then each roll a die. The player with the higher result adds 2 to their Attack Resolution roll. The Austrian player wins ties until turn 5. From turn 5 until the end of the game the Prussian player wins ties.

         Design Note: This is a change made to reflect initial Austrian advantage in higher numbers of Artillery with greater range. However this initial advantage became moot when the majority of the Prussian forces came into close contact with Austrian forces, and the advantages of rapid-fire breech-loading Krupp Prussian artillery quickly became clear.

d.   **Bad Ammunition (Exploding Casings):** If a player rolls a 6 during an Artillery Duel, the other player must reduce their AP total by 1 additional point. If a player's AP total is already at 0 there is no additional effect.

e.   **Attack Resolution:** Each player rolls 1 die and adds any of the DRM listed below.

> - Artillery Support: +2 DRM
> - Attacking across Bridge Hexside: -2 DRM
> - Flank Infantry Support (Attacker - per infantry unit in EZOC): +1 DRM (see 3.4.2).
> - Fresh Cavalry Support: +1 DRM (Attacker and Defender, see 6.2)
> - ER: + DRM equal to the number of stars on a unit's counter.
> - HQ Support: +DRM equal to HQ's (in Attack Mode) ER
> - Defender in Woods: +1 DRM
> - Defender in Town: +2 DRM

f. **Exhaust Cavalry**: Any Cavalry that provided a DRM in combat is now flipped to their exhausted side, both attackers and defenders. **Important:** Defending cavalry units are not flipped to their exhausted side after being attacked, if attacked while exhausted they remain exhausted. (These rules are meant to represent the tactics of calvary charges and counter charges, as that's primarily how cavalry was used during this period.)

The player with the higher modified result wins the attack, and ties are stalemates. Subtract the lower modified total from the higher modified total and determine the result of the attack based on the differential as follows:

- Zero: Stalemate - nothing happens.
- +1 to +2: Unit with the lower result must retreat. If the unit cannot retreat, treat as a Blown result.
- +3 to +4: Blown. On the 6th and 7th turns of the game, treat this as an Eliminated result instead.
- +5 or more: Eliminated. Remove the unit from the game.

If the defending hex is vacated and the Attacker is **not** in an EZOC, the attacker MUST enter the vacated hex by performing an Advance after Combat (AAC).

4.3.1 Retreats

Units that retreat must move 3 hexes away from the winner of an attack. Retreating units may never enter a hex with another friendly or enemy unit (HQ markers are **not** units). Each hex of a retreat must take the retreating unit further away from the enemy unit. If a retreating unit cannot move further away from the enemy unit, cannot avoid entering an EZOC, cannot avoid entering a hex with another unit (friendly or enemy), or must retreat beyond the range of its HQ, the retreat movement ends and the unit becomes Blown.

4.3.2 Advance After Combat (AAC)

If a defender vacates its hex due to any attack result, and the attacking unit is not in an EZOC of another enemy unit, then the attacker **must** immediately perform an AAC by advancing into the vacated hex. This is the only time an AAC is allowed. A unit which advances into the EZOC of an enemy unit may continue attacking in any subsequent attack opportunities as long as the friendly unit is in an EZOC and its owner has not passed.

4.3.3 Blown

Remove the unit from the map and place it on the game turn track 2 turns ahead of the current turn. During the last 2 turns of the game (turns 6 and 7) treat all Blown results as Eliminated.

4.3.4 Eliminated

Remove the unit from the map for the remainder of the game. Each eliminated unit counts as 1 Victory Point (VP) for your opponent at the end of the game.

4.3.5 Pass

Once a player chooses to pass that player may no longer declare any attacks for the remainder of the Attack Phase, though they may still defend against enemy attacks as normal. After a player passes, the opposing player rolls 1 die. The result equals the maximum number of attacks the non-passing player may make for the remainder of the Attack Phase.

5.0 End Phase

After both players have passed during an Attack Phase, the current turn is over. If this was turn 7 determine the winner of the game. Otherwise, advance the turn maker and begin a new turn.

6.0 Special Rules

The following special rules are used in Königgrätz.

6.1 Artillery

At the beginning of the game the Prussian player starts with 12 AP, and the Austrians with 16 AP. The Austrian player never gains AP, they only can spend AP. On turns where a new Prussian army arrives to the battle, the current available Prussian AP is raised by 2.

Each time a player commits Artillery Support during an attack, reduce their AP total by 1. During an Artillery Duel, a die result of 6 reduces the opponent's AP total by an additional point. A player with no remaining AP removes their AP marker from the game. Players may never have a negative total of AP. The Austrian player

must spend 1 AP if they choose to place the Bombardment Marker during the Command Phase.

6.2 Cavalry

Cavalry units can only declare an attack against another (enemy) cavalry unit, but they can always defend from an attack. Whether attacking or defending, Cavalry units cannot choose to receive Artillery Support and will always choose No Support.

Attacking units receive a +1 DRM for each Fresh Cavalry unit in the defenders EZOC.

Defending units receive a +1 DRM for each Fresh Cavalry unit adjacent to the hex they occupy.

Exhausted Cavalry units do not provide a DRM in combat. Exhausted cavalry units recover from exhaustion at the start of a new turn so long as they are not in an EZOC or EZOI. All supporting Cavalry units become Exhausted after combat.

6.3 Austrian Bombardment Fire

The Bombardment Fire Marker represents the Austrian artillery tactics used during the battle. The Austrian Bombardment Fire marker is placed anywhere on the map at least 3 hexes away from a Prussian entry hex. Once placed, the Bombardment Marker acts as a EZOC to Prussian units. If placed on an enemy unit, the Prussian player rolls 1d6. On a result of 1-5, the unit must retreat 2 hexes, otherwise the targeted unit is blown. If unable to retreat 2 hexes, the unit is eliminated. Any Prussian unit that enters this hex during the upcoming turn is attacked with the same procedure. The Austrian Bombardment Fire marker must be placed anywhere on the map at least 3 hexes away from a Prussian entry hex.

7.0 Victory

Victory is determined by casualties. At the end of the game, each Eliminated and/or Blown friendly unit grants your opponent 1 VP. Additionally, Blown and Eliminated units grant additional VP equal to their ER. The player with a larger total at the end of the game wins, with ties going to the Austrian Player. *Design Note: The reason for this as opposed to something like objective hexes is because the goals of both armies were more concerned with causing casualties rather than holding or taking any one objective.*

8.0 Setup

Units begin play in the hex designated on their unit counter. Reinforcements enter on the turns and in the hexes indicated on their counter. The Austrian player starts with 18 AP and the Prussian player starts with 12 AP.

9.0 Design Commentary

Königgrätz grew organically out of Mars la Tour in that I wanted to expand on some of the ideas I had previously, as well as incorporating some of the updates Mark Herman made in his Waterloo game (the mechanical sequel to Gettysburg). The battle itself has always been an interest of mine and using the MLT mechanics as a base for this game allowed for a relatively quick development loop. Königgrätz serves as a natural next step in terms of game complexity for new players, introducing things like individual terrain effects.

That said, the situation itself is what makes the game interesting and entertaining for both those new and those experienced to the hobby. The Austrian army starts off in a commanding and dominant position, but this slowly erodes throughout the day and if the Prussian player can hold out, they can then finally counterattack. There were major strategic considerations that led to the battle being so decisive, but the battle itself was more of an open question at the time it occurred.

Players that enjoyed this should also try Mars La Tour and definitely play Mark Herman's Gettysburg and Waterloo, as these games are inspired by his games and he was gracious enough to let me tinker with the mechanics. Readers will probably notice many similarities with the wording of the rules and this is because I thought it would be best to use Mark's words where possible/relevant as opposed to trying to come up with other ways to say the same thing.

Combat Results Chart

- Zero: Stalemate - nothing happens.
- +1 to +2: Unit with the lower result must retreat. If the unit cannot retreat, treat as a Blown result.
- +3 to +4: Blown. On the 6th and 7th turns of the game, treat this as an Eliminated result instead.
- +5 or more: Eliminated. Remove the unit from the game.

Terrain Effects Chart

Terrain	Movement Cost	Defensive DRM	Notes
Clear	1	0	
Woods	2	+1	
Swamp	+2	NA	
Bridge	+1	-2*	*Applies to Attacker
Major River	NA	NA	
Minor River	+1	+1	
Road	1/0.5*	NA	* Road Movement Bonus
Town	Other Terrain	+2	