

King's
Regulations
&
Orders

For

Lace Wars Games

3rd Edition

Version 3.75

Abridged.

V1.0

The 13th day of December, the Year of our Lord Two Thousand and Nineteen.

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Introduction.

These abridged rules are based on the Kings Regulations & Orders (KR&Os) v3.75.

They are intended to distil the rules down to the necessary. In so doing, they reduce the word count by well over 60%. If these rules were in the original type face you would now have 30 pages of rules compared with 53 in the unabridged version. As a result, they may lead to some ambiguities (or even errors) – which are readily resolved by referring to the full rules.

Rule numbering is not used but the section headings correspond to those in the KR&Os (for ease of reference). That said, some rules have been relocated in this set.

I have omitted many (not all) of the references to Exclusive Rules as it should be taken as read that these *may* modify these standard rules.

These have been primarily produced for personal use (but are being shared by kind permission of Ian Weir). As such, I have cut those corners that I am comfortable cutting – hopefully this suits you too, but there is no guarantee. There is also a risk, in this corner-cutting, that I have missed or misinterpreted some rules; especially in this v1.0.

I would suggest using these shortened rules to ‘learn’ the game and get playing – and then use the full rules when you need to reference rules during play.

Please send any suggested edits to andy.r.loakes@gmail.com.

Glossary/Acronyms

(Keep this to hand whilst reading these rules).

AC: Attrition Check
ACP: Attack Campaign Plan
AF: Actual Frontage
AM: Administrative Movement
AO: Additional Objective
AT: Attrition Table
BE: Brigade equivalent
BF: Base Frontage
CE: Combat Effectiveness
CM: Combined Manoeuvre/Movement
CMO: Combined Manoeuvre/Movement Operation
CP: Campaign Plan
COR: Combined Operations Range/Rating
CP: Campaign Plan
DCP: Defensive Campaign Plan

DF: Defensive Flooding
DP: Dual Purpose (Unit)
DRM: Dice roll modifier
Formation: Brigades, garrisons & HQs.
GO: General Officer (Rank)
GRT: General Record Track
HdC: Hors de Combat
IV: Insubordination Value
LC: Leadership Check
LCE: Leading Combat Effectiveness
LoC: Line of Communication
LR: Leadership Rating
MA: Movement Allowance
MP: Movement Points
Obstacle: Hex side feature such as a river.
OMT: Operational Movement Table.
OP: Operation Points
OPAT: Operations Accumulation Table
OR: Operational Range
PP: Prestige Point/Plus
RR: Riverine Route
SoP: Sequence of Play
SPT: Siege Progress Table
SR: Special Result
SRO: Siege Resolution Operation
SRV: Siege Resistance Value
TEC: Terrain Effects Chart.
TRT: Turn Record Track
Unit: Brigades & Garrisons.
WAPA: Water or Port Access

Minutia

Scale

Unit: Brigade (series standard), battalion (regiment for cavalry) (depending on specific game). In battalion scale games, Units may be as small as companies.

- At battalion, a Unit is worth 1SP (500 – 700 men)
- At brigade, a Unit is worth variable SPs.
- At either scale, 1SP = one battalion or regiment

Standard map scale is 8.5 miles per hex, ‘battalion’ map is 2.1 miles.

One Turn represents approx. 3 weeks.

Calculations

Dice: 1D10 (0 = 0 (not 10)) or percentile

Modifiers

All cumulative (dice and column shifts) unless stated otherwise.

Fractions

Round down; minimum = 1.

NOTE: Combat losses rounded to nearest

Stacking

No limits except:

- Only (a single) garrison may occupy fortifications (other units can occupy the hex but are outside of the fortification)
- Only a single Depot or Hub may occupy a hex.

Entering Enemy Hexes

Must stop and engage in combat (unless enemy is a garrison.)

Control

Formations (only) control the hex they occupy with no enemy present.

A side controls non-enemy occupied territory declared as Friendly in the game's Exclusive Rules.

A Formation occupying a hex with a fortification controls both – unless the fort has an enemy garrison, in which case the garrison controls the fort and the Formation the hex.

Ports are controlled by a Fortification (where one exists).

Lines of Communication (LoCs)

LoCs cannot be traced beyond their permitted movement allowance (some are infinite).

LoCs may not enter enemy occupied hexes (unless a non-blockaded friendly garrison is present) nor prohibited hexsides (prohibition can result from terrain, weather or exclusive rules).

Fortifications/Fortified Areas in Enemy Territory are deemed enemy occupied for LoC purposes.

In scenarios using only part of a map, "out of bounds" hexes may be used to trace a LoC.

Map Reading

Symbols

The descriptions in the full rules is obsolete. See Terrain Effects Chart for current symbols.

Terrain

Terrain may affect movement and/or combat as shown on the TEC.

'OT' on the TEC means you should use the predominant 'other terrain' in the hex.

Rivers

Dark blue: Navigable

Black outlined: Major

Fortifications

May only be occupied by a (single) garrison.

Fortifications and Urban hexes that area Fortifications (as opposed to a fortified city with a Castle) may *only* be occupied by a garrison.

Depots are located within Fortifications (where one exists).

Fortified Areas

Defenders can't be overrun

Have no garrisons and can't be besieged or blockaded.

Fortifications in the same hexes are separate entities.

Minor Lakes

Effects are *additional* to any other terrain

Lake hex sides and minor lakes are different entities, but may co-exist.

Mountains

Mountains affect movement, weather, forage and attrition.

Map Divisions & Labels

Important Locations: named in red or purple

Territories: delineated by yellow, white or dotted purple line.

Other (areas of interest): named in green (no effect on play).

Player Omniscience

Units are deployed 'uniform-side' up.

HQs are deployed face-down.

Opposing stacks may not be inspected, except the top of a stack (under Markers, Leaders and Auxiliaries -but not HQs) may be inspected.

The *top* of a stack under Markers, Leaders and Auxiliaries (but **not** HQs) may be inspected by the opponent.

All off-map counters should be concealed.

Intelligence Gathering

All Units may be revealed by reconnaissance, battle, and sieges.

Partial revelation, sufficient to demonstrate the action can occur, may result from overrun and blockades.

It is possible that opposing forces may be stacked together without being fully aware of the composition of the enemy forces.

When enemy forces are revealed, you **may** take notes.

Counters

There are various categories of counter:

Combat Units:

- Infantry & cavalry – various sizes. Can be (but not always) Formations.
- Artillery – not Formations.

Garrisons: Immobile; only in Fortifications.

Auxiliaries: Skirmishers, engineers, etc. Not moved on map. Employed from pool. In battalion scale games (only), can function as Units.

Headquarters: Allow effective organisation of large forces. HQs and subordinates are Formations.

Leaders

Dummies

Hubs & Depots: Logistics centres

Game Markers

Sides & Contingents

Side: All counters belonging to a specific player – have specific coloured backing or background, or icon.

Contingent: a specific group of Units - belonging to a particular faction, party or nationality – have specific national flags or letter codes.

Neutral Units: Could be under the control of any player.

Formations

Formation and Unit: Brigades & Garrisons

Formation only: HQs

Only Formations exert control over hexes.

Only HQs can be activated (for movement and combat) during the Operations Phase.

HQs allow non-Formation Units (e.g. Artillery) to participate in the Operations Phase.

Operational Range (OR)

Range in MPs shown as a circled number (on Auxiliaries and Leaders). All normal MP costs apply.

Red text MPs are expended using Mountaineer costs. (some games use other colours for flavour, e.g. Irish in green, except that PURPLE is a reminder the unit is Guard & probably irreplaceable)

Dual Purpose (inf/cav) Units (battalion scale) without an OR have an ½ MA if infantry and full MA if cavalry.

Combat Units

Combat Units (infantry, cavalry and artillery) have the following:

- **Strength** (size) (no value for battalions as they are '1' by default)
- **Combat Effectiveness** (CE): A is best. CE may be temporarily modified.
- **Movement Allowance:** movement points (red MA = Mountaineers, purple = Guard)
- **Class(es)** (provides /penalties)
- **ID:** name
- **Side/Contingent:** markings & colours.
- **Misc.** Codes: Special rule reminder(s)

Units with a Strength of ½ are defined as Small Units and will have a code on their reverse (normally an '*').

Artillery have no CE and are rated for combat based on their Strength.

Coloured ratings, other than red MA and red or yellow OR (Mountaineers) and Purple MA (Guard), are purely decorative.

Note: Swiss Units have red ratings but are **not** Mountaineers unless they have the appropriate Class symbol.

Optional: Horses require a period of recovery after Winter. Unless otherwise noted in Exclusive rules, **all** cavalry (**unless besieged**) have their CE reduced by one (e.g. 'B' becomes 'C') during Spring turns.

Brigades (not battalions) can be Formations in their own right or can be combined under a HQ to produce a larger Formation in which case the physical Units are stored in the HQ box.

Exclusive rules **may** define a stack of battalions as Brigade Equivalent (BE).

Exclusive rules may indicate that some Units are *part of* a large brigade/regiment and are treated as BE.

Formed & Unformed Units

A Unit can have less its printed SP allowance but never more. A Combat Unit with SPs is 'Formed'. If it has 0 SPs it is 'Unformed' and removed from the map.

Units are never destroyed. They can have new SPs assigned (in which case an Unformed Unit becomes Formed).

Exception: Some Units are irreplaceable and are destroyed if all their SPs are eliminated.

Artillery Units

Artillery is either:

- **Field** – used in Battles (and some in sieges)
 - Represented by a single Unit counter when on the map
 - Represented by a number of battery counters when in Battle
- **Siege** – used in sieges (only)

Artillery Units are **not** Formations

Using Siege Artillery

Provides siege DRM based on number of SPs.

The quantity of Siege Artillery Units affects number of Auxiliaries that can be used:

- 1 Siege Artillery Unit, regardless of size, allows 1 additional Auxiliary

A Field Artillery Unit with a Siege Resolution DRM on the counter can be used to gain Siege Artillery DRMs (not Auxiliaries). The DRM is reduced by 1 for each battery missing from its printed complement.

Artillery Status

Two grades of Field (only) Artillery:

- **Amateur** – 'A' in yellow dot
- **Professional** - 'P' in yellow dot

Batteries

SPs of Field Artillery Units are represented by 1 SP Battery counters which are placed under the parent Field Artillery Unit.

Batteries can only be assigned to Field Artillery of the same Contingent (Exception, captured batteries can be added to any Field Artillery).

Auxiliaries

Not placed on the map, instead played from a pool to conduct Tasks.

Divided into Classes (indicated on counter – differentiates them from Combat Units) which can each conduct different Tasks.

Some have an OR – used when the Task requires a distance to be traced. May only be used to trace from Formations of the same Contingent (unless specified otherwise).

When in play but not conducting Tasks, Auxiliaries are stored in a Holding Box:

- **Available** – ready to perform a Task, or
- **Recovery** – have performed a Task and not yet Recovered.

Some (Available) Auxiliaries must be assigned to a HQ before performing a Task.

Headquarters

Formations that act as a 'shell' for Units.

Whilst Subordinated to a HQ, a Unit/Formation is considered part of the HQ Formation – and not a Formation in its own right.

Two HQ states:

- **Formed** – in use on map
- **Unformed** – stored on HQ Display Sheet

(Only) during Admin Phase, after a Battle, or during Combined Movement Operations, HQs may:

- Become Formed
- Alter Subordinate composition
- Become Unformed

There are 3 types of HQ (denoted by pattern on the counter):

- Grand Armies
- Armies
- Columns

Movement Allowance

HQs have an MA equal to that of the lowest Subordinate Unit or their own MA – whichever is lower.

HQ Display Sheet

Subordinate Units are placed in the appropriate HQ's box.

Garrisons

Only (single) Garrisons may occupy Fortifications.

They are defined differently depending on game scale:

- **Brigade** – Units with a CE rating and an MA of 0, and a theoretically unlimited SP value.
- **Battalion** – HQs with a CE rating, and MA of 0 and an SP of 0 or 1 (depending on exclusive rules) – may hold an unlimited number of other Units.

Garrisons with 0 SPs or no Subordinated Units (termed Notional Garrisons) **may** remain on the map as a deception.

Creation

Garrisons are:

- **Formed** or
- **Unformed**

as per Units and HQs.

Garrisons are drawn **randomly** and are Formed as follows:

- Place a Garrison Unit/HQ in a friendly Fortification (where none currently exists)
- If a Unit, add SPs to it
- If a HQ, subordinate Units (Battalions move to the Garrison HQ holding box).

Garrisons may receive SPs in 3 ways:

- During Admin Phase
 - Transfer from Units or Garrisons in Admin Phase
 - Adding Replacement SPs
- During Operations Phase
 - Transfer from stacked Combat Units in Operations Phase

Garrisons have no max SP themselves but are limited by the Fortification's capacity (see TEC).

The proportional composition of the Garrison, in terms of Infantry and Cavalry SP classifications, and Contingents, should be noted.

Artillery cannot be assigned to Garrisons.

Removal

Remove Garrisons or reduce their strength in a reversal of the Creation process.

Garrisons who are defeated in a siege will surrender their SPs or Units and become Unformed.

Use

Control of an enemy garrisoned Fortification can only be achieved through Siege. Garrisons can not be engaged (or engage) in Battle.

A non-Blockaded Garrison exerts the same control on the Fortification's hex as a Combat Unit.

A Garrison, Blockaded **or not**, negates a road crossing a River – though a Pontooneer may still be used.

The first unit to enter a Garrison's hex **MUST** stop and Blockade.

Isolated Garrisons

A Garrison is isolated if both the following apply:

- No LoC can be traced, to a Depot/Hub, via Road or River
- More than 5 hexes from a Friendly Formation than can trace a LoC.

Isolated Garrisons surrender at the end of the next Admin Phase. They will be given the Honours of War unless Besieged – in which case refer to the Surrender Table. (See Exclusive rules for an exceptions).

Battalion Scale: Garrison HQ SPs

Garrison HQs have an integral SP allowing it to act as a Garrison and to still subordinate other Units.

The Garrison is not Unformed until the HQ loses the integral SP. The SP may not be Transferred. However, it is permissible to voluntarily Unform a Garrison HQ (at the appropriate times), even if it retains its SP. This Unformed Garrison may be immediately re-Formed elsewhere.

The integral SP counts against Fortification Garrison limits and can be used to absorb 1 SP loss. It cannot act as a Notional Garrison.

If Captured or Eliminated, the SP is **not** recorded as a loss/Capture.

Leaders

There are 3 ranks:

Rank (increasing)	Commands
General (G)	Column HQ or Besieged Garrison
Marshal (M)	Grand Army HQ, Army HQ or Besieged Garrison
Personage (R or C)	(Classed as Royal or Captain General).

When not in use most Leaders are stored in the Officers' Mess Box; Personages remain on the map (also see Exclusive rules).

Leader Counters have the following:

- **Name**
- **Leadership Rating**
- **Personality:** one or two red or yellow wedges
- **Contingent:** Markings & colours. May command units of this Contingent without penalty (also see Exclusive rules).
- **Rank:** See above
- **Influence Rating:** The chance of being 'fired'
- **COR:** Indicates (exceptional) Leader can undertake Combined Movement Operations.

Leaders have no MA and cannot move alone. They are assigned to and move with specific Formations.

They have no reverse side (though some may have dual sides with different ranks).

Dummies

Purpose is to confuse the Enemy regarding force dispositions.

Notional Garrisons can also be used as Dummies. These (unlike regular Dummies) can have SPs assigned at which point they become true Formed Units.

May only be placed during Reorg Step of the Admin Phase.

They may be re-used in the same Turn that they are removed.

Employment

Treated as real Formations until discovered. They have no ratings – player should simulate them as a bluff.

May stack freely with other Units or operate alone.

Removed whenever stacked with an Enemy Unit. They **may** also be revealed through Reconnaissance – if so, they are removed from the map.

Game Mechanics

General Concepts

General

Time (Turns) is recorded on the TRT.

Turns are colour coded for Season.

Some activities are geared to the Game-Year (Dec/Jan to Nov/Dec); some occur on the first Turn, some on the last and some on any Turn (but only once per Year, possibly with a minimum Turn interval).

Some activities are Quarterly and occur on the first Turn of each Season.

Game Phases

- **Operations Phase** (skip this phase if no Campaign Plans):
 - **4 Impulses:** During each, players perform activities with eligible forces. Battle occurs at the end of each (if opposing forces occupy same hex(es))
 - At the end of the 2nd & 4th Impulse any *one* Side (announce in reverse Player Order) may pay 1 *Unassigned* OP to redetermine order Sides go in (doesn't affect Initiative ranking).
Side paying may do 1 of the following:
 - Place itself in a different position in the order of play
 - Alter another Side's position
 - Do nothing (spend OP to prevent another Side)
 - When all Sides Pass, current Impulse ends
 - Operations Phase ends due to:
 - No Active Campaign Plans
 - All Sides pass up first chance to take an Operation in new Impulse.
 - All 4 impulses completed.
- **Administrations Phase:** various admin activities occur.

Initiative

Each Side determines its total OPs (count *Assigned* and *Unassigned*). Highest Ops = highest Initiative and lowest OPs = lowest initiative.

Assign Player Order:

1. Lowest initiative has no choice
2. Second lowest may choose to go before lowest
3. Next lowest may choose to go before, after or between 1 and 2.

If tied, tied Sides (only) roll a die; higher roll has the higher initiative.

Special Events

See Exclusive Rules. Most take place during Admin Phase.

Victory

See Exclusive rules.

Normally checked for in Admin Phase.

Conducting Operations

Four categories:

- Movement
- Siege
- Auxiliary Tasking
- Passing

One side conducts all its Operations, 1 at a time, before the next Side – in the order determined by Initiative.

Once all Sides' Operations complete for the Impulse, Battles occur and then proceeds to the next impulse (or to the Admin phase if 4 Impulses completed).

Auxiliaries can conduct tasks throughout the Operations Phase.

Activation for an Operation

Activate a Formation by selecting a single eligible Formation and name the Operation.

Occasionally a CMO may occur, permitting Activation of multiple Formations.

A Formation may only participate in 1 Operation per Impulse.

Non-HQ Formations may not conduct Operations by themselves; they only conduct activities in the Admin Phase. Despite this restriction, they may defend themselves and Retreat.

Types of Operations

- Siege Resolution
- Movement

A Formation must cease moving on entering an Enemy occupied hex. If the Enemy unit is a Blockaded Garrison (additional) Formations are not obliged to stop (assuming no mobile Enemy Units are present).

Auxiliary Tasks

Often performed as part of a Formation's Operation.

Some Tasks can be performed independently (of a Formation). The Operation is complete when the Task completes.

A maximum of 2 Auxiliary Operations (independent Tasks) before and/or after the Activation of an Army or Grand Army.

Avoiding Battle

A non-Garrison Formation may leave an Enemy-occupied hex before Battle. This can occur:

- As a pre-Battle step
- When the Formation has not yet performed an Operation during the Impulse (i.e. it is not prevented from executing a Move Operation).
 - Where the Enemy Formation is exclusively Cavalry (ignore Auxiliaries), and an LC would need to be passed to leave the hex.

Passing

A Side may Pass, rather than conduct an Operation, in which case play proceeds to the next Side. If all Sides have Passed, the Impulse ends.

SP/CE Markers & Resolving Losses

CE represents combat ability whilst SPs indicate raw size, representing sub-units (usually battalions but sometimes companies)

A Unit with SPs assigned is considered Formed, is placed on the map and can perform activities.

Losses can be applied to SPs or CE (depending on the game).

Scenarios will assign a number of SPs to each side. These are often assigned to specific location(s). They can be used to Form units before play commences.

Units can gain SPs through Reinforcements, Replacements and Transfer.

Units lose SPs through combat, Attrition, Surrender and Transfer.

Initial and Reinforcement SPs belong to a specific:

- Nationality
- Contingent
- Class

Replacement and PoW SPs have none of the above, simply a CE.

Allocations of SPs to Units must adhere to the following:

- Must be same **Contingent**
- Must be same **Class**
- Replacement SPs must be the same **CE** as the unit (or better)

(Same) **Nationality** is a constraint (only) in some games.

Some units will be allowed SPs from multiple Contingents and/or Classes and/or Nationalities.

After assignment, SPs have the same CE as the Unit to which they are assigned.

When Forming a Unit of a given Class/Contingent, where more than 1 CE rating is possible, select it randomly.

When possible, non-Garrison Units should be Formed with SPs that equal at least half of their printed strength.

SP markers

Non-Field Artillery Combat Units use SP Markers to record current strength (Field Artillery uses Batteries, each = 1SP).

Rotate the SP Marker so the 'top edge' reflects the strength (no marker needed at full strength).

Multiple SP Markers with Class can be used when a unit comprises more than one Class; where used, Classless SPs will be Line.

SPs may **not** be viewed by the opposing player, except where the rules require.

Transferring SPs

Can be Transferred from Unit to Unit of like:

- Type (e.g. cavalry to cavalry)
- Class
- Nationality.

CE may vary (to Unit of same CE or worse)

Printed strengths and Garrison capacities may not be exceeded.

Resulting '0' strength Units, other than Notional Garrisons), are Unformed and removed from the map.

Transfers can occur:

- During the Admin Phase – Units involved must be within 4 MPs (24 MPs if Riverine) of destination Unit and have a LoC to that Unit.
- When Units retreat to a Friendly Garrison hex
- To/from Garrisons (only) During Move Operations at the cost of 1MP to the Activated Formation.

At Battalion scale the Transfer SP rules are applied to Units (not SPs). If the distance is beyond that allowed for Transfer, Administrative Movement is needed.

SPs in Garrisons

During SP Transfer, Garrisons may accept SPs of any Class, Contingent, Nationality or CE – even Siege (but not Field) Artillery. These become the Class,

Contingent and CE of the Garrison *unless* a record is kept.

Siege Artillery SPs assigned to Garrisons should be recorded with a marker as they may be used during Sieges.

Where a game has Garrison SPs, these can *only* be assigned to Garrisons.

Garrisons can assume/lose Notional Garrison status through the loss or addition of SPs.

SP Losses

Distribution of losses (bay any cause) is determined by the owner unless specified otherwise.

Combat and garrison Units losing their last SP become unformed and are removed – though Notional Garrisons may be retained *if* Unformed voluntarily.

Eliminated and captured SP are recorded. By the printed CE, on the GRTs using Eliminated and POW chits. You record *your losses and your POWs* held by the Enemy. At specific points, a percentage of these SPs can be recovered - *they are primarily recovered as Infantry (see Replacements)*.

Recovered SPs must be attached to a Unit with the same or worse CE to a Contingent Controlled by the Side at the time received.

Artillery losses are not recorded with chits, but with the Battery counters themselves. Losses are simply placed by the map and Captured Batteries become the property of the Captor.

Battalion Scale: CE Losses

Some battalion scale games see losses taken against the CE (not directly against SPs). When the CE drops below 'E' the Unit is eliminated (Units may commence with a CE less than this (and may have the CE restored)).

Artillery takes losses in SPs (each loss removes a *Field Artillery Battery*)

Other Lost Items

Auxiliaries can (sometimes) be used to absorb losses but **cannot** be Eliminated. They can be Captured. Normally they are just recycled on completion of a Task.

Leaders are wounded (temporarily removed) or killed (permanently removed) if the Combat results require. They can be Captured.

HQs cannot be Eliminated or Captured. If they lose all Units, they are Unformed and removed from the map. The Commander (if not a casualty) is returned to the Officers' Mess.

Surrender & Capture

Forces unable to Retreat and Garrisons losing a Siege, Surrender. Surrender may also occur voluntarily before Battle or during Siege.

Garrisons are not obliged to Surrender as a result of other forces in the associated hex so doing.

Auxiliaries (only) Surrender if involved in the Battle/Siege. They create a 1SP, CE 'C', POW but the counter is returned to the Recovery Box.

Surrendered forces are held by the Captor. Formations are not captured, they become Unformed (and are retained by the owner). Captured SPs are recorded with chits.

See **Parole** and **Honors of War** below for exceptions.

Captured Depots are Reduced by 1 grade and become the Captor's.

At Battalion Scale the Infantry and Cavalry Units themselves are held by the captor (even if due to be Paroled).

Artillery Capture

Artillery is Captured when alone with Enemy Units and can be used by the Captor. During the Admin Phase, the Captor may Assign Captured Batteries to any Field Artillery Unit missing a Battery and Siege Artillery SPs to any under-strength Siege Artillery Units.

The decision to use Captured Artillery must be taken immediately. If not used, Captured Artillery is Eliminated.

The Surrender Table

POWs taken in Battle or after Escalade are always interned. Otherwise, whenever Surrender occurs, consult the Surrender table (modifying result by length off siege if applicable):

Internment: Remove from play (In longer scenarios these may be Exchanged).

Parole: Removed from play for a number of Turns (based on die roll) the returned to original owner minus Artillery (now used by Captor)). May be redeployed as Reinforcements.

Honours of War: Remove from map. Artillery is now available to the Captor and Auxiliaries go to the Recovery Box. At the end of the Admin Phase the Captor places the other Units in a hex Controlled by or Friendly to the original side and closer to the nearest hub.

POW Exchange

If Exclusive Rules permit exchange of POWs, it occurs on the first turn of each year, during the Admin Phase, as part of the Reinforcement & Replacement Process.

Each captured item is converted into monetary Thalers allowing the exchange of items of equal value.

Captor **must** return items asked (and paid) for.

A player may accept a lower value exchange if they choose to.

Artillery exchange will see the Captor's Artillery strength will be reduced in proportion to the strength returned.

Returned SPs and Artillery are received as Replacements – everything else as Reinforcements.

In games with multiple sides, unless stated otherwise in Exclusive rules, the team has *joint* responsibility for holding PoWs, though Exchanges can be agreed by any individual member of a team without team agreement.

Using Auxiliaries

May not be moved on the map. Stored in Available Box until needed. May need assigning to a HQ before use.

Having the Auxiliary perform (one of) its functions is 'Tasking'.

A Task involves placing the Auxiliary in the target hex or with the target Formation. The Task is resolved, and the Auxiliary is placed in the Recovery Box. During the Recovery step of the Admin Phase, it may be Recovered (die roll) and moved to the Available Box.

Tasks occur as either:

- Part of **Formation Operation** – active Formation may be Friendly or Enemy (depending on Task)
- Discrete **Auxiliary Operation**

A single Task **normally** involves 1 Auxiliary.

Targets may be Screened (counter-Task, performed by Enemy Auxiliaries). If the screen is:

- **Successful** - the Task is aborted
- **Partially Successful** – the task occurs but is less effective.

Auxiliaries must:

- Have a LoC, no more than their OR, from a Friendly Formation to the target.
- Trace from that HQ, If assigned to a HQ
- Trace from any Formation of the same Contingent or a Friendly Depot, If Tasked from the Available Box
- Trace from the Formation, *even if Tasked from the Available Box*, if the Task is conducted as part of a Formation Operation.
- Always be within OR of a friendly Depot, during a Siege, if the Besieger.

If the Auxiliary has no OR, it can be Tasked directly to a Friendly Formation (or as per Exclusive Rules).

Some tasks can be conducted during the Admin Phase. There can be a maximum of 1 task per moving stack. OR is traced using Operational Movement (*not Admin Movement*)

The Auxiliaries listed below are required to be assigned to a HQ and are assigned from the Available Box (may be the same Turn as their Recovery) during the Reorganization step of the Admin Phase (or during scenario set-up). They are placed in the HQ's box:

- All Cavalry and Infantry type
- All Recon and Screen-capable type and Guides
- All Engineering type
- Legions – all Available component counters are assigned to same HQ (may be assigned as they become available).

Exceptions:

- The above may be Tasked directly to a Garrison, when first brought under siege, from the available Box (as well as from an HQ if within range)
- Marines and Boatmen are *only* Tasked from the Available box
- Pontooners (a type of Engineer above) may be tasked direct from the Available Box to a Depot in the Admin Phase to assist Riverine movement.

2 Auxiliaries (maximum) can be Assigned to a HQ for every 10SPs. Should the number of SPs fall below this, assigned Auxiliaries can remain until Tasked or otherwise leave.

The presence of Auxiliaries does not prevent an HQ being Unformed (such Auxiliaries would return to the Available Box).

Auxiliaries cannot be destroyed. They are captured after a Battle or Siege in which their side Surrenders. They may occasionally be used to absorb casualties. In all these cases return them to the Available box and record an SP/CE of C as captured or eliminated.

Auxiliaries are removed from play according to their 'Dates of Service'.

Summary of Tasks

Operations Phase

Task	Conduct During	Purpose
Ambuscade	Enemy Movement Operation	Delay enemy and inflict minor casualties
Bridge Building	Friendly Movement Operation	Permit river crossing at reduced cost
Combat Support	Battle	Various types of support
Guide	Movement & Leader Combined Operations	Reduce terrain costs
Plundering	Any Friendly Impulse – against terrain itself	Reduce availability of forage
Raiding	Any Friendly Impulse – against Enemy Depot	Temporarily degrade supply capacity
Rear-guard	Friendly Movement Operation	Assists formation in declining battle
Recon-(naissnce)	Any Friendly Impulse	Acquire strength and composition info
Riverine Movement	Friendly Movement Operation	Permit riverine movement at reduced cost
Screen	Various	Defence against enemy Tasks
Siege Work	Siege Resolution	Various types of support

Administration Phase

Task	Conduct During	Purpose
Ambuscade	Any Enemy Movement Activities	Delay enemy and inflict minor casualties
Inspire Desertion (Deserter Auxs only)		Cause enemy suffer attrition
Riverine Movement (Pontooners)		Permit riverine movement at reduced cost
Screen		Defence against enemy Ambuscades

Ambuscade (Ambush)

Conducted by Inactive player against moving Formation (stack in the Admin Phase).

Only permitted in certain terrain (see TEC – presence of Urban does not prevent).

Only permitted once per hex entered.

Secretly select Auxiliary, openly designate target stack and declare if attempting to take PoWs (neg DRM but losses inflicted are PoWs). Active player may now Screen.

Determine effectiveness of Screen and then consult Ambuscade Table for additional MP expenditure and possibly SP losses (assigned by owner). MP penalties in excess of remaining MPs are taken as SP losses.

Recon(naissance)

Conducted as an Auxiliary Operation (only) by Active player.

Secretly select Auxiliary and openly designate target. Active player may now Screen.

Determine effectiveness of Screen and then consult Recce Table and provide required information.

Bridge Building

Conducted in combination with other Operations.

Place Pontooners on Formations crossing a river.

With Pontooners present ordinary Rivers (Major Rivers, Estuaries and Lake hex sides) – cost nothing to cross. They do *not* affect a river's combat effects.

If crossing into an Enemy-occupied hex (other than a Blockaded Garrison), the Formation's commander must make a successful Leadership Check in order to use Pontooners.

Once the crossing is effected, the Pontoneer *may* remain in the hex indefinitely, allowing any Friendly Unit/Formation to cross the *same* river by any adjacent hex side.

Immediately remove any on map Pontooner to the Available Box:

- When an Enemy Unit enters or appears in any adjacent hex
- When an Enemy Auxiliary conducts a successful Raid or Plunder Task in the hex, with no Friendly Units present
- At the start of any Flood Turn
- At the start of any Cold Weather Turn
- Voluntarily

Pontooners cannot be employed during Cold Weather Turns. They may be employed during Flood Turns.

Guide

Conducted during a Friendly Movement Operation

Task a Guide-capable Auxiliary to a moving Formation. Unless using Road or Riverine Movement, that Formation pays 1 less MP to enter:

- Woods
- Hill
- Wooded Hill
- Fen
- Minor Lake

Alternatively, Guides may extend a Leader's Combined Operations Rating by 1 MP. The Guide must be placed on the Leader's own Formation.

Once the Operation is complete, the Auxiliary is moved to the Recovery Box.

Inspire Desertion

New Deserter Auxiliaries are received as Reinforcements.

Deserter Auxiliaries are brought into play through the expenditure of a single Captured Enemy SP (Unit at Battalion scale – Unit eliminated); use the worst CE available.

Deserter Auxiliaries conduct this Task independently as part of the Attrition Checks of the Admin Phase. May not be Screened against.

Place Deserter on Enemy stack within its OR then either:

- Apply a DRM if the stack is large enough to already require an AC; or
- Undertake an AC that would not otherwise be required.

Move Deserter to Recovery Box.

When checked for Recovery, disband the Auxiliary on a roll of '9' (modified or not). Disbanded Deserters are brought back into play, in the same or later Admin Phase, by expending a further Captured SP.

Plunder

Conducted as an Auxiliary Operation.

Secretly select Auxiliary and openly designate target hex (may not be Friendly Territory, nor a hex containing or adjacent to a Friendly Unit (unless also occupied by an Enemy Unit). Active player may now Screen.

Determine effectiveness of Screen and then consult Plunder Table.

A successful Raid reduces the Forage Value of the hex by 1 level.

Raid

Conducted as an Auxiliary Operation.

Secretly select Auxiliary and openly designate target Depot. Active player may now Screen.

Determine effectiveness of Screen and then consult Raid Table.

A successful Raid reduces target Depot by 1 level. This lasts the entire Turn (only). Leave Auxiliary on the depot, until end of Turn, as a reminder.

A single hex may be Raided multiple times in an Operations Phase.

Hubs may not be Raided.

Rearguard

If attempting to avoid Battle a Player may conduct a Rear-guard Task with 1 Auxiliary.

Assign the Auxiliary to the formation which now has a -1 DRM for the Leadership Check.

Riverine Movement

Conducted in the Admin Phase to assist movement.

Pontooneers cannot be employed during Cold Weather Turns. They may be employed during Flood Turns.

Screening

Once an Enemy's task and target have been declared, and an Auxiliary assigned (if a mobile Formation is targeted, then the Screening Auxiliary must be Assigned to the Formation – otherwise may come from the Available Box or be Assigned to a Formation within OR of the target) , a Friendly Auxiliary can be Tasked to Screen as protection against:

- Ambuscade
- Recon
- Raid
- Plunder

Compare the Class of the Attacking and Screening Auxiliaries to determine whether the Screen is Effective. Even an Ineffective Screen is better than no Screen.

Consult the Screening Table and apply resulting DRMs to the Enemy task.

Legions

Groups of Auxiliaries (marked with an 'L' and other letters denoting Legion they belong to).

All of a Legion's Auxiliaries can be Recovered with a single die roll. Success is based on single **best** chance of success any of the Auxiliaries has. If it fails, none of the Legion's Auxiliaries are recovered.

All of Auxiliaries in a Legion must be assigned to the same HQ. ***This includes any that, based on Class, should be Tasked from the Available Box.***

Legion Artillery is used to break ties in Artillery superiority in Battle.

Dual Purpose Units (Battalion Scale)

At this scale many Units will also have an Auxiliary symbol. These are Dual Purpose (DP) and can be treated as Units **or** Auxiliaries.

The function of the DP Unit is chosen each time it is Formed. It then acts in the appropriate manner *in all respects*.

OR of DP Units acting as Auxiliaries is value shown if it has an OR indicator. Otherwise:

- Cavalry = MA
- Infantry = ½ MA

DP Units acting as Units may be voluntarily Unformed in any Reorganisation & Reinforcement Sep (Admin Phase) **unless** Blockaded in a Fortification without Port/Water Access.

Auxiliary DP Units acting may only become Unformed if in Available Box.

Each time a DP Unit changes role, it appears as a Reinforcement.

Headquarters

HQs are Formations but have no intrinsic combat ability. Instead they rely on Combat Units being Subordinated. They must have Leaders assigned in order to function.

They (and only they) (only) Activate in the Operation Phase to conduct Operations.

Types of HQ can vary by game but are generally one of:

- **Grand Army** – Can incorporate Armies and Columns
- **Army** - large independent groupings capable of major operations
- **Column** – small, temporary, grouping for minor operations
- **Garrison HQ** (Battalion Scale only)

The type of HQ limits the number of possible Subordinates.

The counter mix intentionally limits HQs.

May be Formed or Unformed (during the Admin Phase). It is Formed, in any Friendly-Controlled hex, by Posting a Leader.

A newly Formed HQ stacked with Friendly Formations may immediately Subordinate eligible ones and/or participate with them in Reorganisation (during Admin Phase).

May **NOT** be voluntarily Unformed unless its Leader is Relieved.

May be also be Reorganised or become involuntarily Unformed after Battle. If, as a result, a HQ has no Subordinate Units, it cannot move and it becomes Unformed if in in a hex with an Enemy Unit.

Players must attempt to Relieve commanders of HQs without Subordinates. They may **not** be intentionally left 'empty' to act as Dummies.

Subordination and Detaching Formations

Occurs during Reorganisation. Co-located HQs may also exchange Units at this time.

A Combat Unit must be stacked with the HQ to be Subordinated. Remove unit to HQ's Display Box. If a newly Formed HQ, place in Unit's vacated hex. Detaching a Unit reverses the process.

Formations conducting Combined Operations may **not** Subordinate to each other as part of Movement.

The number/type of Subordinate Units depends on HQ:

- **Grand Army** – Directly subordinate a limited number of Combat units, as indicated on HQ Display Box, along with an unlimited number of other HQs (each with their own Units)
- **Army** – Subordinate a limited number of Combat units, as indicated on HQ Display Box
- **Column** – Subordinate up to 5 Combat Units, 1 may be an Artillery Unit.
- **Garrison HQ** (Battalion Scale only)- Subordinate a number of Infantry/Cavalry Combat Units up to the Fortification's allowance.

All Subordinates of a HQ are considered a single Formation and must move together – unless Detached, or for Grand Army HQs, Forming Garrisons on the March or Combined Operations.

HQs' icon(s)/counter colour indicate Contingent (and controlling Side). For Army/Grand Army HQs (only), the Contingent Markings also have the following effect:

- Subordinate Contingents other than HQs own (may be multiple) introduce the risk of Insubordination and issues of Multinational Forces.

Grand Armies

Rules for Armies apply except:

- Can subordinate other HQs (subordinate HQ retains its own structure (inc. commander))
- Leaders may **not** be switched freely between Subordinate HQs and/or Army HQ. Normal Posting/Relieving processes must be followed
- If Grand Army commander is a casualty a Subordinate commander **will immediately** become Grand Army commander if possible.

Auxiliaries

A limited number of Auxiliaries can be assigned to a HQ at a given time:

- 2 per 10 SPs
- Plus any number of engineering-type Auxiliaries

- Column HQs with less than 10 SPs may have 1 Auxiliary assigned.

Legions are **not** exempt, except that an entire Legion can be assigned to a HQ even if some counters would exceed HQ limits – but only 1 Legion per HQ may go over the limit.

Excessively Large Formations

Penalties apply to Formations with > 60 SPs:

- For each increment of 40 SPs (or part thereof) over 60:
 - Reduce commander’s Leadership Rating by 1 (min 0)
 - Adjust Attrition row (detrimentally) by 1

Leaders

Posting Leaders

Leaders are stored in their Side’s Officers’ Mess until Posted to a Command – when a HQ is Reorganised or a new HQ is formed. They can also be Posted to command a Besieged Garrison at the point it becomes under Siege.

Randomly select a leader of the correct rank:

HQ Type	Commander
Grand Army	Captain-General
Army	Marshal
Column	General
Garrison HQ	Depends on size of Garrison and nature of Fortification

Posted Leaders are placed in the HQ’s HQ Box (Garrison HQs are stacked with Besieged Garrisons).

Leaders of the ‘wrong’ Contingent, and even Leaders from another Friendly Side, **may be** used if only option.

If a leader is from a Friendly Side that in no longer Friendly/active, he remains in post until Relieved – at which point he re-joins his own Side.

If a leader of the correct rank unavailable, use one of the next highest available Rank or, if not available, next lowest.

If no leader of any kind is available, Formation may still be Formed – with a notional leader, of the same Contingent, with an LR of 0 and no other ratings.

Relieving (Replacing) Leaders

Automatically Relieved if HQ is involuntarily Unformed.

Can be voluntarily Relieved (removed) form posting during Admin Phase. A die roll \leq Leader’s Influence Rating, the Leader is returned to the Officer’s Mess.

Such an attempt can be made once per turn per Leader.

Relieved Leaders **cannot** be reposted in the same turn.

A Relieved (or casualty) Leader must be immediately replaced with a new Posting or the HQ becomes Unformed.

Voluntary Relief of a Marshal will result in loss of Operation points if Relief Roll is a natural 9 or 0, unless relieved by a Personage.

Leadership Checks (LCs)

LC Chart list when such checks are required. A die roll \leq LR is successful.

If an LC is required and no eligible leader is available, use default LR of 0.

LC is always passed on the roll of a natural 0.

Units without a leader cannot make an LC nor perform an action requiring an LC.

Insubordination

May occur when:

- A Grand Army HQ has Subordinate HQs
- An Army HQ has subordinate Formations not of their own Contingent.

The effects can be compounded where both the above apply.

Grand Armies

Each Subordinate Leader’s Personality type has an Insubordination value (IV) (see Personality Chart). **Sum** all IVs in a Grand Army and compare to Grand Army Leader’s doubled (x 2) LR (triple for Captains-General).

For each IV in excess of the modified LR, the Leader’s LCs and ACs (caused by HQ’s actions) suffer a +1 DRM or row shift.

Multiple Contingents

Covered below

Multinational Forces

An Army HQ (including one Subordinate to a Grand Army) containing non-permitted Contingents must have a Subordinate General Posted **to each**. This General will contribute to Battle and Insubordination.

The General is Posted in the normal manner; if none is available assume a notional General with an IV of 3.

When an Army HQ is operating alone, the IVs of all Subordinate Generals are summed and compared to the Army commander's *unmodified* LR to determine if insubordination occurs.

When an Army HQ is operating Subordinate to a Grand Army the Army Commander's IV is increased by 1 for each point of Insubordination his Army is suffering – this modified IV is applied when checking the Grand Army's Insubordination.

Subordinate Generals are required for Contingents with Units **directly** assigned to Grand Armies as follows:

- **Grand Army has one or more Contingent markings** - Each Contingent will require its own Subordinate General.
- **Grand Army has no Contingent markings** – No Subordinate Generals required.

In a Grand Army, Insubordination can result from both Subordinate HQs and directly assigned units (the latter depending on Contingent).

Column HQs may contain a mix of Contingents without penalty and only require 1 commander.

HQs, Leaders and Combat

HQs don't directly participate

One leader is chosen as the Generalissimo; remaining leaders have no function (but can take casualties).

In Sieges, Leaders provide DRMs and permit/prohibit courses of action.

Personality

4 types:

- **Rash** (generally a bad thing)
- **Aggressive** (good offensively)
- **Cautious** (good defensively)
- **Timid** (generally a bad thing)

See Personality Chart for effects.

Personages

Leaders with an exalted rank.

Two classes:

- **Royals**
- **Captains-General**

Remain on map unless become casualty or as required by a special event (never moved to Officer's Mess).

May not be moved alone. Some may move with Escort Formations, others only as result of a special event.

Captured if Overrun.

Become casualties in the normal way but normally additional (political) penalties apply.

Presence of a Personage allows automatic Relief of any collocated Leaders of same Contingent. No Ops are expended.

Some have regular Leader ratings. These may act as Marshals. Royals with this capability follow same rules as Captains-General in the use of their LR.

Captains-General

Apply the above rules for Personages, modified as follows:

- Grand Army HQs must be commanded by Captains-General if possible.
- If there is no Formed Grand Army HQ and a Captain-General is in play, form the HQ as soon as possible and assign him. If there are no Grand Army HQs in the counter-mix the assign him to command the highest HQ that is next available,
- If there is more than one eligible Grand Army HQ or more than one Captain-General, the Exclusive rules will assign precedence.
- Captain-General is automatically the generalissimo in combat (Exclusive rules will resolve situation where more than one present)
- Battle winner gains +1 PP when Captains-General present.

Royals

Death or capture will have major impact on game.

Each is unique so most rules will be found in Exclusive Rules. However, the following are common:

- May be 'withdrawn' at the end of any Battle round (morale penalty applies)
- If exchanged as PoW, price will be high. **Must be exchanged** if the owner can pay.
- No PPs earned for winning battle if Royal present.
- Losing a Battle with your Royal present, opposing side gains 1 PP (provided they have no Royal present).
- Garrisons will not Surrender Fortification if Royal present, except as result of Escalade.

Weather

Roll die at start of Operations Phase and consult Weather Table on Turn Track. Place Weather Marker in appropriate box of Weather Chart.

Weather Chart summarises weather effects.

Changing Weather

Immediately on seeing result, players may attempt (once) to change weather by expending 1 Unassigned OP. Choice offered in player order; first player to accept, rolls die.

Weather effects

7 states:

- **Dry:** No special effects
- **Hot:** Affects ACs and provides DRM penalties in combat.
- **Wet:** All movement costs +1 MP per hex, except on roads. Penalties on several tables.
- **Mud:** Weather effects. No road exemption. No Pursuit after Battle. First time occurs in Spring, generates Flood.
- **Frost:** Ignore Ordinary Rivers for movement. Treat Major Rivers as Ordinary for movement. Riverine routs only on Major River. Cold Weather.
- **Snow:** Frost effects. Cold Weather. All movement costs +1 MP per hex, except on roads. Penalties on several tables.
- **Floods:** See specific rule below.

Roads always exist for tracing LoC, though cost will vary due to weather. If road deemed 'non-existent' use other terrain in hex as modified by weather.

Hexes and hex-sides made Prohibited by weather may not be used to trace LoC (even if road present).

Cold Weather

Cold Weather (Frost & Snow) degrades all by 1 level unless in an Urban hex, Fortification or Fortified hex.

Riverine routes cannot be traced.

There are adverse effects on ACs.

Pontooneers are removed from the map at the start of a Cold Weather Turn and cannot be Tasked. They remain assigned to their HQ.

Floods

In addition to normal Mud effects, all Clear hexes adjacent to Major River and Minor Lakes become Fen. All printed Fen hexes become Impassable Fen – Prohibited unless Pontooneers used in which case movement is allowed but costs 2x the Formation's printed MA¹.

Pontooneers removed from map during Weather Phase.

Riverine routes cannot be traced in Flood.

Units in Impassable Fen cannot move unless able to exit into non-Impassable Fen or Pontooneers used.

Impassable Fen (printed and Flood caused) are Forage Depleted until Turn over.

Floods occur no more than once/year.

Winter Restrictions in Mountain Hexes

Winter: Oct/Nov to June/July (inc.):

- Units pay 2 x printed MA² to enter/leave mountain hexes. Mountaineer Class are no exception. No movement into/out of Mountain hexes during Admin Phase. On the *specific* Oct/Nov to June/July turns (only), the above does not apply when hexes entered by Road (not negated by Weather) or from non-Mountain terrain.
- ORs and LoCs cannot be traced into/out of **any** Mountain hex – unless first hex entered on LoC path is non-Mountain and no other Mountain hexes entered.
- No Sieges; in progress Sieges revert to Blockade.
- Auxiliaries performing Tasks that require them to remain on the map are removed to the Recovery Box **on first turn of Winter restrictions for their hex.**

Operations Phase - Movement

Other than when declining Battle or Retreating, only HQ Units can move during the Operations Phase.

Only non-Subordinated Units can move during the Admin Phase.

All Combat Units and HQs have a n MA (in MPs) that can be expended in the Phase they move.

^{1,2} Though this rule may look strange, under the Movement rules you will see that normally, in an Operations Phase Formations can expend 2 x MA (4 x MA in Admin Phase)

An HQ's MA is the value printed on the counter **or** the MA of the slowest Subordinate unit, **whichever is lower**.

Grand Army HQ's MA is the MA of the slowest unit Subordinated to themselves or a Subordinate HQ, **whichever is lower**.

Column HQs always use the MA of the slowest Subordinate.

During the Operations Phase, Formations may expend printed MA x 2.

During the Admin Phase, Units² may expend printed MA x 4.

MP expenditure will depend on terrain and weather. Units may not move to a hex unless they can pay the full cost (but see Minimum Move below).

Operational Movement

Routine is:

1. Move Formation as desired, paying MPs required
2. Stop when or before run out of MPs or subject to Ambuscade or Masking.
3. At the end of the Operation, consult OMT
4. Cross-index MPs expended against Formations MA to determine if AC required and, if so, any applicable modifiers.

Minimum Move

Formations may always move 1 hex during the Operations Phase. If the cost > 2 x base MA, use 2 x printed MA column on OMT in 'Step 4' above. Prohibited hexes/hexsides may not be entered/crossed.

A Formation that involuntarily exceeds 2 x MA due to Ambuscade, Masking, etc. must stop but is only considered to have spent 2 x MA – especially important when calculating Ambuscade losses.

Tracing Distance on the Map

For functions requiring distances to be traced on map in MPs, expend the MPs as though a Unit was moving. If a 'Minimum Move' must be applied the MP cost is automatically the maximum allowed.

Fortifications

Secondary locations 'nested' in containing hex. May only be occupied by:

- Garrisons
- Depots
- Hubs

Leaders/Auxiliaries may also occupy as part of the Garrison.

Non-Blockaded, Enemy-controlled, Fortifications prohibit Road and Riverine movement through/across associated water hexsides, and entry of Units during the Admin Phase.

Obstacles

Any hexside terrain requiring expenditure of MPs (or Prohibited) is an Obstacle.

Road or Riverine Routs (RRs) negate Obstacles.

Following may only be crossed if using Road or Riverine movement:

- Major Rivers
- Estuaries
- Lake hexsides

Pontooneers allow the above to be crossed as Ordinary Rivers, even if no Road/RR present.

A Formation may only cross the obstacles listed above, into an Enemy-occupied (non-Blockaded Garrison) hex by passing an LC; failure ends movement for the Operation and requires an AC.

Mountains

Mountaineer counters have red MAs on their counters and have separate costs on the TEC.

Mountaineer and Grenz Class Auxiliaries trace OR using Mountaineer MP costs.

In Mountains:

- Horse Units may only move on roads and Horse Auxiliaries may only be Tasked to road hexes.
- Only Dragoons and Horse Irregulars (not Hussars) may participate in combat.

Also see Winter Restrictions under Movement.

Special Movement Rules

Roads

To use a Road a Unit must move between road 'connected' hexes.

² The full rules say Formations – but Ian has stated this is incorrect.

May be combined with non-Road Movement (exc. Admin Movement)

Cost is 1 MP/hex (2 MP for Mountain Road, unless Mountaineer Unit/Auxiliary or Formation with Tasked Guides) regardless of other terrain.

No additional costs to cross Obstacles.

If entire movement is via road, increase Formation/Unit's MA (not MPs) by +1.

LoCs traced by Road do **not** get +1 Road Movement Bonus, unless tracing from Depot to Unit.

Entering Enemy Hexes

Only during Operations Phase.

Unless Blockaded Garrison:

- If Enemy is Overrun, movement may continue. Overrun incurs **no** movement penalty
- If Blockaded Garrison, Formation may continue moving.
- Otherwise Operation ends on entry.
- If the Enemy is still present at the end of the current Impulse, there will be a Battle.

If the Enemy is a non-Blockaded Garrison:

- Formation must Blockade it. Moving Formation's Operations ends.

Overruns

Occur when Friendly Formation enters Enemy-occupied hex and has $\geq 6:1$ SP (8:1 if fortified) superiority (do not count artillery).

Garrisons cannot be overrun (other units in hex can). After any overrun, first Friendly Formation to enter hex **must** stop and Blockade.

Friendly player only required to declare sufficient SPs to qualify for Overrun. Defender only required to declare enough to prevent it.

Overrun is not mandatory; may stop and engage in Battle.

Overrun does not cost MPs.

Possible fate for Defenders:

- **Foot** units Disperse. Become Unformed and SPs (unit at Battalion scale) transferred to closest (in MPs) unit(s) (mobile or Garrison) able to absorb them (or Friendly Fortification at Battalion scale).

A valid LoC must be traced. If unable to comply they Surrender.

- **Cavalry** may Disperse or conduct Masking Retreat.
- **Artillery** captured.
- **HQs** Unformed
- **Leaders** to Officers' Mess (Personages captured)
- **Auxiliaries** to Recovery Box

Friendly Formation continues movement.

Masking

Overrun Cavalry Units may Mask, provided Overrunning Formation not exclusively Horse. They may retreat (together) \leq half their slowest MA before the Enemy Formation continues. Follow Retreat rout priorities.

May expend 1 MP before vacating, in which case active Formation must also.

A given Unit may Mask multiple times in the same Operation.

Forming Garrisons on the March

'Dropping off' Units/SP whilst moving is **not allowed**, **unless** it occurs during the Operations Phase and is undertaken to form a new Garrison in a Fortification/Fortress the Formation enters. (Ex-) Garrison SPs may be 'picked up' in a similar manner.

This exchange is done as a normal Transfer but costs +1 MP.

Movement in the Administration Phase

Conducted (intermingled with other allowed actions) in player order as determined by Initiative.

Only Unsubordinated, non-HQ Formations may move. They may not be within 4 MPs of a non-Besieged/non-Blockaded Enemy stack at the point they commence movement.

Unless to enter a Friendly hex or using Riverine movement, may not move within 4 MPs of a non-Garrison Enemy stack, nor into a hex with an Enemy Garrison. They may not Debar into such a hex.

May only occur along Roads or RRs; OMT is **not** used.

A Unit's movement rate is $4 \times (MA + 1)$ (the +1 is the Road bonus)

Entering & Exiting the Map

May leave during Admin Phase along Road/RR, but **not voluntarily** during the Operations Phase.

Unit/HQ forced to Retreat off map during Operations Phase, must attempt re-entry ASAP as close as possible to the exit hex.

Leaving the map, a Formation is assumed to be entering a hex with the same MP coat as the hex last occupied.

A Unit that voluntarily left during Admin Phase may return on any Road/RR with a LoC to its Hub. The re-entry hex must be the same distance or closer (to the Hub) than the original exit hex.

Also see rules on Redeployment.

Combined Movement (CM) Operations

An Army or Grand Army HQ, commanded by a Leader with COR, may undertake simultaneous Activation/movement of itself and up to 2 lesser Type HQs located within the COR.

If simultaneously commanding 2 **additional** HQs, then the COR is reduced by -1 (min. 1).

To perform CM, the leader of the senior HQ must pass an LC, modified for Insubordination using the lesser HQ Commanders' IVs, after declaring all Formations in the Operation.

Penalty for Failure

If the LC is failed, only the directing Leader's Formation may move; all Formations are deemed to have Activated.

Movement

Each participating Formation moves normally but **must** finish within COR of superior commander.

When a Grand Army is involved, the associated HQ(s) may begin or end subordinated to it, if desired.

Combat

HQ's participating in the same CM are considered as a single group for Battle if in the same hex.

Riverine Movement

Navigable Rivers provide RRs (exception: Cold Weather and Flood). These may be used in Admin Phase for Unit movement and to shorten Hub LoCs.

Navigable Rivers are dark blue and include:

- Dark blue Rivers
- Canals

- Estuaries
- Lake hexes
- Dotted blue lines
- Coastal shipping (if so marked)

Open sea is not Navigable.

Do not confuse Major River lines with Navigable Rivers – not all are Navigable

The RR may be of any length and consist of Navigable River plus adjacent Embarkation and Debarkation hexes; declare both before commencing each Riverine move.

The Embarkation/Debarkation hexes must each contain one of the following:

- Hub
- Depot
- Port

Breaks in the route and Enemy non-Blockaded Fortifications (including Empty ones in Enemy territory) adjacent to the route, prevent the tracing of an RR.

Lines of Communication (LoCs)

Riverine Movement may only be used to trace a LoC to a Hub.

Units

Conduct Riverine Movement as follows:

- Expend no more than 1 point of printed MA, during Admin Phase, to reach Embarkation hex
- Move to Debarkation hex at no cost. Stop and move no further that turn.

Pontooneers Tasked to a Depot in the Admin Phase provide the following benefit (normal Riverine restrictions apply):

- Units within 4 MPs of the Depot may use it for Embarking/Debarking
- The Depot must occupy a qualifying Embarkation/Debarkation hex.

Shipping Capacity

Each Depot can Embark up to 4 BEs per turn. The BEs are applied as follows:

- A Unit may move up to 24 hexes for 1 BE
- > 24 hexes, each Unit costs 2 BE
- At <= 8 hexes, each Unit costs ½ BE

In games where nits are not Brigade sized, BE indicates a group of Units worth 1 Brigade.

Count distances, in hexes on **or adjacent** to the RR, from Embarkation hex.

Lakes are considered 1 hex for this purpose.

Use spare SP markers to record BE usage.

Shipping Capacity does not apply to LoCs.

Garrison Transfers

During Admin Phase Fortifications on a common RR can exchange Garrison SPs.

The normal 4 MP transfer range does **not** apply, but Shipping Capacity does.

Embarkation/Debarcation hexes do **not** require Depots.

Cost is 1 BE per 2 SPs.

Garrisons may be formed in this way (other Forming rules still apply).

Supply

Three elements of Supply are simulated:

- Provisions
- Ammunition
- General operational readiness

There are three sources of Supply:

- Forage
- Depots
- Hubs

Summary of the Supply System

- Various events will trigger Attrition. Failed ACs cause SP losses
- ACs can be alleviated by Hubs. Proximity mitigates AC severity
- Benefit of Hubs (modifier on AT) depends on storing Ops (recorded on GRT). If a LoC can be traced from a hex to a Hub, occupants of hex get a benefit of stored Ops (adjusted for range).
- Depots can also alleviate range issue if they have a LoC to the Hub.
- Lack of Forage in a hex (degraded for a number of reasons), increases the 'range' to the Hub.

Additional considerations include:

- Access to a Depot is advantageous in combat
- A Besieger's use of Auxiliaries or Siege Artillery requires a Depot in range
- OPs can *alternatively* be assigned to a Campaign Plan³. The allotment automatically decreases over time.

Supply can be restored:

- Ops can be acquired through roll on OPAT
- New Depots can be built by spending Ops
- Depots can be restored by spending Ops
- Forage can be restored by period of non-exploitation.

Supply Activities

Operations phase (undertaken as required):

- Attrition Checks
- Forages Degradation checks

Admin Phase (conducted in Player order)

- Increase Unassigned Ops (ability degraded if Campaign Plan in progress)
- Trace valid LoCs between Depots and Hubs
- Build/Recover Depots
- Forage Restoration Check
- Decrease Ops assigned to Campaign Plan

Operations Points

Accumulated during the Admin phase using OPAT and allocated to both sides and recorded on GRT.

- **Assigned Ops:** Those allocated to CPs. Act as a 'timer'; typically, 1 OP per turn of activity
- **Unassigned OPs:** Reserve pool for general expenditure and Assignments.

Only Unassigned OPs can be voluntarily expended and should be used for involuntary expenditure too, where possible.

If a side has no OPs the expenditure is assumed to have occurred (and no debit is incurred), BUT a CP may not be started AND and CPs in progress will fail.

Possible OP uses

- Determine Initiative: Compare each Side's total Assigned + Unassigned; none are expended
- Change Player order
- Change Weather
- Build Depots
- Recover Depots

³ This would mean they are unavailable for Supply

- Change Cavalry SP Replacement quantity
- Modify ACs
- Assign CPs, allowing them to function

Loss of OPs

May be involuntarily lost (from Unassigned) through:

- Enemy Raids
- Battle
- Special events

Accumulating OPs

Accumulated via:

- The OPAT
- Depot Disbandment; requires die roll ≤ 4
- Capture of Fortified City; requires die roll ≤ 2
- Also see Exclusive Rules

Limits:

- Lower: 0
- Upper: 9

OPAT has columns for:

- Sides
- Contingents
- Other political groupings
- Other (used for items without specific column).

Exclusive rules which columns apply to which side.

Failure to gain even 1 OP results in a **cumulative** -1 DRM for future rolls until ≥ 1 OP is gained. **Important:** *this does not appear to be reflected on the OPAT.*

For each eligible column, player rolls 1 die; result is number of OPs added to Side's pool.

All OPs are initially Unassigned and recorded on GRT.

Assigned Operation Points

CPs must have OPs remaining or assigned, or they Fail.

Assign by adding to CP and tracking, reducing Unassigned accordingly.

Player may assign as many/few OPs as desired within following limitations:

- Assign at the time the CP is initiated (1 Unassigned OP = 1 Assigned OP)
- Assign additional to CPs in subsequent turns (2 Unassigned OP = 1 Assigned OP)
- A CP's max Assigned OPs = 9 at any given time

- $\frac{1}{2}$ the Assigned OPs from an ended CP can become Unassigned; otherwise, Assigned OPs may not become Unassigned.

If there are 0 Unassigned OPs available to a side, *involuntary* OP expenditure **must** be taken from OPs Assigned to the CP most closely associated with the involuntary loss, where such exists. There is no further penalty should a Player be unable to fulfil an OP loss at all.

At the start of each Admin Phase each CP loses 1 OP.

If an in-progress CP has 0 OPs, it Fails.

Attrition

The following cause ACs:

- Operational Movement
- Retreat Movement (inc. Declining Battle)
- Opposed River crossing
- Siege Operations
- Stack of ≥ 10 Units (Admin phase)
- Stack in a hex with ongoing Siege (Admin phase)
- HQs in Mountain hexes (Admin phase)
- Random/Special Events
- Exclusive rules

When required, consult AT, which generates a % of the SPs (*rounded to nearest*), in the affected stack, to be eliminated.

ACs affect entire Friendly stack (exclude Garrisons).

If multiple ACs are triggered, resolve a single AC with **all** modifiers applied.

Note: Size is based on:

- **Operations Phase:** HQ size rating
- **Admin Phase:** Counting Units

All HQ Formations in Mountain hexes suffer ACs in Admin phase, regardless of size.

Attrition Losses

Taken, in SPs, immediately.

A Formation in a hex that another Formation moves through will not be impacted by the latter's AC. However, if the latter ends its move in the same hex, the former may suffer. In both cases, the former's (highest rank) Leader is used for any modifiers. In the Admin phase, the entire stack is affected with losses distributed as desired by owner.

If a Formation in the stack has triggered the AC, it takes the first loss. In all other cases, largest Friendly stack on map takes the losses.

Cavalry must take half the losses (if possible), *rounded up*, unless it is a single SP loss. Cavalry do not suffer losses due to Siege Operations ACs.

In some Battalion Scale games, losses are applied to CE (nots SPs).

Hub Effects

Unassigned OPs provide an important beneficial modifier to ACs. The modifier is derived from the number of Unassigned OPs and the distance of the stack from a Hub with a LoC.

The modifier does not require that the Formations in a stack are associated with it. If multiple sides are stacked, use the side with the fewest Unassigned OPs to determine the modifier.

Foraging

Unless specifically stated to the contrary, every hex starts the game with adequate forage for all. As the game progresses Forage will become Degraded.

The 'range' to the nearest Depot/Hub is increased by +1 bracket when making an AC for a Formation in a Forage Depleted hex and by +2 brackets if Forage Exhausted.

Forage Status

There are 3 possible Forage states for a hex:

1. Good
2. Depleted
3. Exhausted

The hex is marked accordingly for states 2 and 3.

The effects of Degradation affect hex with the marker and all adjacent hexes (except into/across prohibited hexes/hex sides affecting **all** Units). If any of these hexes is Depleted and is further Degraded, the original hex is marked Exhausted.

There is no effect from overlapping of Degradation radii. However, if there is a choice of Degradation level, the worst applies.

Battalion Scale: area of effect = marked hex and 2-hex radius.

Causing Forage Degradation

Degradation occurs:

- As a possible AC result (unless resulting from Desertion)
- As a possible result of an Auxiliary's Plunder Task
- Through Voluntary or Defensive Flooding
- As a result of Turn requirements (e.g. specific terrain in Winter)

Mountain hexes start Forage Depleted (no marker required unless Forage Exhausted).

Where 'circumstance' temporarily modify the Forage status, do not change the marker – simply apply the AC effects.

Recovering Forage

After each Admin Phase's ACs, *eligible* hexes are **candidates** to recover 1 level of Forage status.

A hex is eligible if > 5 **hexes** from **any** non-Neutral Unit.

Each Admin phase, each side may *either*:

- Remove 2 eligible FD markers
- Flip 2 eligible FE markers (to FD)

Combinations are permitted, but an FE cannot be removed in the same turn it is flipped.

Optional: As an alternative to the above, in the Sept-Oct turn and after all Admin Phase ACs, remove all FD markers, then flip all FE markers (to FD)

If a hex's Forage is Degraded by weather, it recovers 1 step during the next non-Forage Depleted turn. *However*, no FD/FE markers are flipped/removed - since these are player (not weather) induced.

Hubs & Depots

Hubs represent the 'heart' of a Side's war making capabilities. They allow stacks to treat their area of effect as Close Range to a Hub.

Neither affects stacking nor establishes Control of a hex.

Max 1 depot per hex. Hub hexes may *not* contain Depots.

Hubs

Ultimate supply source for Units and Depots. Range is unlimited for this purpose – though range affects effectiveness. They also function as Depots for Units/Depots within normal Supply Radius.

Use of a Hub requires that the (Superior) Formation/Depot is *both*:

- Eligible to use it (i.e. same Contingent (or as per Exclusive Rules))
- Able to trace a LoC to the Hub or, for a Formation, to a Depot of the same Contingent as the Hub, which can then trace a LoC to the Hub.

A Hub's Contingent is marked on the counter.

Important: A Formation unable to use a Hub may not:

- Move in the Operations Phase (unless it ends the Turn nearer the Hub without voluntarily exceeding its printed MA.
- Conduct Siege Operations

Depots

Depots, and Hubs acting as Depots, have the following functions:

- Friendly Formation within Depot's Supply Radius is considered in Short range of the Depot's Hub
- AC generated Forage Degradation is ignored. Additionally, when the AC is triggered by an Active Formation, the Depot's effect can be applied at either the start or end the movement (even if Formation end movement beyond Depot's radius)
- Permit use of Siege Artillery/Auxiliaries in Siege Operations (if Formation conducting Siege can use the Depot)
- Use as Embarkation/Debarcation points
- Reinforcements/Replacements are placed in Depots radius (remember, Hub is a Depot)
- Provide Ammunition for forces engaged in Battle within their radius.

Effects persist throughout the Turn

Depots have 3 states:

1. Full (front of counter)
2. Half (reverse of counter)
3. Exhausted (remove from map)

The status does **not** affect the level of support provided.

Depots are in Fortifications (where such are present)

Location and state info is always available to the Enemy.

Supply Lines

Traced in the same manner as LoC.

Always traced **to** the Hub.

May be infinite length. But effectiveness varies with range (see Hub Radius Chart):

- Short
- Medium
- Long
- Extreme

Short, medium and long ranges are normally printed on counters; Extreme is anything > long.

Range affects severity of ACs.

A Depot that can itself trace a LoC to a Hub of the same Contingent can supply all Friendly Formations within its own radius (4 MPs, +1 on Roads); traced **from** Depot.

RRs reduce length of LoC from Depot to Hub. Trace line to an Embarkation hex, via Riverine Rout, to Debarcation hex. Continue to trace using other methods (inc. other RRs). 'Entering' Embarkation/Debarcation hexes costs same as for Units. The Riverine Rout itself costs nothing. No Shipping Capacity is consumed.

Where Hubs are located off-map, Exclusive Rules will specify the off-map portion of the LoC.

Where a Hub is overseas the sea portion of the Supply Line will be covered in the Exclusive Rules. However, any sea-portion must start and end at a Friendly Controlled Port (off-map Hub will always be a Port). Supply lines may be traced over sea multiple times.

Important: A Supply Line traced *directly* to a Hub may be no longer than 4 MPs to a Road, or Town with Water Access, the remainder of the line must be traced by Road and/or RR.

Supply Lines can be traced through 'out of bounds' areas.

Hub Suppression

Suppressed Hubs may **only** be used to act as a Depot within their own hex. LoCs may not be traced to them.

Suppressed Hubs provide a negative modifier on the OPAT.

Ammunition

Ammunition **must** be drawn from a Depot if a LoC can be traced to it.

If ammunition cannot be drawn:

- In Battle, reduce Friendly CE grades by one, for the duration, if their opponents can draw ammunition.
- Artillery do not generate a Siege Resolution DRM

Auxiliaries must be within the radius of a Depot to be Tasked to a Siege.

Whenever a stack draws ammunition, the Depot may be reduced. Check at the end of Battle/Siege Resolution.

Depot Reduction

Three causes:

- Isolation
- Drawing Ammunition
- Capture
- Raid

A Depot that can't trace a LoC is Isolated. Each Admin phase, Isolated Depots are checked against the Depot Reduction Table. A Reduced Full Depot is flipped to Half. A Reduced Half Depot is removed from play.

A Formation tracing a LoC to an Isolated Depot may not receive Replacement SPs.

Reinforcements may not be placed within the radius of an Isolated Depot.

A Depot stacked alone with Enemy Units is Captured; it is reduced by 1 level. The Captor may replace the Depot with one of their own or may disband the Depot (must, if no Depot counters available).

Raids are reduced by Raids where required by the Raids Table.

A Depot may not be reduced by more than one level by a single die roll/act.

Hubs acting as Depot may not be Reduced or Captured. They may be Suppressed.

Building & Disbanding Depots

Building/Restoring

During Admin Phase may use Unassigned OPs to do *one of* the following:

- Build Full Depots (cost variable)
- Restore **pairs of** Half Depots (if both within Medium Range of Hub) (cost: 1 OP)
- Restore a *individual* Half Depots (cost: 1 OP)

The Depot(s) must belong to the same Contingent as the Friendly Hub used as the source of the OPs.

Built Depot is placed in a Friendly Controlled Town of Fortification hex within LoC of the Hub.

Build cost determined by distance from Hub:

- ≤Medium Range: 1 OP
- > Medium Range: 2 OPs

Limitations:

- Unassigned OPs may not drop below 0.
- Counter mix

Disbanding

Depots may be disbanded, during the Admin Phase, for immediate use elsewhere. Simply remove from map.

Roll a die:

- 1-4: Owning side receive an Unassigned OP (if current Unassigned OPs <9)
- 5-6: No effect

Operations Phase – Battle

IMPORTANT: Rules below discuss losses in terms of SPs but apply equally to those (battalion scale) games where losses are to CE (and Units are SPs for the most part).

Battles occur when opposing non-Garrison Units occupy the same hex at the end of an Impulse.

Defender = Side whose formations were inactive at the time the hex first entered but an Enemy Formation.

Stack defender *under* the Attacker.

Garrisons do not participate in Battle. They must be Besieged.

Current Impulse ends when all Battles resolved.

Page 2 of SoP provided Battle SoP.

Summary of Counter Roles

- HQs: Not used except to define discrete Formations.
- Leaders: One leader from each side, the generalissimo, will be the command. His personality will modify results. His LR will influence the start of Battle and safety of Retreat. Other leaders present may become casualties but have no effect.
- Units: Deliver SPs and CE; providing original measure for odds and fulfilling losses. Cavalry and Field Artillery SPs establish superiority. A Unit will

be selected to provide the LCE – has a bearing on damage inflicted, morale and staying power of Side.

- Auxiliaries: If Assigned to HQ Participating in Battle, perform Battle Tasks to provide DRMs.

Pre-Battle Activities

1. Determine **Participants** and select Generalissimo.
2. Check for **Surprise**
3. **Reveal** SP strengths
4. Try to **Decline** Battle (if successful, skip steps 5-12)
5. **Prevarication**.
6. Determine **Frontage** and size of force to be Engaged (remainder are Reserves)
7. Erect **Fieldworks**.
8. Determine **Cavalry Superiority**. Provides DRM
9. Determine **Auxiliary Superiority**. Provides DRM
10. Determine **Artillery Superiority**. Provides DRM
11. Announce **LCE**
12. Determine **Retreat Thresholds**

Resolution

Resolved in rounds. Each round, each side rolls a die and consults the CRT. Implement results simultaneously.

Each result has 2 components:

- **SP Losses**: number of SPs the Enemy Side loses
- **Wings Hors de Combat**: Proportion of Enemy Side's Engaged Forces that may no longer Participate.

If a player decides to try to Retreat, they attempt Decline Battle. If successful, Battle ends.

A player may be obliged to Retreat.

If Forces remain engaged, Players can attempt to strengthen Engaged Forces from the Reserve and a new Round commences.

Post-Battle

Battle ends when:

- One side eliminated
- One side Retreats (voluntarily or otherwise)

Pursuit may be possible by *one* side.

Retreats are conducted. Pursued side (if applicable) Routs.

Both Sides Reorganise forces. May be done as part of Retreat. All forces that were in Battle Hex may participate.

Determine the Victor

The Side holding the Battle Hex is the Victor.

If both Sides Retreated simultaneously, there is no Victor.

Major Battles generate PPs and meet the following criteria:

- Involved ≥ 40 SPs
- Odds (unmodified Participating SPs) favour victor by $\leq 1:1$

Withdrawing Royals

To avoid the risk of Royals becoming casualties acting as Generalissimo, a player may attempt their Withdrawal **before** the final Generalissimo determination.

If Withdrawn the Royal remains in the hex but may neither participate in the Battle nor become a casualty.

A Withdrawn Royal does not affect the Battle in anyway.

PPs may be earned (only) in absence of Royal.

Optional Battle Initiation

If Players feel it is too easy to Avoid Battle:

- Resolve Battles as soon as soon as Operations for Impulse are completed (rather than at end of Impulse)
- Defender may do *either* of the following:
 - Attempt Decline Battle as normal
 - Undertake a Decline Battle using any Leader of higher rank, possessing a COR and within range of the Battle (a leader may be used in this way for multiple Battles). If successful, the the player has the option to:
 - Move Leader with COR to Battle as a Reinforcement
 - Decline Battle

Preparing for Battle

- Initiative player declares wish to engage
- Assign Generalissimos
- Check for Surprise
- Both sides reveal general strengths and decide whether to fight – may have to anyway
- Determine CRT columns and DRMs
- Determine Retreat Threshold.

Participants

Only Participating forces take part.

Participants

Attacker: first Enemy Formation to enter the hex *plus* any received through Prevarication.

Defender: original occupants *plus* any Formations received through Prevarication.

Remember: CMO treats all participating HQs as a single Formation.

Other forces don't contribute but a subject to any Retreat and, if victorious, may be included in Reorganisation.

Generalissimos

Select overall commander in following order of priority:

1. Participating Royal with Captain-General ability.
2. Participating Captain-General.
3. Participating Marshall (Grand Army HQ Commander).
4. Participating Marshall.
5. Marshal drawn randomly from Officers' Mess.
6. General drawn randomly from Officers' Mess.

If there is a choice, select randomly.

A Side that cannot be assigned a Generalissimo has a notional Generalissimo with an LR of 0 (and no other ratings).

Generalissimo may change as additional Forces enter due to Prevarication.

Other Participating Leaders contribute nothing but may become casualties.

Surprise

Either player rolls one die. Consult Surprise Table using the *same* die roll *twice*. The DRMs are applied differently for each of the two checks (Attacker, then Defender). Personality modifiers are cumulative. The other modifiers are +ve for attacker and -ve for Defender. If Attacker is surprised, no Defender check is made.

A Surprised Side:

- Cannot Decline Battle *before* it starts
- Cannot employ Fieldworks
- Declares Leading CE first
- Resolves Round 1 (only) combat after the other Side

Surprise effects only last for Round 1.

Declining Battle

A successful Decline Battle leads to a Voluntary Withdrawal; a form of Retreat.

May be attempted:

As a **Pre-Battle Decline Battle**. If successful, Voluntarily Withdraw; no battle.

After a combat Round. If successful, follow post-Battle routine with a Retreat in the form of a Voluntary Withdrawal.

In both cases, Defender has first choice.

The opponent may declare they are opposing a Decline Battle attempt. If not, the attempt automatically succeeds.

If an attempt is opposed, make an LC:

- Roll a die
- Compare LR of both Generalissimos. If one exceeds the other by:
 - 2 or 3, apply a +/-1 DRM
 - 4+, apply a +/-2 DRM
- If Declining Generalissimo has the higher LR, the DRMs are negative; otherwise positive.

If the LC is:

Passed: entire Friendly Stack (Participants and non-Participants (but excluding Garrisons)) is moved to an adjacent hex (not one from which an Enemy Participant entered Battle hex) and there is no further combat.

Failed: entire Friendly Stack suffers an immediate AC, and combat proceeds.

Eligible Auxiliaries, assigned to a Participating Formation, may assist a Decline Battle attempt with a Rear-guard Task – provided they are not Tasked to the Battle for another purpose.

Prevarication

Both players may attempt to delay the start of the Battle by making an LC against their Generalissimo's LR.

If successful that player may convert a non-Participating Formation in the hex, to a Participant. They may also make another attempt to bring in another such Formation.

Each attempt after the first attracts a *cumulative* +1 DRM. Once Failed, that Side may make no further attempts.

Prevarication may result in a change of Generalissimo. In this case, all pre-Battle procedure uses the original Generalissimo. The Battle's Generalissimo is decided immediately before Battle commences.

Frontage & Wings

Frontage is the number of Engaged Wings on a Side.

Wings are a sub-division of the Participating SP total assigned to the **Engaged or Reserve** group.

Only Engaged forces inflict/absorb damage.

Two Frontage values:

Base Frontage (BF): Dictated by Terrain (listed on TEC). *Potential* number of Side's Wings Engaged.

Actual Frontage (AF): Actual number of Wings Engaged. Dependent on size of Participating force. Number used on CRT. $AF \leq BF$.

The **SP Total** is calculated as follows:

- All Participating Unit's SPs are counted
- Charge/Assault-capable Unit's (cavalry and as specified in Exclusive Rules) SPs are doubled

Consult the SP/Wing Matrix to convert a Side's SPs to Wings. This value will be used throughout the Battle and is not affected by losses.

Determine the Engaged/Reserve Wings split:

- If number of Side's Wings \leq BF, all Wings are Engaged.
- If number of Side's Wings $>$ BF, all Wings in excess of BF are in Reserve.
- $AF =$ number of Engaged Wings

If one Generalissimo has an LR:

- $\geq 3x$ the other, increase AF by +1 (or remove 1 opposing Wing from the Battle)
- $\geq 6x$ the other, increase AF by +2 (or remove 2 opposing Wings from the Battle)

If AF is increased, there must be sufficient Wings to be assigned.

Removed Wings *do not* contribute to a Side's Retreat Threshold, they are not *physically* removed, and they *may* still receive losses.

BF may *never* be exceeded, nor may there be < 1 Wing per Side.

One side may have a greater AF than the other. If so:

- If the excess is 1-3 Wings, then reduce the AF to be equal and remainder are considered in Reserve.
- If excess is 4+ Wings, then reduce the AF to be 1 greater than the smaller Side and remainder are considered in Reserve.

Once the AF has been determined, ***it is fixed for the duration of the Battle.***

Erecting Fieldworks

Both Sides may use Fieldworks – provided Surprise has not occurred.

To take advantage of the Fieldwork CRT modifier, 1 Pioneer Auxiliary must be Tasked for every 3 Wings (round up) in the AF. A Cautious Generalissimo can be counted as 1 Pioneer towards the Fieldwork modifier.

Fortified area Defenders automatically enjoy the Fieldwork modifier.

Cavalry, Artillery, & Auxiliary Superiority

Superiority in cavalry and/or artillery numbers provides a DRM on the CRT. Superiority in 2 Auxiliary Classes can also provide such benefit. These benefits are cumulative.

To apply, an Artillery and Auxiliary SP must be matched by a Cavalry or Infantry SP.

Cavalry Superiority: Determine odds of opposing Cavalry SPs and consult the Cavalry Superiority Chart to determine the modifier. Some Classes will have their SPs modified before calculating the odds.

Artillery Superiority: The side with the greater number of Batteries benefits from the modifier. Amateur Batteries only count as $\frac{1}{2}$ Batteries (retain fractions). Siege Artillery is ignored.

1 Legion Battery assigned (Attacker first) to a Participating HQ may be Tasked to its Side's Artillery (only) in the event of a tie (treat as an Amateur Battery). If both sides do so then the tie remains and there is no Artillery Superiority. Once Superiority determined, place Tasked Legion Batteries in the Recovery Box.

Auxiliary Superiority:

- **Screening Superiority** gained by Tasking Irregulars (Foot and/or Horse). Generates a modifier against Enemy on CRT.
- **Assault Superiority** gained by Tasking Grenadiers (Foot and/or Horse). Generates a Friendly modifier on CRT.

In both cases, players secretly select and simultaneously reveal any number of appropriate Auxiliaries from those assigned to Participating HQs. The side with the most has superiority for that Class for the Battle's duration. All are then moved to the Recovery Box.

Leading Combat Effectiveness (LCE)

Players examine their force's CE and select one value (must be CE of $\geq 20\%$ of force) to be the LCE. The LCE:

- Helps determine the Retreat Threshold
- May generate a CRT modifier when compared to opposing LCE
- If high, reduces the chance of Pursuit.

First 50% of losses are applied to Units with the LCE.

Retreat Threshold

Each Side in a Battle has a Retreat Threshold, determined by the Retreat Thresholds Chart.

Cross reference the Side's LCE with the number of Wings (Engaged and Reserve).

At the end of a Round that sees this number of Wings Hors de Combat, the Side must Retreat.

Resolving Battles

Battles consist of a variable number of Rounds.

Each round consists of:

- A die-roll by each player against their AF on the CRT, to determine damage inflicted on the Enemy
 - Result is 'SPs lost' and 'Wings Hors de Combat'.
- Retreat check (inc. Voluntary Withdrawal) .
- (If no Retreat), top up of Engaged Wings from Reserve (reduce AF if inadequate Reserve Wings)

Battles only end when one/both side(s) retreat (or are eliminated).

Modifiers

The CRT check is modified (**row shifts**) as follows:

- **LCE:** Compare both Sides' LCEs using the LCE Matrix and apply resulting modifier to the 'better' side
- **Superiority:** Apply Cavalry, Artillery, & Auxiliary Superiority modifiers as appropriate
- **Leadership:** Derived from Leadership Matrix based on Generalissimo Personality

SP Losses

Inflicted immediately, simultaneously and allocated by owning player within following restrictions (in order of precedence):

- Do **not** distinguish between Engaged and Reserved; both take losses.
- HdC Wings (see below) are subject to losses.
- 50% of losses must be assigned to LCE Units.
- Distribute as evenly as possible between Participating Units.

At the end of Battle, some losses may be converted to PoWs. The current Battles losses should therefore be tracked with care.

Some Battalion scale games take CE losses rather than SPs. They are allocated as above but PoWs are handled differently (see Surrender & Capture).

Wings Hors de Combat (HdC)

The 2nd result on the CRT is the number of Wings that become HdC (cannot be used in future Rounds).

Strike HdC Wings from the Engaged Wings and reduce the AF accordingly.

When HdC Wings \geq RT, the Side must Retreat.

Post-Battle

Battle ends when one or both Sides Retreat (or is eliminated). Most of the post-Battle routine involves the Retreat process. The steps are:

1. Determine Victor
2. Pursuit check
3. Determine Leader Losses
4. Retreat
5. Reorganise

A Retreat may become a Rout if Pursuit occurs.

If both Sides Retreat, resolve Attacker's first. There will be no Pursuit.

Voluntary Withdrawal are conducted like other Retreats but are only 1 hex and never incur Pursuit nor ACs.

Pursuit

Only the Victor can Pursue. If both Sides Retreat, there is no Pursuit.

If Pursuit is possible, Victor rolls a die and applies DRMs from Pursuit Check Table. Modified result of:

- 0-1 Rout occurs and Victor may Pursue
- 2-9 No Rout or Pursuit.

If Pursuit occurs, Pursuer rolls a die and cross-references with the surviving Pursuing Cavalry SPs on the Pursuit Results Table, applying modifiers as appropriate.

The result is the number of Pursued Infantry, Artillery and Cavalry SPs eliminated. Leader casualties may also occur and are resolved using the Leader Loss Table. The number in the 'L#' is the 'Rounds' column used.

After applying losses, Pursued Side Routs. This is a normal Retreat (see below) modified as follows:

- Retreating Formation moves full printed MA (or as close as possible)
- SPs may not be picked up/dropped off (except in Battle hex).

Leaders and Leader Losses

Leader casualties are assessed at the end of the Battle and during Pursuit.

Both sides roll against the number of Rounds, on the Leader Loss Table. If there were more than ≥ 3 Rounds, use the 3 column. The number generated is the number of Leaders the rolling side loses.

Determine the Leader(s) affected as follows:

1. Roll another die
 - a. 0: The first casualty (only) is the Generalissimo
 - b. 1-9: Another Participating Leader
 - i. If there is no such Leader and the Generalissimo is not a casualty, select an eligible Leader from the Officers' Mess.
2. All other casualties are taken from eligible Leaders in the Officers' Mess

To be eligible, a Leader in the Officer's Mess must belong to a Participating Contingent.

The fate of the Leader casualties is determined using the Leader Fate Table:

- **Killed:** Remove from play

- **Wounded:** Remove from play for a number of turns determined by a second roll on the Leader Fate Table – then return to the Officers' Mess as a Reinforcement
- **Captured:** Remains out of play until Exchanged.

Retreat Priorities

Retreat Movement is conducted in same manner as Operational Movement, subject to following priorities and to restrictions/advantages of the type of Retreat conducted.

Priorities

1. 1 hex free minimum move (not Prohibited terrain/obstacles). Does not use OMT.
2. Not into Enemy-occupied hex.
3. Along easiest MP path.
4. Towards nearest Friendly Depot or Fortification
5. Towards nearest Friendly (active/inactive) Hub
6. Use common sense.

Retreat into Enemy-occupied hex only allowed if Overrun possible **and** it is possible to exit the hex. In such case, Retreating stack may pass-through (not stop in) the hex – no overrun is resolved.

The presence of any Garrison is completely ignored when executing Retreat.

Retreat through/across Prohibited terrain/obstacles is not allowed; stack Surrenders.

Retreating Units do **not** have to follow the same path, but Formations **must** retain their organisation until the end of the Retreat.

A Unit may Retreat more than once in a single Operations Phase.

A Unit Retreating from a hex with a Friendly Garrison may transfer SPs to/from the Garrison at the moment it Retreats.

A Retreating Formation may drop off SPs.

Personages Retreat with their Escort Formation or, if not possible, with a Friendly Formation of the same Contingent or, as a last resort, with any Friendly Unit. A Personage that can't Retreat is Captured.

ACs caused by a Retreat **do not** cause Forage Depletion.

These priorities are also used (no Pursuit) when:

- Masking and Overrun

- Lifting a Siege (treat as a Voluntary Withdrawal if voluntary)

Post Battle Reorganisation

See Administration Phase/Reorganisation later in rules.

The following apply in addition to the standard Reorganisation process:

- Losing side Reorganises first. If there is no Victor, Attacker Reorganises first
- HQs without Units or Leader become Unformed.
- If A HQ only has a Leader, he must have Units transferred to his HQ or be Relieved
- HQs without a Commander must have one Posted. Should be randomly selected from (in sequence):
 - Eligible unassigned Leaders Participating in the Battle
 - Leaders from the Officers' Mess
 Apply normal precedence rules (see Leaders/Posting Leaders above)
- If all Friendly Units in Battle hex are eliminated, Uniform their HQs; Commanders are Captured
- All asked Auxiliaries should be in Recovery Box
- Auxiliaries assigned to a now Unformed HQ may be reassigned to another HQ in Battle hex (or sent to Recovery Box if no HQ available).

PoWs

At the end of Battle, after ALL losses inflicted, convert % of losses are Interned (see previous rule):

- Loser 25% (50% if Rout)
- Winner 10%

If no Winner, treat both as losers.

POWs are not limited to the LCE.

At Battalion Scale the Infantry and Cavalry Units themselves are held by the captor (even if due to be Paroled).

Loss of Operation Points

After Battle or a successful Decline Battle (inc. as part of an Operation) both sides roll on OP Loss Table.

Operations Phase - Sieges

Fortifications

Fortifications have no effect on play unless Garrisoned (exception: they will block enemy LoCs if in Friendly-Controlled hex). If empty, they are controlled by the Side occupying the associated hex.

There are several classes of Fortification, graded for number of SPs they can hold and their defence strength (see TEC). Each grade has a min/max capacity. The Max is the maximum garrison. Failure to meet the Minimum results in a penalty DRM on the Siege Progress Table. Size of Garrison also affects Siege Duration.

All Fortifications:

- Can only be occupied by Garrisons
- Can be 'covered' through Blockade (Allowing Friendly Formations and LoCs to pass unimpeded).
- Must be Besieged to be captured.

Garrisons

Garrisons Control the entire hex – unless Blockaded.

First enemy Formation to enter a Garrisoned Fortification must stop and Blockade. During the Admin Phase enemy Units **cannot** enter non-Blockaded Garrisoned hexes.

Garrisons can be formed or have SPs added as follows:

- Admin Phase
 - Transfer SPs from nearby Formations and other Garrisons
 - On receipt of Replacement SPs
- Operations Phase
 - Drop off SPs at a cost of 1MP
 - When Units Retreat from the associated hex (or Garrison may transfer SPs to the Retreating Units).

See **Transferring SPs and SPs in Garrisons**. Transfer is not possible if the Fortification is Blockaded.

Only a single Garrison may occupy a fortification. 'Notional' Garrisons (0 SPs) may be kept in play but the counter mix is the limit of Garrisons that may be in play.

At Battalion Scale, the following apply to Garrisons:

- Composed of Units subordinated to a Garrison HQ (see **Subordinating and Detaching Formations**).
- Each unit = 1 SP (Small Unit = ½ SP)
- Sorties are not permitted (at either scale)
- Single (only) Units may be used without the need for a Garrison counter. *Such Units cannot be overrun*. Use Garrison HQ if multiple Units. The fact the Unit is acting (or ceasing to act) as a Garrison can be declared at any time – but the Unit must be in the Fortification hex and the hex

must be Friendly Controlled. The unit may be dropped off during movement or Transferred.

Supply

Garrisons do not use supply.

If a Depot is present it is inside the Fortification if Blockaded or Besieged.

Water Access or Port Access (WAPA)

Fortifications located:

- At a Port have Port Access
- On or adjacent to a Riverine Route has Water Access

WAPA allows LoC to be traced in/out of a Fortification even if Besieged/Blockaded, provided the LoC can first be traced to another Friendly controlled Port or non-Blockaded WAPA Fortification.

WAPA can extend duration of a Siege.

(Only) at times the Siege Resistance Value (SRV) is reassessed, WAPA permits:

- Transfer of SPs and Replacement Leaders to Garrison during a Siege (neither normally allowed) by Riverine Movement and, if permitted by Exclusive rules, by Sea Movement (for Fortifications with Port Access only).
- Tasking of Auxiliaries to a Besieged WAPA Fortification (not normally allowed).

SPs may be Transferred out of a Besieged WAPA Fortification at any time.

Defensive Flooding (DF)

A Garrison in a Fen, Clear or Woods hex next to a River (but not a Minor River in a Cold Weather turn) may undertake DF to increase the SRV and to provide Siege Resolution DRMs.

DF may be attempted, once per Siege only, at the start of a Siege or at any time the SRV is reassessed. A roll of 2 or less is required.

The effects of DF last until the first of:

- The next time the SRV is reassessed, or
- The start of the next Cold Weather turn.

A DF hex has its Forage Depleted by 1 level.

Citadels

All Fortified Cities have an intrinsic Grade 2 Fortification – the Citadel.

Where a hex contains more than one Fortification icon⁴ (Walled Town/Fortified City *and* Fortress/Castle, the latter is treated as a Citadel of the Grade the icon indicates.

If there is a Citadel the Garrison does not surrender when the main Fortification is taken. At the point of Surrender, SPs/Units/Auxiliaries/Leaders may move to the Citadel up to its capacity. Excess SPs (owner's choice) do Surrender.

When the Citadel is occupied it is automatically Invested and treated like any other Invested Fortification.

Citadels retain Water Access (where applicable) but not Port Access.

Both Fortification and Citadel must be Captured before the hex can be considered Friendly for victory awards, LoCs, Port use etc.

If the Siege is lifted, the Garrison again occupies the main fortification.

At Battalion scale the above rules apply unchanged (albeit using Units, not SPs. SPs integral to Garrison HQs are only considered Captured once the Citadel is Captured *unless* a single Unit is being used as the Citadel Garrison, in which case the Garrison HQ's integral SP is captured in the main Fortification. The Garrison HQ's SP may instead be eliminated to absorb a loss in lieu of the Citadel Garrison Unit.

Blockades & Sieges

Siege warfare in the game is broken down thus:

- Sieges
 - Passive "state of Siege"
 - Active Siege Operations
- Blockades

The steps to conduct a siege are:

1. Friendly Formation may Blockade when it occupies the same hex as an Enemy Garrison.
2. Siege Operations may be conducted against Blockaded Garrisons to cause an Investment of the Fortification.

⁴ Certain older maps 'experimented' with this form of artwork.

3. Once Invested, an SRV is determined. This indicate *roughly* how long the Siege will last without further Besieger effort.
4. Each Admin Phase, Besieger consults Siege Table to see if Garrison surrenders.
5. In parallel, each impulse the Besieger may initiate a Siege Operation in an attempt to achieve an Escalade (assault) using the Siege Progress Table.
6. A Lodgement result indicates an imminent Escalade – immediately recalculate the SRV.
7. If an Escalade occurs but does not result in Garrison's elimination or surrender, recalculate the SRV.
8. A Besieged Side may voluntarily Surrender at any time.

The 1st Friendly Formation to enter a Garrisoned hex *must* Blockade the Fortification and end its Operation. In subsequent Operations, the same or another Formation may Besiege.

Blockaded Garrisons cannot attack nor leave (inc. SP Transfers) or exert **any** influence outside of their hex; *exception: Water Access.*

A maximum of 1 Formation may Blockade, and a maximum of 1 Formation may Besiege. A single Formation may perform both.

A Blockading Formation can be changed, but a Besieging Formation cannot and is locked in until the Siege is lifted.

Blockades

No special routine required; a Garrison is considered Blockaded whilst there is an enemy Formation stacked with it. Place a Blockade chit on the Blockading Formation.

Important: A Formation can only enter/remain in a Fortification hex *if* it has at least as many SPs as the Garrison.

Executing Sieges

Besieging player may initiate a Siege as an Operation. Mark Besieging Formation with an Investment Siege marker the first time this is done.

Sieges involve two parallel mechanisms; one voluntary the other automatic:

- Once per turn, During the **Admin Phase**, the Besieging player *must* check the Siege Table before resolving the phase's supply activities. Check all Sieges, in Player-order, with the

Besieging player choosing the order of his own sieges.

- During the **Operations Phase**, the Besieger *may* undertake Siege Operations to make an Escalade practicable. At least 1 Siege Operation **must** be made to initiate a Siege at all.

Siege Resistance Values

Use the Siege Table to check status of each siege every Admin Phase. Cross reference a die roll against the SRV (determined when siege initiated and possibly adjusted by Lodgement or Escalade). Result will be 'no effect' or 'surrender'.

Siege (Resolution) Operations

A Formation with a Blockade or Siege Stage chit on it may conduct a Siege Resolution Operation (SRO) using a single stack and the Siege Progress Table (SPT).

SROs are voluntary.

SROs (including Siege initiation) are Non-Movement Operations. They may cause Depot Reduction.

Important: A Formation conducting an SRO must undergo an AC at the end of its Operation (movement modifiers do not apply). Cavalry SPs are not required to take losses.

Important: During the Admin Phase, **any** stack located in a hex with a Siege (not Blockade) in progress, suffers an AC.

Important: Only:

- One Formation may prosecute a given Siege
- One Siege can be prosecuted against a given fortification at a given time

A Besieging Formation may have Forces added or detached.

If the Besieging Formation becomes Unformed or lacks the SPs to maintain the Siege then, unless the Formation is subordinated to a higher HQ (which becomes the Besieging Formation) the Siege is Lifted.

An in-progress Siege (see stages below) can be maintained without conducting a SRO, so long as it is not Lifted.

The Besieger Controls the Fortification immediately the Garrison is Eliminated/Surrenders.

The Siege objective is to cause the Surrender of the Fortification; directly or through Escalade. There are 4

progressive stages (The first 3 are marked with an appropriate chit):

1. **Blockade** the Fortification at the end of the Movement Phase
2. Using the same or another Formation, **Invest** the Fortification. It will now fall, unless the Garrison is relieved, but will take time.
3. Initiate subsequent SROs and use the SPT to progress to the **Approach** stage. This represents the digging of siege works and certain Auxiliaries, Tasked to the Siege, assist in reaching and progressing beyond the Approach stage.
4. Initiate further SROs to reach the **Lodgement** stage at which time the SRV is recalculated and the Besieger may (if eligible) start to use Artillery Units (Siege or Field with Siege Factor) and certain, Tasked, Auxiliaries. An Escalade will eventually occur; either a No-Breach Escalade or as a Breach Escalade triggered by the SPT.

There are two types of **Escalade**: Breach and No-Breach. Escalades must be resolved immediately they occur. Success will cause the surrender/elimination of the Garrison. Failure will see the Lodgement continue.

Reassess the SRV following an Escalade; successful or not.

Auxiliaries and Artillery

When an Investment is made, eligible Auxiliaries may be Tasked to the siege hex (not to the Besieging Formation or the Garrison themselves). Place in the Siege hex (Besieger first) in accordance with the following:

- Besieger:
 - None unless Siege within range of Friendly Depot. Otherwise...
 - 1 Auxiliary per Unit (inc. Artillery) in the SRO.
- Besieged: 1 Auxiliary per Garrison SP.

If either of the above limits are exceeded, immediately remove excess (Owners choice) to Recovery Box.

Auxiliaries may remain (even if the required Depot is subsequently removed) until:

- The Siege
 - is successful,
 - is Lifted
- Removed to the Recovery Box

Auxiliaries may be added:

- By the Besieger before consulting the SPT
- By the Besieged only when Siege first declared (i.e. Blockade becomes Siege) unless there is Water Access – permits addition in Admin Phase of Turn in which SRV reassessed.

The Auxiliaries Tasked to a Siege may only participate in the Siege – not in any other activities occurring in the location. They provide a number of modifiers to the SPT and SRV:

- Pioneers – chance of mobbing to/from the Approach stage
- Sappers – chance of obtaining a Lodgement and of a Breakthrough Escalade
- Grenadiers - chance of moving to/from the Approach stage and successful of Escalade
- Marines – as Grenadiers if WAPA
- Boatmen – modify SRV if WAPA

Determine who has the benefit of each Class of Auxiliary by comparing numbers on each side – the higher side gets the benefit.

Siege Artillery (and Siege rated Field Artillery) modify SRV and chance of Breach Escalade – in both cases only at the time the SRV is recalculated once a Lodgement is achieved. Immediately check for Depot reduction whenever Siege Table or SPT are used and Siege Artillery is participating.

At Battalion Scale, where Exclusive rules allow DP units to act as Units **and** apply Siege effects, they are not Tasked, but remain in the hex as Units; their mere presence activates their abilities. If they are acting as pure Auxiliaries, they behave as such.

Leaders

When a Siege commences, the Besieged player may (sometimes must) Post a Leader from the Officers' Mess to Command the garrison (provided it does not already have a Commander – a Garrison may only ever have a single Commander).

- A General *may* be Posted if the Garrison \leq 5 SPs and is not in a Fortified City (Grade 6)
- A General *must* be Posted if the Garrison $>$ 6 SPs and $<$ 12 SPs, or is in a Fortified City (Grade 6)
- A Marshal *must* be Posted if the Garrison $>$ 12 SPs. If no Marshal available, a General may be used.

Where possible, the Leader should be the same contingent as the Garrison.

Once the Siege has commenced, no further leaders may be posted to the Garrison (even if original has been removed - except during SRV recalculation where there is Water Access).

The Commander remains in his Post, until Relieved, when the Siege is Lifted and the Garrison remain – even if the Garrison becomes Notional.

Commanders affect the Siege Table and Escalade resolution.

Participating Leaders' Personalities may influence Siege resolution.

Rash and Aggressive Besieging commanders can order Escalades without executing every Siege Stage:

- **Aggressive** – *may* conduct a No-Breach Escalade immediately a Lodgement occurs. A penalty will apply.
- **Rash** – *must*, the first time in the siege that a Lodgement occurs, conduct a No-Breach Escalade. A penalty will apply. For Subsequent No-Breach Escalade, this becomes *may*.

Special Results (SRs)

SPT SRs are optional (each such result will have a 'normal' alternative) – but the choice is binding and must be declared *before* each roll.

If an SR occurs, consult the Special Siege Results Table:

- **Sally:** Attempts by the Besieged to disrupt Enemy operations and to cause minor casualties
- **Guile:** Permits a No-Breach Escalade to be launched (regardless of Siege progress)
- **Extraordinary Losses:** Either Side may lose a Leader, Artillery SP (Unit if Battalion scale), or Auxiliary.

SRs are determined before normal Escalades occur. An SR Escalade supersedes other Escalades generated in that Operation.

SRs do *not* alter the Siege Stage (unless the Garrison surrenders).

Lifting a Siege or Blockade

Sieges/Blockades may be lifted as follows:

- Both Lifted immediately the Garrison Surrenders
- Siege can be abandoned and return to a Blockade
- Both Lifted if Besieger leaves the hex (voluntarily or not)
- Besieger has inadequate strength.

- Besieging Formation attacked by an Enemy Formation (regardless of outcome) – this can be avoided if other Formations 'cover' the Siege Operation (see below)

When Lifted, remove Siege or Blockade marker.

If forced to Lift a Blockade, retreat 1 hex (unless forced to perform a full Retreat).

A Blockade does not need to be Lifted where the Besieging Formation has inadequate strength if:

- Another (strong enough) Formation in the hex wishes to take over
- A number of smaller Formations are consolidated/augmented to the required strength before the end of the Turn.

In both cases the Siege **will** still be Lifted.

Where Formations wish to 'cover' a Siege Operation, they must have \geq the SPs of the Besieging Formation. They then participate in any Battles in the hex; the Besieging formation does not. However, any Retreat they suffer will include the Besieging Formation.

Escalades

Conducted as soon as a Breach or a Guile SR occurs or, if a Rash/Aggressive Commander is Besieging, when a Lodgement is achieved. The latter two of these are No-Breach Escalades (and carry a 1L column shift penalty on the Escalade Table).

Resolution

1. Each Side declares a leading CE (use the CRT matrix)
2. Determine Grenadier (and pseudo-Grenadier) Auxiliary Superiority – use only those Auxiliaries Tasked to the Siege when Escalade was triggered.
3. Besieger cross indexes a die roll with the Fortification Grade on the Escalade Table, applying LCE, Auxiliary, etc. modifiers.
4. Apply results (Attacker and Defender Loss Factor and, potentially, a Surrender)

The Loss Factor is in 10% increments (e.g. 2 = 20%). Multiply by the opposing Side's SPs to determine SP losses.

At Battalion scale SP losses are taken as Unit losses (even in games where losses are normally taken as CE losses).

Cavalry SPs cannot be used in an Escalade and to not help to generate or take losses.

Effects

An Escalade is successful if the Garrison Surrender or are eliminated. The Besieger now controls the Fortification (if he has SPs remaining). An unsuccessful Siege remains in Lodgement. In either case, the Operation is over.

When a Garrison Surrenders due to Escalade:

- Return all Auxiliaries to respective Recovery Boxes
- Captured Auxiliaries contribute POWs as 'C' CE SPs
- Any Garrison Commander is Captured
- Siege Artillery attached to Garrison are Captured
- Captured Siege Artillery contribute POWs as 'C' CE SPs

Captured SPs are automatically Interned.

At Battalion scale POWs are taken as Units. Auxiliary counters are held as POWs (1 SP each), not converted to C CE SPs. Auxiliaries can be Exchanged as if 1 SP Units.

Administration Phase

Conducted in Player order at the end of the Operations Phase. Victory and Special Events are checked for along with supply-related activities and Administrative Movement (AM) – See SoP Card. The phases steps are:

1. Initial Activities (Exclusive Rules)
2. Campaign Plans & Victory
3. Initial Supply
4. Movement
5. Redeployment & Reorganisation
6. Siege Resolution
7. Final Supply

Conduct each step's activities in order given in SoP (only Reorganisation activities can occur in any order).

Some activities *only* occur Quarterly or on 1st Turn of each Season (1st, 5th, 9th 13th Turns).

Initial activities vary and will be defined in the Exclusive Rules.

Movement Reminders

Units may be moved in accordance with regular movement rules, amended as follows:

- HQs may not move
- Non-HQ Formations may move individually or by stack, but each Unit is limited to its MA
- Only Ambuscade, Desertion and Screening Task may be conducted

Reorganisation

Includes the following activities (may be mixed as desired):

- Forming & Unforming HQs and Unit Formation
- Swapping SPs amongst Unit in same hex
- Transferring SPs
- Receiving Replacements (Quarterly)
- Receiving Reinforcements (Inc. returning PoWs)
- Posting/Relieving Leaders

Reinforcements

Received by schedule, special events or as Exchanged PoW items. Exclusive Rules provide details, general points follow.

Listed as SPs or ready-Formed Units.

If SPs, will typically be grouped by Class and Contingent/Nationality. Can be assigned to existing Formed Units or used to Form unused Unit (of appropriate Class, etc.)

If Units, appear ready Formed with either a designated number of SPs or SPs to be distributed amongst them. If Units are listed as Unformed, they are immediately available to be Formed.

If there are insufficient Units available (and Exclusive rules don't permits pools) , excess SPs are lost – Owners choice.

Normal criteria for allocating SPs to Units apply.

'Irreplaceable' Units may not be rebuilt but are permanently removed from play when the last SP is *eliminated* (Transferred and PoW SPs are **not** considered eliminated).

If no specific entry instructions, Reinforcements may enter in any hex with a valid, 4 MPs) LoC to a Friendly Depot with a valid LoC (Short or Medium Range) to a Hub. The hex may not be Enemy Controlled or within 4 MPs of an Enemy Unit.

During scenario setup, a previously Unformed Unit receiving SPs will be placed in the SPs' specified location.

Reinforcements can be assigned to off-map areas.

Reinforcements cannot be assigned to Blockaded Garrisons without Water Access.

Other Reinforcements are placed as follows (unless assigned to off-map areas):

- **Leaders:** Placed in Officers' Mess; included Leaders removed from a Posting or returned from Wounded/PoW status.
- **HQs:** Placed on their display card before being reformed.
- **Auxiliaries:** Placed in the Available Box; may immediately be assigned to HQs.

Reinforcements may not be withheld voluntarily. If they cannot be placed on the Turn received, they are placed on a later turn.

Counters with 'Date of Service' may not be used before that date (and enter during Administration Phase if date corresponds with the scenario start) and those with 'Expiration Dates' cannot be used after that date.

If a counter substitution is called for, remove the earlier version and place the new in the same location with same state and strength.

Initial scenario setup is in Player order (unless scenario states otherwise).

Replacements

Eliminated SPs are recorded throughout the Turn on the GRT, using chits labelled with their side's appropriate CE (Batteries are stored off-board).

Once per Quarter a percentage of SPs (rounded down) will be returned to play in the same way as Reinforcements – the remainder (and any that can't be returned) are permanently eliminated. Group SPs by CE and assess each group individually, using the Replacement Table to determine the percentage returned – then zero that CE marker.

Every 5th SP may be taken as Cavalry.

In the Spring Quarter (Turn 5) the ratio of cavalry can be increased by spending Unassigned OPs (once per Turn) thus:

- 1 Unassigned OP – every third SP
- 3 Unassigned OPs – every other SP

Treat eliminated Batteries like SPs for calculating Replacements – they have their own replacement rate on the Replacement Table.

Siege Artillery replacements are handled differently (their losses are recorded as CE 'C' Infantry). Each Siege Artillery Unit that has not (and will not) move that Turn, stacked with a Friendly Controlled Fortification during the Admin Phase, may receive 1 SP

on the die roll of 0-1 (1 roll per Turn per Side), provided the max SPs are not exceeded.

Siege Artillery SPs attached to a Garrison may also be Transferred to a Siege Artillery Unit without a die roll.

When choosing the units to receive the Replacements, CE is the only relevant characteristic.

At Battalion scale the above rules apply except Infantry and Cavalry Replacements are ready-Formed Units of the appropriate Class. Siege Artillery losses are not recorded.

Exception: In Battalion games where losses are taken against CE:

- Use Replacements to purchase eliminated Units using the above process. These always form with a CE of 'E' but additional CE levels may be purchased at a rate of 1 additional Replacement buying 1 additional CE level.
- Additionally, Units may *automatically* recover 1 level of CV (up to the max) in the Reorganisation Step of the Admin Phase if they did not move or participate in Battle/Siege Resolution – and provided they are with Supply Radius of a Friendly Depot and not Besieged (may be Blockaded).

Recovering Auxiliaries

Check the Recovery Table (1 die roll per Auxiliary per turn) during the Admin Phase to return Auxiliaries from the Recovery Box to the Available Box.

DP Units may (only) change roles *after* they Recover.

Strategic Redeployment

Redeployment (as opposed to movement) to/from off-map locations occurs during the Reorganisation Step of the Admin Phase and involves removing them from their current location and placing them directly at their destination.

Replacements/Reinforcements may also be added to off-map forces unless specifically prohibited.

Off-map forces have no direct influence on play.

Forces Redeploying always do so as Formed Units with total SP >= the required amount. New Units may be Formed, and the required SPs transferred to them before Redeployment.

HQs never Redeploy unless a rule explicitly permits/requires. Instead, Units holding the required SPs may be removed from the HQ when they

Redeploy. The HQ may become Unformed and the Commander Relieved.

If a HQ is redeployed, it retains its Posted Leaders.

Leaders and Auxiliaries Redeployed to an off-map area are placed there; not in their holding box. When returned to 'the map' they are placed in the Officers' Mess and the Recovery Box, respectively.

Off-map Leaders can be Relieved/Replaced normally. If a Leader is required in an off-map locale without an HQ, the area itself is considered an HQ, for this purpose, to which an indefinite number of Leaders can be Posted.

Winning the Game

Prestige

The winner is the Player with the most Prestige; equal Prestige is a tie – there are tie-breakers.

Success or failure of Campaign Plans (CPs) are the principal effecters.

Prestige is awarded/lost immediately a trigger occurs. CP success/failure is assessed in the Admin Phase.

Types

There are two game-dependent forms of Prestige:

- Older Games – Prestige is normally gained/lost by Prestige Levels with Prestige Plusses (PPs) used to record incremental gains/losses. 5 PPs = 1 Level.
- Later games simply use Prestige; equate to PPs.

Recording Prestige

Use the Prestige Track to record each Player's Prestige. There are two methods:

- Older Games – Prestige is tracked by Level but earned in PPs. Place earned PPs next to Prestige marker (max 5). 5 PPs do **not** automatically get exchanged for a move to the next Level (see Spending Prestige). If a Level is lost, move the Prestige marker down one box and place the balance of PPs next to the Prestige marker.
- Later games – simply move the Prestige marker up/down the track appropriately.

A player's Prestige may never move beyond the extremes of the Prestige Track,

Awards, Penalties and Spending Prestige.

Prestige is awarded according to a game-specific schedule. Additional awards are:

- 1 per Battle won with ≥ 40 SPs involved and $< 1:1$ odds (participating SPs at start of Battle) for Victor.
 - 1 *additional* if outnumbered $\geq 2:1$
 - 1 *additional* if enemy routed
 - 1 *additional* if a Captain-General (other than Royals) participated
 - 2 *additional* if Enemy's Personage Killed/Captured.
- 1 (PP) per additional Level gained if already at the highest Level (older games only).
- In the older games, Levels will be awarded for Campaign Plans and the above items awarded as PPs.
- In the newer games Prestige is always awarded as Points.
- **Unless (as frequently) specified otherwise**, as one Player gains prestige, reduce the other Player's by an equivalent amount and as a Player losses Prestige, increase the other Player's by an equivalent amount.

Spending Prestige

Record spend by adjusting the Prestige Level/PPs accordingly. Note: in the older games (with PPs), only PPs may be spent. A Level may not be 'broken down into change' for this purpose.

The following can be purchased:

- 5 PPs buys 1 Level of Prestige. (Older games only and may only be purchased at the end of the scenario to boost final Prestige).
- If both players at highest Level at game end, highest PPs wins (tie if equal) (older games only).
- In Tournament Play, at game end, Prestige points/PPs may be spent on Player Rank (see Ranks as Awards).
- 1 point/PP can be spent, during Operations Phase, to take advantage of Enemy Veniality (see below).
- For each point/PP spent add 5% (to a max total of 90%) to 1 Replacement Rate on the Replacement Chart – lasts for current Turn.
- A 'Mulligan' costs 2 points/PPs. Allows a die re-roll (or forces an opponent's re-roll) on any 1 action during the game. Mulligans may be accumulated from game to game in Tournament play.

Older games – if a player, with a Prestige Level > 1 , does not have enough PPs for a *required* payment, he must convert 1 Level to 5 PPs to make the payment.

Exclusive rule *may* supplement the above list.

Enemy Veniality

Once per Operations Phase (if paid for in Prestige) an opposing Force may be bought off:

- Cause the surrender of any one Besieged Fortification. This counts as a normal Siege Operation but does not use the SRT. Costs the Fortification's Prestige value. Garrison awarded Honours of War
- Any Formation that has just entered a Friendly-occupied hex stops, instead, in the hex it entered from and ends its Operation. Costs 1 Prestige point/PP.

In either case, the attempt fails if the targeted Side passes an LC using the LR of the Garrison/Formation commander (notional LR of 0 if no commander).

Ranks as Awards

Rule is optional and included for fun.

A games' victor may buy ranks (which provide minor bonuses during play) with Prestige or PPs. See Player Ranks Chart.

Victor may expend Prestige = own score – (2nd place player Prestige +1).

In team play, players compare their individual prestige to the that of the best Enemy player

Ranks are retained from game to game (unless given up attaining a new Rank) and, in the old system PPs may be retained from game to game (solely) for the purpose of buying Rank.

Three Rank types: Colonelships, Inspectorates, General Officers (GO). Up to 3 colonelships may be held if also of correct GO Rank, along with a single Inspectorate and a single GO Rank.

Colonelships

These are divided into Classes and provide benefits when Dealing with Combat Units/Auxiliaries of the same Class. Benefits of multiple Colonelships of the same Class are cumulative.

May not be discarded other than to buy a Guards Colonelship of the same Class.

General Officer

GO Ranks are mutually exclusive; previous GO benefits are lost when new GO Rank assumed.

GO Ranks require a Colonelship and can only be purchased in sequence - though multiple Ranks may be purchased at the same time.

A number of Colonelships may also be held as follows:

- \geq Lieutenant General = 2
- \geq Marshal = 3

When purchasing Colonel General, also select one of the available Classes in that Rank. The other equivalent Ranks are then no longer available.

Inspectorates

Only available if already \geq Colonel General (take same Class).

Campaign Plans

If a Campaign Plan (CP) succeeds Prestige is awarded. If it fails penalties can be applied.

Two types of CP:

- **Offensive** includes all Offensive CPs and CPs attacking a target (map location, Formation of group of Formations).
- **Defensive** includes Defensive (default) and Demonstration CPs

Initiating a CP

One or more CPs can be (openly) initiated, during Campaign Plan/Victory Step of Admin Phase, as follows:

- Decide on a CP (with requirements/pre-requisites met)
- Assign Side's available Unassigned OPs (typically assign an OP per anticipated duration (Turns) + a couple for contingencies) – See Operation Points/Assigned Operations Points above
- CP is now in progress.

OPs assigned to a CP post-initiation have half value and a CP may never receive > 9 OPs at a time.

Optional: CPs determined (and OPs assigned) secretly (recorded and revealed at end of scenario). Each player may make an Espionage Check when a CP is initiated. To do this, roll a die. If ≤ 2 player must declare name of initiated CP.

Running a CP

A CP is in progress whilst it OPs remaining.

Broadly defined CPs affect a geographic area and the Units within are considered to be participants.

Specific target (e.g. a Fortification) CPs will be assigned a specific group of forces (normally with a HQ). Handovers to other forces *may* be permitted.

Chits may be available to indicate active CPs and 'specific target' CPs' assigned forces (stack chit with the forces). If the CP affects an area, place the chit prominently in that area.

SP markers may be placed under the CP marker to track OPs remaining.

Record/mark the CP's target in some other way.

If a side has no CPs in progress, its HQs may not move in the Operations Phase.

Ending a CP

CPs end, voluntarily or involuntarily, in the Admin Phase. It fails if it ends before its Objectives are met. Otherwise it succeeds.

During the Campaign Plan/Victory Step of the Admin Phase, deduct 1 OP from each active CP and *immediately* check for Failure (involuntary OPs expenditure may also deplete a CPs allotment).

A CP automatically Fails if it has zero assigned OPs.

'Specific target' Offensive CPs are termed Attack CPs (ACPs). Targets taken by an ACP win/lose Prestige whether defended or not.

Conquest & Reconquest

Territory can be acquired in two similar ways (depending on game):

- **Conquest CP against the Territory** – CP will have a set of objectives to be taken in order to fulfil the CP, this results in the transfer of the Territory (with Prestige and other benefits). Some Objectives may generate additional Prestige. This same method can be used for reconquest of a lost territory.
- **Conquest of Territory as a Goal.** Goal is achieved through a series of ACPs against the Objectives, when all CPs fulfilled, Territory is Conquered. Reconquests are permitted in the same manner.

Conquest CPs (and sometimes others) have Minimum and Additional Objectives (AOs). AOs do not count towards Territory's Conquest but provide Prestige. If the game requires Conquest CPs, these AOs can also be targeted after that CP has succeeded.

The Player losing a Territory *usually* loses the same amount of Prestige as the winner gains.

No Prestige is gained/lost for Territory and/or associated Objectives if the Territory is gained other than by Conquest (e.g. ceded).

AOs not taken (by whatever means) by a side when it is awarded the Territory, generate no Prestige unless and until the original owner is ejected (a vacant Objective does not meet this criteria).

Reconquest CPs and ACPs for Reconquest can only be undertaken by the original owning Side and only if the Territory was previously Conquered.

Special Requirements for Conquest CPs:

- Forces may enter a Territory, that qualifies for Conquest, without initiating the Conquest CP but may not Blockade Fortifications within the Territory or build Depots until such a CP is initiated.
- The loser in a Conquest CP (other than Garrisons,) must expediently vacate the Territory. Depots (unless stacked with a Garrison) are disbanded (at the normal time and with the usual 50% chance of regaining an OP).
- These requirements also apply to Reconquests.

If a Conquest *requires* a number of successful ACPs then the following modifications apply to the above:

- Forces may freely enter and remain in a Territory it is permitted to Conquer.
- Whilst the original owner is not permitted to attempt a Reconquest until it is Conquered, he may conduct ACPs against Enemy held locations to attempt to prevent Conquest.

Defensive CPs (DCPs)

Anyone can initiate a DCP at no OP cost; they have no Objectives. Their primary purpose is to counter an Enemy CP, at the cost of a reduced ability to accumulate OPs.

If DCP chits are provided, place them on an appropriate Hub or prominent location when active.

DCPs apply to a specific Side or group of Contingents (multiple DCPs may therefore be required). They remain in progress as long as desired and neither Succeed nor Fail.

DCPs are rarely tied to specific Forces so a Formation may notionally be participating in both a DCP and an OCP (OCP takes priority over DCPs, and DCPs over Demonstration CPs, if there appears to be overlap) .

Forces involved *purely* in DCPs cannot enter any Enemy-controlled Territory or zone – and must vacate such expeditiously (unless occupying a Fortification –

or moving to such, when nearer than Territory's boundary).

Demonstration CPs

These aim to project power against a specific target to gain political influence over it. They typically require the allocation of force to specific locations for a set duration.

Demo CPs are a form of DCP and so require no OPs. They Succeed or Fail, however, as per Exclusive Rules.

Assign Demo CP to a single HQ (which *may* participate in another, non-Demo, CP). Only the Units/SPs Subordinated to that HQ participate in the Demo CP.

Demo CPs may not target Territories/zones currently the target of a Conquest/Reconquest CP of the same Side.

Mutually Dependent CPs

A Side may run concurrent CPs, one of which may be a pre-requisite for another; if the former Fails, then both automatically Fail. If there is no inter-dependence, determine Success/Failure independently.