Banish all their Fears

RULES OF PLAY

Bayonet & Musket Battle Series

GMT GAMES

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1.0 Introduction

The *Bayonet & Musket Battle Series* is a series of tactical battle games covering the period from 1670 to 1720. The system is meant to highlight the peculiarities of warfare in that period and the impact of the limitations of command and control. It is an evolution of the *Musket & Pike Battle Series* for the changes in tactics and organization of armies in the period. It will cover selected battles from the Dutch War, The Nine Years War, and the War of the Spanish Succession. We are opening the series with two battles, one from the Nine Years War and the other from the War of the Spanish Succession. Each features a great general of the era, the Dukes of Luxembourg and Marlborough. There are substantial changes between *Musket & Pike* and *Bayonet & Musket*, and ownership or experience with that series is not necessary to enjoy *Bayonet & Musket*.

The defining feature of the era is the massive growth of the armies when the centralization of power allowed nation states to sustain larger armies and to standardize them. The armies in this series are typically two to three times larger than the armies in *Musket & Pike*. Armies rapidly adopted and standardized the flintlock musket with a socket bayonet. Cavalry standardized into general purpose horse, but the increasing firepower of infantry rapidly reduced cavalry's ability to sweep the foot from the field. Battalions of infantry and squadrons of cavalry were generally equivalent commodities on the battlefield across the era and nationalities. The increase in the size of the armies was not accompanied by an increase in the technology to support command and control, so organization of command was the only way to control the forces in the field. Here is where skills in the generals made a decisive difference. In this era battles were won on the ability of the generals to shift forces laterally on the field and to commit them to action, unlike the previous era when, once an army formed for battle, elements never shifted between Wings and the general won by personally leading and sustaining the charge at the right time and place. In this era battles were often decided without all the forces of either side being committed.

Design Note: Our design objectives were twofold: first, to present these battles with as much historical detail given the Order of Battle; secondly, we sought to represent the command structures in a way that highlighted the key to victory and the contribution of generalship. The scale is meant to present a battle in a single map and a scenario playable in a single four-hour gaming session. A full battle may take longer as the battlefields are much more densely occupied. To accomplish this, much of the low-level detail is abstracted into the combat resolution rules to help keep the playing time reasonable.

2.0 Components & Terms

Component List

A complete game of *Banish All Their Fears* should contain:

1   Double-sided map sheet with **Neerwinden 1693** on one side and **Blenheim 1704** on the other

1   Rules of Play manual (this booklet)

1   Playbook manual

6   Counter sheets:
- • 1 sheet of system markers
- • 1 sheet of mixed markers
- • 2 sheets for *Neerwinden 1693*
- • 2 sheets for *Blenheim 1704*

1   11″ × 17″ Command Display with *Neerwinden 1693* on one side and *Blenheim 1704* on the other

2   8½″ × 11″ Combat Tables player aid cards (infantry & artillery tables on one side and cavalry tables on the other)

2   8½″ × 11″ Orders & Movement Tables player aid cards

1   8½″ × 11″ Time Keeping player aid card

2   10-sided dice

2.1 Playing Pieces

2.1.1 Map and Command Display

Bayonet & Musket is played on two surfaces simultaneously. The map has a hex grid and units are moved around the map and conduct combat. The Command Display is a card that is used beside the map and the brigade leaders and Orders markers are moved about on it; placement there determines the limitations of units on the map. The hexes on the map are approximately 225 to 250 meters across. Each battle has its own Command Display which is customized to the terrain and situation. The Command Display divides the battlefield into several Wings. Victory occurs when one side eliminates all enemies in at least one Wing, thus penetrating the adversary's line of battle. Being able to shift brigades between Wings and committing them to the Front Line faster than the enemy is the key to winning.

2.1.2 Units

Units represent the combat formations of the armies in each battle. There are infantry, cavalry and artillery units. dragoons are troops that could perform as infantry or cavalry depending on the situation. Dragoons do not change how they are assigned during the course of a battle. The battlefield formations employed were battalions for infantry and squadrons for cavalry. Units in the game represent a single infantry battalion or 2 to 3 cavalry squadrons. Artillery units represent about 8-10 guns of various calibers. Units are color coded for nationality and army affiliation (see Figure 1) and a two-letter abbreviation is provided in the lower left corner to provide additional detail for the large number of nationalities involved (see Table 1).

Figure 1. Nationality Color Guide

Allies

- British
- Dutch
- German & Imperial Allies
- Danish
- Spanish

French

- French
- French Allies

Table 1. Nationality Abbreviation Guide

Abbr.	Nationality	Abbr.	Nationality
Al	Alsatian	An	Anspach/Ansbach
Au	Austrian	Ba	Bavarian
Ce	Celle	Co	Cologne
Da	Danish	Du	Dutch
En	English	Fn	Franconia
Fr	France	Ha	Hanoverian
He	Hessian	Ho	Holstein, Holstein-Gottorp
Lü	Lüneburg	Im	Imperial
Ir	Irish	It	Italian
Lr	Lower Rhinish	Me	Mecklenburg
Mü	Münster	Mz	Mainz
Pa	Palatinate	Pf	Pfalz
Pm	Piedmont	Pr	Prussian
Sb	Swabian	Sc	Scottish
Sd	Swedish	Sp	Spanish
Sw	Swiss	Sx	Saxon
Wa	Walloon	We	Welsh
Wt	Württemberg	Wz	Würzburg

Infantry and cavalry units have the formation depiction at the top of the counters, and the name of the Parent brigade followed by the name of the Parent Regiment. If the name of the unit is in a colored stripe it indicates the color of the uniforms, otherwise the national color is also the uniform color. Each unit has a nationality 2-letter code and a combat value. The combat value ranges from 1 to 4, with the higher number being better. Infantry units that have their combat value underlined have a frontage advantage in certain circumstances. All units have a standard movement allowance that is not printed on the counter; it is listed in section 7.0, Movement, on Table 5: Movement Allowances. It is also on the Player Aid Card for quick reference.

An infantry battalion is depicted in Figure 2. A cavalry regiment is depicted in Figure 3. A dragoon regiment is in Figure 4. Notation for units that have multiple units in a single regiment are in Figure 5. Artillery units and associated markers are in Figure 6.

Figure 2. Infantry Battalions

Front　　**Back**

- Overhead Formation
- Parent Brigade
- Parent Regiment
- Nationality
- Combat Value (reduced on back)
- 1 hit
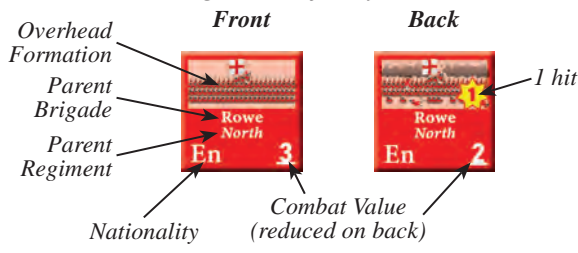
Infantry Formation Types:

3 Ranks　　4 Ranks
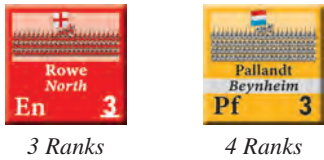
Figure 3. Cavalry Regiments

Front　　**Back**

- Overhead Formation
- Parent Brigade
- Regiment
- Nationality
- Combat Value (reduced on back)
- Disordered
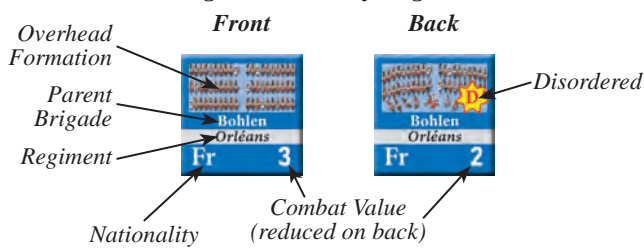
Figure 4. Dragoon Regiments

Mounted
Treat as cavalry

Dismounted
Treat as infantry
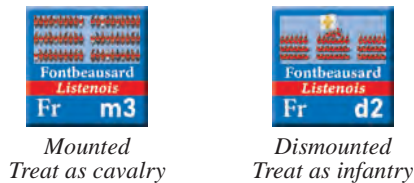
Figure 5. Regiments with Multiple Units

First Battalion　　Second Battalion
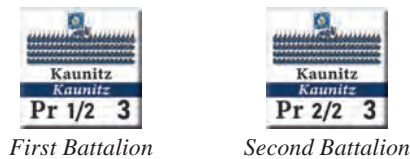
Figure 6. Artillery Units

Front　　**Back**

- Allied
- French
- Bn Guns
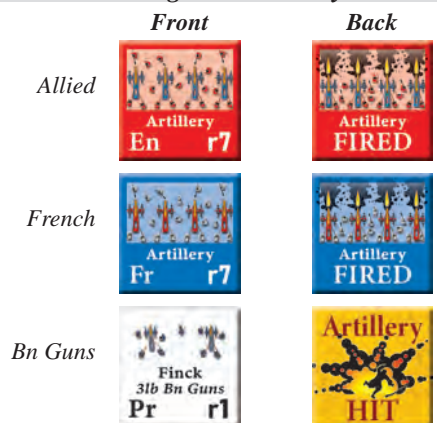
2.1.3 Brigades

Units are organized into brigades, which form an echelon of command that is not found in Musket & Pike era. The brigade has the infantry or cavalry type symbol at the top, the Name of the brigade and the type of brigade below. Each has items listed at the bottom, the Historic Wing and Line designation, followed by the number of units in the brigade, and the brigade Morale. Brigades are illustrated in Figure 7.

Figure 7. Brigades

Cavalry and Dragoon Brigades

Front　　**Back**

- Uniform Color
- Brigade Name
- Brigade Type
- Historical Wing and Line
- Finished
- Morale
- # of units in the Brigade

Infantry Brigades

Front　　**Back**

- Uniform Color
- Brigade Name
- Brigade Type
- Historical Wing and Line
- Finished
- Morale
- # of units in the Brigade
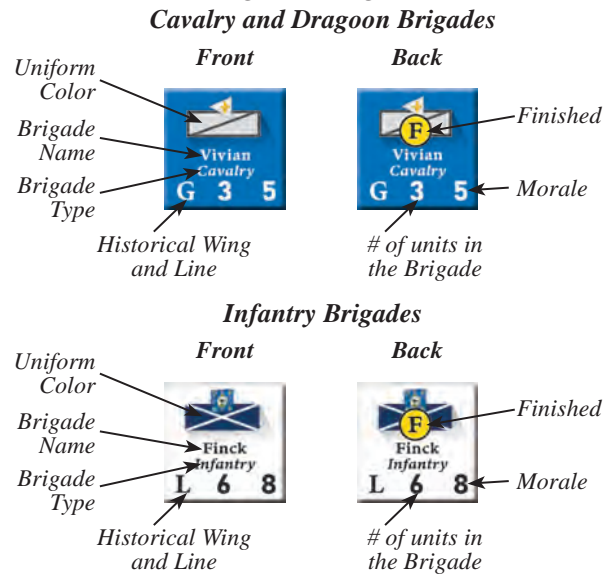
2.1.4 Leaders

There are two types of leaders in *Bayonet & Musket*, army commanders and wing commanders. Leaders that are army commanders are marked **AC** and wing commanders have a **WC** on their counter. Note that not all battles have an AC. Each leader has a Leadership Modifier rating from 0 to 3, with the higher number being better (representing more effective leaders). A leader is illustrated in Figure 8.

Figure 8. Leaders

Front　　**Back**

- Name or Rank
- Nationality Flag
- Historical Wing
- Picture
- Finished
- Leadership Modifier
- Level of Command
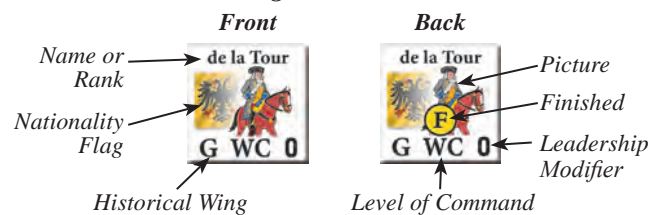
2.1.5 Markers

Markers are placed on the map or Command Display for specific functions. For those familiar with Musket & Pike, there are far fewer markers used. The unit counters in this game contain greater detail. Some markers are battle specific; others apply to the series.

Figure 9. Series Markers

Front *Back* *Front* *Back*

Orders *Orders*

Casualties (Infantry) *Brigade Non-Compliance*

Routed Unit *Firefight / Momentum*

Artillery Impact *Fire / Artillery Limbered*

Breach / Causeway

2.2 Charts, Tables, and Dice

The use of the charts and tables in the game is explained in the rules. The game uses 10-sided dice. The 0 is treated as zero and not ten. Unless specifically mentioned otherwise, use the 0 row on all charts for any roll modified to less than 0, and use the 9 row for any roll modified to greater than 9.

2.3 Terminology

Table 2. Glossary

Brigade	An organization of 2 to 10 units—either infantry, cavalry or dragoons. Individual brigades are maneuvered on the Command Display and their component units are maneuvered on the map.
Capacity	Each Wing and Line has a capacity in brigades. The number in parentheses at each Wing indicates the maximum number of brigades that can occupy that Wing and Line. For example, if a Wing is labelled "3", it can have three brigades in each line for a maximum of nine brigades.
Command Display	The battle-specific mat where brigades are placed in Wings and Lines. The mat is divided into several Wings based on the terrain and context of the battle. All Wings are divided into 3 Lines.

Commit	To move a brigade to another Line on the Command Display.
Finished	Leaders who have completed their activation and brigades that have completed their activation are flipped to their Finished side marked with a F in a yellow circle.
Leaders	Leader counters are placed on the map and may perform activities on either the map or Command Display. Leaders are not considered units.
Lines	There are three Lines to each Wing: Front, Support, Reserve.
Markers	Markers placed on either the map or Command Display are for informational purposes. They are not units.
Orders	Each brigade has 1 of 3 orders at all times: Charge, March, or Dress Ranks. If a brigade has no Order marker, it is under a March Order. A Charge Order marker has the Dress Ranks Order on its reverse side.
Routed Unit	An infantry, cavalry, or dragoon unit that is routed is removed from play and replaced with a Routed Unit marker. Routed units perform Rout Movement and are flipped to their reverse side or removed in the Clean Up & Reset Phase.
Transfer	To move a brigade to another Wing on the Command Display.
Unit	An infantry battalion, cavalry or dragoon regiment, or artillery battery counter that is placed on the map.
Wing	A Wing is a "lane" on the Command Display. A battle may have the traditional three Wings (Left, Right, and Center) or more.

2.4 Scale

Table 3. Game Scale

Turn	30 minutes.
Hex	225 to 250 Meters.
Infantry Battalion	300-800 men formed in 3 to 5 ranks with smooth bore muskets and socket bayonets.
Cavalry Regiment	2 or 3 cavalry squadrons (sometimes referred to as Companies, especially early in this period of warfare). The number of blocks on the regiment counter indicates the number of squadrons in the unit. A squadron was 150-200 cavalrymen in 2 or 3 ranks with sword, pistols, and often a carbine.
Artillery Battery	8-10 guns of various calibers.

2.5 Questions

For any questions about these rules, please direct them to Ben Hull via email at **b.a.hull.2022@gmail.com**.

3.0 Sequence of Play

Design Note: To Musket & Pike *players, the sequence of play will be greatly simplified in Bayonet & Musket, as the larger armies of this period were more controlled. The larger scale also allows for integration of much of the reaction cycle into the combat tables.*

The phases are listed in order, from left to right, at the bottom of the Time Player Aid card

3.1 Artillery Phase

Activity in this Phase takes place on the Map. Artillery does not belong to a particular Wing or brigade: it is in general support of the entire army and its activity is consolidated into this phase. Light "regimental" guns are considered separately and are factored into the infantry units and Combat resolution. The artillery rules in Section 10 cover the sequence and resolution of the Artillery Phase.

3.2 Wing Activation Phase

Activity in this Phase takes place on the Command Display. The player with the highest-rated army commander (AC) goes first. If there is no sole highest-rated AC, then each player rolls one die; high roll determines starting player. Reroll ties.

The player that goes first activates a Wing. When Activated, the wing commander (WC) may move on the Command Display and attempt to Commit or Transfer a single brigade on the Command Display. When the selected WC completes the activation, the leader is flipped to its Finished (F) side. Players then alternate activating their wing commanders (WC) until they are all Finished. The number of Wings is determined by the Command Display.

3.3 Brigade Activation Phase

Activity in this Phase takes place on the Map. All brigades under Charge Orders must go, then all with March Orders, and finally all with Dress Ranks until all brigades on the Command Display are marked Finished.

The player with the most Charge Orders goes first. If both players have the same number of Charge Orders, then the player with the higher-rated WC that has a brigade with a Charge Order goes first. If there is a tie, then roll.

The player who goes first activates a brigade; the players then alternate until all Charge Orders are complete. The players continue to alternate through March and Dress Ranks Orders.

EXAMPLE: Players A and B each have 10 brigades and Player A has 5 Charge Orders, 3 March Orders, and 2 Dress Ranks; Player B has 2 Charge Orders, 6 March Orders, and 2 Dress Ranks. The activation order would follow:

Table 4. Brigade Activation Example

Activation 1	*Player A Charge 1 of 5 (A goes first with 5 to 2 Charge Orders)*
Activation 2	*Player B Charge 1 of 2*
Activation 3	*Player A Charge 2 of 5*
Activation 4	*Player B Charge 2 of 2*
Activation 5	*Player A Charge 3 of 5*
Activation 6	*Player A Charge 4 of 5 (All Charges must be completed first)*
Activation 7	*Player A Charge 5 of 5*
Activation 8	*Player B March 1 of 6 (Alternating activation)*
Activation 9	*Player A March 1 of 3*
Activation 10	*Player B March 2 of 6*
Activation 11	*Player A March 2 of 3*
Activation 12	*Player B March 3 of 6*
Activation 13	*Player A March 3 of 3*
Activation 14	*Player B March 4 of 6*
Activation 15	*Player B March 5 of 6*
Activation 16	*Player B March 6 of 6*
Activation 17	*Player A Dress Ranks 1 of 2*
Activation 18	*Player B Dress Ranks 1 of 2*
Activation 19	*Player A Dress Ranks 2 of 2*
Activation 20	*Player B Dress Ranks 2 of 2*

When a brigade is activated it follows the sequence below.

3.3.1 Order Change Attempt

The brigade may attempt to change its current Order.

3.3.2 Movement

The brigade's units on the map are moved based on the current Order restrictions.

3.3.3 Combat

The brigade's units engage in Combat.

3.3.4 Morale Check

Any brigade that had a unit routed in the Combat Phase must take a Morale Check.

3.3.5 Mark Brigade as Finished

Once all steps are completed then flip the brigade to its Finished side on the Command Display.

Repeat 3.3.1 through 3.3.4 for each brigade until all brigades are Finished.

3.3.6 Passing

A player may pass by flipping the eligible brigade to its Finished side. If both players pass consecutively, the Brigade Activation Phase is completed.

3.4 Routed Unit Marker Movement Phase

All Routed Unit markers perform Rout Movement.

3.5 Victory Determination Phase

Check the battle-specific victory conditions to determine if either player has won. One of the players may concede.

3.6 Clean Up & Reset Phase

• Remove artillery Impact markers.
• Flip artillery units to their front side if on their back Fired side.
• Flip finished brigades and leaders back to their front sides.
• Remove Routed 2 markers.
• Flip Routed 1 markers to their back (Routed 2).
• Advance the Turn marker.

4.0 Command Display

The Command Display provides a critical view of the battlefield and provides the level of command and control for the AC and WCs. The introduction of the brigade as a battlefield maneuver element between the battalion or squadron and the Wing was a necessary historical innovation to maneuver the larger armies of the era. The critical command function of the wing commander was the ability to commit or transfer brigades more effectively than their opponent.

4.1 Command Display

The Command Display is divided into Wings. Each Wing has three Lines: Front, Support, and Reserve. Each Wing has a capacity limit as to the number of brigades that may occupy each Line. All brigades in play must be assigned to a Wing and Line and placed accordingly on the Command Display. Units on the map have their movement restricted by the positioning of the brigades.

4.2 Command Display to Map Relationship

The Wings are rigidly defined on the map; the left/right and up/back restriction to unit movement is based on the relative positioning of brigades on the Command Display. The Line a brigade occupies and the brigades to either side, or the Wing Boundary, create a box that limits the ability to move units on the map.

4.2.1 Units in the same Wing and Line (Left-Right)

Units on the map are restricted in voluntary movement to the relative positioning of brigades in the same Wing and Line.

Brigades in the Command Display within the same line must be aligned side by side. Units may not voluntarily move farther to the left or right than the closest units from brigades on either side on the Command Display or the Wing Boundary. They do not have to be on the same row, but they *cannot overlap*.

The farthest left or right unit traces a line front and back. If the line splits a hex, it may be occupied without overlapping. If the line runs along a hexside, only the outside hex can be occupied without overlapping.

There can be several hexes of separation up or back between units from brigades in the same line, but they still *may not overlap*. If units Overlap due to advances or retreats from Combat, the player must attempt to move back into compliance
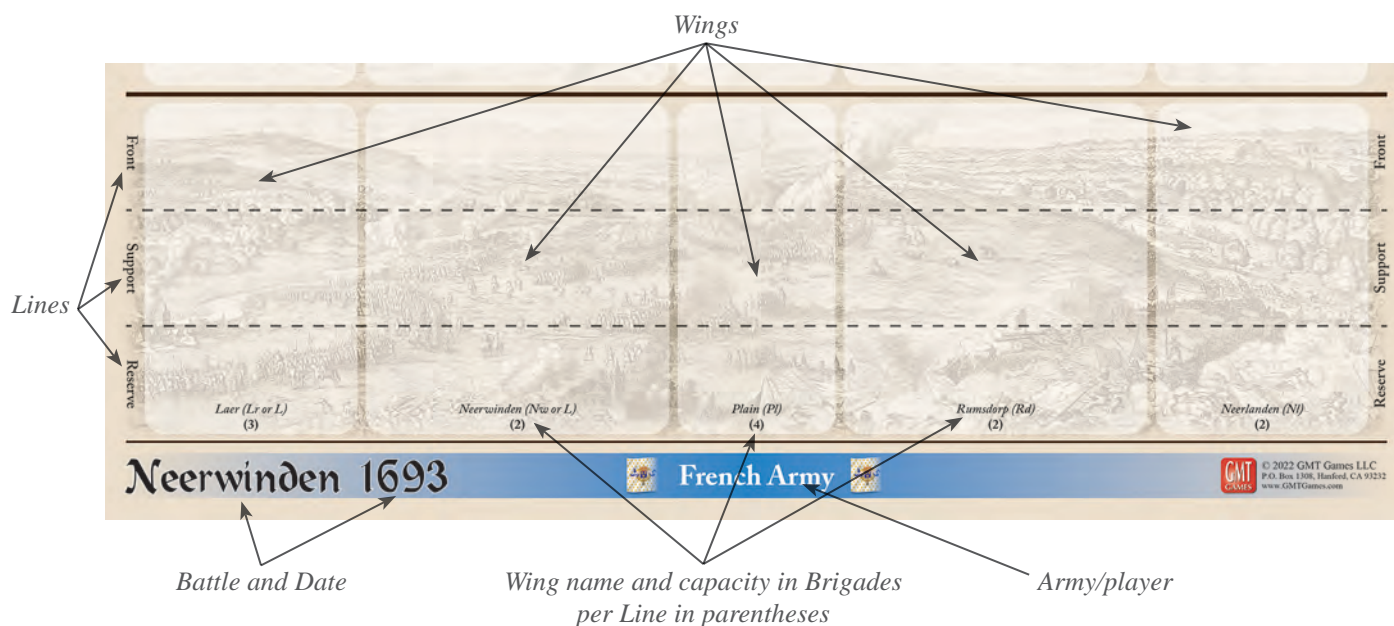
Figure 10. Command Display

at his first opportunity during the next activation of one of the overlapping brigades.
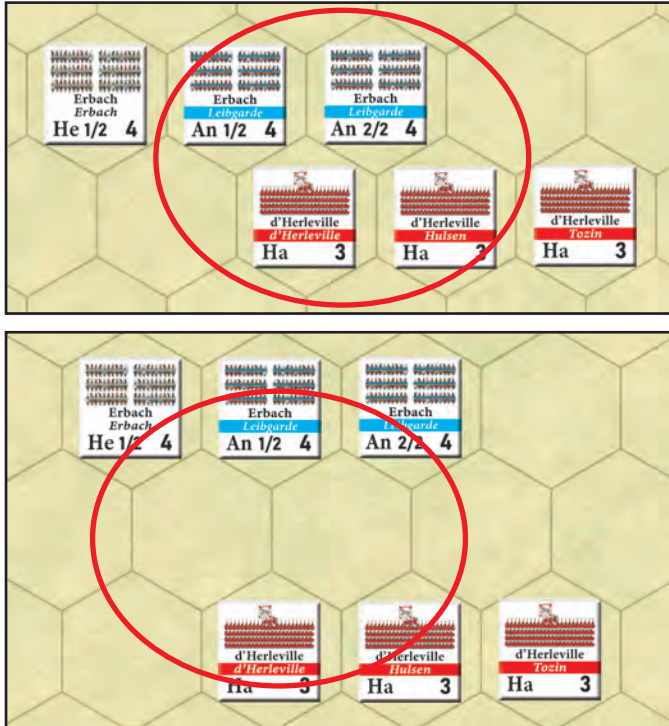
Figure 11. Left-Right Alignment: In this figure, overlap is shown where Erbach and d'Herleville Brigades are in the same line, yet Erbach's far right unit has overlapped d'Herleville's leftmost battalion in both cases.

4.2.2 Units in the Same Wing, but Different Lines (Up-Back)

Units on the map are restricted in voluntary movement to the relative positioning of brigades of the same Wing, but in different Lines. Units may not voluntarily move even or farther to the front or back than units from brigades in different Lines in the same Wing, in either direction on the Command Display. If units violate this due to advances or retreats from Combat, the player must attempt to move back into compliance at his first opportunity during the next activation of one of the overlapping brigades.

4.2.3 Units from Different Wings – Wing Boundary

The Command Display provides an abstraction of the Command and Control of the Wings and Brigades. The Command Display conveniently arranges them in parallel, but on the map due to terrain, they may converge due to terrain and the curving of a line of battle. Each Map has the Wing Boundaries marked with a prominent red dashed line. The Wing Boundary is a restrictive boundary like an adjacent Brigade (4.2.1). Units must remain within their Wing Boundary except for 4.2.4 and 4.2.5.

Wings may shift up or back based on the success or failure in combat. This may result in units from the various Lines being physically ahead of units in adjacent Wings and Lines.
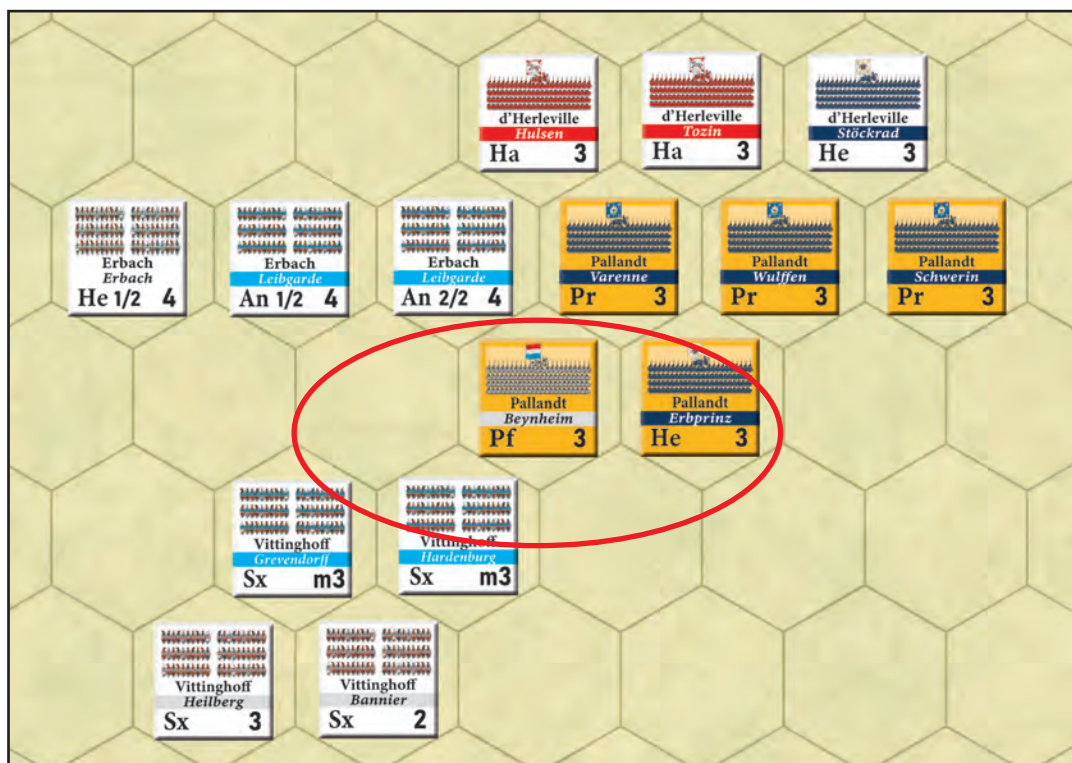
Figure 12. Up-Back Alignment: This figure shows Pallandt's Infantry Brigade from the Support Line has moved too far up. He is even with Erbach's Brigade from the Front Line.
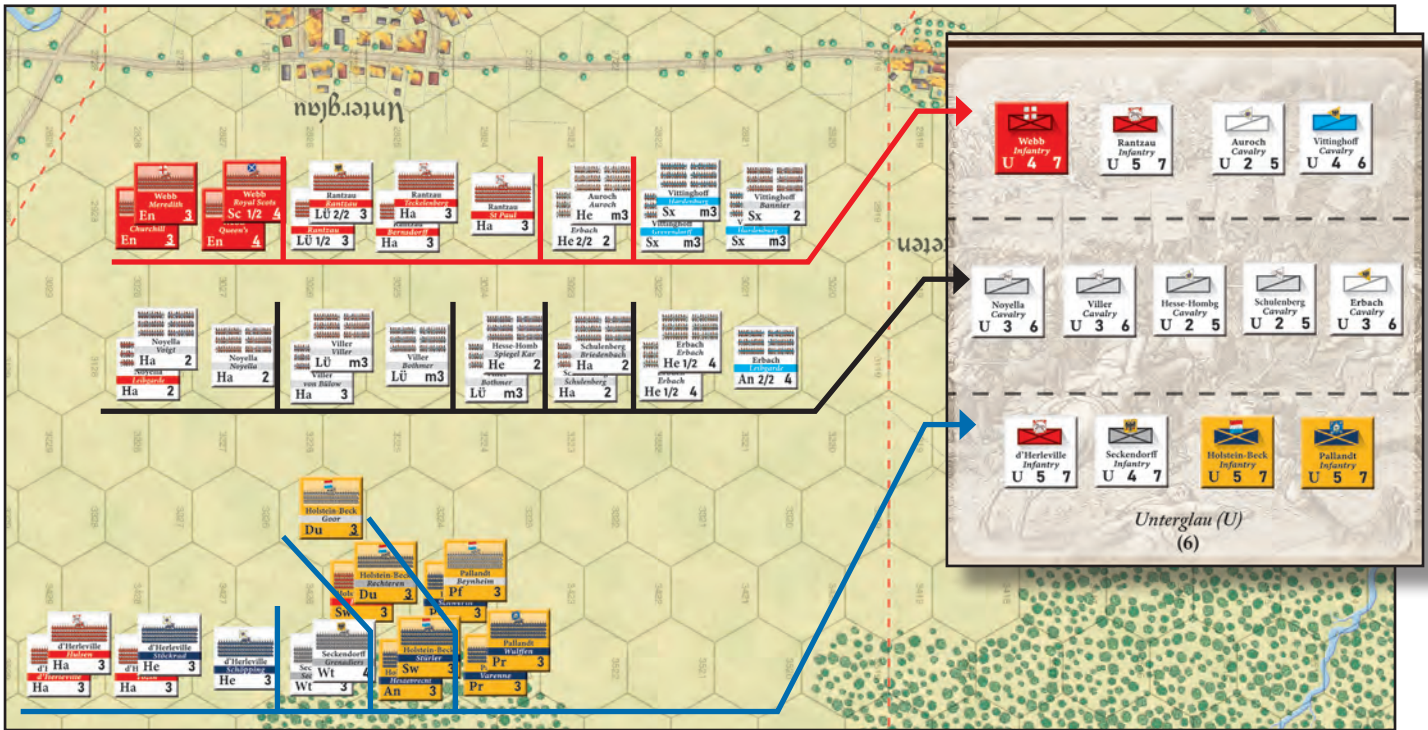
Figure 13. Relationship between Command Display and the Map. The Allied Front line in the Unterglau zone is made up of, from left to right on the map, the brigades of Webb, Rantzau, Auroch, and Vittinghoff. The brigade markers on the Command Display are lined up in the Front line in order identical to the physical locations of the brigades on the map. The Allied Support line is made up of the brigades Noyelle, Villar, Hesse-Homburg, Schulenberg, and Erbach matching their left-to-right order on the map. The Allied Reserve line is made up of the brigades d'Herleville, Seckendorff, Holstein-Beck, and Pallandt, also matching their left-to-right order on the map. The Allied lines in the Unterglau zone all have a maximum capacity of six brigades which has not been exceeded in any of the three lines.
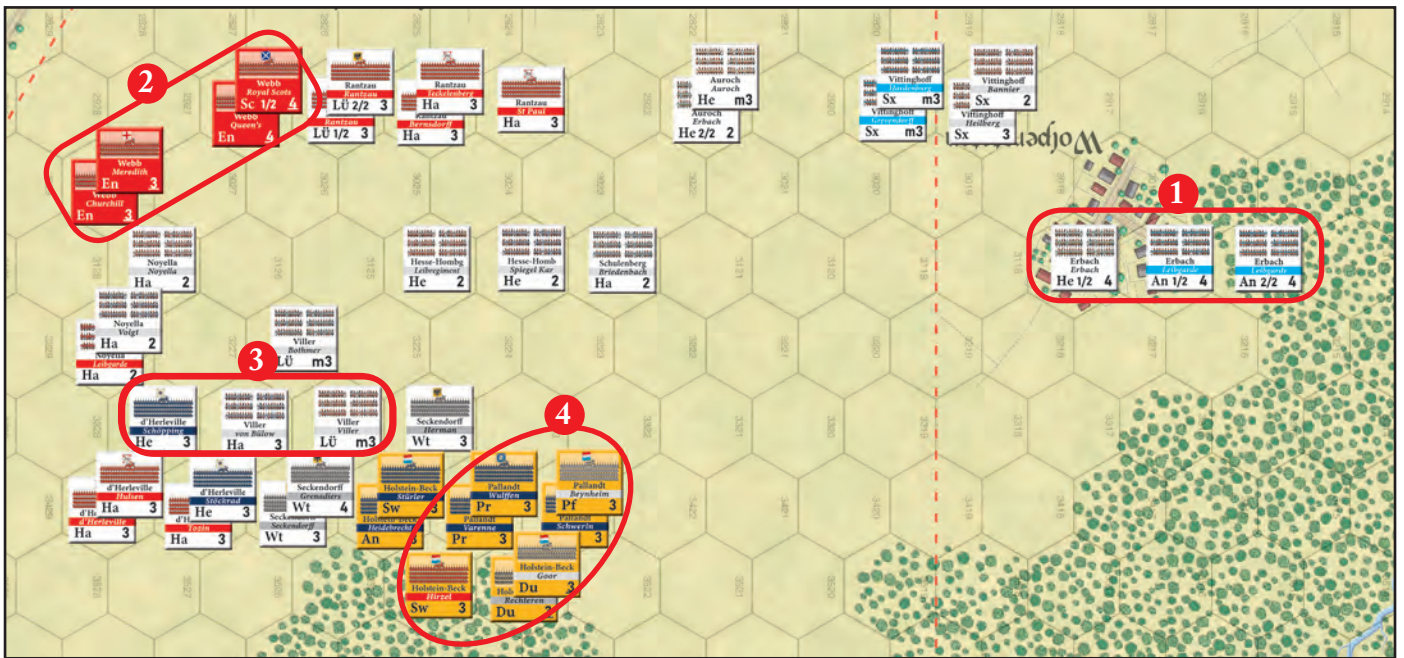
Figure 14. Examples of Brigade Integrity Violations. In this figure, the red circles indicate violations and are numbered 1 through 4, counter-clockwise from the upper right. In #1, Erbach's Cavalry Brigade has crossed the Wing Boundary (4.2.3). In #2, Webb's Infantry Brigade is not in compliance with Brigade Integrity (5.2). In #3, Viller's Cavalry Brigade from the Support Line has become even with the farthest unit back from the Front Line from d'Herleville's Brigade (4.2.2). In #4, Holstein-Beck's Infantry Brigade is overlapping Pallandt's adjacent infantry brigade from the same line (4.2.1).

4.2.4 Non-Compliance due to Transfers or Commitments

A brigade which is not compliant with 4.2.1 through 4.2.3 when activated has its order automatically changed to a March order and the player must attempt to move units of the brigade into compliance.

A brigade that is not in compliance with 4.2.1 through 4.2.3 is marked either as a result of a Transfer or Commitment, with the appropriate Committed or Brigade Transfer maker, or at the end of the brigade's activation as a reminder to the player that action is needed to bring the brigade into compliance.

A brigade not in compliance may not change orders to Charge or Dress Ranks. The brigade remains under March Orders until it moves within compliance. *There is no time limit; a brigade could be transferred from one end of the map to the other and could take several turns to move and get into compliance.*

4.3 Committing Brigades

Design Note: Brigades generally cannot fight effectively, and certainly cannot attack, if not in the Front rank of a Wing. As Wings take losses, players will wish to move brigades forward into the Front rank or possibly relieve depleted brigades back to the Support rank.

4.3.1 Voluntary Commitment

Committing a brigade is the action of moving a brigade between Lines within a given Wing. The AC or WC may attempt to Commit a brigade that is eligible by consulting the WC Action Table and rolling a die, modified by the AC or WC Leadership Modifier and any other conditional modifiers listed on the table. A modified die roll less than or equal to the required result listed on the table succeeds and the appropriate marker is placed on the brigade marker if necessary. There is no penalty for failing the die-roll other than the desired action not taking place.

In order to be eligible, a brigade must be in either the Support or Reserve Line and there must be space available for that Wing and Line. Brigades can be committed from the Support to the Front, Reserve to Support, or Support to Reserve.

Brigades committed to the Front Line cannot be moved back to the Support or Reserve, but they can be Relieved in Place (4.3.3).

4.3.2 Involuntary Commitment

At the instant *all* brigades in the Front Line of a Wing are routed, any Support Line brigades are immediately moved into the Front Line, and any Reserve Line brigades are immediately moved into the Support Line on the Command Display, to the limit of the Line's brigade capacity.

At the instant *all* brigades from the Support Line of a Wing are committed to the Front Line, any Reserve Line brigades are immediately moved into the Support Line of that Wing to the limit of the Line's brigade capacity.

Brigades cannot change the lateral placement during Involuntary Commitment.

4.3.3 Relief in Place

A brigade may not be Committed "backward" in line. To relieve a Front Line brigade, the brigade in the Support Line directly behind it may be Committed to the Front Line instead. In this event, the brigades switch places on the Command Display.

The brigade to be relieved may not be under a Charge Order and may not have any units adjacent to enemy units or units under Effective Artillery Fire when the attempt is made.

The AC or WC may attempt to order a Relief in Place by consulting the WC Action Table and rolling a die, modified by the AC or WC Leadership Modifier and any other conditional modifiers listed on the table. A modified die-roll less than or equal to the required result listed on the table succeeds and the appropriate markers are placed on the brigade markers if necessary. There is no penalty for failing the Relief in Place die-roll other than the desired action not taking place.

The brigade from the Support Line that is relieving is the one that is liable to get into compliance (4.2) and is marked as such.

A brigade that is being relieved may not go into a Charge Order but is not required to move into compliance.

4.3.4 Passage of Lines

A Passage of Lines is used to Commit a brigade from the Reserve Line to Support Line when the Support Line is full. Similar to a Relief in Place (4.3.3), a successful Commitment allows the brigades to switch places on the Command Display. The brigade in the Support Line being Passed may not have any units adjacent to enemy units or be under Effective Artillery Fire.

The AC or WC may attempt to order a Passage of Lines by consulting the WC Action Table and rolling a die, modified by the AC or WC Leadership Modifier and any other conditional modifiers listed on the table. A modified die-roll less than or equal to the required result listed on the table succeeds and the appropriate markers are placed on the brigade markers if necessary. There is no penalty for failing the Passage of Lines die-roll other than the desired action not taking place.

4.3.5 Shifting Left or Right

Within a given wing, Line Shifting allows a brigade to move left or right within its same line, effectively switching places with the nearest brigade in the indicated direction.

The AC or WC may attempt to order a Shift by consulting the WC Action Table and rolling a die, modified by the AC or WC Leadership Modifier and any other conditional modifiers listed on the table. A modified die-roll less than or equal to the required result listed on the table succeeds and the appropriate markers are placed on the brigade markers if necessary. There is no penalty for failing the Shift die-roll other than the desired action not taking place.

4.4 Transferring Brigades

Brigades may be moved between Wings. This can only be done voluntarily by the WC performing the action during the Activation of the Wing. Brigades can be transferred from the Reserve or Support Lines. If the attempt succeeds, the brigade is moved to the Reserve Line if the Support Line is occupied by any brigades. If no brigades are in the Support Line, then the Transferred brigade is placed in the Support Line. Cavalry brigades may be transferred to any Wing; infantry brigades can only be transferred to an adjacent Wing.

The AC or WC may attempt to order a Transferring of Brigdes by consulting the WC Action Table and rolling a die, modified by the AC or WC Leadership Modifier and any other conditional modifiers listed on the table. A modified die-roll less than or equal to the required result listed on the table succeeds and the appropriate markers are placed on the brigade markers if necessary. There is no penalty for failing the Transfer die-roll other than the desired action not taking place.

4.5 Compound Transferring and Committing Brigades

It is possible that a given brigade can be Transferred and Committed in the same turn. This is permissible, though units on the map may take more than one turn to move into compliance with 4.2.
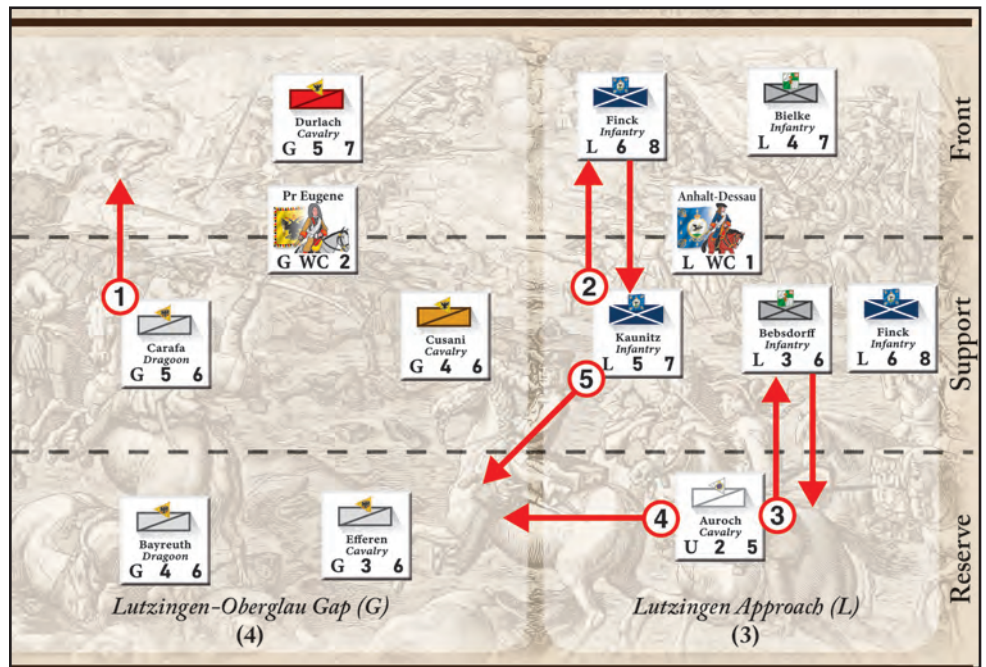
Figure 15. Command Display with Brigade Commitments and Transfers: This shows two Wings with brigades. The leader is shown with the Wing on the Command Display; during play, the leader is placed on the map.

① *When activated, Prince Eugene could Commit either Cusani or Carafa's Cavalry Brigade to the Front Line as there is room for up to four brigades.*

② *Anhalt-Dessau could attempt a Relief in Place of Finck's Brigade by Committing Kaunitz's Brigade or Bielke's by Bebsdorff. Prince Eugene could not do a Passage of Lines as the Support Line is not full.*

③ *Anhalt-Dessau could attempt a Passage of Lines with Auroch's Brigade and could switch places with Kaunitz, Bebsdorff, or Finck.*

④ *Auroch is available to be Transferred to Prince Eugene's Wing in a Reserve to Reserve transfer. Eugene could Shift Cusani Left and exchange places with Carafa.*

⑤ *Anhalt-Dessau could also attempt a transfer of Kaunitz's Brigade from Support to Reserve as there is room for another brigade there and the Support Line would not be left empty.*

5.0 Orders

Brigades have 1 of 3 Orders at all times: Charge, March, or Dress Ranks. A brigade without an Order marker is under a March Order. The Order marker has Charge on the front and Dress Ranks on the back.

When a brigade is Activated, the brigade may attempt to change its order by consulting the Order Change Table and applying the conditional modifiers listed on the Table. The Desired Order columns show the die-roll needed to change from the brigade's current order to its new desired order. If the modified die-roll is equal to or less than the needed number, the order change succeeds and the brigade immediately changes to the new order, placing a new order marker if necessary. A failed order change die-roll has no other negative effects.

The sequence in which brigades are Activated is determined by their Order; once Activated changing the Order does not change the sequence of Activation, and the brigade's units perform their permissible activity of their Order whether it changed or not.

5.1 Activation Priority

When a brigade is activated the priority of activity is to become compliant with the Command Display, then Brigade Integrity, and finally Order compliance. Brigades not in compliance with the Command Display when Activated cannot change into a Charge Order.

5.2 Brigade Integrity

If no units of a brigade are adjacent when the brigade is Activated, the brigade automatically changes to a Dress Ranks Order. If some units are not adjacent when the brigade is Activated, those isolated units *must* move to become adjacent during the activation and are treated as if they are under a March Order, regardless of the brigade's actual order.

5.3 March Order

Infantry, cavalry, and dragoon units under a March Order may move their full movement allowance per 7.0 Movement, Table 5: Movement Allowances. Movement allowance is not printed on the counter; it is standard for all units of the same type. A unit may move adjacent to an enemy unit but may not attack.

5.4 Charge Order

Important: The *Charge Order* is the only order that allows a unit to move adjacent to an enemy unit and initiate an attack, and that attack can only be against the listed priority hexes. This is a reflection of the rigid style of combat in this era and may be different from other games where there is the ability to maneuver freely and then attack. Also note that units not under a Charge Order that start their activation adjacent to enemy units that are under a Charge Order may voluntarily attack, essentially a counterattack.

Infantry and cavalry units (not on their Disordered side) under a Charge Order must attack units of the same type (infantry versus infantry or cavalry versus cavalry) with the following priorities (see Figure 16):

1. The two hexes immediately in front of the unit are their highest priority.
2. The remaining adjacent four hexes to the sides and rear of the unit are second priority.
3. The three hexes in front of the unit and two hexes away are third priority.
4. For cavalry only, fourth priority is the row of four hexes behind the third priority hexes.

If no units of the same type are in the Charge priority hexes and, if circumstances permit, then:

- cavalry units under a Charge Order must attack any eligible infantry units (11.4)
- infantry units must attack cavalry units (11.5).

Units in a brigade under a Charge Order with no enemy units within the Charge Priority-1 hexes may change facing one vertex (see 8.0) and, if an enemy unit is in a Charge Priority hex, it must charge it.

When attacking in Priority-2 hexes, the Charging unit changes facing the minimum number of vertices to Charge.

When multiple enemy units are in the same priority, it is the player's choice which to attack.

Charging is still considered a form of movement, so Movement Points are expended to execute the Charge Order.

Terrain and Artillery Impact markers may impede a unit from reaching the target hex in a single Activation, but the Charge must still be executed as if the unit could reach the target. A Charging unit is not required to enter an (red) Artillery Effective Impact hex. A Charging unit may move to avoid obstacles or Artillery Impact to reach the target.

If no enemy units are in the Priority hexes even with a vertex facing change, the unit is treated as if under a March Order.

Disordered cavalry may not initiate combat and always treat a Charge Order as a March Order. It may be helpful to mark all individual units in an activated Brigade with Charge markers and remove those markers from units that can't charge.

To attempt to change to a Charge Order, the brigade must have at least one unit with an enemy unit in a Charge Priority hex.

Figure 16. Charge Priorities: *Note that hexes marked as "Priority 4" are only for cavalry.*

5.5 Dress Ranks Order

Units under a Dress Ranks Order may perform *one* of the following when Activated:

- Move Up *or* Back one hex while retaining their facing (the unit may move adjacent to an enemy unit, but may not attack)
- Change facing up to two vertices
- Disordered cavalry and mounted dragoon units may flip to their Normal (Front) side
- Infantry units with 2 or 3 Casualties may reduce the casualties by one (infantry units flipped to their single casualty side may never return to their full strength (Front) side during a battle).

6.0 Leaders

6.1 Leaders in General or Direct Command

Leaders are either army commanders (AC) or wing commanders (WC). Leader counters are placed on the Command Display within a Wing and Line. A leader can either be in General Command to the Wing and Line or Direct Command of a brigade.

General Command is indicated by placing the leader counter in a Wing and Line, but not stacked with a specific brigade.

Direct Command is when the leader is stacked with a brigade marker. Only a leader with a leadership modifier greater than 0 may be placed in Direct Command of a brigade.

6.2 Leader Movement

All leaders may move once in the Wing Activation Phase.

The AC may move when any one of that player's Wings is Activated, but only once in the Wing Activation Phase. ACs may move up or back 1 Line *and* left or right 1 Wing.

WCs may move when their Wing is Activated. A WC may move up or back 1 line in their Wing and may stack or unstack with a brigade.

6.3 Leader Actions

When in General Command, leaders (both Army Commander and Wing Commanders) may:

- each attempt one commitment or transfer per turn using their leadership modifiers for a brigade in its Line and Wing when that brigade's Wing is activated.
- The AC leadership modifier can also cumulatively modify the WC's Commitment or Transfer attempt if the WC is in the AC's Line and Wing.
- use their leadership modifiers for any brigade Order change if that brigade is in the same Line and Wing.

When in Direct Command, the leader only modifies a brigade Order change attempt for the brigade with whom the leader is stacked.

6.4 Leaders in Combat

6.4.1 Stacked in Combat

Leaders with a leadership modifier greater than 0 may Stack with a brigade on the Command Display, in Direct Command of that brigade. All units of that brigade increase their combat value by 1. If multiple leaders are stacked with a brigade there is no cumulative effect: the combat value is only increased by 1.

6.4.2 Leader Casualties

If a leader is in Direct Command of a brigade and any unit in that brigade:

- participates in combat (6.4.1) prior to any brigade morale checks, OR
- is in an Effective Artillery Impact hex (there when placed, or enters the hex),

…then roll a die. On a result of 9, the leader is a casualty.

If the casualty is a WC, he is replaced by a scenario-specific replacement WC if indicated. Otherwise, replace with a 0-leadership modifier WC and place with any Line of that Wing.

If the casualty is an AC, he is replaced by a scenario-specific replacement WC if indicated. Otherwise, the AC is not replaced and the player proceeds without an AC.

6.4.3 Leaders and Brigade Morale Checks

If in Direct Command of a brigade, a leader subtracts his leadership modifier from the brigade's Morale Check die roll (12.0). If multiple leaders are stacked with a brigade, only one can modify the brigade morale check; it is not cumulative.

If a brigade fails a morale check and is removed from play, any leaders stacked with the routed brigade are placed in that Line in General Command.

7.0 Movement

Movement on the map occurs in different phases based on what is moving. Leaders (both AC and WC) move when Activated in the Wing Activation Phase. Artillery units when Limbered move during the Artillery Phase. Infantry, cavalry, and dragoon units move during the Brigade Activation Phase. Routed Unit markers move in their own phase. Movement Allowances are not printed on the counter, but are standard by type:

Table 5. Movement Allowances

Type	Movement Allowance
Infantry and dismounted dragoons	4
Cavalry and mounted dragoons	8
Disordered cavalry and mounted dragoons	4
Limbered artillery unit	2
Leaders	8
Routed Unit markers	4

8.0 Facing

All units have a facing to a hex vertex (**Exception:** *Limbered* artillery units do *not* have a facing). The top of the counter is the direction the unit is facing.

Figure 17. Facing

Units may change facing at 1 Movement Point per vertex, or they may instead expend 2 Movement Points to "counter march" to change their facing 180°.
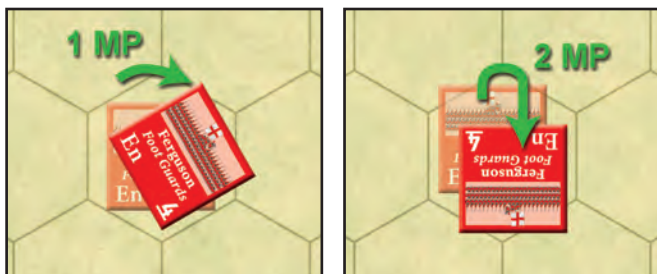

Figure 18. Changing Facing

9.0 Stacking

Stacking is placing more than one unit in one hex on the map.

Design Note: I would have preferred to design the game to not require stacking, however to fit a battle onto a single map coupled with the realities of units adjusting their frontage to the situation must require some stacking. The streamlined combat system should make the stacks fairly low in majority of cases.

9.1 Infantry, Cavalry and Dragoons Stacking

Infantry, cavalry, and dragoon units may stack with units of the same Type from their own brigade. There are two cases of stacking, the standard case and the village defense case.

The normal case is two units of the same type and brigade may occupy a single hex. In the normal case the units share the same facing. The village defense case is from two to four infantry units of the same brigade may occupy a single village hex.

Dismounted dragoons may not stack with infantry, but mounted dragoons may stack with cavalry.

9.1.1 Standard Stacking

Two units of the same brigade and Type may occupy the same hex. Both units retain the same facing (8.0) and may move together. Units may stack or unstack during their movement and there is no additional cost in Movement Points. The order of the units top or bottom is important. The top unit is in *front* and the bottom unit is *behind the top unit*. A unit entering a stack from a rear hex is placed on the bottom; if entering from a front or flank it is placed on top.

A brigade under a March Order may expend all the movement of a stack to change the order of the units in the stack. If a unit advances or retreats from combat, it does so without the other units in the stack.

The role of the bottom unit is to cover the flank of the unit in front (top of the stack) if either flank is not occupied by another unit, known as "refusing the flank" (see Fig.19). If both flank hexes are occupied, then the bottom unit is considered behind the top unit.

If the top unit in a stack is forced to retreat, and the bottom unit is *behind* it, then the top unit is unable to retreat (11.7). If the bottom unit is refusing the flank, the top unit may retreat without any impact on the bottom unit.

If the top unit is routed and the bottom unit is *behind* it, the bottom unit if infantry takes a Casualty, or if cavalry is Disordered.

If a Routed Unit marker performs rout movement into a standard stack, it cannot stop in and proceeds through. The top unit, if infantry, takes a Casualty, or if cavalry, is Disordered. The bottom unit is only affected if it is behind the top unit.

Figure 19. Stacking Example – Indicates the top unit is in Front, defending the Front and Flanks

Design Note: On the linear battlefield, hexes do have some artificiality in capturing lines of battle that did have some flexibility.

Standard stacks must attack and defend through one of the two frontal hexes if a flank is open.
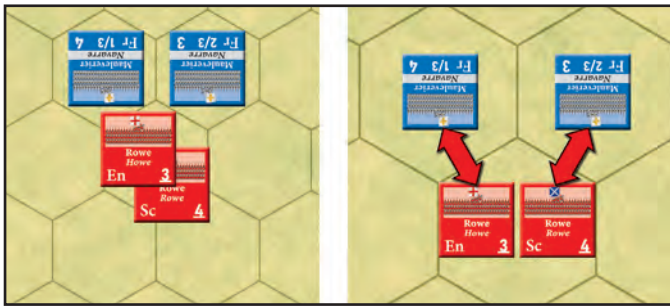
Figure 20. Standard Stack Attack and Defense Example

9.1.2 Village Defense Stacking

Between two and four infantry battalions may occupy a single village hex. The infantry battalions defend the vertices of the hex as needed per Figure 21 providing for all-around defense, as was the common practice. Do not place the units with distinct facing on the map, as managing the stacks can be difficult; the appropriate facing is assumed as needed at the defending player's discretion.

Infantry battalions defending a village ignore retreats in combat, but instead take a casualty hit instead.

If three or fewer infantry battalions occupy the hex and one is routed, the others are not affected.

If four occupy the village, the fourth battalion is a reserve and will automatically take the place of a battalion that is routed but it takes 1 casualty as the routed unit retreats through it.

If a Routed Unit marker performs rout movement into a village defense stack, it cannot end there and must move through. The battalion that was covering the hexside it entered and the fourth battalion (if present) each take 1 casualty.

Play Note: Coupled with a Dress Ranks Order that allows the battalions to recover casualties, Village Defense Stacks can be very powerful, but manpower intensive. French infantry was loath to take on the Allies toe-to-toe on open ground, and preferred to use village defenses and field fortifications extensively. The short range of the period musketry and the associated tactics allowed attackers to get very close, which reduced the effectiveness such positions would have in later periods.
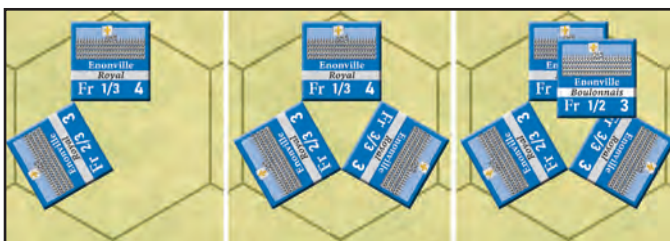

*Figure 21. Village Defense stacking example
for two, three and four infantry battalions*

9.2 Artillery Stacking

Only one artillery unit may occupy a hex.

Infantry, cavalry, or Dragoon units may stack with and move through an artillery unit. It costs an extra movement point for an infantry, cavalry, or Dragoon unit to enter a hex with a friendly artillery unit. The artillery unit retains its own facing.

If the infantry, cavalry, or Dragoon units enter the hex or expend Movement Points and are placed on top of the artillery unit, the artillery unit may not fire. If the hex is entered or Movement Points expended that place the infantry, cavalry, or Dragoon unit beneath the artillery unit, it may fire normally.

If the artillery unit is on top, it is automatically removed from play if the hex is attacked by enemy infantry, cavalry, or Dragoon unit(s).

9.3 Routed Unit Markers

Stacking with Routed Unit markers is not allowed. If a Combat Result would cause a Routed Unit marker to enter the hex of an infantry, cavalry, or dragoon the Routed Unit marker continues its retreat through the unit and the unit takes a Casualty if infantry or dismounted dragoons *or* is flipped to its Disordered side if cavalry or mounted dragoons.

If the Casualty is more than the unit can take, it is also Routed and removed from play. A Routed Unit 1 marker is put in its place and it performs a retreat of two hexes.

If two or more Routed Unit markers end rout movement in the same hex, remove the excess, retaining one with the greatest number of turns remaining.

9.4 Passing through Units

Normally units may not move through each other. Some armies had practiced a drill that allowed for cavalry to pass back and forth through infantry units. The scenario-specific rules will indicate if the army has practiced this technique. If so trained, cavalry units under March orders may move through a single infantry unit (not a stack) for two additional movement points.

A cavalry unit retreating as a result of combat may retreat into and through a single infantry unit. The retreating cavalry unit, if entering on a retreat 1, passes through to a second hex so as to not be stacked with the infantry unit.

10.0 Artillery

10.1 Artillery Phase

Each artillery unit may only conduct one of the actions - Unlimber, Move, Limber, or Fire—which are performed in that order. An artillery unit may pivot:

- to any facing when unlimbering,
- 2 or more hex vertices while limbered, or
- 1 vertex before firing.

Both players conduct their unlimber, move, and limber actions (10.4) simultaneously. Then, beginning with player with the most artillery units, players alternate resolving artillery fire (10.2) one unit at a time. In tied for most artillery units, each player rolls a die, with the higher-rolling player going first; re-roll any ties.

10.2 Artillery Fire

The first player (chosen above) may select one of their artillery units not on its Artillery Fired side and conduct a fire action. Once that action is completed, the unit is flipped to its Artillery Fired side. The other player then may follow this same process. Selection, firing, and flipping of artillery units continues until both players have fired all eligible artillery or decline.

Figure 22. Artillery Range Fan

To fire an artillery unit, the player may first change facing by a pivot of one hex vertex. Then the player chooses a target hex within the Artillery Range Fan (see Fig. 22) and Line of Sight (10.3) of the firing unit. The range for artillery is one to seven hexes distance, counting the target hex but not the hex containing the firing unit. The target hex does not need to be occupied. The player rolls 1d10, adds or subtracts any pivot modifiers, and consults the Artillery Combat Results table (on PAC1). Artillery fire is not modified by target hex terrain other than LOS.

Artillery Fire Die Roll Modifiers

Artillery DRMs	DRM Effect
1-hex pivot before firing	−1

Finding the modified die result under the DR column and the distance from the firing unit to the target hex under the Range, the possible results are:

The potential results:

- **Miss** – The artillery fire has no effect.
- **Hit** (yellow Impact marker) –
  - ◊ +2 Movement Point for infantry or dismounted dragoons to enter or leave the hex.
  - ◊ +3 Movement Points for cavalry or mounted dragoons to enter or leave the hex.
  - ◊ Occupant has –1 to its combat value.
  - ◊ Occupant may not Recover Casualties if infantry or Reform if cavalry or mounted dragoons (if under a Dress Ranks Order).
  - ◊ Artillery has a –2 added to its fire die roll.
- **Effective** (red Impact marker)
  - ◊ All movement is interdicted: no unit can enter the hex, and any unit already in the hex may not leave.
  - ◊ Occupant cannot Attack if under a Charge Order.
  - ◊ If Attacked, the occupant has –2 to its combat value.
  - ◊ Occupant may not Recover Casualties if infantry or Reform if cavalry or mounted dragoons (if under a Dress Ranks Order).
  - ◊ Artillery may not fire.

If a Hit or Effective Impact result is achieved, place the appropriate marker in the target hex.

If two artillery units score a Hit on a single hex, the Hits combine into an Effective impact.

If an artillery unit scores an Effective impact at a range of 1 hex, the firing player places a yellow Impact marker at range 2 adjacent to the Effective Impact, player's choice as to which hex.

Figure 23. Artillery Impact at Close Range

Once placed in the Artillery Phase, the Impact markers remain in place until the Clean Up & Reset Phase.

10.3 Line of Sight

Artillery may fire into Line of Sight (LOS) blocking terrain, but not beyond. Village, Forest, Fire, and Effective artillery Fire block LOS. Artillery may fire through/over one friendly occupied hex.

10.4 Moving, Limbering and Unlimbering Artillery

Both players simultaneously conduct each of the artillery actions listed below.

First, both players may unlimber any of their limbered artillery units by removing the Artillery Limbered marker and flipping the unit to its Fired side facing any hex vertice.

Then both players may move any of their limbered artillery not on their Artillery Fired side.

Then both players may limber any of their artillery not on their Artillery Fired side by placing an Artillery Limbered marker on it.

Any artillery unit that moved or limbered during this phase may also pivot two or more hex vertices. Flip all artillery units which moved or limbered during this phase to their Artillery Fired side.

> **Play Note:** It is easier to pivot and flip units as they move or limber instead of doing each as a separate action. It is written separately in the rules for clarity of the procedure but, for marker handling, it is more convenient to do them together.

10.5 Artillery in Combat

Artillery alone in a hex that is the target of an infantry or cavalry Attack are automatically eliminated and removed from play. The attacking infantry or cavalry unit advances into the hex without casualties or disorder and may change facing one vertex (11.4).

Artillery stacked with other units in Combat are eliminated and removed from play if the unit retreats or is replaced by a Routed Unit marker. Artillery units do not advance after combat.

10.6 Battalion Guns

> **Design Note:** *Infantry battalions were often supported by light 3- or 4-pounder artillery pieces that were positioned at the flanks of the battalion and were man-handled into position.*

Battalion guns are a single-use unit. Each gun counter is stacked with and moves at no cost with an infantry unit of the brigade on the counter. It has an effective range of one hex. If the infantry unit attacks or is attacked from the front the battalion guns may automatically be played prior to the resolution of the attack by flipping the counter to its artillery impact side and placing it on the target hex. It is then treated as any other artillery impact and is removed from play in the Clean Up & Reset Phase.

11.0 Combat

> **Design Note:** *With introduction of the socket bayonet, the balance of power on the battlefield shifted. Cavalry could not charge formed infantry effectively. In BMBS, in most cases combat is infantry versus infantry and cavalry versus cavalry. Due to the large number of units in battles in this era, over 100 units per side, the complex set of events at the battalion and squadron level is rolled into a single resolution. The range of results is based on modeling a more granular sequence. The base sequence involved pre-attack morale checks, advancing fire, defensive fire, pre-shock morale checks, and shock (bayonet and swords) combat.*
>
> *Given the linear style of warfare, battalions and squadrons were mutually supported by forming in lines. This made attacking a line difficult unless the line was matched or overmatched in length.*

11.1 Linear Warfare

Combat is between two units, and only happens between an Attacking unit from an Activated Wing and a Defending unit. There are no multi-hex attacks.

A hex can be attacked multiple times, but each combat is resolved individually. However, the player may not designate multiple attacks against a single hex when there are enemy units undesignated for attack in the same or higher priority per the Charge Order Priority.
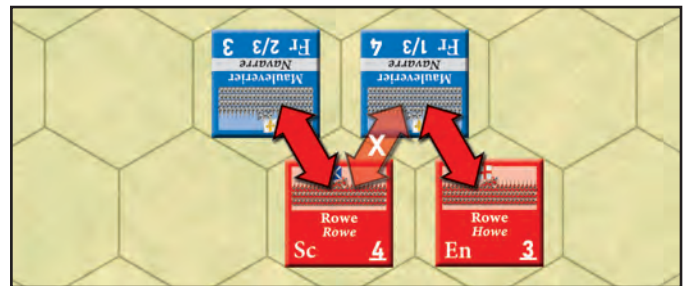

Figure 24. Linear Attack Example: If two battalions that are side by side attack a line of enemy battalions, the player may not designate both battalions to attack the same hex.

In this example, Rowe's Brigade is Activated under a Charge Order. Both battalions have enemy units in their Priority 1 hexes. The Rowe and Howe Battalions cannot both attack Navarre 1/3 Battalion as the Navarre 2/3 Battalion would be undesignated in Rowe's Priority 1 hex. So, the battalions must attack in line.

The units that would be vulnerable to multiple attacks are the ones at the ends of a line or in a salient and the possibility of being attacked multiple times shows the inherent vulnerability of such positions.

The sequence is determined by the attacking player prior to any resolution. If two or more units are designated by the attacking player to attack a single hex and an attack is successful and the defender retreats and no longer occupies the target hex, any

subsequent designated attacks on that hex are ignored and the units are not able to designate other target hexes for that Activation. Close coordination between units on the battlefield was difficult due to the gun smoke, dust and noise.

11.2 Infantry Combat

11.2.1 Initial Volley

Design Note: The initial volley of a formed battalion, loaded with meticulous care before the battle started, was jealously guarded as it produced the most impact. Once delivered, battalions continued firing but the inefficiency of the weapons and battlefield confusion prevented them from being as effective.

An infantry battalion (not dismounted dragoons) on its front side retains its Initial Volley. Once delivered as part of an attack or defense, the unit is flipped to its back and cannot be reformed to its front.

The Initial Volley may be used when an infantry battalion performs an attack or when defending against any unit that does not use its Initial Volley in its attack. To use the Initial Volley, once an attack is declared, the eligible player declares the use of the Initial Volley and the firing infantry battalion is flipped to its back. The defending unit automatically takes 1 Casualty if infantry, or if cavalry is Disordered and retreats 1 hex.

If the volley inflicts the last Casualty on an infantry battalion or dismounted dragoon regiment, or Disorders a cavalry or mounted dragoon that is already Disordered, the unit is replaced by a Routed Unit marker and it is retreated 1 hex.

If the volley was delivered by an attacking unit, it must advance into the hex if vacant.

If an enemy unit remains after the Initial Volley is resolved, the attack is then resolved normally. A unit may only be the target of an Initial Volley once per Activation.

11.2.2 Infantry versus Infantry Attacks

An infantry unit (of Dismounted Dragoon) under a Charge Order must attack an enemy infantry unit if the enemy occupies a Charge Priority hex.

An infantry unit that begins its activation not under a Charge Order and already adjacent to an enemy unit that is under a Charge Order may attack; it is voluntary.

Once all movement is completed, the activated player announces the attacks for the brigade, then performs them sequentially with results applied immediately. Results are considered simultaneous, however, so flanks that become open due to the result of a simultaneous combat are not applied.

Use the Infantry vs. Infantry Combat Results Table (CRT) to resolve the attack. Each player calculates the Combat Value of their unit and modifies it based on the current leadership, artillery, terrain, and flank conditions. Subtract the defending unit's modified combat value from the attacking unit's modified combat value. Locate the corresponding column for this net combat modifier along the top of the CRT. The attacker rolls 1d10 and uses the resulting number's row to locate the code for the outcome of the combat. See 11.2.3-5 for further effects of combat.

Net Combat Value Modifiers:
- All units of a brigade with a leader in Direct Command have their combat values increased by 1.
- An infantry unit being attacked through a flank hexside has its combat value decreased by 1.
- An infantry unit being attacked through a rear hexside has its combat value decreased by 2.
- Units in a hex with a (yellow) Artillery Hit marker have their CV decreased by 1.
- Units in a hex with a (red) Artillery Effective marker have their CV decreased by 2.
- Determine if either unit has an Open Flank. If both flank hexes are occupied by friendly units or if one is occupied and the unit is stacked with another infantry unit then the unit has no Open Flanks. If either unit is attacking or defending a village or fortifications, ignore Open Flanks.
- If the Attacker has no Open Flanks, increase their combat value by 1 for each Open Flank of the Defender.
- If the Defender has no Open Flanks, increase their combat value by 1 for each Open Flank of the Attacker.
- If both sides have one or more Open Flanks, any battalion with an underlined combat value has its combat value increased by 1 versus any battalion without an underlined combat value.
- Terrain Considerations (see Terrain Effects Chart, 11.8.3).

Design Note: Infantry units formed in long shallow lines of battle to maximize their firepower but were sensitive to being overlapped by an opposing battalion with a longer line, as that unit could use a linear advantage to pour more fire into the overlapped end of their line. In the War of Spanish Succession, the British (English, Scottish and Irish in English service) and Dutch army (any unit with an orange background) formed on longer frontages than French battalions and thus had an advantage on open ground, therefore combat values of British and Dutch are underlined. Note that cavalry units did not have this particular problem as the squadrons were smaller and more mobile, nor did battalions defending villages or fortifications.

Figure 25. Open Flanks Example: Both battalions have Open Flanks (bullet four), and Foot Guards has its combat value underlined, so it has its combat value is increased by 1.

11.2.3 Firefights

A Firefight is a result from the Infantry Attack Table and represents an attack that devolves into an extended and indecisive exchange of musketry. A Firefight locks both units in place and when either unit is activated it cannot move or attack. The only way to voluntarily break out of a Firefight is for the brigade to change to Dress Ranks Order and move back 1 hex. A unit locked in a Firefight may be attacked by another unit. Any results of that attack would be administered normally, and if the unit advances or retreats the Firefight is removed. There is no penalty for a unit to be locked into multiple Firefights. Units may remain locked into a Firefight indefinitely.

Figure 26. Firefight Example

11.2.4 Casualties

Infantry and dismounted dragoons can sustain Casualties up to their original combat value on the front of the unit counter. Each Casualty sustained reduces the combat value by one for subsequent Combat. The first casualty, or firing a battalion's initial volley, flips the infantry counter to its back. Subsequent casualties are added by placing casualty markers underneath the infantry unit. Once the combat value is 0, the unit is removed from play and replaced by a Routed Unit marker.

Infantry units may recover Casualties when under a Dress Ranks Order but may never recover the first Casualty (which flips the unit counter to its 1 Casualty Side). Routed Units never recover.

It is recommended that players place eliminated units underneath their Brigade marker on the Command Chart to allow easy calculation of the morale check modifier.

When a Routed Unit marker or unit retreats through an infantry unit, the stationary unit takes a Casualty.

11.2.5 1AR and 1DR Combat Results

On the Infantry vs. Infantry Combat Results Table, the 1AR and 1DR results are implemented sequentially to prevent a situation where both units rout.

When implementing the 1AR result, the attacker takes a casualty. Then, if the attacker is not routed, the defender also takes a casualty. If the defender is not routed as a result, then the attacker must retreat one hex, retaining its facing. If it cannot retreat due to stacking or terrain limitations, consult the Infantry Unable to Retreat table. If the hex is vacated, the defender may advance if desired.

The 1DR result is similar but reverses the roles. When implementing a 1DR result, the defender takes a casualty. Then, if the defender is not routed, the attacker also takes a casualty. If the attacker is not routed as a result, then the defender must retreat one hex, retaining its facing. If it cannot retreat due to stacking or terrain limitations, consult the Infantry Unable to Retreat table. If the hex is vacated, the attacker must advance into the hex, retaining its facing.

11.2.6. Depth

The standard size of battalions in game ranges from 400 to 650 men, but some battalions were unusually large. A depth of 1 is for battalions with 650 to 750 men and depth of 2 is for battalions over 750 men.

Some battalions are indicated in the scenario special rules as having additional depth to account for the significant number of additional troops than the typical battalion. Battalions designated as having depth will have Depth marker of 1 or 2. The battalion starts play with the appropriate Depth marker.

Depth does not change the Combat Value of the battalion, only its ability to sustain casualties. After the Initial Volley, the Depth marker is exchanged one for one for casualty losses.

Depth, once expended, may not be recovered. Once all depth is expended the battalion takes and can recover casualties normally within its printed Combat Value.

Example: *A battalion with a Depth marker of 1 sustains a casualty in combat, the Depth marker is removed from play to satisfy the casualty.*

11.3 Cavalry Combat

11.3.1 Cavalry Attacks

A cavalry unit (or Mounted Dragoon) on its front side under a Charge Order must attack an enemy cavalry unit if the enemy occupies a Charge Priority hex.

A cavalry unit that begins its Activation on its front side not under a Charge Order and already adjacent to an enemy cavalry unit that is under a Charge Order may attack; it is voluntary.

Once all movement is completed, the activated player announces the attacks for the brigade, then performs them sequentially with results applied immediately.

Use the Cavalry vs. Cavalry Combat Results Table (CRT) to resolve the attack. Each player calculates the Combat Value of their unit and modifies it based on the current leadership, artillery, terrain, and flank conditions. Subtract the defending unit's modified combat value from the attacking unit's modified combat value. Locate the corresponding column for this net combat modifier along the top of the CRT. The attacker rolls 1d10 and uses the resulting number's row to locate the code for the outcome of the combat. See 11.3.2-5 for further effects of combat.

Net Combat Value Modifiers:

- All units of a Brigade with a leader in Direct Command have their combat values increased by 1.
- A cavalry unit being attacked through a flank or rear hexside has its combat value decreased by 1.
- Units in a hex with a Yellow Artillery Hit marker have their combat value decreased by 1.
- Units in a hex with a Red Artillery Effective marker have their combat value decreased by 2.
- Terrain Considerations (see Terrain Effects Chart, 11.8.3).
- Cavalry units may have their combat value increased by the Momentum Bonus as indicated on the Cavalry Charge Priorities chart based on the distance and nationality.
- Cavalry versus cavalry attacks do not consider Open Flanks.

11.3.2 Momentum Bonus

Cavalry units that attack enemy cavalry units may gain an Attack Bonus based on the speed of the attack listed on the Cavalry Momentum Bonus Table. Attacking cavalry is marked with a Momentum marker as a reminder.

If the path of the cavalry movement to the Attack crosses any terrain (streams, hedges, villages) or man-made obstacles the bonus is forfeited.

Table 6. Cavalry Momentum Bonus

Army or Type	Period	Bonus if Target is at 2 hexes / 3 hexes
French	1672-1697	+1 / +2
French	1701-1714	+0 / +1
British, Dutch, Danes	1701-1714	+1 / +2
All Others	1672-1714	+0 / +1
All mounted dragoons	1672-1714	+0 / +1

11.3.3 Disordered Cavalry

Cavalry units (and Mounted Dragoons) do not take casualties; they instead are Disordered by combat. Cavalry units under a Dress Ranks order may flip back to their front side.

A Disordered cavalry unit that receives a second Disordered result from a cavalry attack is eliminated and replaced with a Routed Unit marker.

If a Routed Unit marker retreats or performs Rout Movement through a hex with a cavalry unit, it becomes Disordered. If it is already Disordered, there is no additional penalty.

It is recommended that players place eliminated units underneath their brigade marker on the command display to allow easy calculation of the morale check modifier.

All attacking cavalry is Disordered after all advances and additional attacks have been resolved.

11.3.4 Cavalry Advances

The A1, A2, and A3 combat results on the cavalry combat tables require attacking cavalry units to advance that number of hexes, with the first hex always being the hex previously occupied by the defender. These advances are mandatory and must include a number of hexes equal to the number of the result unless the advance is blocked by enemy units or impassible terrain.

11.3.5 Cavalry Additional Attacks

The A† and A§ combat results on the Cavalry Combat Results tables allow attacking cavalry units to advance and attack again.

Such attacks are always voluntary and a cavalry unit that attacks again and receives another A† and A§ result may continue to advance and attack an unlimited number of times if it receives the appropriate combat results. A Momentum bonus (11.3.2) applies if the appropriate number of hexes are traversed.

11.4 Cavalry versus Infantry

Only cavalry on its front side and under a Charge Order may attack infantry units under the following circumstances:

- Attack an infantry unit which has its Initial Volley as a means to deprive the infantry unit of its use at a time of their choosing. The attack is declared and then Initial Volley is declared, and the cavalry unit is Disordered and must retreat 1 hex; the infantry unit is flipped to its back side. No attack die roll is made.
- Attack an infantry unit with at least 1 casualty *and* the attack must be from the flank or rear *or* from the front with at least 1 Open Flank.
- Attack a dismounted dragoon unit.

The Cavalry vs. Infantry Combat Results Table (CRT) is used to resolve the attack. Each player calculates the Combat Value of their unit and modifies it based on the current leadership, artillery, terrain, and flank conditions. Subtract the defending unit's modified combat value from the attacking unit's modified combat value. Locate the corresponding column for this net combat modifier along the top of the CRT. The attacker rolls 1d10 and uses the resulting number's row to locate the code for the outcome of the combat.

Net Combat Value Modifiers:

- A unit stacked with a leader has its combat value increased by 1.
- An infantry unit being attacked through a flank hexside has its combat value decreased by 1.
- An infantry unit being attacked through a rear hexside has its combat value decreased by 2.
- Terrain Considerations (see Terrain Effects Chart, 11.8.3).
- Cavalry units may have their combat value increased by the Momentum Bonus as indicated on the Cavalry Charge Priorities chart based on the distance and nationality.
- Cavalry versus infantry attacks do not consider Open Flanks for Net combat value.
- Units in a hex with a (yellow) Artillery Hit marker have their combat value decreased by 1.
- Units in a hex with a (red) Artillery Effective marker have their combat value decreased by 2.

11.5 Infantry versus Cavalry

Normally, infantry may not attack cavalry units. For infantry to attack a cavalry unit, the infantry unit must:

- Be under Charge orders
- Be in Open terrain
- Not be across a hexside feature from the target cavalry unit
- Have only a cavalry unit as its highest Charge Priority

If all these conditions are met, the infantry unit must attack using the following procedure:

- If the infantry has its Initial Volley, it is expended, and the cavalry unit is Disordered.
  ◊ If already Disordered, the cavalry unit is routed and retreats one hex. (There is no resolution die roll.)
  ◊ The infantry does not advance.
  ◊ If the cavalry unit is unable to retreat due to stacking or terrain, it remains in place and is Disordered. If the cavalry unit is already Disordered, it is routed instead.

11.6 Infantry and Cavalry versus Artillery

Artillery alone in a hex when attacked by infantry or cavalry is eliminated by the attacking unit. The infantry or cavalry unit advances into the vacated hex and may change facing 1 vertex.

11.7 Unable to Retreat

Many combat results involve retreats. Units retreat into one of the two hexes opposite the enemy unit while retaining their original facing ("opposite" is defined as the rear two hexes as if the unit is facing its attacker, even if it is not). They may not retreat into an impassable hex nor violate stacking.

A unit that is unable to retreat must consult the Unable to Retreat Table and roll a die modified by subtracting the unit's original (front side) combat value.

An infantry unit on its last casualty is routed instead if the result calls for a casualty.

Figures 27 and 28 show how retreat and stacking interact, with the red arrow indicating unable to retreat and a green arrow is an allowable retreat.
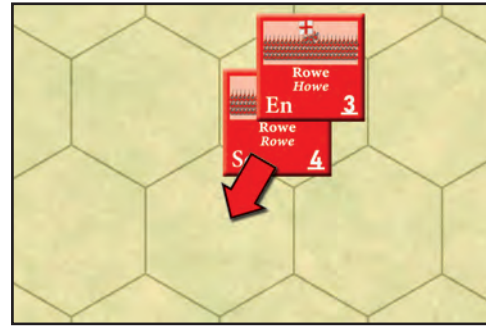

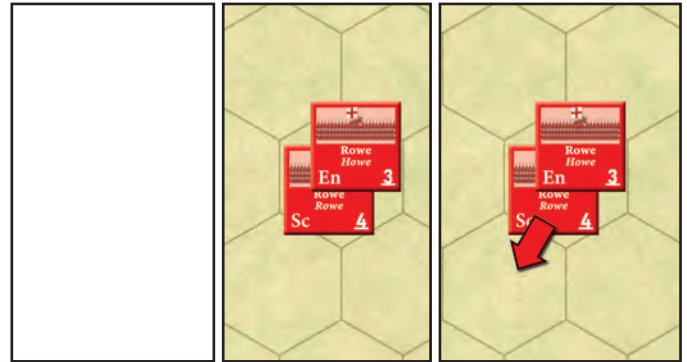*Figure 27. Unable to Retreat 1 in a Stack, since bottom unit is behind the top unit*

Figure 28. Unable to Retreat 2

11.8 Terrain Considerations

11.8.1 Villages and Field Fortifications

In this era, most combat was geared towards maneuver on open ground. Field fortifications and villages played a pivotal role in many battles.

Only infantry and dismounted dragoons benefit from Villages and Field Fortifications (see Village Defense Stacking):

- They receive a +2 combat value Modifier when defending. It is cumulative with hexside features, i.e., a village behind a stream would be +3.
- They may ignore a retreat result in exchange for 1 casualty.

Table 7. Terrain Effects Chart

Terrain Type	Infantry, Dismounted Dragoons, Routed Unit markers, Limbered Artillery	Cavalry, Mounted Dragoon	Combat Value Effect if Occupant is attacked	LOS Effects
Clear, Open	1 MP	1 MP	None	None
Light (Brush, Marshy, Orchard)	2 MP	2 MP	+1	None
Heavy (Forest, Village)	2 MP	4 MP (Disordered)	+2	Blocked
Hexside (Small Streams or hedges, Hasty Breastworks)	+1 MP	+2 MP	+1	None
Hexside (Large or Marshy Stream, Hedgerows, Breastworks)	Full Movement to Cross	Full Movement to Cross, then Disordered	+2	None

11.8.2 Cavalry Limitations

Cavalry may only attack from open ground, but may attack across hexside features (hedges, streams, field fortifications) and into any terrain. Cavalry may only reform from Disordered in open terrain.

11.8.3 Terrain Effects Chart

See Table 7.

11.8.4 Scenario-Driven Terrain

Scenarios may have specific terrain considerations: for example. fires, breaches of fortifications, or causeways or bridges placed during play. The details are covered in the Scenario Rules in the Playbook.

12.0 Morale

After all combat is completed for a Brigade Activation, any Brigade that had at least one unit routed (eliminated) during that Brigade Activation must take a Morale Check.

Inactive Brigades check first (Brigades attacked by units of the active Brigade). The Brigade morale is on the Brigade counter on the Command Display. The modified morale is the printed Brigade morale minus the number of units eliminated. As units are eliminated from play, place them under the Brigade counter on the Command Display as a rapid reminder of the modified morale.

The owning player rolls a die, modified by a leader if in direct command (6.4.3). If the result is greater than the modified morale, the Brigade fails, all its units are replaced with Routed Unit markers, and the Brigade is removed from the Command Display.

If an inactive Brigade fails, the active Brigade attacking it does not check morale (an attacking Brigade will not break if a defending Brigade breaks).
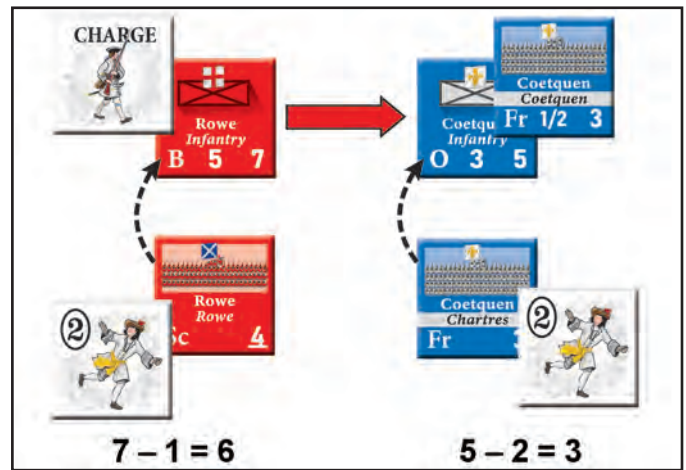

Figure 29. Brigade Morale Example: In this illustration, Coetquen's Brigade has already lost one battalion that is stacked under the brigade marker on the Command Display. Rowe's Brigade is Activated and is under a Charge Order. In the ensuing combat each brigade loses a battalion. The formula beneath each shows the brigade's morale; Rowe's is 6 and Coetquen's is 3, as Rowe has lost one battalion total and Coetquen two. Since Rowe attacked, Coetquen must check morale first. If Coetquen passes by rolling a 3 or less, then Rowe must check. If Coetquen fails by rolling a 4 or more, the remaining battalions of the brigade are routed and the brigade marker is removed from the Command Display.

13.0 Routed Unit Movement

13.1 Rout Movement

Rout Movement is performed by Routed Unit markers in the Routed Unit marker Movement Phase. Each Routed Unit moves its full movement allowance along the path of least resistance toward the designated retreat edge. Routed Unit markers will move through friendly units creating casualties for infantry units or flipping cavalry units to their Disordered side. If there is a choice of 2 hexes that still provide the direct path due to hex grain, and one is occupied and the other open, the Routed Unit marker will go through the open hex. Routed Unit markers may never be rallied. When placed, the Routed Unit marker is placed on its 1 side. After its first Rout Movement, it is flipped to its 2 side. After its Rout Movement is completed on its 2 side, the Routed Movement marker is removed from play. If multiple Routed Unit markers end their Rout Movement in the same hex, remove any excess markers, leaving a single Routed Unit marker as there is no additional penalty for multiple Routed Unit markers.

13.2 Attacking Routed Unit Markers

A Routed Unit marker may be targeted for infantry or cavalry Attacks. No die roll is needed; the Routed Unit marker immediately retreats 2 hexes and the attacking unit advances without casualties or disorder.

Table 7. Terrain Effects Chart

Terrain Type	Infantry, Dismounted Dragoons, Routed Unit markers, Limbered Artillery	Cavalry, Mounted Dragoon	Combat Value Effect if Occupant is attacked	LOS Effects
Clear, Open	1 MP	1 MP	None	None
Light (Brush, Marshy, Orchard)	2 MP	2 MP	+1	None
Heavy (Forest, Village)	2 MP	4 MP (Disordered)	+2	Blocked
Hexside (Small Streams or hedges, Hasty Breastworks)	+1 MP	+2 MP	+1	None
Hexside (Large or Marshy Stream, Hedgerows, Breastworks)	Full Movement to Cross	Full Movement to Cross, then Disordered	+2	None

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