

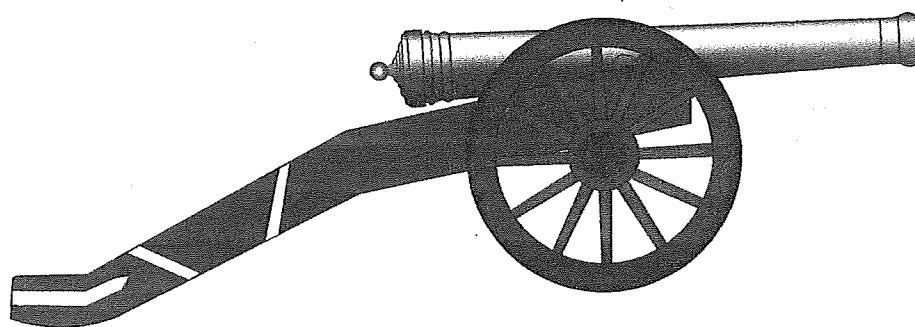
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# *The Marlborough Man*

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*The Battle of Blenheim: August 13, 1704*  
*Marlborough and Eugen vs. Tallard and Marsin*

*The Battle of Oudenarde: July 11, 1708*  
*Marlborough and Eugen vs. Burgundy and Vendome*

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*A Richard H. Berg Game Design*

*A B&O Game*

# THE MARLBOROUGH MAN

## (1.0) INTRODUCTION

The Marlborough Man is a game covering two of the Duke's great victories in the War of the Spanish Succession (which had much to do with the eternal ambitions of Louis XIV): Blenheim, a classic set-piece battle, and Oudenarde, a most unusual (for this era) meeting engagement.

Marlbro is an accessible, fast-playing, fun game of low-to-moderate complexity. To that end, much detail has been factored into the mechanics. And while Marlbro's system is based on that used in such previous BSO games as Longbow, et al., we have added some detail, which we feel is necessary, which has made it slightly more complex. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

We do note that warfare in this era was quite formalized, a bit rigid, and mostly stolid. We hope the game overcomes at least the last facet.

## (2.0) THE COMPONENTS

Marlbro includes: Two 22" x 17" battle maps; 2 sheets of counters; and a Rules Booklet.

### (2.1) THE MAP

The battle maps covers the area in which the battle was fought. The map is overlaid with a grid of hexagons - hexes - that are used to regulate movement. Some of the game's charts, tables and tracks are also on the game map, for convenience. Each battle map comes in two sections which you have to tape together. We trust you can figure out how to do that.

### (2.2) THE COUNTERS

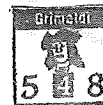
We have 3 types of counters: Leaders, Combat units, and Status markers (Disordered, etc.). Most of the counters are for only one of the battles. The exceptions are one French 4-pounder artillery, and English commanders/leaders: Marlborough, Prinz Eugen and Wurtemberg, who appear in both.

There are two types of Leaders: Wing Commanders and Command Leaders.

### Wing Commander



### Command Leader



There are 4 different types of combat units: Cavalry, Charge-capable cavalry, Infantry, and Artillery. Infantry units are rectangular; cavalry and artillery units are square.

### Infantry



### Cavalry



### Artillery



## (2.3) THE DIE

The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten". Unfortunately, you will have to provide your own die.

## (2.4) DEFINITIONS and ABBREVIATIONS

It might help to be familiar with the following game terms:

**Command:** Term used to describe which units may move and fight. Commands can be identified easily by the color stripe atop the counters. Commands are led by Command Leaders.

**Continuity:** The mechanic used to determine which player goes.

**DR, DRM:** Abbreviations for Dieroll and Dieroll Modifier, the latter being a plus or minus number used to adjust the dieroll.

**Free Activation:** An activation which does not require a dieroll.

**Cavalry:** This is the era of massive cavalry. However, most mounted units are the gunpowder descendants of the Mongol-style mounted archers. There are some dragoons, really infantry mounted for rapid movement. Only the English cavalry was capable of what we view as a "charge".

**Infantry:** Musket-armed, with fixable bayonets, formed in classic, and rigid, linear fashion. Tacticians hadn't quite figured out yet how best to use this weapons system.

**ZOC:** Zone of Control, used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

## (2.5) THE SCALE

The map scale is about 235 yards per hex. Each infantry unit has a strength of, on an average, 4 battalions and contains about 2000-3000 tightly packed men. Cavalry units contain about 5 or 6 squadrons of cavalry, or about 600 mounted men. The numbers are quite rough, but mostly relative.

There is no time scale, as there are no Turns, in the usual historical game sense.

## (2.6) PLAYING TIME

The game should take about three hours to play to conclusion, about 50% more the first time through.

## (3.0) SEQUENCE OF PLAY

There are no game-turns in **Marlbro**. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 4.0.

When activated, a Command's units may

- Move and/or Fire, or Rally, and,
  - **after all** Movement/Fire is completed, they may Shock Attack or Charge.
- Play continues in this manner until one player exceeds his Flight Level, which means his opponent has won.

When a Command has finished, that player selects another of his Commands (but not the one that just went) and rolls the die:

1. If the die roll is the same as or lower than the selected Command Leader's Activation Rating, that Command goes.

2. If the die roll is **higher** than that rating, or the opponent has **Seized Continuity** (see 4.0), "play" passes to his opponent, who may now activate any one Command he wishes (or the one chosen when attempting the Seizure), no DR necessary.

## Commands

Commands for each battle are identified by the color stripe across the counter top, corresponding to that of the leader, as well as the leader's name printed on the combat counter.

## (4.0) ACTIVATION AND CONTINUITY

### Activation.

When a Command is activated, all units in that Command may Move and/or Fire. After that has been completed, units eligible to do so may Shock Attack or, if eligible, Charge.

When the player designates a Command for activation, he may use some or all of that Command's units, wherever they are on the map.

A Player may always "Pass", instead of activating a Command. If he does that, his opponent gets a Free Activation.

### Continuity

After the player has undertaken actions with his chosen Command, he may attempt to continue his "turn" by selecting another of his Commands to go. To do this, he notes the Activation Rating of the Command's leader and rolls the die. He may add that Leader's Wing Commander's Activation Rating to the Leader's DR if the latter is within the former's Command Range:

1. If the (adjusted) die roll is the same as or lower than the selected Command Leader's Activation Rating, that Command goes.
2. If the (adjusted) die roll is **higher** than that rating, or the opponent has **Seized Continuity** (see, below), "play" passes to his opponent, who may now activate any one Command he wishes (or the one chosen when attempting the Seizure), no DR necessary.

## Seizing Continuity

If a Player is about to DR for Continuity, his opponent may attempt to Seize the Continuity before the former rolls the die. Instead, the non-phasing player announces with which Command he will attempt the Seizure, rolls the die, and consults the Leader's Rating. He may add that Leader's Wing Commander's Activation Rating to the DR of the Leader if the latter is within the former's Command Range

- If the DR is the same as or lower than that rating, the Seizing Command is Activated.
- If the DR is higher, there is no Seizure. In addition, the originally phasing Player gets to select any one Command to activate without die-rolling.

**Example: [Blenheim]** The French player has a Free Activation. He selects Montpeyreux's Command to go. After he finishes with Montpeyreux he wishes to Continue, and selects d'Arco's Command. D'Arco is in Marshal Marsin's (his Wing Commander) range, so the French player gets to increase d'Arco's Activation Rating to '4'. However, the English Player decides to attempt to Seize Continuity. So before the French Player can roll for d'Arco he announces his Seizure attempt, selecting Lord Cutts. Cutts is not in Marlborough's Command Range, so he uses his printed rating of '4'. The English player rolls a '3', so he Seizes Continuity and activates Cutts' units.

## Wing Activation

A player may attempt to activate an entire Wing, the wing being defined as all Commands whose Leaders are subordinate to the Wing Commander and within their Wing Commander's range.

A Wing Activation attempt takes place instead of a Free Activation. Unlike a Free Activation, though, it requires a die-roll and uses the Wing Commander's Activation rating. This die-roll may not be adjusted.

- If the die-roll is the same as or lower than that Rating, all Commands in that Wing are activated.
- If the die-roll is higher, the attempt has failed and play passes to the opponent, for a Free Activation. When activated, the units in the Commands of that wing act like they are all one Command: all units move, then all units Shock, etc.

A player may not attempt a Wing Activation twice in succession under any circumstances.

Wing Activations may not be the subject of a Continuity Seizure.

## (5.0) MOVEMENT

Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed and discussed in the individual battle rules. In addition, it costs infantry one MP to use Phasing Fire.

Units may not move off the map. (If they do, they're eliminated.)

Units move from one hex to another, contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly - see the exception for passing through artillery (8.0) - and they have to stop when they enter an enemy ZOC. If a unit does not have the Movement points to enter a hex it may not do so.

Units that start their Activation outside the Command Range of their Leader (see 14.0) may move, but they may not move adjacent to an enemy unit. If they start in an enemy ZOC, they must remain where they are.

Units Move (and/or Fire) in the Move/Fire Segment. Individual units from the same command may do either/both, in whatever order the player wishes. See 9.0 for when units may Fire.

## What is Movement; What is Not

There is a difference between moving counters around the map, and the game mechanic of Movement.

Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit - e.g., Retreat, Changing Facing, Charge, etc. - but do not require an expenditure of Movement Points are not Movement in terms of a game mechanic.

## Infantry Movement

Because of the nature of the geometric shape of the counters, these units have some special rules.



Visualize each infantry unit as having two "halves".

A rectangular unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit).

When a rectangular unit moves and enters two hexes of different terrain/elevation it expends the greater of the two possible terrain costs both for movement and cohesion penalties.

If one side of an infantry unit is in an enemy ZOC the other side may still move forward (in essence, moving front-to-flank like a swinging gate).

Rectangular infantry may not move backwards, unless they are using Withdrawal, as per 7.0.

### **Rapid Movement**

Units not directly engaged may be shuttled to another area of the battle using Rapid movement. Units using Rapid Movement double (2x) their Movement Allowance. However, the following restrictions apply:

- Infantry must use Column Movement
- The moving unit may never, at any time, be within 3 hexes or less of an enemy unit.
- May not enter a Village, Woods or Bog hex, except by Road, or cross a stream, except by bridge.
- Artillery may not use Rapid Movement.

### **Column Movement**

The rectangular Infantry units must use Column Movement when using Rapid Movement. A player must announce a unit is using (or leaving) Column at the start of its Activation, before moving.

Units in Column must face the **hex side** (not the vertex) and only the hex directly in front of them is frontal. Facing (and direction) is determined by either of the Flank ends of the unit. The change in facing is effected when Rapid Movement is announced.

Column units move into either their frontal hex (which is the old flank side hex at the short end of the unit) or the flank hexes adjacent to the new frontal hex.

Units in column may **not** attack or fire. The only thing they do is move. If Shock/Charge attacked by an enemy unit they are automatically Disordered, and are no longer considered in Column.

### **(6.0) FACING**

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the side of the hex. (But see Column Movement.) A unit may ignore this facing when moving, but once it stops movement it must be faced in a specific direction.

For square/small units, the two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.

For the rectangular units, there are three Frontal hexes, three Rear hexes, and one Flank hex on either side. The left "half" of the counter has two frontal hexes (the left and center), while the right side also has two, the right and center Frontals. This is important for Fire purposes.

Facing determines a unit's Zone of Control, at whom units may fire, and in what direction cavalry may charge.

Facing does **not** matter when determining movement direction (except for Charging and Column Movement), and square/small units are free to change Facing as much as they want during movement, at no cost. However, they may do so only when activated.

**Exception:** units in an enemy ZOC can only change facing one vertex, if they stay in the hex. If they are moving out of that hex, they can change facing any number of vertices.

The larger, rectangular units, however, will have to expend MP to change facing, as to do so requires Movement.

### **(7.0) ZONES OF CONTROL (ZOC)**

All combat units, except for Artillery and units using Rapid Movement, exert a ZOC into their frontal hexes,

A friendly unit must stop when it enters an enemy ZOC; it may not move any further that activation.

It may change facing (one vertex) in that ZOC, when it stops.

There is no cost to leave an enemy unit's ZOC at the start of its activation. However, an infantry unit must be In Command to do so.

**Cavalry** may leave any enemy ZOC, whether In Command or not, but may not move directly into another ZOC. They may, after moving into a non-controlled hex, then move (in the same activation) into an enemy ZOC. However, cavalry that does so may neither Charge (12.0) nor use Caracole (9.0). They may use normal Shock.

**Foot** units (which includes Dismounted dragoons) must **Withdraw** to leave an enemy ZOC. Withdrawal is voluntary Movement, used to move one hex, at the cost of all MP, directly to the rear, without changing facing. When Withdrawal is finished, the withdrawing player rolls the die. If the Withdrawing unit is Disordered, add two to the DR.

- If the adjusted DR is a 0-5, the unit Withdraws without incurring any penalty.

- If the adjusted DR is a 6 or more, the Withdrawing unit is Disordered. If already disordered, it is Eliminated. (*It is considered to have, in the military argot of the day, "Broken the Battalion"*)

**Exception:** Dragoons do **not** have to die-roll after Withdrawal; they are not Disordered by such action.

Units may not Withdraw into an enemy ZOC.

## (8.0) STACKING

Combat units may not stack (be together in the same hex) at **any** time - even during movement. However,

- one infantry or cavalry unit may stack with, and move through, one Artillery unit.
- Leaders stack freely with any unit.
- the Village Stacking Exception.

**Village Stacking:** Two Infantry units - and that includes dismounted dragoons - with the same Leader may stack in a Village. They can do this only if both "halves" of the large unit are in Village hexes. The instant this is no longer true, the bottom unit must Retreat one hex, away from the Stack. The effects of Village stacking are:

- All sides of the stacked infantry are treated as Frontal.

- Only the top unit may Shock or Fire.

- If defending against Shock, the stack is considered to be 4 units (or, if dragoons are present, the applicable number).

- Add two (+2) to any Artillery fire directed into the hex.

- Disordered Combat from Shock results and Artillery Fire apply to all units in the hex(es); Musket Fire results apply only to the top unit.

- If moving, the top unit must move first, and must move frontally. The bottom unit may move only by using Withdrawal. The units may not move together.

## (9.0) FIRE

All combat units, with the exception of Charge-capable Cavalry, have the ability to Fire.

- Artillery fires cannon

- Infantry fires muskets

- Cavalry fires pistols. Units designated as Charge Capable (12.0) may **not** Fire.

Units may fire at any time during their Activation, as well as at certain times during an opponent's Activation. There are three possible opportunities for Fire, each one available depending on the unit type and situation: Phasing Fire, Return Fire and Reaction Fire.

**Cavalry/Pistols and Infantry/Muskets** may fire:

- **Phasing Fire:** A unit may fire once when its command is activated. It costs 1 Movement Point to use Phasing Fire. Fire is either before or after Movement is undertaken.

- **Return Fire:** When fired at by an enemy unit, if the latter is within Range. The Return Fire and the Phasing Fire are resolved simultaneously, before any results are applied, **OR**

- **Reaction Fire:** When any enemy unit Moves, Caracoles or Charges into its ZOC/frontal hexes. This applies to only one enemy unit to do so.

**Play Note:** The *either/or* nature of Return vs. Reaction fire is important. There are markers to indicate a unit has already done one or the other.

### Disordered

- cavalry may Fire only as Phasing fire; it may not use Return or Reaction Fire.

- muskets may Fire when activated and as Return. They may not use Reaction Fire.

- units incur a negative DRM when Firing.

**Artillery** may Fire only when activated, and if they Fire they may not move, and *vice versa*. They may not Fire during an enemy's Activation, with the exception of Return Fire against enemy Artillery, which they may do. They may Fire when stacked with another unit, regardless where, in the stack, they are.

**Design Note:** *The artillery of the period was still somewhat cumbersome, and rates of fire, even for smaller guns, was not high.*

Each unit fires individually, and each unit may fire at only one target (within range and Line of Sight - see below) at a time. Non-active units using Reaction or Return Fire may use such fire only once per enemy Activation.

To Fire, check the range and consult the Fire Range Chart. The Chart gives any DRM for that status at that Range.

**Play Note:** *The only units that can fire at a range greater than 1 (adjacent) hex are artillery. And they're not overly effective.*

Now roll one die. The Fire Table lists all of the circumstances that provide additions to or subtractions from the die roll (DRM). Compare the adjusted die roll to the Fire Table to get the result, as defined in 13.0.

**Line of Sight (LOS):** A unit must be able to see a unit to fire at it. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked

- by Village or Woods hexes. You may fire into these hexes, but not through one.
- if any intervening hex is higher - of greater elevation - than both the firing and target hex.
- Artillery may fire through (over) other units.

**Historical Note:** *Even though artillery used low trajectory fire - the solid shot had little effect with high trajectories - the angle of gun elevation was still high enough to fire over the men.*

#### **Cavalry Retreat Before Infantry Fire**

Mounted units that are about to be Fired on by infantry using Phasing Fire may Retreat Before Fire. If they do this, the infantry may not fire.

To use this form of retreat, the cavalry must not be Disordered and must move two (2) hexes away; they may not move closer, they may not enter an enemy ZOC during the retreat, they may change facing, but they may not use any form of Fire themselves that Activation.

There is no Retreat Before Reaction or Return Fire.

**Play Note:** *Cavalry must make the decision to stand or withdraw before the infantry even gets to Fire.*

#### **Caracole**

One form of attack by cavalry for many years, up to this era, was what is known as the "caracole". In a caracole, the cavalry, in small groups, would ride up to a short distance from the defenders, usually infantry, discharge their pistols, and then ride off. Most of this would be done at a fairly slow trot.

Caracole is treated as Fire instead of Movement, because the counter never actually "moves". All cavalry that is not Charge capable may Caracole.

To Caracole, a cavalry unit start its Activation two hexes distant from its target, and all targets of caracole must be pre-designated before any Caracoles are undertaken. The target unit then undergoes Shock Reaction (see 11.0). During the Movement portion of its Activation, the caracoling cavalry fires its Pistols at the target (using a range of one hex), taking Reaction Fire (if the defender so chooses and is capable), resolves both fires, but never moves from its hex (as it is considered to have fired, wheeled, and returned).

The only way cavalry may use Phasing Fire to Caracole. It may use Return and Reaction Fire normally.

Units that have engaged in a caracole may not Shock. If they wish to do so, they simply move adjacent, like any other unit, but without Firing.

**Play Note:** *The advantage of the caracole is that the target sometimes did not fire back, which is why there is a Shock Reaction table.*

**Historical Note:** *There is some evidence that the days of the caracole were about finished, especially with the advent of the bayoneted, flintlock musket. However, it was still used at this*

time, although not as effectively as, say, 50 years previously.

### Artillery

If an Artillery unit is the only unit Shocked/Charged it is automatically eliminated, without any die roll. If it is so attacked along with another, non-artillery unit, the artillery is eliminated only if the other unit must vacate the hex. Artillery is not affected by Musket or Pistol Fire. It may be affected by enemy Artillery Fire. If Disordered by such Fire, it may not fire until Rallied (as part of an Artillery Activation).

**Design Note:** *The English used 9-pounders, the French, 8 pounders. We have lumped them together as 8-pounders. And, partly because of its lack of mobility, artillery fire of this era was fairly ineffective.*

### (10.0) PRE SHOCK/CARACOLE REACTION

When a unit is going to be the target of Caracole, Shock, or Charge, it may React to the immediate threat, as follows. Pre-Shock/Caracole reaction is determined **before** Fire or Shock resolution, and is done on a case-by-case basis.

**Infantry/Foot Units as target of Cavalry Shock or Charge, or Caracole:** Roll the die. If the attacking unit is Charging Cavalry, add two (+2) to the die roll. See the Pre-Shock Table for results.

**Charge Capable Cavalry (12.0) as target of Shock or Caracole:** Roll the die and See the Pre-Shock Table for results.

Units not so designated above do not undertake Pre-Shock Reaction.

### (11.0) SHOCK

In the Shock Phase, all (eligible) phasing units may Shock Attack any/all enemy units that are in their frontal hexes. In addition, certain cavalry units may Charge; see below.

### Shock Resolution

Shock Attacking is voluntary, but if a unit does attack it must Shock all enemy units in its Frontal

hexes. It does not have to do so against enemy units being Shocked by other, friendly units.

To resolve Shock, which may be done in any order the Attacker wishes, roll the die, then apply any DRM attained from the following situations.

1. Strength Advantage
2. Position Advantage (including Terrain)
3. The Defender's Defense DRM
4. Charging cavalry?
5. Unit type
6. Attacker Disordered

**1. Strength Advantage:** The player with the higher number of units receives the differential between the number of units as a DRM. Rectangular infantry counts as 2 units. However, for an attacking infantry to get credit for that number (2) the defending unit must be in the ZOC of both sides of the infantry; otherwise, it is considered as one unit. Defending rectangular infantry is always considered to be 2 units, for this purpose.

**Example:** One Infantry unit attacks one cavalry, and the cavalry is in the ZOC of both sides of the infantry. There is a +1 Strength Advantage DRM to the Shock resolution.

**2. Position Advantage:** There are 2 types of position advantage:

**A. Angle of Attack:** This reflects the advantage of attacking from an angle other than (only) frontally:

- If any Shock/charge attacking units are attacking through a defender's Flank, there is a +3 DRM
- If any Shock/charge attacking units are attacking through a Defender's Rear, there is a +2 DRM
- If the attackers are attacking through any combination of front + flank, front + rear, flank + rear, there is a +4 DRM

**B. Terrain:** See the Terrain Chart for the effects of Terrain on combat.

**3. Shock Defense Rating:** the defending unit's - not the attacker's - individual Shock Defense DRM Rating is added (or subtracted). **Example:** If an infantry unit with a Shock DRM of -1 is attacked, the attacker would subtract one from his resolution die roll, in addition to any other adjustments.

4. **Charging Cavalry:** If a Cavalry unit is successfully charging, or counter-charging, (12.0), add two (+2) to the Shock resolution die roll.

5. **Unit Type.** Foot units incur a negative DRM (-2) when shock attacking cavalry, and Dragoons always attack with a -1 DRM, whether mounted or dismounted.

6. **Attacker Disorder.** If the Attacker is Disordered, there is a -2 DRM. (Defender's disorder status is covered by the chart, itself.)

To resolve the Shock, roll the die for each **defending counter** (infantry is considered to be one counter for this purpose), apply the DRMs and consult the Combat Results Table. Look under the column appropriate to the defending unit's status (Normal or Disordered) to see what happened. See 13.0 for explanation of Combat Results.

If more than one unit is being attacked, and they each could take advantage of different terrain, because the attacker is rolling the die for each defender, he applies the terrain that that unit is in for that resolution.

**Example:** *If 1 unit is attacking 2 counters, the attacker will roll twice, and undergo possible adverse results twice.*

**All of the above are cumulative; "+" DRMs favor the Attacker; "-" the Defender.**

#### **Advance after Shock**

If a defender vacates a hex as a result on the Shock Table, the attacker **must** try to advance at least one of his attacking units into that hex. Disordered units do not Advance. Infantry advances only if

- the whole counter can move forward, or
- the counter can swing flank to front, as in 5.0

Advances are undertaken after all Shock for that Activation is finished. The advancing unit may change its facing, as it wishes, and if it can, after such advance.

#### **(12.0) CHARGING**

Cavalry of this era was not the cavalry of the Medieval era, or even the 16<sup>th</sup> century. It was far more numerous – many armies were mostly cavalry – rarely wore armor, and eschewed the full-tilt charge

so beloved of the mounted Men-at-Arms of yore. Most "charges" consisted of firing pistols at close range and then wading in for Shock, minus the inertia of the charge.

The Duke of Marlborough sought to turn back the clock with his English cavalry – and some Dutch units – and trained them to conduct old-fashioned shock charges. Thus, the only units in the game that may Charge are the English (and Dutch) cavalry units marked with a "C". Every other cavalry unit conducts Shock normally.

A Charge is considered part of Combat Resolution. A Charge is not considered "Movement", and the actual Movement of all units must be completed before a Charge can take place (as Shock) and be Resolved.

For Charge-capable cavalry to do so, it must start the Combat Phase either two or three hexes distant from its target. Cavalry that starts adjacent to an enemy unit may Shock that unit, but it is not charging. The path to the intended target may not require more than one vertex of Facing change.

•• Disordered cavalry may not Charge; they may Shock without a charge. If charging cavalry is Disordered by enemy Fire prior to resolving the Charge, it resolves the Charge as if it were a normal Shock.

•• Cavalry may not charge across a Stream hexside, nor may they Charge a unit in a Village or Woods hex. They may Charge a unit in a Bog hex, but the Charge path may not be traced through a bog hex to do so.

Charging cavalry receives a +2 DRM when resolving Shock.

#### **Counter-Charge**

If a cavalry unit, as a result of Shock/Fire reaction, is entitled to launch a Counter-Charge, it does so as per 10.0. However, the need to start 2-3 hexes away is eliminated; the counter-charge is resolved between the adjacent units. (Yes, even though the counter-charging unit has not "moved".)

#### **(13.0) COMBAT RESULTS**

Shock and Charge combat results depend on whether the **defending** unit is Normal or Disordered.

When a unit is **Disordered**, place a Disordered counter on top of the affected unit.

The effects of being Disordered are:

- -1 to the Movement Allowance.
- -1 when Firing
- +1 to the Shock DRM Rating
- a Disordered Cavalry unit may not Charge or Counter-Charge
- Disordered Artillery may not Fire.

If a Disordered unit incurs a **Disorder result from Shock** or Charge, it is, instead, **Eliminated**

If a Disordered unit incurs a **Disorder result from Fire** it remains Disordered but must Retreat one hex.

A unit that must **Retreat** moves one hex away from the unit inflicting the result. It may not:

- Stack
- move into an enemy-occupied hex or an enemy ZOC
- change facing.

Retreat path is determined by the unit's player. If it cannot retreat, it is eliminated. See "Advances".

**Eliminated:** The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board.

**Continued Attack:** When this result is obtained, the "victorious" unit **must** move (advance) one hex, if possible (if not, no penalty), without changing Facing, and Shock Attack any (all) units in its ZOC. Resolve using the standard rules. If there is no one to move adjacent to, simply Advance. Only one Continue Attack is allowed per combat resolution. Any further C-A results are ignored.

**Example:** British Cavalry unit Charges two French Cavalry. In resolving each defender separately, the HC gets a Continue Attack against the first, but is Disordered in the second combat. The HC must Continue Attacking, but Disordered and using the Shock portion of the Results Table.

### Rallying Units

**Disordered** units may cure their Disorder status by spending their entire activation doing nothing. If they are not adjacent to an enemy unit, and they do

nothing, remove the disordered counter. A unit does not have to be In Command Range to be Rallyed.

## (14.0) LEADERS

Every unit in the game belongs to a Command, as noted on its counter. When a Command is chosen to go, all units in that Command may move and fight.

Each Command has a Leader, as noted on the units of that Command's counters. Each Command Leader is part of a Wing, and subordinate to a Wing Commander, again noted on the former counter, who may be able to aid his subordinate Leaders.

### Command Range

A Leader's or Commander's Command range is traced in hexes, not Movement Points, from the Leader/Commander to the combat unit/Leader. It may not be traced through an enemy unit/ZOC or impassable terrain. Command status is determined at the start of Activation and stays with the unit throughout that Activation.

A combat unit not actually within Command Range but adjacent to a unit that is (or one that is considered in Command by virtue of this, specific rule), is considered to be in Command (in a sort of chain effect).

### Command Leaders

Command Leaders use their Activation Rating, as per 4.0, when attempting to Continue or Seize Activation. That rating may be aided by that Leader's Wing Commander.

A combat unit that is within its Command Leader's range may do anything and everything allowed by the rules.

Units that start activation outside their leader's Command Range

- may not move adjacent to an enemy unit.
- if it is infantry in an enemy ZOC, they may not leave that ZOC.

Command Leaders move with their command. However, they cannot be killed. If a Leader is stacked with a unit that is eliminated, simply place it with the nearest combat unit in that Command. If

there are none left, there is no need for a Leader, is there?

**Design Note:** *Yes, this is an obvious simplification adapted to keep the game moving along (relatively) smartly.*

### Wing Commanders

The commands of an army are divided into Wings, each with its own Wing Commander, as noted on the Leader's counter. Wing commanders can attempt a Wing Activation; see above.

If a Command Leader is within a Wing Commander's Range at the instant of an Activation by Dieroll attempt, the player may adjust the Leader's Activation Rating by the Commander's Activation Rating.

Wing Commanders may move only when the player uses a Free Activation to move his Wing Commanders, which is the sole undertaking in that Activation.

### (15.0) DRAGOONS

Both sides had mounted infantry – dragoons – that used horses to speed movement to points of the battlefield. They usually (not always) fought dismounted, as infantry.

Dragoons come in both Mounted and Dismounted states. The individual battle instructions will usually state how they start/enter.

A Dragoon unit may mount or dismount – simply replace one counter with the other – at the beginning of its Activation, at a cost equal to one-half the movement Points (Rounded Down) of its new status. Disordered dragoons may not change status, and such a change may not be effected in an enemy ZOC.

Dismounted Dragoons are considered to have muskets. (Actually they have an early version of carbines, but we're not getting that technical here). However, when firing, they incur a -1 DRM (*because they are not firing in the orderly, sustained fashion that their infantry brethren are.*) Mounted Dragoons may not fire. Dragoons in either status may Shock attack, but incur a -1 DRM to any such Shock Attack.

### (16.0) VICTORY

Victory is determined by having each side total his eliminated units and leaders to get his Flight points, and then roll a die. If the DR plus Flight Points is greater than the Flight level of that Player (given in the specific battle rules) his opponent wins. If he does, the other player wins. The Flight Level is determined each time after a Command has undergone a Free (no dieroll) action. For much of early parts the game this will not be necessary.

The following incur Flight Points:

- 3 FPs for each Eliminated Infantry unit or Wing Commander
- 2 FPs for each Eliminated Cavalry, including Dragoons
- 1 FP for each Command Leader
- Artillery has no Flight point value.

You may keep track of an army's Flight Points on the Flight Point Track, on the map.

**Design Note:** *The dieroll adds uncertainty to an army's Breaking Point, something which, while it probably will annoy some player, somewhere, does add uncertainty, tension and flavor to the contretemps.*

### CREDITS

**Game Designed** by Richard H. Berg.

**Playtested** by Mike Welker, Jonathan Arnold, Kim Meints, and Jim Williams

**Counters** by Mike Lemick

**Maps** by Bill Ramsay

### SOURCES

Most of the information, including Orders of Battle and terrain, comes from my two previous, far more detailed, games on these battles: **A FAMOUS VICTORY** and **FIELDS OF GLORY**, both available these days from Critical Hit Game Company, if you want something more detailed ... or just want to see the bibliography.

An interesting website is [www.warflag.com/Blenheim2004](http://www.warflag.com/Blenheim2004).

# THE BATTLES

## (17.0) BLENHEIM August 13, 1704

### Brief Historical Note

Blenheim was the opening big battle of the War of the Spanish Succession, wherein the English went to war to stop France from combining its power through deciding who the King of Spain should be. In order to do so, the English allied themselves with the Dutch, who took a very dim view on spending any of their money on matters military.

With the English army, under the recently elevated Duke of Marlborough, formerly John Churchill, under a very tight leash, the French started wandering around southern Germany, laying waste to the Holy Roman Empire. Ignoring the supply problems, Marlborough marched his army 400 km to outflank the French, linking up with the army of Prinz Eugen of Savoy in the process.

The French, after losing the fortress of Donauworth, decided to bring matters to a head and deployed across Marlborough's line of march, with the town of Blindheim anchoring their right against the Danube. The French had a slightly larger army, numbers that were misleading because of disease riddling its cavalry corps. The Duke, looking to use his excellent cavalry, attacked both French wings, drawing their infantry in those directions. Having accomplished this, he led a huge cavalry charge up the middle, shattered the stretched French line, and the rout was on. 'Twas a famous victory.

### The Anglo-Allied (Confederate) Army under the commands of The Duke of Marlborough and Prinz Eugen

*Deployment Notes: All units start facing as desired. Wing Commanders may be placed where desired.*

### Left Wing, Under Captain General John Churchill, the Duke of Marlborough

<u>Hexes</u>	<u>Units</u>
5025-6	Rowe's Infantry
5125-6	Wilcke's Infantry
5225-6	Fergusson's Infantry
5325-6	St. Paul's Infantry

5223, 5323,  
5424, 5524 Lumley's Cavalry ('a' thru 'd')

Any of above **Cutts**

5315-6 Pallandt's Infantry  
5317-8 Pr. Holstein-Beck's Infantry  
5319-20 Seckendorff's Infantry  
5321-2 Hulsen's Infantry  
Any of Above **Chas. Churchill**

5416-18 Rantzau cavalry ('a' and 'b');  
Rantzau Dragoons (mounted)  
5419 Erbach cavalry  
5420 Schellenberg cavalry  
5421 Hesse-Homburg Cavalry  
5422-23 Noyelle Cavalry ('a' and 'b')

5516-17 Brockdorf Cavalry ('a' and 'b')  
5518-19 Auroch Cavalry and Dragoons  
5520-21 Vittinghof Cavalry & Dragoons  
5522-23 Viller Dragoons ('a' and 'b') (mtd)

Any of Above **Erbrpinz Hesse-Kassel**

5918-19 Webb's Infantry  
5921-22 Rantzau's Infantry

### Right Wing, Under Prinz Eugen von Savoy

<u>Hexes</u>	<u>Units</u>
5410-14	Natzmer's Cavalry ('a' thru 'e')
5904, 5805, 5705, 5606-7	Durlach's Cavalry ('a' thru 'e')
Any of Above	<b>Pz Max von Hanover</b>
5513-14	Caraffa's Cavalry ('a' and 'b')
5511-12, 5709, 5809	Cusani's cavalry ('a' thru 'd')
5908	L'Ostange's cavalry
5612-14	Beyreuth cavalry ('a' thru 'c')
Any of Above	<b>Duke of Wurttemberg</b>

5508-5409 Fink's Infantry  
5707-5608 Bielke's infantry  
5609-5509 Canitz's infantry  
5808-5708 Rebsdorff's Infantry  
Any of Above **Leopold, Pr of Anhalt-Dessau**

**Artillery:** 5 Artillery units (Two 8-pounders, three 4-pounders) deployed anywhere the player wishes, one per hex, with or within one hex of a friendly combat unit.



**The Franco-Bavarian Army under the command of Marshal Tallard**

**Deployment Notes:** All units start facing towards the English (north). Wing Commanders may be placed where desired.

**Right Wing, under Marshal Tallard**

<u>Hexes</u>	<u>Units</u>
4727	Hauteville Dragoons 'a' (Dsmted)
4627	Hauteville Dragoons 'b' (Dsmted)

4625-6	Pionsac Infantry
4525-6	Balincourt infantry
4523-4	Argelos Infantry
4425-6	St Segard Infantry
4521-2	Montfort infantry
4422-3	d'Enonville Infantry

Any of above **de Clerembault**

<u>Hexes</u>	<u>Units</u>
4817-21	Zurlauben Cavalry ('a' thru 'e')
4717-20	d'Humieres Cavalry ('a' thru 'c'); d'Humieres Dragoons (Mtd)
4616-7	Trecession Infantry
4618-9	Breuil infantry
4620-1	Belleisle Infantry
4814-16	Bourg cavalry ('a' thru 'c')
4715-6	Anlezy Cavalry ('a' and 'b')

Any of above **Montpeyreux**

**Center, under Marshal Marsin**

<u>Hexes</u>	<u>Units</u>
4810-1	Bligny Infantry
4812-3	Nangis Infantry
4709-10	Isenghen Infantry
4711-12	Buzancois Infantry
4713-14	Clare Infantry
Any of Above	<b>Blainville</b>
4804-8	Magnez cavalry ('a' thru 'e')
4703-8	Legall Cavalry ('a' thru 'f')
Any of above	<b>d'Arco</b>

**Left Wing, under Maxmillian, Elector of Bavaria**

<u>Hexes</u>	<u>Units</u>
4602	Weichel cavalry

4603	de Costa Cavalry
4502-3	Tournaux Infantry
4402-3	Beauvais Infantry
4400-1	Montbrun infantry
4500-1	Tourouvre Infantry
4600-1	Montmorency Infantry
Any of above	<b>Maxmillian</b>

**Artillery:** 7 Artillery units (One 16-pounder, one 12-pounder, two 8-pounders, and three 4-pounders) deployed anywhere the player wishes, one per hex, with or within one hex of a friendly combat unit.

**A Note on Commanders**

A bit of fudging here. Marlborough was actually the overall Commander – with some argument from Prinz Eugen, perhaps – but, for play sake, we have given him a Wing, as YOU are the Overall Commander. In similar, but less complex, fashion, the same could be said for Marshal Tallard. Note that we have also decreased, slightly, the number of subordinate, command leaders actually present to make the game more manageable.

For example, the Bavarian left Wing is a rather small group, so we have made Maxmillian both a Wing Commander and a Command Leader, supplanting von Wolframsdorf for the cavalry and de Maffei for the infantry.

**Who Starts the Game?**

The Franco-Bavarian player goes first. *Historically, the French used this "initiative" to undertake a steady artillery bombardment of the enemy, which Marlborough had to sit and wait out until Eugene brought his right wing into position.*

**Terrain**

**Bog.** The ground adjacent to The Danube was often wet, and the areas around the many streams that trickled into it were marshy bog, hindrances to movement. The English used mats of straw, etc., to help movement across, and we have built that undertaking into the movement rates of units and the various terrain costs. The stream plus bog combination makes infantry movement laborious.

**Hills.** The ground for the battlefield was more gently sloping than anything. However, the Level 3 terrain started the steeper slopes of the difficult hills ringing the battlefield. Movement to the west

(the French left) was militarily improbable, right where the game map ends.

The windmills outside Blindheim (what the English call Blenheim) are there for decorative purposes. They do not affect the game.

### Artillery Commands

Each side's Artillery is treated as a separate, individual Command. There is no Leader. If a player wishes to use his Artillery for either Turn Continuity or Seizure, the Artillery Command is considered to have an Activation rating of '4'. Artillery is always "In Command Range".

### Flight Levels

The English-Allied Flight Level is 50.

The Franco-Bavarian Flight Level is 45.

#### TERRAIN (Blenheim)

Terrain Effects on Movement			
Terrain	Foot	Cav/Ldr	Artillery
Clear/Road[a]	1	1	1
Bog	2	2	NA
Village	2	4	NA
Woods	2	3	2
Stream	+1	+1	NA
River	NA	NA	NA
Bridge [b]	0	0	0

To Use Phasing Fire: 1 MP

a = Used of a road negates the cost of the terrain in the hex, but not if the unit is moving adjacent to an enemy unit.

b = Negates the cost of crossing the Stream, but not if moving adjacent to an enemy unit.

## (18.0) OUDENARDE July 11, 1708

### Brief Historical Note

For the campaign of 1708, Louis XIV put his army under the joint command of two powerful dukes: his grandson, the Duke of Burgundy, and the Duke of Vendome, neither of whom got along with the other. The object was to seize the fortress town of Oudenarde, guarding the crossing of the Schelde river.

To forestall this, Marlborough and Eugen raced their armies north, just managing to cross the river with a small vanguard before the French army arrived from Ghent. The result was that *rara avis* of this era of warfare, the meeting engagement. Unlike Blenheim and Ramillies, Oudenarde was a mostly infantry battle.

The English-Allied Army was greatly aided by the inability of Burgundy and Vendome to decide whether to be aggressive (Vendome) or cautious (Burgundy), and the French not only missed a good opportunity to defeat Marlborough and Eugen piecemeal, but suffered a telling defeat.

### Design and Historical Note

While we do have lists of the participating units, and fairly good information on the English assignments, there is almost no information on which French units fought, with whom, or even where. This means we have to work within these flimsy parameters to give you a game that is playable, and not an OoB unit assignment puzzle. To that end we have made many unit and command decisions that have more to do with gameplay than solid information. We have reduced the number of Leaders and Commanders, and we have also grouped small contingents of troops into larger formations under an all-inclusive name, which means such as the Holstein-Gottorp Horse does not make an appearance here ... at least not by name.

**The Anglo-Allied (Confederate) Army under the commands of The Duke of Marlborough and Prinz Eugen von Savoy**

<u>Hexes</u>	<u>Units</u>
2713, 2813	2 Hanover Cavalry ('a', 'b') [a]
2515-2615 2714-2814, 2913-3014	Cadogan; 3 British Infantry ('a' 'c') [In Column]

All other units arrive as reinforcements

a = These units are in Wurttemberg's Command. Wurttemberg is not present though, yet, so they are activated by Cadogan until the Activation Wurttemberg enters the game. However, they are Out of Command!

**English-Allied Reinforcement Arrival Schedule**

Reinforcements arrive by Group. Each Group has an Entry-Order number and an Arrival Rating, used with the Reinforcement Mechanic, below. Units enter through the hex(es) listed, and only those hexes. If units scheduled to enter do not make it onto the map, continue their entry the next Activation. Each unit includes in its cost to enter the map the MP paid by the units preceding it.

All Infantry enters the map/game In Column. Entering units may use rapid movement. Dragoons mounted.

**Group Rating Hex Units**

1	4	3214	1 British Infantry ('d') [Cadogan]
2	5	3220	2 Prussian Cavalry ('a' and 'b'), 2 Prussian Dragoons ('a' and 'b') [Wurttemberg]
3a	7	3220	Marlborough, Pz. Eugen, Wurttemberg; Hanoverian Dragoons, Imperial Cavalry
3b	7	3214	2 Danish infantry ('a' thru 'b'); 1 Hanoverian Infantry ('a'); Hesse-Kassel Infantry [Cadogan]
4	8	3214	Lottum; 1 Hanoverian infantry ('b'); 4 Prussian Infantry ('a' thru 'd')

5 8 3214 6 Dutch Mercenary Infantry ('a' thru 'f') [a]

6 9 3220 Overkirk, Weeks; 6 Dutch Infantry ('a' thru 'f');  
1 Scots Infantry [b]

7 9 3220 Orange, Tilly; 12 Dutch Cavalry ('a' thru 'l'), 2 Dutch Mercenary cavalry ('a' and 'b'),  
1 Dutch Dragoons, 4 Dutch Mercenary Dragoons ('a' thru 'd'),  
1 Danish Cavalry

8 8 3220 Lumley; 3 British Cavalry ('a' thru 'c'); 1 British Dragoons

The British Activation track starts at '0'.

a = This includes mercenaries from Switzerland, Hanover, Denmark, Prussia, Holstein-Gottorp, Munster, Anspach, and Walloon forces. All of these units are in Weeks's command. For purpose of their Activation, Weeks is considered on the map, but the units are Out of Command.

b = The Scots were actually Dutch-paid mercenaries.

**The French Army under the Joint Command of the Dukes of Burgundy and Vendome**

All units arrive as reinforcements. All Infantry enters the map/game In Column. Entering units may use rapid movement if available.

Reinforcements arrive by Group. Each Group has a Wing and Number and an Arrival Rating, used with the Reinforcement Mechanic, below. Units enter through the hex(es) listed, and only those hexes. If units scheduled to enter do not make it onto the map, continue their entry the next Activation. Each unit includes in its cost to enter the map the MP costs paid by the units preceding it.

**Vendome's Left Wing**

<u>Group DR</u>	<u>Hex</u>	<u>Units</u>
LW-1	Auto 1002 or 1500 [a]	Biron; Pfiffer, Greder Suisse Infantry; Biron, Bourgogne, Maine, Tourotte, Cerisy Cavalry; 1 4lb Artillery [b]

LW-2 7 1002 or **Fresin**; Swiss Guards,  
1500 [c] Navarre, Picardi, Alsace,  
Villars, May, Bearn, Condé,  
Boulonnais, Provence Infantry

LW-3 7 1002 or **Duras**; Royal, Surbeck,  
1500 [c] Piedmont, Le Roi, Poitou,  
La Marche, Brendle, Spaar,  
Boufflers, Infantry

LW-4 7 1002 or **Albergotti**; Villeroi, Forsat,  
1500 [c] Duras, Barenton, Bellefondes,  
Harcourt, Marcillac, Cayene,  
St. Phal, Paon Cavalry

### **Burgundy's Right Wing**

RW-1 9 1010 or **Grimaldi**; 4 Gendarmes ('a'  
1016 [c] thru 'd'), Nugent, Cano,  
Dauphin, Uzes, Orleans, Livry  
Cavalry

RW-2 9 1010 or **d'Anlezy**; 2 Maison du Roi  
1016 [c] ('a' and 'b'), Anlezy, Dalzau,  
Royal Piedmont, La Tour,  
Braque, Cologne, Spanish  
Cavalry

RW-3 9 1010 or **Debreuil**; 2 Guards Francais,  
1016 [c] La Reine, Greder Allemagne,  
Gonderin, Royal Rousillon,  
Cologne, Guyenne, Royal  
Italian, Lorraine Infantry

**Vendome** is brought in with any Group after  
**Biron**. **Burgundy** is brought in with the last RW  
group to enter.

a = These units are the ones the French starts the  
game by Activating and bringing onto the map.  
They all arrive thru either of the hexes; they may  
not be split between the two.

b = This is the only artillery unit in the game. The  
two armies were, apparently, moving too fast for  
the guns to keep up.

c = They all arrive thru either of the hexes; they  
may not be split between the two.

## **THE REINFORCEMENT MECHANIC**

Well, what we have here is a battle whose units  
arrive almost exclusively as reinforcements. What  
we don't have are Turns, to which we can assign  
such entries. And there are several other factors that  
must be considered, among them (a) the French  
Command confusion; (b) the collapsing bridges  
inside of Oudenarde; (c) and the "Fun" of not  
knowing when what will arrive.

To that end, we have evolved the following system  
to determine when Reinforcements can arrive.

### **British Reinforcements**

Players use the Activation Track and the Arrival  
Ratings of the various groups of reinforcements to  
determine when a group will arrive. To this end, the  
British player must keep track of the number of  
Free Activations he has previously undertaken,  
using the track.

Starting with the first Free activation after  
Cadogan's command has gone, before determining  
which of his commands he will give the Free  
Activation, the British Player rolls the die. He adds  
to that die roll the number of previous Free  
Activations as per that track, and then consults the  
Arrival Rating of the lowest-numbered Group that  
has yet to arrive.

•• If the total is the same as or higher than the  
Rating, that Group is now the recipient of the Free  
Activation, and may be brought in as  
reinforcements through the hex(es) listed. Place the  
Activation Track back at '0'.

•• If the total is lower than the Rating, no  
Reinforcements arrive, the British player may now  
give a free Activation to any on-map command, and  
he then advances the Activation track one place.

There are two Groups numbered '3'. They are  
considered two elements of the same reinforcement  
Group. The British player rolls separately for each  
group. It is possible they both arrive in the same  
Activation.

**Example:** The French start the game by bringing  
in Biron's command. The French player then rolls  
to continue with Biron and fails. Cadogan then Free  
activates his command, moving the Track from '0'  
to '1'. He then announces he will try for continuity.  
But the French player attempts to Seize with Biron  
and succeeds. He moves Biron's men again, and

tries for another continuanc, but fails. It is now a British Free Activation; it would not have been had he Seized the Activation, as that requires designating a command and rolling the die. The British player now sees if he can bring in group #1 (Cadogan's trailing infantry). He rolls the die, getting a '4', to which he adds the 1 Activation on the track, for a '5'. The '5' is higher than the Group's '4' rating, and that Group is now Activated and may enter. The Track is returned to '0'.

### French Reinforcements

French Reinforcements also use the Activation track, but somewhat differently.

1. Biron's Command (LW-1) enters automatically with the first Activation of the game.

2. The first French Free Activation after Marlborough is eligible to enter (Group #3a), the French may bring in any one of their Groups; their choice. (Historically, Grimaldi entered about this time with a large number of cavalry squadrons.) That is the French Player's Free Activation. His track remains at '0'.

3. Starting with the First Activation after #2 takes place, the French player, before each Free Activation he gets, rolls to see if he gets any reinforcements. He selects any one Group – regardless of their number and wing – and rolls the die, to which he adds his Activation number (which works the same way as for the British player).

- If he has selected one of Vendome's Groups, that Group enters if the adjusted die roll is 7 or greater.
- If he has selected one of Burgundy's Groups, that Group enters if the adjusted die roll is 9 or greater.

4. Once a French Group has entered, the track returns to 0.

**Balance Note:** The above mechanics reflect Burgundy's caution, and the fact that much of the French army never got committed. Players can change play balance by lowering the arrival Rating numbers.

### Who Starts the Game?

The French player goes first by activating Biron's Command and bringing it onto the map.

### Continuity Exception

As both players start with only one command, until a player has two or more leaders on the map he may ignore the "never activate same command "twice in a row" prohibition.

### Terrain

**Banked Streams:** The most significant terrain on the battlefield was the number of streams, with slippery, difficult banks.

**Farms and Villages.** A village is a hex with more than one building. A Farm is a hex with only one building. The farms were often good defense points because they had walls, etc. The windmills are not farms; they are there for decorative purposes. They do not affect the game.

**Oudenarde.** A strong, Vaubanesque fortress, Oudenarde is considered a village. It may be entered only through the gates. There is no combat/movement of any kind through the walls.

### Flight Levels

The English-Allied Flight Level is 55.

The French Flight Level is 60.

### Automatic French Victory

The French win if, at the end of any English Activation, they have a combat unit inside Oudenarde.

TERRAIN (Oudenarde)			
Terrain Effects on Movement			
Terrain	Foot	Cav/L.dr	Artillery
Clear	1	1	1
Road[a]	1	1	1/2
Bog	2	2	NA
Farm	Terrain in Hex		
Village	2	4	NA
Woods	2	3	2
Banked stream	+2	+2	NA
Stream	+1	+1	+1
River, Pond	NA	NA	NA
Fortress Wall	NA	NA	NA
Bridge/Gate [b]	0	0	0
<b>To Use Phasing Fire: 1 MP</b>			
a = Used of a road negates the cost of the terrain in the hex, but not if the unit is moving adjacent to an enemy unit.			
b = Negates the cost of crossing the Stream/River but not if moving adjacent to an enemy unit.			

### PRE-SHOCK REACTION

**Infantry/Foot Units as target of Cavalry Shock or Charge, or Caracole.**

<u>DR</u>	<u>Reaction</u>
0-5	May use Reaction fire
6-8	May not use reaction fire
9+	Unit is Disordered and May not Fire.

#### Charge Capable Cavalry

**as target of Shock or caracole:**

•• If the DR is a 0-5, nothing unusual happens; continue resolving planned attack.

•• If the DR is 6 or more, the targeted defender Counter Charges.

### SHOCK/CHARGE TABLE

#### Defending Unit's Status

<u>Adj DR</u>	<u>Normal</u>	<u>Disordered</u>
< 0	Attacker Disorder & May Counter Attack	No Effects
0-1	Attacker Disorder	No Effects
2-3	No Effects	No Effects
4-5	No Effects	Defender Retreat 1 hex
6-7	Defender Disorder	Defender Eliminated
8-9	Defender Disorder and Retreat 1 hex	Defender Eliminated
> 9	Defender Disorder and Retreat 1 hex and Attacker may Continue Shock	Defender Eliminated and Attacker may Continue Shock

#### Terrain Effects on Shock/Charge (Blenheim)

<u>DRM</u>	<u>Terrain Type</u>
-1	Attacking into or from Bog
-1	Attacking across a Stream or Trench Hex
-1	Attacking into a hex of Higher Elevation
-1	Attacking into Village Hex
-1	Defending infantry Double-stacked in Village

#### Terrain Effects on Shock/Charge (Oudenarde)

<u>DRM</u>	<u>Terrain Type</u>
-1	Attacking into or from Bog
-1	Attacking across a Stream
-2	Attacking across a Banked Stream (Charge not allowed)
-1	Attacking into a hex of Higher Elevation
-1	Attacking into a Farm Hex
-2	Attacking into Village Hex
-1	Defending infantry Double-stacked in Village

### Possible Dieroll Modifiers for Shock or Charge

- +/- ? Defender's Shock DRM
- +/-? Strength Advantage
- 2 Attacker is Disordered
- +3 If all attacking units are attacking through a Defender's Flank
- +2 If all attacking units are attacking through a Defender's Rear
- +4 If the attackers are attacking through any combination of front + flank, front + rear, or flank + rear
- +2 Charging cavalry
- 2 Infantry Shock Attacking cavalry
- 1 Dragoons Shock Attacking, whether Mounted or on Foot
- ? Terrain?

### FIRE/RANGE DRM CHART

#### Range in Hexes

<u>Unit Type</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
Muskets (Inf)	0	NA	NA	NA
Pistols (Cav)	-1	NA	NA	NA
16 lb Artillery	-1	-2	-2	-3
12 lb Artillery	-2	-3	-3	-4
8 lb Artillery	-2	-2	-3	NA
4 lb Artillery	-2	-3	-4	NA

#'s represent DRMs to CRT

NA = Not Allowed at that range

### FIRE RESULTS TABLE

<u>Adj. Dieroll</u>	<u>Result</u>
0-4	No Effect
5-9+	Disordered*

\* If already Disordered, unit must Retreat one hex.

#### Adjustments to Fire Dieroll

**Disordered units:** -1 DRM when Firing

**Dragoons:** -1 DRM when Firing.

**Terrain:** -1 if Target Hex is Village/Woods



# The Marlborough Man - Blenheim














B&O Games

Marlborough 3 6 +2 8		Eugen 2 4 +2 8		Cutts 3 4 8		Churchill 3 3 8		Hesse-Kassel 4 3 8		von Hanover 4 2 8		Wurttemberg 4 3 8		Anhalt-Dessau 3 3 8		Rowe -1 4		Wilke -1 4		Fergusson -1 4		4 Pounder 2							
St. Paul -1 4				Hulsen -1 4				Beckendorf -1 4				Holstein-Beck -1 4				Pallandt -1 4				Webb -1 4				Rantzau -1 4				4 Pounder 2	
Fink -2 4				Canitz 0 4				Bielke -1 4				Rebsdorff +1 4				4 Pounder 2		8 Pounder 2		8 Pounder 2		Viller a 0 7		Viller b 0 7		Auroch +1 7		Rantzau +1 7	
Vittinghof +1 7		Viller a 0 4		Viller b 0 4		Auroch +1 4		Rantzau +1 4		Vittinghof +1 4		Lumley a -2 7		Lumley b -2 7		Lumley c -2 7		Lumley d -2 7		Noyelle a +1 7		Noyelle b +1 7		Hesse-Homburg 0 7		Schellenberg 0 7		Erbach -1 7	
Rantzau a +1 7		Rantzau b +1 7		Vittinghof 0 7		Brockdorf a 0 7		Brockdorf b 0 7		Auroch +2 7		Natzmer a +1 7		Natzmer b +1 7		Natzmer c +1 7		Natzmer d +1 7		Natzmer e +1 7		Durlach a -1 7		Durlach b -1 7		Durlach c -1 7		Durlach d -1 7	
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Blainville 3 3 8		d'Arco 4 4 8		Plonsac -1 4				Balin-court 0 4				Argelos 0 4				St. Segond +1 4				Montfort -1 4				d'Enonville -1 4				16 Pounder 2	
Treccson +1 4				de Breuil +1 4				de Bellisle +1 4				de Bligny 0 4				de Nangis 0 4				Isenghien +1 4				Buzancois -1 4				12 Pounder 2	
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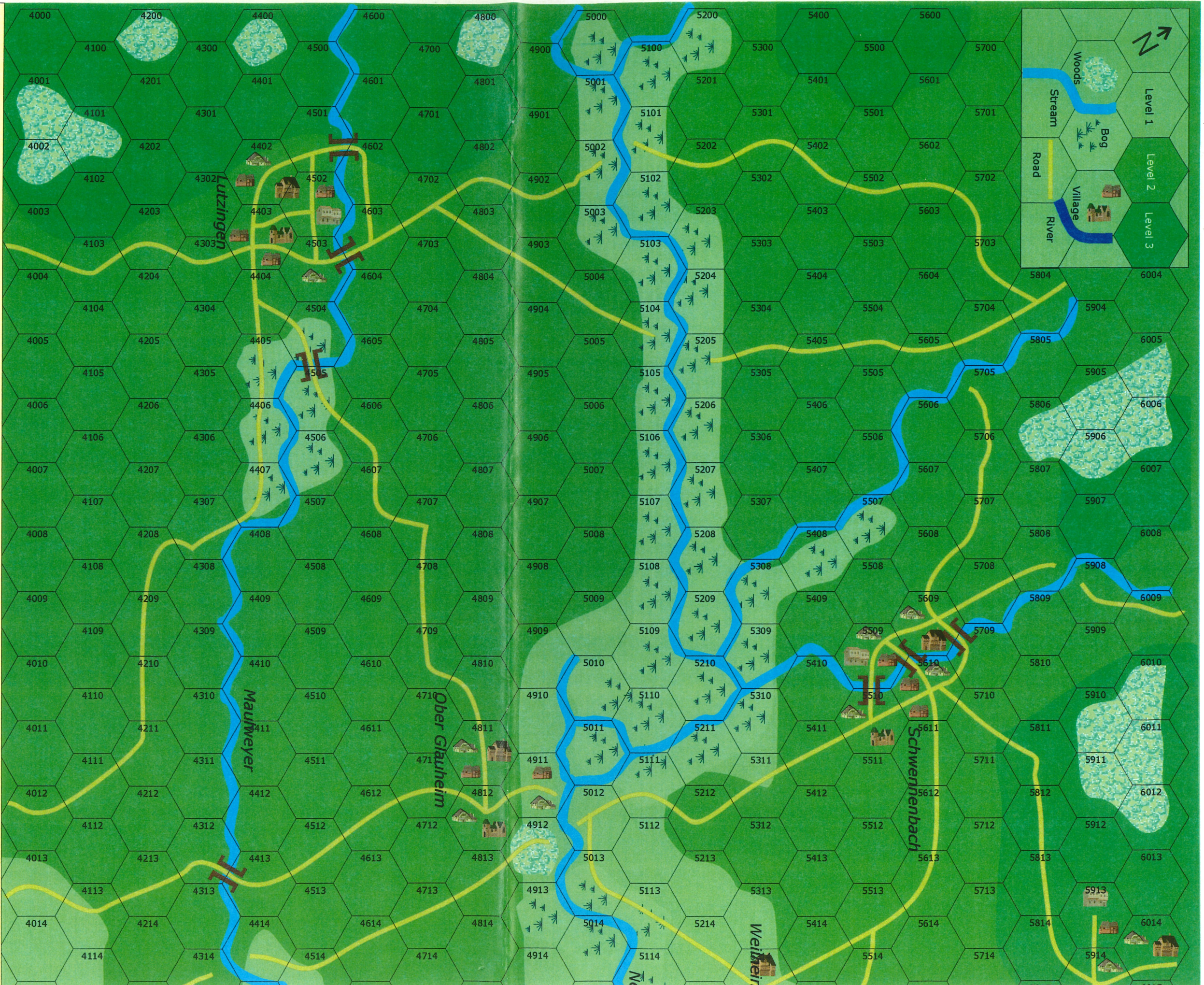


# The Marlborough Man - Oudenarde

B&O Games

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Villars 0 4		May 0 4		Bearn 0 4		Conde 0 4		Boulonais 0 4		Provence 0 4		Royal 0 4		Spain 4 +1 7															
Surbeck 0 4		Piedmont -1 4		Le Roi -1 4		Poitou 0 4		La Marche 0 4		Brendle 0 4		Spaar 0 4		Cologne 4 +1 7															
Boufflers 0 4		Pfiffer 0 4		Greder Suisse 0 4		Gardes Francais a -1 4		Gardes Francais b -1 4		La Reine 0 4		Greder Allemagne 0 4		Cologne 4 +1 7															
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## The Warborough Man

# Blennheim

AUGUST 13, 1704

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Map Graphics: William F. Ramsay, Jr.

### Terrain Effects on Movement

Terrain	Foot	Cav/Ldr	Artillery
Clear/Road [a]	1	1	1
Bog	2	2	NA
Village	2	4	NA
Woods	2	3	3
Stream	+1	+1	NA
River	NA	NA	NA
Bridge [b]	0	0	0

a=Use of a road negates the cost of the terrain in the hex, but not if the unit is moving adjacent to an enemy unit.

b=Negates the cost of crossing the Stream, but not if moving adjacent to an enemy unit.

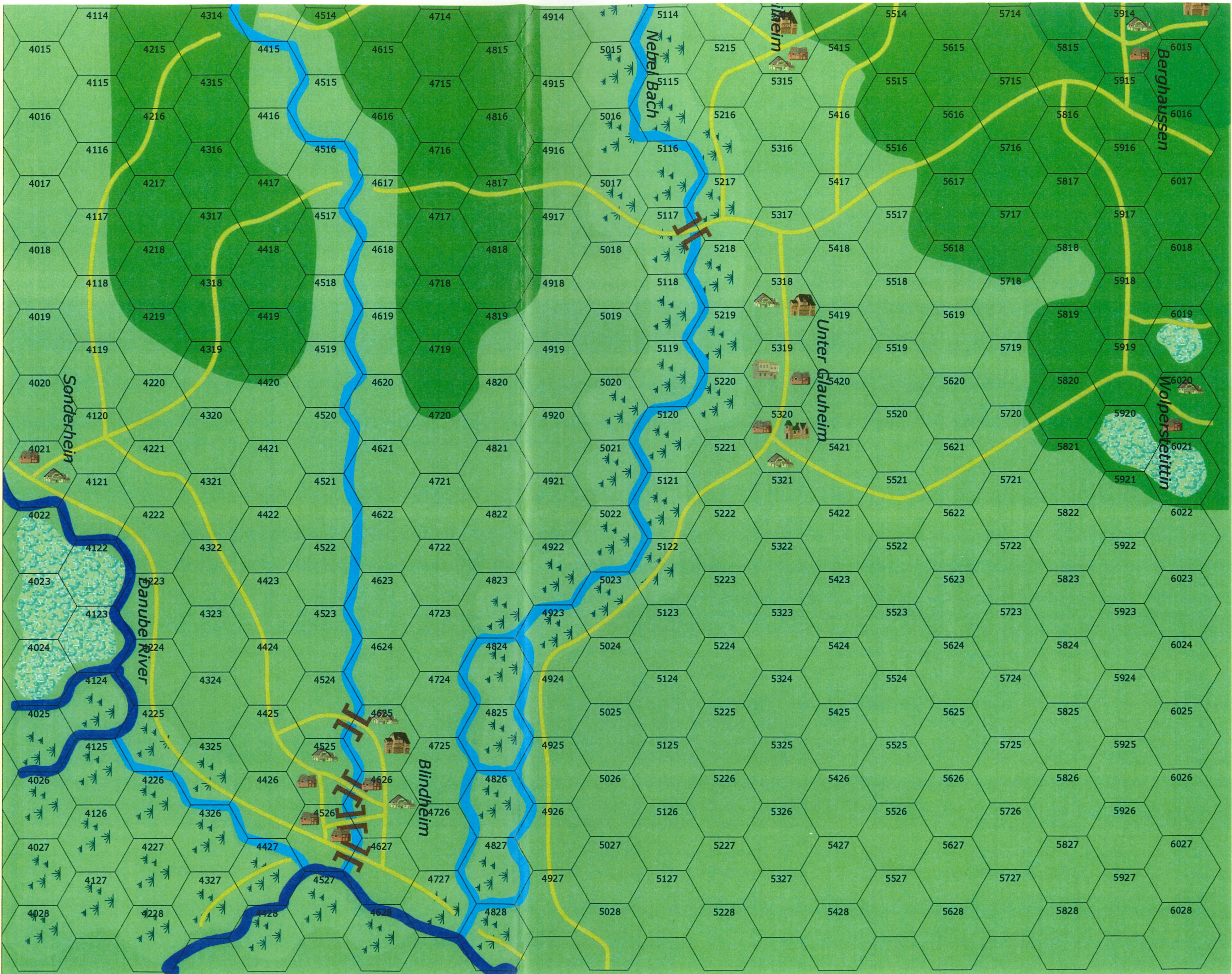
### Terrain Effects on Shock/Charge

DRM	Terrain Type
-1	Attacking into or from Marsh
-1	Attacking across a Stream or Trench H
-1	Attacking into a hex of Higher Elevation
-1	Attacking into a Village Hex
-1	Defending Infantry Double-stacked in

### Terrain Effects on Missile Fire

DRM	Terrain Type
-1	Target hex is Village





Fire/Range DRM Chart

French Hex Elevation	Unit Type	1	2	3	4
	Muskets (Inf)	0	NA	NA	NA
	Pistols (Cav)	-1	NA	NA	NA
	16 lb Artillery	-1	-2	-2	-3
	12 lb Artillery	-2	-3	-3	-4
	8 lb Artillery	-2	-2	-3	NA
	4 lb Artillery	-2	-3	-4	NA

#s represent DRMs to CRT  
NA - Not Allowed at that Range

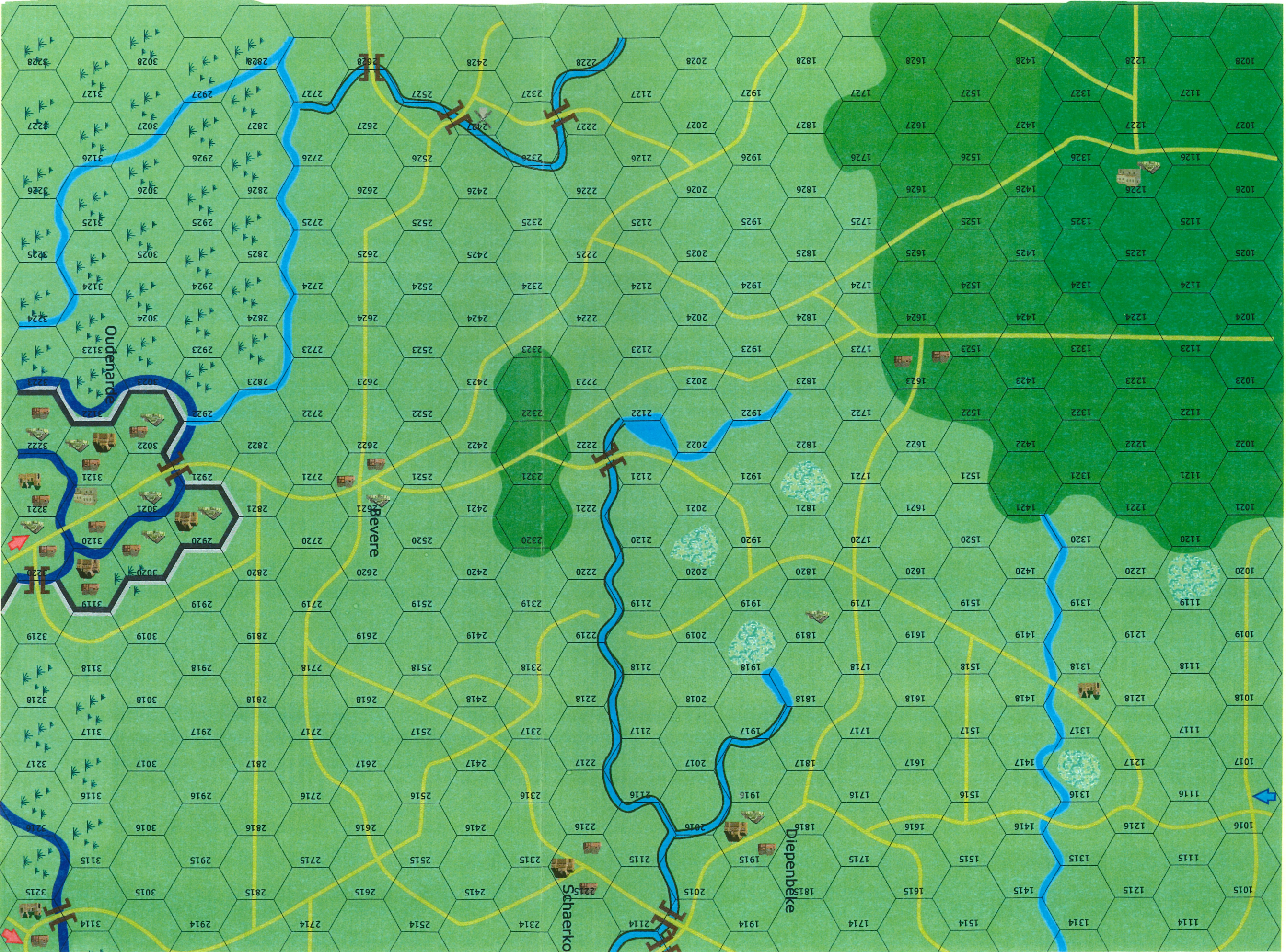
Fire Results Table

Adj. Die Roll	Result
0-4	No Effect
5-9+	Disordered*

\* If already Disordered, unit must Retreat one hex

Adjustments to Fire Die Roll  
Disordered Units: -1 DRM when Firing  
Dragoons: -1 DRM when Firing  
Terrain: as noted in the Terrain Effects on Missile Fire Chart





*The Marlborough Man*

# OUDENARDE

JULY 11, 1708

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Map Graphics: William F. Ramsey, Jr.

Activation Track

0	1	2	3	4
5	6	7	8	9

Flight Point

0	
00	1



