

Won by the Sword

Revised 2016

Combat Procedure: Siege [11.0]

Step 1. Open Siege	Must have sufficient infantry steps, and costs 1 CP and 1 BP.
Step 2. Initial Surrender Offer	Roll on Surrender Table. <i>If Surrendered siege is ended, collect BPs and VPs; if Refused, mark Garrison as Refused, proceed with siege.</i>
Step 3. Construct Siegeworks	Construct Siegeworks tracking them on the Siege & VP Track.
Step 4. A. Escalade	Use a Surprise Attack to assault prior to completing Siegeworks.
Step 4. B. Besieger Bombardment	Besieger uses artillery to reduce fortifications.
Step 4. C. Construct Siegeworks	Construct Siegeworks tracking them on the Siege & VP Track.
Step 4. D. Besieged Bombardment	Besieged Garrison uses the artillery Firepower to reduce Siegeworks or inflict step losses on the Besieger.
Step 4. E. Sally	Besieged Garrison may elect to send a portion of the Garrison to attack the siegeworks.
Step 5. Final Surrender Offer	Once Siegeworks equal the fortification rating and Step 4 is completed, roll on the Surrender Table. <i>If Surrendered siege is ended, collect BPs and VPs; if Refused proceed with an assault.</i>
Step 6. Assault	Conduct the assault procedure, collect BPs and VPs.



Combat Procedure: Major Battle [12.4]

Step 1. Offer Battle	Costs 1 CP and 1 BP, Defender sees full contents of the Attacking Column.
Step 2. Acceptance by Defender	Defender may accept, be forced to accept if a Surprise Attack is played, or Refuse. <i>If Refused the Defender loses VPs.</i>
Step 3. Attacker forms for 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.
Step 4. Defender forms for battle	The Defender 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.
Step 5. Attacker conducts pre-battle maneuver	The Attacker may reposition, no more than half (fractions rounded down) the cavalry regiments from either the right or left to the other. Then he may reinforce either the left and/or right with up to half (fractions rounded down) of his infantry regiments. If he has a Tactical Advantage chit, he can then place it on any wing; if he has a Cavalry Bonus chit he may place it on either the left or right.
Step 6. Defender conducts pre-battle maneuver	The Defender may reposition, no more than half (fractions rounded down), the cavalry regiments from either the right or left to the other. Then he may reinforce either the left and/or right with up to half (fractions rounded down) of his infantry regiments. If he has a Tactical Advantage chit, he can then place it on any wing; if he has a Cavalry Bonus chit he may place it on either the left or right.
Step 7. Bombardment	Attacker's artillery conducts a bombardment, followed by the Defender's, with all results applied immediately.
Step 8. 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. The winner is the one that scored the most hits, or if tied then the largest remaining Wing in infantry and cavalry steps. Apply all hits as step losses. The victorious player(s) from the left and the right may use any remaining cavalry regiments to reinforce the center.
Step 9. 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. The winner is the one that scored the most hits including any from bombardment, or if tied then the largest remaining Wing in infantry and cavalry steps. Apply all hits as step losses.
Step 10. Determining Victory, Retreats and Fatigue	The player that wins two of three wings wins a Minor Victory, if he wins all three wings it is a Major Victory. For a Minor Victory the defeated Column may retain its BPs and artillery and retreat <i>one</i> space, or it may voluntarily abandon its BPs and artillery and retreat <i>two</i> spaces. A Column that wins a Minor Victory in a Major Battle is assessed 2 Fatigue Points. 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 Fatigue Points. For Ties see 12.4 in the rule book.

Campaign Activity Costs Table

Activity	Rule	CPs	BPs
Move on a solid line	8.1	1	0
Move on a dotted line	8.2	2	1
Form for Battle/Open a Siege	11.1; 12.3; 12.4	1	1
Reduce Fatigue by One†	15.0	1	0
Forage	10.0	1	0
Collect Stragglers (flip a unit to full strength) ‡	13.0	1	0
Reform Regiment from Cadre ‡	13.0	3	1
Construct Siegeworks	11.3	1*	0
Assault a Fortification	11.8	1	1
Pass through an enemy Patrol	8.4	1	0
Leave enemy Column occupied space with no offer of battle	8.3	1	0
Create/Absorb Column or Garrison/Pickup BPs	4.1; 4.2; 7.4	1	0

Notes:

* See Fortification table for construction bonus level.

‡ Only after playing a Reinforcement Special Action card.

† Must reduce fatigue before any other activity.

Forage Results Table [10.0]

Roll	BPs	Effect	F1 Effect
≤ 0	0	NE	F1
1-4	1	NE	F1
5-6	1	F1	F2
7-9	2	F1	F2
10-11	3	F1	F2
≥ 12	4	F1	F2

Modifiers:

+1 Cavalry Bonus

-1 For each enemy Patrol

+1 For each friendly Patrol

+2 Steps 26-50

+3 Steps 51+

Campaign Specific Modifiers:

-1 Swedes-French in Bavaria or Swabia

-1 Imperials-Bavarians in Alsace or Palatinate

End of Campaign [3.5]

Conditions:

Leading in VPs, and no Columns in Enemy Territory

Roll	Result
0-4	Campaign Continues
5-9	Campaign Ends

Modifiers:

-1 For each enemy Column in Home Territory

+1 If enemy has no Dynamic Leader in play


+/- 2 Use Initiative (player's choice)




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Leader Chit Abilities [6.2]


Swedish

<i>Gustav II Adolf</i>	Chit 1	Aggressiveness
	Chit 2	Bombardment
	Chit 3	Initiative
	Chit 4	Light Cavalry Skills (Finns)
	Chit 5	Recruiting


Bernhard

	Chit 1	Cavalry Charge
	Chit 2	Spies
	Chit 3	Forced March
	Chit 4	Light Cavalry Skills (Weimarians)
	Chit 5	Surprise Attack


Baner

	Chit 1	Scorched Earth
	Chit 2	Forced March
	Chit 3	Cavalry Charge
	Chit 4	Bombardment


Wrangel

	Chit 1	Initiative
	Chit 2	Scorched Earth
	Chit 3	Forced March
	Chit 4	Cavalry Charge


Bavarian

<i>Mercy</i>	Chit 1	Entrenchment
	Chit 2	Bavarian Quickshot
	Chit 3	Spies
	Chit 4	Recruiting
	Chit 5	Infantry Charge


de Werth

	Chit 1	Surprise Attack
	Chit 2	Cavalry Charge
	Chit 3	Forced March
	Chit 4	Light Cavalry Skills (Arquebusiers)


Tilly

	Chit 1	Forced March
	Chit 2	Aggressiveness
	Chit 3	Scorched Earth
	Chit 4	Infantry Charge


French

<i>Enghien</i>	Chit 1	Aggressiveness
	Chit 2	Cavalry Charge
	Chit 3	Initiative
	Chit 4	Recruiting


Turenne

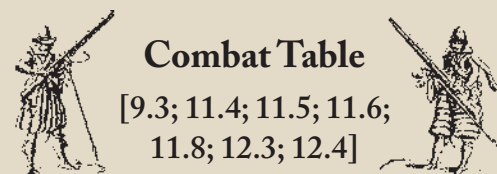
	Chit 1	Scorched Earth
	Chit 2	Cavalry Charge
	Chit 3	Forced March
	Chit 4	Light Cavalry Skills

Weimar

	Chit 1	Cavalry Charge
	Chit 2	Spies
	Chit 3	Forced March
	Chit 4	Light Cavalry Skill (Weimarians)
	Chit 5	Surprise Attack

Imperial

<i>Wallenstein</i>	Chit 1	Spies
	Chit 2	Forced March
	Chit 3	Recruiting
	Chit 4	Light Cavalry Skills (Croats)
	Chit 5	Initiative



Combat Table

[9.3; 11.4; 11.5; 11.6;
11.8; 12.3; 12.4]

Add individual Firepower for each unit, then roll 1 die (0-9), add the total and the die roll.

Die Roll + Firepower	Hits
≤ 9	0
10, 11, 12	1
13, 14	2
15, 16	3
17, 18	4
19, 20	5
21, 22, 23	6
24, 25, 26	7
27, 28, 29	8
30, 31, 32, 33	9
34, 35, 36, 37	10
38, 39, 40, 41	11
42, 43, 44, 45, 46	12
47, 48, 49, 50, 51	13
52, 53, 54, 55, 56, 57	14
58, 59, 60, 61, 62, 63	15
≥ 64	16

Dynamic Leader Abilities [6.2]

Ability	Description
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.
Scorched Earth	Gain a +3 to any Forage roll and the result is automatically F2, regardless of the Forage Table result.
Bombardment	Artillery firepower is doubled in a Battle or Siege related bombardment that round.
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.)
Surprise Attack	Prevent a Column from rejecting an offer of Battle or assault a fortification prior to completing Siegeworks (Escalade 11.6).
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.
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.
Aggressiveness	Cannot Refuse battle. Gains a Tactical Advantage (TA) chit when entering Battle, offensively or defensively, and must expend it on the first offer of Battle.
Spies	Pick one enemy Column and inspect all the contents.
Initiative	Gains the Initiative.
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.
Light Cavalry Skill	Double firepower on any Scouting, Patrol Combat rolls that round.
Entrenchment	When accepting an enemy offer of Battle the Center gains a Tactical Advantage (TA) chit and is immune to bombardment.

Fortification Table [11.0]

Condition	Strong		Strong	
	Town	Town	Fortress	Fortress
Siegeworks Required to Assault	4	10	22	34
Inherent Artillery Firepower	0	1	2	3
Initial Surrender BPs Awarded	1	2	4	6
Final Surrender or Assault BPs	0	1	2	3
Infantry Steps required to open a Siege	3	6	10	12
Infantry Steps required to double production of siegeworks (2 for 1 CP)	8	12	14	16
Infantry <i>or</i> Cavalry Steps required to Maintain a Siege	2	4	6	10
Max. Garrison in Steps (including Arty.)	2	4	6	10
VPs if Garrisoned	4	6	15	20
VPs if Neutral	2	3	8	10

Card Special Actions [14.0]

Action	Description
Surprise Attack	Prevent a Column from rejecting an offer of battle or assault a fortification prior to completing Siegeworks (Escalade 11.6).
Forced March	Column may move up to 2 additional regular connectors for 1 step loss for each add. space moved; must still pay 1 CP to move through a connector with an enemy patrol; may not be combined with the Forced March Leader Ability.
Scorched Earth	Gain a +2 to any Forage rolls and space is automatically F2.
Tactical Advantage	Gain a Tactical Advantage chit; chit is lost if Column leaves the space.
Reinforcements	May expend CPs to flip reduced regiments at 1 CP per, or reconstitute a regiment from cadre at 3 CPs and 1 BP per <i>or</i> bring reinforcements in if available.
Strategem	Player gains a +3 on a Surrender or Assault Roll.
Epidemic	<i>Must play</i> on owning Column in the 1st Impulse. Roll the die, halve the result (to a minimum of 1) and take that many step losses. Any other Garrisons or Columns (Enemy or Friendly) in the same space must do the same.
Poor Forage	-2 on any Forage Rolls.
Impressed Local Labor	May spend 1 BP to build two Siegeworks per CP by expending 1 BP for this activation.
Cooperative Teamsters	May pick up Supply Points without expending an CP.
Cavalry Bonus	+1 CP and +1 on any Forage rolls for Cavalry Column.

Surrender Offer Table [11.2; 11.7]

Garrison Steps (excluding artillery)

Roll	None	Det Only	≤ 3	≥ 4
≤ 3	Reject	Reject	Reject	Reject
4-5	Accept	Reject	Reject	Reject
6-7	Accept	Accept	Reject	Reject
8	Accept	Accept	Accept	Reject
9	Accept	Accept	Accept	Accept

Modifiers:

+3 Strategem	-1 Besieged is Artillery Superior
+1 Besieger is Artillery Superior	-1 if Dynamic Leader is in the Garrison
+1 If Final Surrender Offer	-1 If Strong Town
+1 For Dynamic Leader in Column	-2 If Fortress
+1 for Column > 50 Steps	-3 If Strong Fortress

Victory Points [1.1]

Condition	VP
Win a Minor Battle	+5
Win a Minor Victory in a Major Battle	+10
Win a Major Victory in a Major Battle	+15
Every Regiment in the Cadre Box at end	-½
Capture Town or Fortress	see <i>Fortif. Table, left</i>
Each Foraged 1 marker in enemy territory	+½
Each Foraged 2 marker in enemy territory	+1
Refuse an Offer of Battle	-3