

# Won By The Sword

## CLARIFICATIONS and Q&A (v1.4)

May, 2016

### MAP

- Spanish casualties are placed in the Bavarian/Imperial Cadre Box.
- Weimarian casualties are placed in the Swedish/French/Hesse-Cassel Cadre Box

### PLAYER AID CARD

**Campaign Activity Costs Table:** The last Activity should read 'Create/Absorb Column or Pickup BPs.'

### Dynamic Leader Abilities chart:

- CAVALRY CHARGE: Delete 'the Leader must be with that Wing'.
- INFANTRY CHARGE: Delete 'the Leader must be with that Wing'. In a Major Battle, at least one infantry regiment must be present in the Center. If Bombardment has left no infantry, the chit has no effect.

### Forage Results Table:

- When calculating the Steps Modifier, ignore Artillery and Baggage Points
- The 'Campaign Specific Modifiers' apply to all scenarios, not just the Campaigns.
- The Swedes-French Modifier in Bavaria or Swabia is REPLACED by the Uprising modifiers while the Uprising is in effect.

**Leader Chit Abilities:** There is no French Leader 'Weimar'.

### Surrender Offer Table:

- When calculating the Column size modifier, ignore Artillery and Baggage Points
- The Garrison Steps row of the table refers to infantry/cavalry steps only, ignore Artillery steps.
- The Det Only column is used when a single Detachment defends with no other infantry/cavalry steps present.

### Card Special Actions:

- STRATAGEM: Delete 'or Assault'.
- EPIDEMIC OUTBREAK: Your own largest Column, determined in infantry/cavalry steps. Active player decides ties.
- CAVALRY BONUS: The bonuses are lost at the instant that the Column acquires an Infantry or Artillery step.
- IMPRESSED LOCAL LABOR: This is *not* cumulative with doubled siegework for infantry steps from the Fortification Table, it is one OR the other.

**Combat Procedure:** Major Battle: Replace references to 'cavalry bonus chit' with cavalry CHARGE chit.

### Victory Points:

- Note that if you place a 'Foraged 1' marker in a space in enemy territory and then convert it to a 'Foraged 2' marker, you get 1 1/2 VPs in total. Placing a 'Foraged 2' marker directly into an unforaged space (using 'Scorched Earth') only gains 1 VP.
- If it is not possible to make a subtraction from your own score than ADD the VPs to your opponent's score instead.

### RULEBOOK

**1.4 Detachments:** Detachments can only recombine with Infantry Regiments. Detachments cannot co-exist with a Reduced Infantry Regiment of their nationality, they must immediately combine.

**2.0 Initiative:** Replace the first two bullets as follows:

- To gain the Stratagem modifier in a Surrender Offer roll (not cumulative with the Stratagem card).
- To gain a TA chit in a Battle.

**3.3 Deal Cards:** The ENTIRE deck is shuffled, which means that any cards currently in the Discard Boxes are incorporated.

**4.1 Creating a Column:** A besieged Garrison cannot form a Column.

**4.2 Absorbing Columns and Units:** The absorbing Column must have enough CPs remaining to immediately burn off any FPs possessed by the absorbed Column.

**4.5 Column Removal:** This process also applies to a Column eliminated in Battle. Leaders cannot be placed into a Besieged Garrison.

### 5.1 Creating Garrisons:

- A Detachment may also be created when a Column adjusts the size (5.2) of a Garrison which currently has no Detachment.
- A Detachment cannot be created and absorbed in the same Activation.

**5.2 Absorbing Garrisons:** A Column cannot absorb the last step of a Garrison. However the last step can be eliminated by Epidemic or expended in Sally (11.5). Such zero-step Garrisons are still controlled by their current faction but use the 'None' column of the Surrender Offer Table. The first reinforcing step added (if any) defines the nationality of the Garrison.

### 6.2 Leader Abilities:

- Cavalry Charge: Delete 'the Leader must be with that Wing'.
- Infantry Charge: Delete 'the Leader must be with that Wing'. In a Major Battle, at least one infantry regiment must be present in the Center. If Bombardment has left no infantry, the chit has no effect.
- Aggressiveness: gives a TA chit—not a Special Ability chit.

### 6.3 Leader Casualties and Replacements:

- On a die roll of '1' the Leader returns next Round, etc.
- A returning leader may replace a Generic leader in a Garrison (whether besieged or not).

**7.1 Acquiring Baggage Points:** A stockpile in open ground in a river crossing space must be on one side of the river.

**8.5 Crossing Rivers:** A Column may not interact with stockpiles and Friendly Columns on the opposite side of an impassable crossing.

### 9.1 Patrol Definition and Purpose:

- You cannot scout a Besieged Garrison.
- If a Patrol's Column is eliminated in Battle, the Patrol is moved to the nearest friendly Garrison or Column that can take it (if to a Column it may be necessary to move one of the eliminated

Column's leaders there as well to fulfill nationality rules). Epidemic or Baggage Point arrears eliminate Patrols before the last infantry/cavalry step of the Column.

**9.2 Deploying and Recalling Patrols:** A patrol may not be deployed across a river crossing that is Besieged by the enemy.

**11.1 Initiating a Siege:** A player may not initiate a siege in a space with an enemy column, unless the enemy refuses an offer of battle. However, a siege may continue despite the arrival of an enemy column, as long as the enemy column does not offer battle. If the enemy column does offer battle, and the besiegers do not refuse battle, the siege may continue as long as the besiegers remain in the space after the battle in sufficient strength to meet the requirements for conducting the siege.

**11.3 Constructing Siegeworks:** 'Construction' can be announced without building any Siegeworks in order to allow Bombardment and Sally. If Construction hasn't been announced by the end of the activation, the defender may Bombard/Sally.

**11.6 Escalade (Surprise Assault):** Delete 'and any units are placed in the Cadre Box'. Add 'the Leaders are captured and removed, while the combat units are immediately placed in the Cadre Box (except Detachments which are removed from play).

**11.11 Battles Involving The Besieging Column:** If the Besieging Column refuses battle then the siege is lifted.

**11.2 Initial Surrender:** Once placed, a 'Reject Surrender' marker applies to both players, not just the player who invoked it.

**12.3 Minor Battle Procedure:** If both sides' Infantry and Cavalry are eliminated, the winner may reclaim one of the eliminated Reduced Infantry or Cavalry regiments from the Cadre Box in order to constitute a Column.

**12.4 Major Battle Procedure:** If both sides' Infantry and Cavalry are eliminated, the winner may reclaim one of the eliminated Reduced Infantry or Cavalry regiments from the Cadre Box in order to constitute a Column.

#### 12.5 Recruiting From The Prisoners:

- Recruiting from the prisoners should be next time a Column is Activated, which is not necessarily the next Round.
- You may not Recruit from the Prisoners if the Column leaves the space for *any* reason, or if the Column is eliminated or absorbed.

**12.6 Abandoned Artillery and BPs:** Destroyed Artillery is not placed in the Cadre Box—when eliminated it is placed back in the counter mix.

#### 14.0 Card Special Actions:

- CAVALRY BONUS: The bonuses are lost at the instant that the Column acquires an Infantry or Artillery step.
- EPIDEMIC OUTBREAK: Your own largest Column, determined in infantry/cavalry steps. Owing player decides ties.
- IMPRESSED LOCAL LABOR: This is *not* cumulative with doubled siegework for infantry steps from the Fortification Table, it is one OR the other.

**15.0 Fatigue:** Before taking BPs and/or steps from a Column with FPs, the Active Column must pay a penalty in CPs equal to the number of FPs. This is cumulative with the cost of picking up BPs.

## PLAYBOOK

**1632 scenarios:** Uprising Forage modifiers replace corresponding Campaign Specific Modifiers from the Forage Results Table.

**1634 scenarios:** Bernhard Column should have a Swedish Overste (to make sure each unit has a leader of its own nationality).

#### 1638 scenarios:

- Guebriant Column should have a Weimarian Oberst (to make sure each unit has a leader of its own nationality).
- Campaign scenario: The French-Weimarian player wins immediately if he controls Breisach at the start of the October turn.

#### 1644 scenarios:

- While the army is unpaid, the French cannot patrol connectors that enter Baden, Palatinate, or Switzerland. The French are considered 'paid' if an enemy unit enters Alsace or Strassburg. The French army is paid at the start of the Freiburg scenario.
- Campaign scenario only: The units initially in Uberlingen are overstacked. No steps may be added to the garrison until normal stacking limits can be complied with.

#### 1645 scenarios:

- Delete Overste from Swedish forces (the scenario assumes that there is at most one Swedish Column).
- Command Friction result 0-4: Any Detachments may immediately combine with Reduced regiments without cost, remaining Detachments go to counter mix. If the Swedes return to play, the new Column consists of those units and Leaders that were removed, without any Baggage Points.
- Command Friction result 5-7: If it is not possible for the Swedes to immediately (at no cost) be placed in their own Column or in a Swedish garrison in their space, treat as a '0-4' result instead.

**1648 scenarios:** Uberlingen and Memingen have both Imperial AND Bavarian garrisons (and are overstacked). To resolve the conflict with rule 16.0, no further units or steps may enter these garrisons while they contain units of both nationalities. Once the garrison consists of one nationality (or is a zero step garrison) then normal rules apply.

## Q & A:

- Change the answer to the question about rule 11.1 and 11.8 to 'No'.
- Q: Why are there no detachment counters for the Hessians? A: They were not really interested in establishing garrisons.
- Q: How does a Cavalry Column participate in a Major Battle? A: It splits into Left and Right Wing with no center.