

Revised February 2016

# Won by the Sword



Great Campaigns of the Thirty Years War, Vol. I



## RULE BOOK



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*This is the second edition of the rules. It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.*

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### Game Scale

**1 Turn** = 5 Rounds (5-7 days of activity each) for a month.

**A Battle game** is 3 turns and can be played in about 3 hours. A full campaign season is 7-9 turns and takes 5-6 hours to play.

**Map Scale** is approximately 1:480,000 or 1"=12 km.

**Infantry Regiments** represent 800-1000 men, reduced side is 400-600 men.

**Cavalry Regiments** represent 400-500 men, reduced side is 200-300 men.

**Artillery Units** represent 8-10 Guns.

**Detachments** represent 2-3 companies of 200-300 men.

**Baggage Points** represent food, munitions (mostly gunpowder) and money, as well as necessary wagons, people, horses and camp followers.

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# Won by the Sword

## 1.0 Introduction

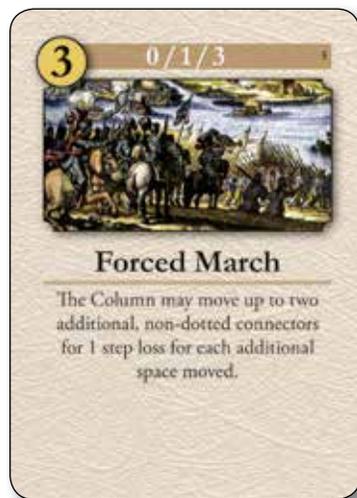
*Won by the Sword* is a two player war game that explores the operational level of command during the Thirty Years War. The limitations of technology and logistics made it impossible to win or lose the larger war in a given campaign. This forced Leaders to plan and execute multiple campaigns aimed at damaging the economic capacity of their enemies until they could no longer afford to keep fighting. Specifically in this game Bavaria is the strongest German ally to the Habsburg cause. A series of campaigns, first by the Swedes, then the French were aimed at knocking Bavaria out of the war.

The game offers players entire campaigns or shorter “Battle” scenarios so they can choose the situation and their time available to play. An entire campaign covers 8 to 9 months of activity and will typically take two or three sessions to play all the way through. A “Battle” scenario is three turns built around the situation of a Major Battle, this allows players an option that can be played in a single session.

### 1.1 Victory

The way to win a campaign is to capture towns and cities and pillage the enemy countryside. These tactics will put economic pressure on the enemy to come to terms. Players gain Victory Points (VPs) for accomplishing these tasks and preserving their army while doing so. The Victory Point Chart lists the VPs awarded for each accomplishment. Both players start with 0 and at the end of a scenario the player with the most VPs wins.

### 1.2 Cards



Game play is accomplished through a deck of cards. One card is the INITIATIVE card and has a special function, it is set aside. The other 54 Campaign cards are shuffled and dealt according to the rules and a turn is played as a series of five rounds of card play. Each Campaign card is divided into three sections. The Campaign Points (CPs) section is the yellow circle/oval in the top left corner. This is the number of CPs available when the card is played. The Baggage Points (BPs) section is the banner to the right of CPs section. It indicates the number of BPs expended by the Column (small/medium/large) after it is activated. The Special Action section is below the picture on each card and is available to the player when the

card is played. Unlike some other card driven games, all three sections are used when a card is played, there is no trade off between operations or events.

### 1.3 Map

The map is a point to point style map. There are five kinds of points/spaces: Village, Town, Strong Town, Fortress, and Strong Fortress. A village is an unfortified point and the others are fortified to the extent detailed on the Fortification Table. The lines between the points are called connectors. There are two kinds of connectors: normal and Difficult Terrain. The Difficult Terrain connectors are dashed lines and indicate a difficult transit. The map is divided into nine Regions and four Bishoprics. The Bishoprics of Mainz, Strasburg, Ulm, and Augsburg are treated as single-space regions. Basel is a permanently neutral space and cannot be besieged or garrisoned by either side.

### 1.4 General Rules and Glossary

The following is a glossary of key games concepts, terms, components and general rules:



**Special Ability Chits:** Each Dynamic Leader has a unique set of Special Ability chits. If the Leader is in play the player draws one chit randomly each turn and can use the drawn Special Ability once during that turn.

**Activities:** A Column purchases activities with CPs obtained by playing cards. Activities include Moving, Foraging, Collecting Stragglers, Entrenching, Creating a new Column, Garrison and Forming for Battle.



**Artillery:** These units represent an Artillery train including about 10 guns, crews and wagons with the necessary equipment. Each Artillery unit is two steps in size, but is never reduced. Artillery can never be used to satisfy losses. Artillery may be captured and then the unit is exchanged for a friendly Artillery unit.

**Siegeworks:** Each fortification type has a numeric rating on the Fortification Table that indicates how many Siegeworks must be completed prior to an assault on a Besieged fortification.



**Baggage Points (BPs):** These are an abstraction of food, gun powder, money, and the associated transport and camp followers needed to sustain an army in the field. A card played in a given round will indicate how many BPs are expended by the activated Column.

**Cadre Boxes:** One box for each player to keep units that have been eliminated, and from which reinforcements may be drawn if allowed by the campaign instructions, card events or CP expenditure.

**Campaign Points (CPs):** Card play indicates the number of CPs available to a Column in a round. CPs are exchanged for activities such as movement, foraging and building Siegeworks. Each CP represents about a day or two of work. Each card has a number of CPs between 3 and 6.



**Column:** These are the maneuver elements of an army. The components of a Column are held off map on the player's Force Card. On the map a Column is represented with a *Column* marker, each player is limited to maximum of four Columns in play. The contents of Columns should be kept secret from the opposing player.

**Combined Siege & VP Track:** A track of numbers where various markers are placed to keep track of any ongoing Sieges. The track is also used to track the current Victory Point totals.



**Detachment:** These are smaller (two to three companies) units of Infantry that are used for Garrisons when an entire Regiment cannot be spared. To create a Detachment, reduce a full strength Infantry Regiment to its reduced side. *This may only be performed to create a Garrison—Detachments may not be created for other purposes.* Detachments may be picked up by Columns and used to return a reduced Regiment to full strength.



**Double Regiment:** This counter is equivalent to two Regiments and the players can freely exchange between this counter and two single Regiments. The back represents two reduced Regiments. If a double Regiment takes one step loss, it must be replaced by a full Regiment counter and a reduced Regiment counter. The purpose of these counters is solely to reduce counter clutter. Detachments are never placed in the Cadre Box—they can be reused as needed.

**Enemy Territory:** These are the regions listed in the scenarios under Economic Warfare where you receive VPs for foraging.

**Force Card:** An 8.5x11 card, one for each player where the player can conceal the composition of his forces. It has holding boxes for four Columns.

**Fortification Table:** Each town or fortress is rated as a Town, Strong Town, Fortress or Strong Fortress. The Fortification Table indicates all the information about each type.



**Garrison:** These are the non-moving forces detailed to hold important fortified points. Indicate Garrisons with a Garrison marker. The marker also serves to conceal any forces placed under it.

**Home Territory:** These are the regions listed in the scenarios under Economic Warfare where your opponent receives VPs for foraging.

**Initiative:** A player gains the Initiative represented by the INITIATIVE card which gives the ability to influence a variety of activities as a measure of a given army's momentum.



**Leader:** These are the historical period army commanders as well as "generic" Leaders.

**Neutral Point:** Cities and fortresses that were in the campaign areas but not directly involved on either side during a particular scenario.

**Patrol:** A Cavalry Regiment placed on a connector to aid in foraging, scouting and slowing enemy movement.



**Regiment:** These are the combat units a player uses in Columns, Garrisons or Patrols. Regiments consist of either Cavalry (CR) or Infantry (IR). Regiments have two steps, full strength and reduced strength. Regiments are abstracted but fairly accurate estimates of actual numbers, as individual Regimental strength varied. An Infantry Regiment at full strength represents about 800 men, a Cavalry Regiment about 400. [See Game Scale on page 2 of this manual for further information.](#)

**Round:** A turn has five rounds where every Column must play a card. Played cards for a given round are placed in the discard pile.

**Tactical Advantage (TA):** It is an abstraction of a Column occupying or using the terrain or situation well. A TA chit is awarded to a Column by a Special Action or Leader Special Ability.

**Turn:** A given Campaign will generally have eight or nine turns, each turn representing a month depending on the historical start and end of the campaign. Each turn has five rounds of card play that each represents about five to seven days of activity.



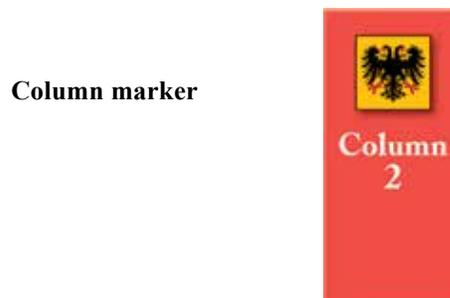
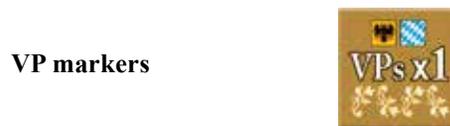
**Turn Track:** A *Turn* marker is placed here to indicate the current month. Colors indicate seasons that may have special instructions associated with the given campaign.

## 1.5 Units

Unit Type	Front	Back
Leader		
Infantry Regiment		
Cavalry Regiment		
Veteran Infantry Regiment		
Veteran Cavalry Regiment		



Major Combatant	Background Color	
Sweden		White
France		Blue
Imperial		Red
Bavaria		Light Blue
Spain		Pale Yellow
Hess		Light Gray
Weimar		Brown



### 1.6 Markers

Unit Type	Front	Back
Foraged 1 & 2		
Baggage Points 1 & 2		
Ability chit		
Fatigue 1 & 2		
Garrison		
Tactical Advantage chit		
Reject Surrender		
Siege		

### 1.7 Game Die

The game uses a ten sided die with zero equaling zero (*not ten*), so results range from zero to nine.

### 1.8 Component List

A complete game of *Won by the Sword* contains the following:

- One 34" x 22" Map
- Four Countersheets
- One deck of 55 Cards
- One Rules Booklet
- One [Playbook](#)
- One 8½" x 11" Battle Board
- Two 8½" x 11" Player Force Cards
- Two 17" x 11" Player Aid Cards
- One 10-sided die
- [Eight plastic stands for the Columns](#)

### 1.9 Abbreviations

The following abbreviations are used in these rules:

- BP** Baggage Point
- CP** Campaign Point
- FP** Fatigue Point
- TA** Tactical Advantage
- VP** Victory Point

## 2.0 Initiative

The Initiative is a representation of an army's momentum. The scenario will indicate which player starts with the Initiative. That player receives the INITIATIVE card. Holding the INITIATIVE card allows the player to choose who will go first each round. When the player expends the Initiative he does so by announcing how it is to be expended and hands it over to the other player. The other player may not expend the Initiative in the same round it was received. The Initiative may be expended in the following ways:

- To modify a surrender roll during a Siege
- To roll a second, cumulative combat roll during a Battle
- To modify the end of campaign roll (during a full campaign scenario)

The non-Initiative player may take the Initiative if he accomplishes any of the following:

- Uses Dynamic Leader Special Ability of Initiative.
- Wins a Major Battle.
- Captures an enemy or neutral Strong Town, Fortress or Strong Fortress (even if Initiative was used on the Surrender Table).

The player that takes the Initiative from the other player may not expend it in that same round.

## 3.0 Sequence of Play

### 3.1 Setting Up

At the beginning of all scenarios the instructions indicate the starting Columns and Garrisons. Players set up simultaneously. Key points with political and economic interest are Garrisoned as indicated. All player-controlled Garrisons during set up are either Infantry Regiments or Detachments. Each Garrison is concealed under a Garrison marker flipped to the appropriate side. The other player cannot inspect beneath a Garrison marker. In Battle scenarios, the Garrisons are often the same as in the campaign scenario for that year or lists a few small changes from the campaign start.

**Play Note:** Garrisons are often your only source of reinforcements for your maneuver army, but be careful not to leave key locations vulnerable when doing so. Capturing fortified points is the most productive method of gaining VPs and winning. Capturing points without an explicit garrison can be easy VPs, but be mindful that is now worth more VPs for your opponent now that is has an explicit Garrison marker.

**Historical Note:** Many points start without an explicit Garrison marker and are neutral for game purposes. All towns had some sort of alignment, but the very complex interrelationships and alliances are below the scope of the game and generally did little to protect a town from the ravages of having an army march through.

### 3.2 Season Change

At the beginning of the first turn of a new season (Spring to Summer or Summer to Fall) all *Forage 1* markers are removed and *Forage 2* markers are replaced with *Forage 1* markers.

### 3.3 Deal Cards

The player with the INITIATIVE card shuffles the deck and deals both players 10 cards.

### 3.4 Rounds 1 Through 5

Each Round follows the same procedure. The players will alternate activating one Column at a time. Both players will activate all of their Columns once each round. The activation procedure is different depending on whether it is the player's first or second Column activated that turn or his third or fourth Column. A player may never have more than four Columns in play at one time.

At the beginning of each round, the player with the INITIATIVE card chooses who will activate a Column first this round. This chosen player is deemed the First Player.

The First Player selects one of his Columns, not necessarily the Column 1 counter, and activates it by playing a card from his hand. Once this Column has completed its activation including expending BPs, move the played card to the appropriate round's discard box. The Second Player then selects and activates his first Column by playing a card from his hand.

The First Player then selects a second Column and activates it by playing a card from his hand. If he only has one Column, then he performs no activations, but must discard a card from his hand. The played or discarded card is moved to the appropriate round's discard box. The Second Player must then select a second Column and activate it by playing a card from his hand. If he only has one Column, then he must discard a card from his hand.

If both players only have one or two Columns, then the round ends. Otherwise, the players will continue alternating Column activations until all Columns for both players have activated. However, when the players activate their third and/or fourth Columns, they must draw a card from the deck to use for the Column's activation. They may not play a card from their hand to activate the Column, because you may never play/discard more than two cards from your hand in a given round. If a player does not have a third and/or fourth Column, then he does nothing. His opponent continues to activate his Columns until all have been activated.

#### Activation Procedure

When a player activates a Column, he expends the CPs on the card played from his hand (1st/2nd Columns) or drawn from the deck (3rd/4th Columns) to perform activities (movement, foraging, combat, etc). Once all activities and Special Actions (card- or Leader-based) are complete, then the player expends the total of the BPs on the card, based on the size of the Column and any BPs required for activities conducted. If the Column does not contain enough BPs to expend, then all of its BPs must be expended and any unfilled BPs are converted to step losses

on a one for one basis. The controlling player chooses which Regiments to reduce to satisfy the losses. All Regiments must be reduced before any may be eliminated. Eliminated Regiments are placed in the Cadre Box. The player ends the activation by flipping the Column's Leader to his 'F' (inished) side.

At the end of each round, every Column in play must have been activated once, either by play of a card from the player's hand or by drawing a card from the deck. In addition, each player will have two less cards in his hand than when the round began (i.e., 8 cards after the 1st round, 6 cards after the 2nd round), so at the conclusion of the fifth round, both players will have played or discarded all 10 cards from their hand.

Columns In Play	Cards Played Each Round
1	1 from Hand / Discard 1
2	2 from Hand
3	2 from Hand / Draw 1
4	2 from Hand / Draw 2

*Design Note: The hand management for two Columns depicts the ability of the general to plan and control up to two Columns as main armies tended to operate in two Columns. Ancillary forces round out the other Columns and the general had less ability to plan or control them. Each round is approximately five to seven days of activity.*

### 3.5 End of Campaign

If both players wish to end the game or if the maximum number of turns has expired, then total the VPs from any current map conditions with the VPs already on the Siege/ VP Track and determine the winner. Otherwise at the end of the first listed turn in a full campaign scenario with variable duration, if the player leading in VPs has no Columns in Enemy Territory, he may roll on the End of Campaign Table to determine if the campaign and therefore the game ends now or goes on for one more turn (e.g. in the 1634 scenario, this process occurs at the end of Turn 8).

### 3.6 Advance the Turn Marker

If this is *not* the last turn of the campaign or Battle scenario, flip all finished Leaders to their front side and redraw Dynamic Leaders Special Ability chits. Return to 3.2 Season Change.

## 4.0 Columns



These are the maneuver elements of an army. The components of a Column are held off map on the player Forces Card. A Column must consist of at least one Leader and one Regiment. Each Column has one overall Leader (who must be Dynamic or Named if possible). On the map a Column is represented with a *Column* marker, each player is limited to maximum of four Columns in play. Leaders, Regiments or Artillery must be in a Column, Patrol or Garrison. The contents of Columns should be kept secret from the opposing player.

### 4.1 Creating Columns

A Column with at least two Leaders and two Regiments may create another Column if that player has less than four Columns in play. A Garrison that has a Leader and at least one Regiment may also create a Column. When it is the player's turn during a round, the player places the new *Column* marker on the map, moves the forces to his *Force Card* and activates the new Column. The CP cost to start a new Column is paid by the new Column as its first CP expended when it is activated. If a player has discarded or taken no action during the round, he cannot create a Column in a later activation of that round. If a player has a Reinforcing Column available he may place it on the map at its named Start Location in the same manner as if it had just been created there. Reinforcing Columns which are unable to enter the map on their designated turn are available to enter on future turns.

### 4.2 Absorbing Columns and Units

An activated Column may absorb Garrisons, Detachments and other friendly Columns or any portion thereof that is in the same space. If a Column is absorbed, then all patrols from the Column are recalled automatically. If the absorbed Column had a TA chit, it is retained until the combined column moves from the space. If the units absorbed have not been activated that round, the Column can continue its activation normally. If some or all the units that were absorbed have already been activated, then the Column must end its movement in that space. However, the activated Column may perform other non-moving actions such as Foraging. The presence of enemy Garrisons or Columns does not prevent this ability; e.g., a friendly Column may enter a space with another friendly Column and an enemy Column, absorb the friendly Column and then offer Battle to the enemy Column.

### 4.3 Column Size

At the beginning of an activation the size of the Column is calculated in steps with full strength Regiments having two steps, *reduced Regiments and Detachments one step*, Artillery batteries two, and each BP two. Cavalry Regiments (9.0) on Patrol count against the size of a Column. It is helpful to keep a running tally on scratch paper. A Column with 25 or less steps is small, 26 to 50 is medium, and 51 or more is large. The size determines which number on the Campaign card indicates the amount of BPs consumed that round. If a Column absorbs a Column that was not activated that round, the size is adjusted for the total of both for BP expenditure. If a Column absorbs a Column that was already activated that round, size is unchanged from the beginning of the activation.

*Historical Note: Large Columns expend baggage faster and are more vulnerable to attrition.*

### 4.4 Cavalry Column

A Column consisting of a Leader and Cavalry Regiments, but no Artillery or Infantry Regiments, is eligible for the CAVALRY BONUS Campaign cards.

**Historical Note:** Typically a main army would have a Cavalry Column to screen it from the enemy, aid in foraging, and reduce the footprint of the army.

## 4.5 Column Removal

If all Regiments and Detachments of a Column are eliminated by BP Expenditure or Epidemic, then the Column marker is removed from play. Any Leaders in the Column are immediately placed with any friendly Column or garrison (owning player's choice); all artillery and BPs with the Column are abandoned (12.6).

## 5.0 Garrisons



Garrisons hold fortified spaces (Towns, Strong Towns, Fortresses, and Strong Fortresses). The Fortification Table indicates the maximum number of steps that can be placed into a Garrison. Any Leaders, Artillery or BPs do not count against this limit. Any Leaders, Regiments, Artillery or BPs in a Garrison are concealed beneath the *Garrison* marker and may not be inspected by the other player. Many fortified spaces begin play without a **player-controlled** Garrison. Many fortified spaces begin play without a **player-controlled** Garrison. These are considered neutral, but may be captured via a Siege (11.0) and thus must be afterwards Garrisoned. Neutral fortified spaces use the "None" column on the Surrender Offer table.

### 5.1 Creating Garrisons

A Garrison is created either by being designated as in place at the beginning of the game or by capturing a fortified space during play via a Siege (11.0). The minimum size for any Garrison is a Detachment, the maximum size is indicated on the Fortification Table. The composition of a Garrison is hidden from the other player by placing it under a *Garrison* marker and revealed only by a successful Cavalry Patrol or after surrendering in a Siege.

### 5.2 Absorbing Garrisons

Once established a Garrison may never be voluntarily abandoned. The size of the Garrison may be increased or decreased by any friendly Column in a **non-Besieged** space between the minimum and maximum without expending CPs.

### 5.3 Combat with Garrisons

Garrisons may only participate in combat via Siege (11.0). A Garrison is ignored for any 'set piece' Battles (12.0).

## 6.0 Leaders



Dynamic



Named



Generic

### 6.1 Leader Types

Leaders are classified as either Dynamic, Named, or Generic. The campaign instructions assign to each player a pool of Dynamic and Named Leaders. Each player also has enough Generic Leaders (**Oberst**) to replace lost Dynamic or Named Leaders and to be able to field four Columns. Each nationality will replace its Dynamic or Named Leader so that there is always a Leader available to satisfy the requirements of the unit nationality rule. Dynamic Leaders have a set of Special Abilities, though different Leaders have a different number of abilities in their pool. At the beginning of each turn each Dynamic Leader returns any unused Special Ability chits to the chit pool, draws one randomly from his own chits and can use the one chit that turn. The chit drawn is concealed from the other player until used. Special Ability chits can be used concurrently with any action that a card gives. Generally the Special Ability applies to the Column with that Leader, however some Special Ability chits are more general in nature.

### 6.2 Leader Abilities

Dynamic Leaders have Special Ability chits from among these:

- 1. Forced March:** 1, 2 or 3 moves on a **regular** connector with no CP cost (**exception 8.4**), must expend 1 BP or gain 1 FP (Fatigue Point) each, player's choice. The player may mix the cost between Baggage and Fatigue.
- 2. Scorched Earth:** Gain a +3 to any Forage roll and the result is automatically F2, regardless of the Forage Table result.
- 3. Bombardment:** Artillery firepower is doubled in a Battle or Siege related bombardment that round.
- 4. Quickshot:** In a Battle only, the Artillery firepower is doubled for the bombardment. (This was a type of fixed cartridge for Artillery, a Bavarian state secret, which was very useful in Battle, but not for the heavier guns used in Siegework.)
- 5. Surprise Attack:** Prevent a Column from rejecting an offer of Battle or assault a fortification prior to completing Siegeworks (Escalade 11.6).
- 6. Cavalry Charge:** In a Battle, gains a Tactical Advantage (TA) chit in any Wing or Minor Battle that has more Cavalry Regiments than Infantry Regiments, the Leader must be with that Wing.
- 7. Infantry Charge:** In a battle, gain a Tactical Advantage (TA) chit in the Center, the Leader must be with that Wing. In a Minor Battle, this may be used if at least one Infantry Regiment is present.

- 8. Aggressiveness:** Cannot Refuse battle. Gains a **Special Ability** chit when entering Battle, **offensively or defensively, and** must expend it on the first offer of Battle.
- 9. Spies:** Pick one enemy Column and inspect all the contents.
- 10. Initiative:** Gains the Initiative.
- 11. Recruiting:** May expend CPs to flip reduced Regiments at 1 CP per, or reconstitute a Regiment from cadre at 3 CPs and 1 BP per *or* **gain an Artillery unit in a friendly unbesieged Garrison anywhere on the map. The nationality of the Dynamic Leader can be different than the Nationality of the garrison.**
- 12. Light Cavalry Skill:** Double firepower on any Scouting, Patrol Combat rolls that round.
- 13. Entrenchments:** When accepting an enemy offer of Battle the Center gains a Tactical Advantage (TA) chit and is immune to bombardment.

### 6.3 Leader Casualties and Replacements

Each Dynamic or Named Leader involved in a Battle must roll the die after the Battle procedure is completed; if a 9 is rolled the Leader is a casualty. If he becomes a casualty roll again to determine how badly that Leader is injured. On the second roll, a 0 indicates the Leader is removed from play as killed or seriously injured; a roll greater than 0 indicates the number of rounds he is out of play. On the round following the number, the Leader is returned to play **by replacing a Generic Leader** in the Column of the player's choice. A Dynamic or Named Leader when removed from play is immediately replaced by a Generic Leader. Other Dynamic or Named Leaders may be present in the Column and take command, but the Generic replacement keeps the pool of available Leaders constant.

## 7.0 Baggage



1 2 Baggage is an abstraction of the money, gunpowder, fodder, and food needed to sustain an army as well as the associated transportation and camp followers. Baggage is a necessary evil for players, you cannot sustain your army without it, yet it has a large foot print. Stockpiling can be counterproductive. Lack of forage can drive maneuver over political considerations. An army of 30,000 men would be accompanied by nearly as many horses and oxen.

### 7.1 Acquiring Baggage Points

BPs are obtained in three ways: As a result of combat (taking BPs away from the other player), Foraging, and Capturing Fortifications. The most common method of obtaining BPs is through Foraging. A Column can drop BPs at no cost, thereby creating a stockpile. In addition, one Column on the same point as another friendly Column could drop off BPs, thus allowing the other Column to pick up these BPs (at the normal cost). This allows the historical technique of a Column involved in a

Siege to have a Column forage the wider area and bring in the supplies to the main Column.

### 7.2 Expending Baggage Points

When a Column is activated in a round, the Campaign card indicates the number of BPs the Column expends at the end of its activation based on the size of the Column (**small/medium/large**) at the beginning of its activation. Losses through combat, creating new Columns or Garrisons do not change the BP liability of that activation. Certain actions during the course of an activation may also incur BP cost, these are all added together. At the end of the activation, the Column expends the BPs **it contains** against the liability accrued during the activation **even if it does nothing during its activation**. If the Column does not contain enough BPs, **then all of its BPs must be expended and any unfulfilled BPs are converted to step losses on a one for one basis**. All Regiments of a Column must be reduced before any are removed from play and placed in the Cadre Box.

### 7.3 Concealing Baggage Points

Any BPs held by a Garrison are concealed beneath the *Garrison* marker. Any BPs held by a Column are held off map on the player's Force Card. BPs dropped off as a stockpile on the map in a point that has no Garrison are placed on the map and are open to inspection by the other player.

### 7.4 Transporting Baggage Points

BPs are not specific to an army. Any Column with sufficient CPs can pick up supplies not with a Column. It costs a Column 1 CP to pick up any number of BPs in a given space. It costs no CPs to drop Baggage off in a space.

### 7.5 Destroying Baggage Points

A Column may destroy any BPs without cost during its activation.

## 8.0 Movement

Only Columns may move from point to point. They do so by playing a card, being activated and expending CPs. Movement can be combined with other activities.

*Example:* A Column is at Ansbach, the player plays a card from his hand to activate it. The card has 5 CPs. The player moves to Gunzenhausen (1 CP), forages there (1 CP), moves to Pappenheim (1 CP), forages there (1 CP), and finally uses the fifth CP to move to Eichstadt.

### 8.1 Regular Route Movement

It costs one CP to move along a regular connector, unless a FORCED MARCH action is used (6.2 Leader Abilities or 14.0 Card Special Actions).

### 8.2 Rugged Route Movement

It costs two CPs to **move along a Difficult Terrain connector**.

### 8.3 Entering an Enemy Occupied Space

It costs no additional CPs to enter a space with an enemy Garrison or Column. Movement out of a space with an enemy Column (arising when there is no Offer of Battle) costs an extra CP. Movement out of a space with **only** an enemy Garrison does *not* cost an extra CP.

### 8.4 Movement Through an Enemy Patrol

Moving through an enemy Patrol costs an extra CP.

### 8.5 Crossing Rivers

Points that are on a river control that crossing. If that point is besieged or Garrisoned by the opposing side, a Column may not cross the river. A Column may move into and through the point as long as it does not cross the river. To use the crossing that is controlled by an enemy Garrison, the player must capture and Garrison the crossing. A river crossing may be approached and Besieged from either side of the river. **Both sides may cross rivers at unbesieged Neutral Fortified Points.**

*Example: A Column in Augsburg wants to move across the Danube, but Donauwörth is Garrisoned by the enemy. The Column could move to Donauwörth, but not cross the river without successfully Garrisoning it. The Column could move East or West to Ingolstadt or Ulm to cross there if not Garrisoned by the enemy.*

## 9.0 Patrols

### 9.1 Patrol Definition and Purpose

A Patrol is a single Cavalry Regiment, full strength or reduced strength, placed on a connector. Patrols serve the following three purposes:

- Scouting enemy Columns or Garrisons in a point attached to the connector with the Patrol.
- Impeding the movement of enemy Columns along the connector with the Patrol.
- Improving the foraging of any friendly Column in a point attached to the connector with the Patrol.

When a Patrol is placed, or wins combat between Patrols (9.3), or when an enemy Column enters a point attached to the connector with the Patrol, the owning player announces a scouting attempt. **One Scouting attempt is allowed per connector that is Patrolled.** The player rolls the die and if the result is equal or less than the firepower of the scouting Patrol the player may inspect the Column or Garrison being scouted.

When an enemy Column moves through a connector with a Patrol, the enemy must pay an additional CP to transit the connector and the Patrol may attempt to scout the enemy Column. **The 1 CP for the Patrol must be paid even if the movement is free due to Forced March.**

When a Column's size is calculated at the beginning of its activation, any deployed Patrols are included in the total.

The moving player must deploy all cavalry patrols before any combat or scouting rolls are made. Patrols cannot be used to scout a besieged garrison and have no effect on a Siege. Patrols can inhibit the Foraging of an enemy Column (see Forage Table). Patrols can be placed on connectors that lead off the map to help with Foraging (10.0).

### 9.2 Deploying and Recalling Patrols

When a Column completes its movement in an activation, the player may deploy **up to one Patrol per connector** on any connectors emanating from its space, except across a river crossing that is Garrisoned by the enemy. **However, at least one regiment (or reduced regiment) must remain with the Column.** Once any Patrols are deployed the Column may no longer move that activation, but may perform other activities such as foraging or Siege. If the Column moves, for any reason, such as retreat after a Battle or movement in a subsequent round, any Patrols automatically rejoin the Column (**this is the only way to recall Patrols**). If an enemy Column enters the friendly Column space and a Battle ensues any Patrols are not available to participate in the Battle. **If a Column occupies the same space as an enemy Column, it may Scout the enemy Column by deploying a Patrol to an adjacent connector.**

### 9.3 Combat Between Patrols

Only one Patrol may occupy a given connector. If an enemy Patrol attempts to **deploy to an occupied** connector they immediately enter into combat with the winner remaining and the loser returning to his Column. To determine the winner, each player rolls a die and adds their firepower, then consult the Combat Table and apply any step losses. If one side is eliminated by a step loss, the remaining **Patrol** is the winner. Otherwise the highest modified roll wins, ties are won by the **Patrol of the activated Column.**

## 10.0 Foraging



The activated Column may forage its space if it does not contain an enemy Column, a non-Besieged enemy Garrison, or is marked **Forage 2**. The Column may forage in conjunction with movement, either before, during or after. A Column may attempt to forage an eligible point as many times as he has CPs available. To forage that Column pays the CP cost, rolls a die and consults the Forage Results Table, collecting any BPs indicated and marking the space accordingly. There are VPs awarded for foraging in enemy territory, the VPs are awarded immediately when the foraging is resolved. The scenario instructions will indicate which of the nine regions on the map are either controlled by one side or the other for VP purposes as the political situation changed as time progressed. Some regions will not be controlled by either side and foraging there does not have a VP aspect either way.

Historically when foraging in friendly territory, supplies were requisitioned through the local government and vouchers against future taxes were provided in lieu of payment. Soldiers were kept under discipline to prevent theft, rapes and murders often via public hangings. When in enemy territory foraging was a form of economic warfare to damage the enemy tax base and was often accompanied by mistreatment of the local populace.

## 11.0 Sieges

Sieges are the primary activity of a campaign. Historically an army would undertake six or more Siege actions in a campaign against one Major Battle. Sieges had evolved to a precise, deterministic method, it was a question of how long before, not if a fortification would fall. The fortification Leaders knew this, so more often than not, Sieges were resolved before culminating in an assault.

The Fortification Table contains all the key information by the four types of fortified points on the map. A point must have a Garrison to be controlled by one player, however any fortified space is eligible to be Besieged. All fortified spaces have an inherent Garrison capable of resisting either player. A goal of a Siege is to place your Garrison on a fortified space and gain the VPs and BPs. The goal of a defending Garrison is to attempt to delay the inevitable. A Besieging player may quit a Siege at any point, or a Siege immediately ends if the Besieger's strength drops below what is required (as listed on the Fortification Table) to maintain the Siege. **When a siege is abandoned all siege-related markers are removed.**

### 11.1 Initiating a Siege

To initiate a Siege a Column must have enough Infantry steps per the Fortification Table for the type of space and pay the CP and BP cost. The player announces the initiation of a Siege and proceeds to the next step. Once initiated, the Siege will continue as long as the Besieging Column remains at the location and has the minimum number of steps required to maintain a Siege per the Fortification Table. Note that steps required to maintain a Siege may be any combination of Infantry or Cavalry. Friendly Columns have no effect and cannot participate in a Siege. **Only one Column can besiege a given point at once. Other friendly Columns in the same space have no effect and cannot participate in the Siege (unless they absorb the Besieging Column).** A Column cannot initiate a siege with an enemy Column present, but may continue a siege if all enemy Columns in the space have rejected the active Column's offer of battle.

### 11.2 Initial Surrender Offer

Immediately after a Siege is initiated, the Besieging player rolls and applies all applicable modifiers on the Surrender Offer Table. **The side that has more artillery Firepower than the other is considered Artillery Superior and is awarded a +1 or -1 (as appropriate) die roll modifier. If equal then neither is superior.** If the fortification surrenders the Siege ends immediately. The Besieging player collects the BPs and establishes the Garrison of at least an Infantry Detachment.



If the surrender offer is rejected, then the Garrison is marked with rejected surrender offer. Any fortification that rejects an initial surrender offer will automatically refuse any future **initial** surrender offers until it changes hands. This prevents players from fishing for quick surrenders as the initial odds for rejection are low.



A **Siege** marker is placed on the map and the corresponding **Siegeworks Required** and **Siegeworks Built** markers are placed on the Siege & VP Track. The **Siegeworks Required** value is found on the Fortification Table based on the type of fortification and the **Siegeworks Built** start at 0.

The **Siege** & VP Track. The **Siegeworks Required** value is found on the Fortification Table based on the type of fortification and the **Siegeworks Built** start at 0.

### 11.3 Constructing Siegeworks

In the initial Round of the siege (or any subsequent Round) the Besieging player announces the construction of Siegeworks during the activation of the Besieging Column. Construction can only be announced once per activation, though the player may build multiple works. The player may perform other activities such as foraging before or after construction. When construction is announced, the Besieger may conduct bombardment (11.4). The construction advances the **Siegeworks Built** marker along the track until it reaches the **Siegeworks Required** at the rate of one per CP. Note that construction may be influenced by a card special action or the number of steps available per the Fortification Table. Either case, the construction rate is doubled. When all Siegework construction is completed **or the activated Column declines to construct Siegeworks** for a given round, the defender may conduct bombardment (11.4) and/or sally (11.5). The Besieging player may construct more **Siegeworks Built** than **Siegeworks Required** as a hedge against the defender's bombardment and/or sally.

Siegeworks are a combination of various types of works for game purposes. The actual progression was to blockade a target and construct a fortified encampment. From there the circumvallation and contravallation were constructed to physically close off the fortification and prevent help from the outside from coming in. These would be followed by assault trenches that approached the walls. At appropriate ranges parallels were dug and Artillery and mortars mounted to support an assault. Often during the assault trenching, mines were dug and filled with powder to explode and collapse enemy walls.

### 11.4 Bombardment



Both Defender and Besieger use bombardment. The Defender uses it to reduce the **Siegeworks Built** and the Besieger uses it to reduce the **Siegeworks Required**. For the Besieger, it occurs once construction is announced and before any Siegeworks are built. The Besieger fires with any Artillery batteries in the Besieging Column and any hits scored reduce the **Siegeworks Required** one for one. After all Siegework construction is complete, the Defender fires with any Artillery batteries in the Garrison and

the firepower of its Inherent Artillery. Any hits scored must be taken from Siegeworks or the Besieging forces at the Besiegers discretion. To conduct a bombardment, total the Artillery firepower (four per battery) and roll the die adding the roll and the firepower. Reference the sum on the Combat Table to determine any hits.

### 11.5 Sally

After Siegework construction is completed and if the Besieged point is Garrisoned by the other player, the defender may elect to “Sally” or to use a portion of the Garrison to launch a raid to disrupt the construction. The defender may choose one Infantry or Cavalry Regiment or Detachment to make the raid. The Sallying unit’s firepower is doubled and totaled with a die roll and consulting the Combat Table. Any hits scored must be taken from Siegeworks or the Besieging forces at the Besiegers discretion. The sallying force automatically takes a step loss and returns to the Garrison.

### 11.6 Escalade (Surprise Assault)

An escalade is a Surprise Attack on a Besieged Garrison prior to the completion of Siegeworks. The Besieger plays a SURPRISE ATTACK Campaign card or a *Surprise Attack Leader Special Ability* chit. The defender fires on the Combat Table with the firepower of any Infantry or Cavalry doubled, combined with any Artillery (inherent or not) and the Besieger absorbs any hits with his Infantry or Cavalry, then the Garrison is overwhelmed and any units are placed in the Cadre Box. The Besieger immediately collects any BPs for a successful assault and establishes a Garrison of at least an Infantry Detachment. All Siege-related markers are removed and VPs awarded. In the unlikely event the defender’s fire eliminates all the Besieging force the escalade fails and the Siege is lifted.

### 11.7 Final Surrender Offer

Upon completion of the construction of Siegeworks and after the resolution of any defending bombardment (11.4) or sally (11.5), if *Siegeworks Built* are equal to or greater than the *Siegeworks Required*, the Besieging player rolls and applies all applicable modifiers on the Surrender Table. If the offer is accepted then the player immediately collects any BPs and establishes his Garrison of at least an Infantry Detachment. All Siege-related markers are removed and VPs awarded. If the final offer is rejected the final step is the assault which can happen immediately if the Besieging player has CPs remaining for the current activation or in a subsequent activation.

### 11.8 Assault

The Besieging player pays the CP and BP cost and launches an assault. The defender totals the firepower (not doubled like an escalade) of any Infantry, Cavalry and Artillery and fires on the Combat Table. The Besieger immediately absorbs any hits as step losses in the Besieging force, then the Garrison is overwhelmed—the Leaders are captured and removed, while the combat units are immediately placed in the Cadre Box (except Detachments which are removed from play). The Besieger immediately collects any BPs for a successful assault and establishes a Garrison of at least an Infantry Detachment. All Siege-related markers are removed and VPs awarded. In the unlikely event the defender’s fire eliminates all the Besieging force the assault fails and the Siege is lifted.

### 11.9 Disposition of the Garrison

When a surrender offer is accepted, either initial or final, any stockpiled BPs and Artillery are surrendered to the victorious Column. In addition, any remaining enemy Garrison is moved to the closest friendly Garrison that can accommodate the entire Garrison within its maximum Garrison size. This is the only time the full composition of the Garrison is revealed to the other player during a Siege. In the unlikely event no friendly Fortress or Strong Fortress anywhere on the map can accommodate the entire Garrison, move it to the closest Garrison (fewest spaces away) which can accommodate the largest amount and place the portion which does not fit in the Cadre Box.

### 11.10 Concluding a Siege & Establishing a Garrison

When the Besieging player successfully concludes a Siege a Garrison must be established. The minimum Garrison is a Detachment. To create a Detachment the player reduces a full Infantry Regiment and places a Detachment on the map. A reduced, one step, Infantry Regiment cannot create a Detachment. Therefore, if a victorious Column has no full strength Regiments to create a Detachment, it must use a reduced Infantry Regiment. A fortification suffers no permanent effects from being Besieged as the Garrison and local populace rapidly repair any damage.

### 11.11 Battles Involving the Besieging Column

A player may attempt to relieve a Besieged fortification by initiating a Battle (12.0) with the Besieging Column. This has no effect on the Siege unless the Besieging Column is defeated and is forced to retreat. The Garrison may not participate in any such Battle. The Besieging Column automatically gains a TA chit if attacked as the Besieging force is entrenched, and is immune to the Battle related bombardment (in the Center if a Major Battle). If the Besieging Column had any remaining CPs it may move away and even start another siege at a different location.

## 12.0 Battles

A Battle is combat between Columns. For a Battle to occur that player that wishes to initiate a Battle activates a Column that is in the same space as an enemy Column or moves into such a space and spends one CP and one BP to make an offer of Battle. An offer of Battle is against a specific enemy Column, so if there are multiple enemy Columns in the same space, the offering player chooses the one he is offering Battle. If a Battle ensues, any other enemy Columns or Patrols may not participate. If the other player accepts the offer the Battle procedure proceeds. If the offer is rejected, the rejecting player takes a VP penalty and the rejecting player must drop all BPs. The offering player may continue his activation if he has CPs remaining (including picking up the BPs just dropped), but he may not make another offer of Battle to that Column in the same round. A SURPRISE ATTACK Campaign card or Leader Special Ability when used allows the player to force a Battle as that offer cannot be rejected. If an offer of Battle is accepted the offering Column's activation is completed after the resolution of the Battle, any unused CPs in that activation are lost.

### 12.1 Types of Battles

Battles fall into two types: Major and Minor. A Minor Battle is when either side has less than 10 Regiments *or* less than two Cavalry Regiments. Battles are resolved by Wings. A Minor Battle has one Wing. A Major Battle has three.

### 12.2 Tactical Advantage



TA chits can be gained via a card action or Leader Special Ability. TA chits are an abstraction of various influences on the outcome of a Battle such as terrain, field fortifications, Infantry or Cavalry charges. Each TA chit gives the gaining player an additional die roll and is cumulative. Leader Special Ability chits may have special conditions attached to them on when they are used. **Unless it is an Aggressiveness-based TA, a player is not required to play a TA chit—he may hold on to them for a later battle.** The number of TA chits supplied with the game is an intentional limit.

### 12.3 Minor Battle Procedure

The Attacker then the Defender may play TA chits. Both sides conduct bombardment with any Artillery they may have simultaneously. After any step losses from bombardment are applied, then both sides total all their firepower of their Infantry and Cavalry and roll on the Combat Table, and roll any additional dice for any TA chits. If all of one sides' Infantry and Cavalry units are eliminated the other side wins and captures any BPs and Artillery. Otherwise, the winner is the one that scored the most hits including any from bombardment, or if tied then the highest modified dice roll (the sum of the die roll, plus any additional dice, plus the firepower), or if still tied then the largest remaining Column in Infantry and Cavalry steps. If all is still tied, the defender wins. Apply all hits as step losses with any excess losses ignored. The defeated Column if it has the same

or more Cavalry Regiments as the winner may retain its baggage and Artillery, and retreat one space or it may voluntarily abandon its baggage and Artillery, and retreat two spaces. Otherwise, the defeated Column must abandon any baggage and Artillery, and retreat two spaces. A Column that wins a Minor Battle is assessed 1 FP. **Discard all played TA chits.**

### 12.4 Major Battle Procedure

Both players move all the occupants from their Columns to the Battle Board.

#### Forming for a Major Battle

The Attacker forms for Battle first by placing all Infantry and Artillery units in his Center and dividing his Cavalry evenly between his Left and Right, with any odd Regiment going to the Right. The Defender then forms with the same procedure. **The Defender may play a Entrenchment Leader Special Ability chit if he chooses. Next, the Attacker then the Defender chooses whether to play a TA chit from a Tactical Advantage card special action or not and if so, places it in a Wing.**

#### Pre-Battle Maneuver

The Attacker may reposition his troops:

- Cavalry Regiments: up to half (fractions rounded down) either from the Right to the Left or vice versa.
- Infantry Regiments: up to half (fractions rounded down) split between the Left and/or Right.
- The Defender then does the same procedure. After all pre-Battle maneuver is completed, the Attacker and then the Defender may play any Leader Special Ability chits which grant TA chits on the appropriate Wing.

#### Bombardment

The Attacker's Artillery conducts a bombardment followed by the Defender's with all results applied immediately. Bombardment is resolved by totaling the firepower of all Artillery units and rolling the die and consulting the Combat Table. Bombardment only affects both sides' Centers. Note that Artillery units may never be used to satisfy step losses. Any unsatisfied step losses are ignored.

#### Cavalry Battle

The Attacker's Right is resolved first with all casualties applied, then his Left. Both sides total all their firepower of their Infantry and Cavalry and roll on the Combat Table. If all of one sides' units are eliminated the other side wins, or else the winner is the one that scored the most hits, or if tied then the highest modified dice roll (the sum of the die roll, plus any additional dice, plus the firepower), or else remaining largest number Infantry and Cavalry steps. If none of these conditions produces a winner, then the defender wins. Apply all hits as step losses. Any unsatisfied step losses are ignored. The victorious **player(s) from the Right** may use any remaining Cavalry Regiments to reinforce the Center. The same process is then followed for the Left. The ability to reinforce the Center is a key element to swinging the outcome of a Battle, through pre-Battle maneuver and reinforcing the Center a smaller force may defeat a larger force.

## Main Battle

Both sides total all their firepower of their Infantry and Cavalry, after applying any hits from bombardment, and roll on the Combat Table. If all of one sides' units are eliminated the other side wins, or else the winner is the one that scored the most hits including any from bombardment, or if tied the highest modified dice roll (the sum of the die roll, plus any additional dice, plus the firepower) or if still tied then the largest remaining number of Infantry and Cavalry steps. If none of these conditions produces a winner, then the defender wins. Apply all hits as step losses. Any unsatisfied step losses are ignored.

## Determining Victory

Major Battles have levels of victory: Minor and Major. The player that wins two of three Wings wins a Minor Victory, if he wins all three Wings it is a Major Victory.

The defeated Column retreats and the victorious Column is assessed fatigue. For a Minor Victory the defeated Column may retain its BPs and Artillery and retreat one space or it may voluntarily abandon its BPs and Artillery and retreat two spaces. A Column that wins a Minor Victory in a Major Battle is assessed 2 FPs. For a Major Victory the defeated Column must retreat two spaces and abandon its BPs and Artillery. A Column that wins a Major Victory in a Major Battle is assessed 3 FPs. **Discard all played TA chits.**

## 12.5 Recruiting from the Prisoners

A Column that is victorious in either a Minor or Major Battle, in the following round, before it moves to a new location and after burning off any FPs, may automatically use CPs as if a REINFORCEMENTS card action was played, in addition to the actual card action.

**Example:** *A Column won a Minor Victory in a Major Battle last round and has 2 FPs coming into its next round. It plays a 5 CP card, and must use the first 2 CPs to burn off the fatigue, then it may use the other three as if the card was a REINFORCEMENTS card to flip three depleted Regiments or reclaim one Regiment from the Cadre Box.*

**Historical Note:** *This is based on the practice of collecting stragglers and recruiting from the enemy prisoners after Battles.*

## 12.6 Abandoned Artillery and BPs

Artillery and BPs that are abandoned may be captured by the opposing player. Captured enemy artillery units are exchanged for friendly Artillery units. Counter limits apply, so if there are no available artillery units to replace the captured ones, the excess are forfeited. Alternatively, a player may destroy artillery and BPs he does not wish to capture. Destroyed artillery is placed in the Cadre Box.

## 13.0 Casualties and Reinforcements

**Step Losses** are always distributed by the owning player. When step losses are assessed against a Wing during a Battle, any Veteran Regiments present must take the first hit, then all units must be reduced before any are eliminated and placed in the Cadre Box. **Each Detachment removed satisfies one step loss.** If all Infantry and Cavalry units are eliminated, any excess step losses are ignored. Artillery may never be used to satisfy step losses, but may be captured when a Column wins a Major Victory in a Major Battle or wins a Minor Battle with more Cavalry units than the defeated Column.

Reduced Regiments and Regiments in the Cadre Box can be rebuilt when a Column is activated with a REINFORCEMENTS Campaign card.

## 14.0 Card Special Actions

All cards have an action. This action is in addition to the CP and BP expenditure sections. Unlike other games, the CPs and action are not exclusive. The action is always available to be used. Certain actions have required effects; most are voluntary and may be ignored. Actions generally apply to the Column for which the card was played, with certain exceptions. TA always applies to one Wing, owning player's choice (whether gained from a Leader or from a chit).

These are the actions (the number in parentheses indicates the number of cards with the action).

**Play Note:** *Some actions are the same name as certain Leader Special Abilities, however the Leader Special Abilities are generally more powerful.*

**CAVALRY BONUS (12):** Use higher CP and +1 Forage, if the Column is a Cavalry Column.

**COOPERATIVE TEAMSTERS (4):** May pick up BPs without CP cost.

**EPIDEMIC OUTBREAK (1):** If it is drawn for a specific Column it applies to that Column, however, if it is in your hand you *must play* the card on a player's largest Column in the first Round. Roll the die, halve the result (round up), to a minimum of one, and take that many step losses. Any other Garrisons or Columns, enemy or friendly in the same space must do the same. If drawn it applies to the Column drawn for. **If a column is wiped out by Epidemic any BPs in the column are left on the map.**

**FORCED MARCH (6):** The Column may move up to two additional **regular** connectors for one step loss for each additional space moved. **The Column must still pay 1 CP to move through a connector with an enemy Patrol.**

**IMPRESSED LOCAL LABOR (4):** May spend 1 BP to build Siegeworks at 2 per CP for **this activation.**

**POOR FORAGE (4):** -2 on any Forage rolls (required Effect).

**REINFORCEMENTS (7):** This may apply to the player or to the Column. The Column may collect stragglers, flipping one unit to its full strength side for every CP expended or reconstituting a reduced strength Regiment from cadre for 3 CPs and 1 BP.

**SCORCHED EARTH (6):** The Column may use the action to gain a +2 die roll modifier on a forage roll. The space is automatically Foraged Level 2 after the roll (required effect).

**STRATAGEM (2):** The Column if involved in a Siege may use the action to gain a favorable modifier on the Surrender Table. The Stratagem modifier may only be used once per Siege.

**SURPRISE ATTACK (2):** Force a Battle (Battles 12.0) *or* to assault a fortification prior to completing Siegeworks (Escalade 11.6).

**TACTICAL ADVANTAGE (6):** The Column gains a TA chit. If not used this activation, it is discarded if the Column leaves its space.

## 15.0 Fatigue



Fatigue Points (FPs) are collected from certain special actions and combat related activity. A Column with any FP must use CPs one for one to remove the FPs at its next activation, before performing any other action. There is no impact if the Column is attacked before it burns off any FPs.

## 16.0 Unit Nationality

Each player may have units from two or more nationalities. Each nationality has its own Leaders. Units from a given nationality may only be in a Column that has one of its Leaders in that Column. Units from different nationalities may not be mixed in a Garrison.



## Annotated Sequence of Play

### 3.2 Season Change

New Season: (spring to summer, summer to fall) (3.2)

Remove Forage 1 markers and flip Forage 2 markers to Forage 1.

Dynamic Leader Chit (6.1)

Return unused chits, then draw a single new chit per Dynamic Leader.

### 3.3 Deal Cards

Initiative Player shuffles the deck and deals 10 cards to each player.

### 3.4 Rounds (1 to 5)

The player with Initiative decides who will go first. The first player will play a card and place it on the Round Box on the map. Each Column in play at the beginning of a round *must* play a card that round.

Columns In Play	Cards Played Each Round
1	1 from Hand, then Discard 1
2	2 from Hand
3	2 from Hand, then Draw 1
4	2 from Hand, then Draw 2

#### Card Activities Include:

##### *Movement (8.0)*

Patrols (9.0) Deploying and Recalling (9.2), Combat Between Patrols (9.3)

Card Special Actions (14.0) Forced March, Cooperative Teamsters

Dynamic Leader Special Ability (6.2) Forced March, Light Cavalry Skill

##### *Foraging (10.0)*

Patrols (9.0)

Card Special Actions (14.0) Scorched Earth, Poor Forage, Cavalry Bonus

Dynamic Leader Special Ability (6.2) Scorched Earth

##### *Siege (11.0)*

Card Special Actions (14.0) Stratagem, Surprise Attack, Impressed Local Labor

Dynamic Leader Special Ability (6.2) Surprise Attack, Bombardment

##### *Battle (12.0)*

Card Special Actions (14.0) Surprise Attack, Tactical Advantage

Dynamic Leader Special Ability (6.2) Surprise Attack, Bombardment, Quickshot, Cavalry Charge, Infantry Charge, Aggressiveness, Entrenchments

##### *Reinforcements (13.0)*

Card Special Actions (14.0) Reinforcements

Dynamic Leader Special Ability (6.2) Recruiting

### 3.5 End of Campaign (3.5)

Check the End of Campaign to determine if game ends.

### 3.6 Advance Turn Marker



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