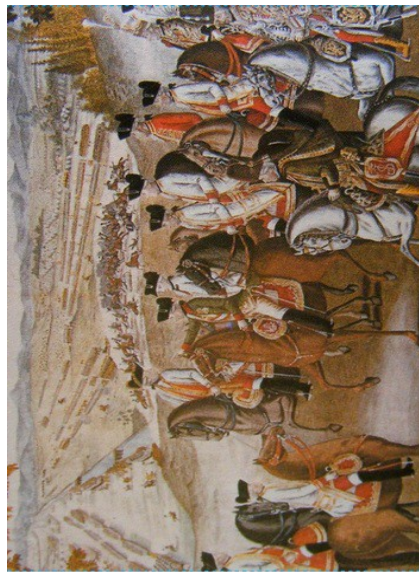


17(21)

Kriegspiel with cards for gentlemen  
as played (or intended to be) at King's Court in the  
Age of Reason

## 1 - The Cards

### 1.1 Unit Card



Unit cards can portrait army units deployed in the field of battle or in the army reserve of the player; unit cards that are not deployed in field nor in the army reserve of the player will be used in the "battle deck" for use during combat.

Unit card portraits a title naming the type of unit;a number in the lower right corner in [...] that is the Cohesion of the unit, Cohesion portraits how many "battle cards" can be played to that unit during an attack until the unit becomes "shocked"; a number in the upper right called the "combat value" used ONLY if the card is forming the "battle deck" or if used as a "combat value" from the player reserve (either to play in combat or to

pay for a Doctrine); the "combat value" is NEVER used if the unit is deployed in the field of battle.

### 1.1b Unit cards stances in battlefield

#### Steady



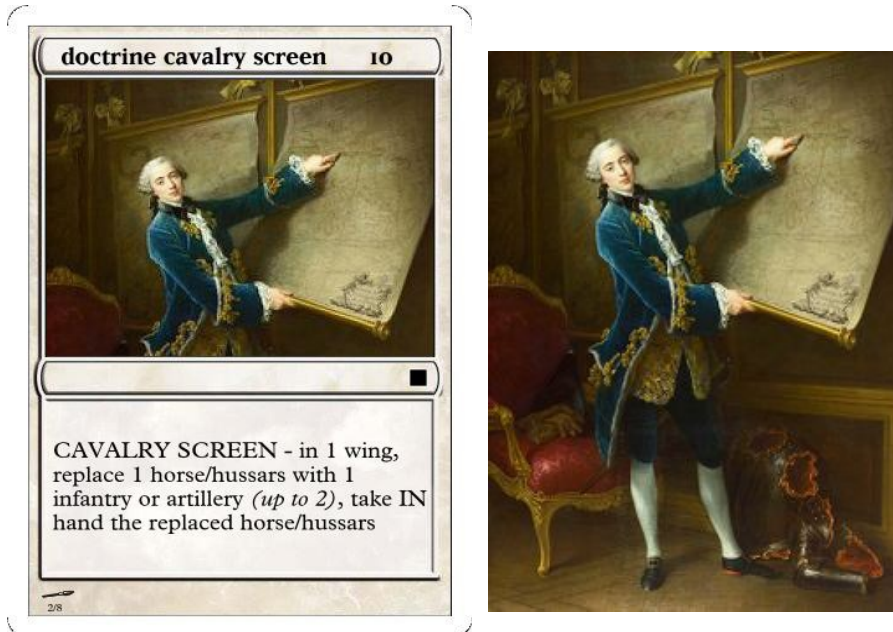
#### Shocked



A shocked unit has the same Cohesion value of a steady unit, but if a shocked unit takes an action or suffer a combat result that will cause it to become shocked, the unit will instead rout to the player rout pile.

Units are divided in: Infantry; artillery; Cavalry (hussars and horse) and dragoons that will count as infantry fighting vs artillery and as cavalry fighting vs cavalry (hussars and horse) and vs infantry.

## 1.2 Doctrine Card



The Doctrine card portrays the way an army can perform during a battle. Doctrine is a special ability that can be activated by the player paying the proper cost from the "combat value" from his/her reserve units (one or more) in his/her turn; however any player can activate a Doctrine even if during combat it is revealed a card from the "battle deck" with the SAME "combat value" of the Doctrine activation cost.

Doctrine card portrays a title, a "combat value" cost in the upper right corner, an effect in the Lower box.



### 1.3 Terrain Cards



The terrain cards portraits a part of the battlefiled; the battlefield is composed by 3 wings, each wing is a terrain; each terrain can host up to 2 units per side (2 for one army , 2 for the other) , the only exception is the terrain "stream/ford" that can host only 1 unit.

Each terrain has a title (hamlet in the image) and an effect; the effect is a direct influence on the Cohesion of some unit holding or fighting in that terrain.

If the terrain dictates "fighting" the unit has the benefit of Cohesion (the [x] ) just for fighting in that terrain, even if that terrain is not held by that army's unit; if the terrain dictates "holding or occupying" the Cohesion effect applies ONLY if that unit hold the terrain.

Once the terrains are deployed in the setup phase to build up the wings they must be deployed horizontally , when a player won a terrain due combat effects (see below) he/she will turn the terrain to read "HELD" , anyway the other player should read the effect.

## **II. Game Setup**

11.1 Divide the 3 decks, in Doctrine deck, Terrain deck and Battle deck

11.2 From the terrain deck discard 2 of the 3 difficult going, for later use.

11.3 Shuffle the remaining terrain deck and reveal 3 cards each representing a wing in the field of battle. Put the rest of the terrain deck (without the 2 difficult goings mentioned) face down on the table.

11.4 Shuffle the Battle deck (formed by unit cards) and deal 20 cards to each player.

11.5 Each player must discard 6 unit cards from the 20 dealt, thus having an Army of 14 units. This will be the player Army for all the game.

11.6 Take the remaining unit cards (52 cards), shuffle them forming the "battle deck" and put it face down on the table, from now on, the only value that is relevant from this deck will be the "combat value" in the upper right corner of the card.

11.7 From the Battle deck reveal the first card to every player, if the result is a 10 or an 11 there will be "bad weather" during the battle, if so reveal another battle card and see the remained provided for the bad weather as below:

From 1 to 8 there will be Fog during the battle: discard the "cavalry screen" doctrine from the doctrine deck and hussars won't be able to use the rule at 11.12

From 9 to 11 there will be Rain/Snow during the battle: replace all the plains terrain card with the difficult going terrain cards.

11.8 Now shuffle the Doctrine deck, deal 5 doctrine cards

each player.

11.9 Now each player must choose 3 doctrine cards revealing them and must discard 2 doctrine cards. The revealed ones will form the Army Doctrine for the whole battle.

11.10 Take the rest of the Doctrines (there should be 6 doctrines), shuffle them and put the Doctrine deck face down on the table.

11.11 Army deployment: Now each player must deploy 2 units from his/her Army for each wing (exception, the stream ford allows only 1) face down; when each player has done with deploy, reveal the deployed units.

11.12 Now the Player with most Hussars deployed will draw the first terrain card from the terrain deck and she/he can replace this terrain with one terrain in 1 wing (this rule DOES NOT APPLY if there is bad weather: fog)

11.13 The player with most Light infantry, or artillery, or horses, or hussars, or elite infantry, or line infantry will decide who will start playing. If there is a draw the younger player will start.

### **III. The Player Turn**

In his/her turn a player can perform one of the below mentioned actions:

a) Deploy **up to** 2 units from his/her reserve (the hand covered from the other player) to wings if there is available space for 1 unit, the player can't replace one unit with another.

b) Play 1 or more unit cards from his/her reserve using the "combat value" of the unit cards to pay the cost for activating a Doctrine; the player will discard those cards from his/her reserve to his/her rout pile and will activate the Doctrine applying the effect.

c) Declare at least 2 attacks (not less) with 2 different units, in the same or in different wings. Remember that units can fight only units in the same wing/terrain.

.) please note With Advanced rules each Unit special ability is considered 1 attack of the 2 a player must declare (VI)

d) Call the rout for 1 of his/her units deployed, thus discarding 1 unit in 1 wing to the his/her rout pile, AND replace the routed unit with 1 unit from the hand/reserve.

#### **IV. Attacks and combat**

IV.1 The Player in turn decides which of the 2 attacks will be played first.

IV.2 The attack is divided in attacker phase and defender phase.

IV.3 In each phase the player (attacker or defender) can either play a card from his/her reserve as a "combat value" (the number in the upper right corner) or can "call a card" from the common "battle deck" drawing the first card and immediatly playing it on his/her unit. (Please remember the cards played from the reserve putting them horizzontally on the table and the ones from the battle deck putting them vertically)

IV.4 While playing attacker and defender phases each player must keep attention to the Unit Cohesion value (the number in [...] the lower right corner), if the combat cards played for that unit are MORE than the Cohesion value of that unit, the unit will become "shocked", if the unit was already "shocked" it will go in the player "rout ple" and the combat for this unit is over. (Example for the unit in the first page has Cohesion 4, thus it will become "shocked" playing the 5<sup>th</sup> card)

IV.5 The combat will continue until: each player declare to

pass; or one unit routs; one unit "busts" going over 21.

IV.5a If each player pass, compare the total combat value for each unit; INF will shock ART if the INF has more combat value than ART; CAV will shock INF if the CAV has more combat value than INF; ART will shock CAV if the ART has more combat value than CAV; in all the other cases the unit with a combat value of 3 or more than the other will shock the unit with less combat value (so from 0 to 2 nothing happens)

IV.5b A unit might rout due Cohesion loss from an already "shocked" position

IV.5c An unit might "bust over 21" while playing battle cards, when its combat value goes over 21 the unit routs and the opponent player occupy the Terrain (thus rotating to the HELD stance) even if there are other units contesting that terrain. (So like in the game of 21, try to avoid busting, or force your enemy to bust)

IV.6 At the end of the combat, if the terrain does not have opponent unit the player with at least 1 unit in it will control that terrain and will turn it to the HELD stance in front of him/her.

IV.7 After combat all the players will have to put the "combat cards" played from their reserve in their rout pile AND the "combat cards" from the "battle deck" in the battle deck discard pile. (For players will be able to take cards/units from his/her rout pile)

IV.8 When the last combat card is to be drawn from the "battle deck" , reshuffle the battle deck if the combat needs other "combat cards" and, when the combats are over for this turn, the day is over and the players can see who might win the day.

**IV.9 IMPORTANT NOTICE:** when a player plays cards from his/her reserve, either deploying them or using them



as combat cards, those cards are discarded in the player rout pile. When the player runs out of reserve card, he/she must shuffle his/her rout pile and must discard (randomly) half cards (rounding up, so 1 card is 1 discarded card depleting reserve and rout pile) taking the rest of cards in hand as a new reserve.

IV.10 "Of some important tactical situation" Exposed flank  
The battlefield is formed by 3 wings, 1 central wing and two lateral wings.

If an army has no units in one of the lateral wings (left or right – or both) ONE UNIT (ouflanked chooses) in the central wing will become shocked, if units in center already shocked nothing happens).

## V. Winning the day

V.1 Each player will score victory points controlling terrains; each unit will score victory points as its Cohesion [x] in the HELD terrain. The army with most victory point won the day.

A win from 1 to 6 is a marginal victory, loser will leave the field (like at Zorndorf)

A win from 7 to 10 is a clear victory, loser routs. (Like at Leuthen)

A win from 11 and more is a total victory, loser will be out of the war. (Like at Rossbach)

V.2 The points are scored at battle end; battle length is as follows: in a tournament battle, the battle will last 2 full combat decks (the 1<sup>st</sup> resulting from army composition and the 2<sup>nd</sup> from that deck and discarded cards from players), this is the suggested length for a 17(21) battle; however players may decide to play more than 2 decks, for instance 3 or 4.

## VI. Optional advanced rules (highly recommended for historical reasons)

After some battles played without advanced rules it is recommended to play with advanced rules.

Advanced rules only apply during units attacks, the player may decide to use an unit special ability instead of using that unit to attack:

Light infantry can shock itself to let the other player discard (randomly) 1 card from his/her reserve to the rout pile (simulating behind the lines tactics)

Artillery can shock itself to shock an enemy unit in the same wing (simulating bombard)

Horse if in the same wing the side with horse won a combat (even if this not caused shock or rout) the horse can shock itself to shock the losing enemy (simulating pursuit)

Hussars can shock itself to shock a light infantry in the same wing (simulating light horse used to fight skirmishers and jaegers)

The game board should look like this



1 The battle deck

2. The doctrines deck
3. The terrains deck
4. The battlefield
5. One army
6. Other army

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*A brief extract on bibliography:*

- ☐ *David Chandler – The Art of Warfare in the Age of Marlborough*
- ☐ *David Chandler – Marlborough as a military commander*
- ☐ *James Falkner – Ramillies 1706*
- ☐ *James Falkner – Great and Glorious days*

*A quick end note:*

*The game is intended to be played as a sandbox battle, i  
am working on scenarios based on famous battles like  
Blenheim, Poltava, Kolin and so on....*

*Feel free to build up single scenarios yourself*

*Thanks*