

Les GUERRES du ROI SOLEIL
The WARS of the SUN KING
Règles Rules





WARS OF THE SUN KING

MAIN THEATERS OF OPERATION

KINGDOM OF ENGLAND

TEXEL 1694

SOLEBAY 1672

AMSTERDAM

DUTCH REPUBLIC

HOLY ROMAN EMPIRE

Franco-Dutch War
1672-1678

War of the League of Augsburg
1688-1697

BEACHY HEAD 1690

LA HOUCHE 1692

NU PIEDS 1639

TORREBEN 1675

Campaigns against the Fronde
1648-1653

DUNKIRK

LA PEENE 1677

LUSTUCRUS 1662

AMIENS

ROUEN

ALENCON

ETAMPES 1652

ORLEANS

MOULINS

CHAROLLES

CLERMONT

ROURE 1670

CAMISARDS 1685

ORANGE

MONTPELLIER

TOULOUSE

AGN

VILLENEUVE-SUR-LOT 1651

MARMANDE

TARDS AVISES 1707

BOURGES

SABOTIERS 1658

BLOIS

TOURS

ANGERS

NANTES

HOUEAT

HOEDIC

S'-MARTIN-DE-RE

LA ROCHELLE

SAINTES

COGNAC 1651

TONNAY-CHARENTE 1651

BOURDEAUX

BAYONNE

PAU

PERPIGNAN

COLLIURE

BELLEGARDE

GIRONA

BARCELONA

MONT-LOUIS

Spanish provinces supporting the Habsburg contender

VILLAVICIOSA 1710

BRIHUEGA 1710

KINGDOM OF SPAIN

WAR OF THE SUCCESSION

1701-1713

WAR OF SPANISH SUCCESSION

1701-1713

WAR OF SAVOY

1690-1701

WAR OF THE LEAGUE OF AUGSBURG

1688-1697

WAR OF THE FRENCH SUCCESSION

1672-1678

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THE WARS OF THE SUN KING

1648-1713, half a century of European conflicts

The wars of the Sun King, 1648-1713, is the first opportunity to play at the strategic level the five conflicts led by France under the reign of Louis XIV and the "Fronde" revolt, 1648-1653.

Although this event doesn't correspond exactly to Louis XIV's wars, it forged his character and contributed to his absolutism.

For Louis XIV and his advisors, the principal front for all these wars is that of Flanders (Spanish Netherlands, United Provinces), then Germany and Italy – including Savoie – and finally Spain. Given the geographical extent of certain conflicts – especially the War of Spanish Succession – some fronts with little impact on the conflict are not addressed (Antilles & South America, Denmark, Sicily, etc.).

1 - OVERVIEW

One turn represents a year broken down into three phases: preparation, campaign (May to October) and winter (November to April).

Each phase is composed of several sequences during which the players carry out different game actions.

A Strength Point is equal to approximately 2000 men (three to four battalions), 2000 horsemen (12 squadrons) or 3 to 6 batteries of campaign and siege cannons & mortars (about 60 pieces).

A fortress value point equals a fortress and its intrinsic garrison.

This game opposes two players, on one side is the kingdom of France and its allies and on the other the various coalitions led by different states.

For the sake of simplicity, the enemies of France are called the Coalition. The game requires the use of a six-sided die marked D6.

2 - ABBREVIATIONS & DEFINITIONS

Army: one or more stacked units. An army is commanded if a general counter is placed on top of the unit or stack.

It is out of command if no general counter is present. The units of allied armies may combat together under the command of any allied general.

Art: Artillery

Camp: the kingdom of France and its allies on one side and the coalition of states that are enemies of France on the other.

Campaign: an impulse during which one side carries out its actions (spending RP and cabinet strategy markers).

Cav: Cavalry

Coalition (C): all of the states that are enemies of France

SC: Strategic capacity, bonus/penalty of a commander used during movement.

TC: Tactical capacity: bonus/penalty of a commander used during a battle or a siege.

Ctrl: Control marker followed by the camp F (France) or C (Coalition) that controls the zone

D6: Six-sided die

France (F): Kingdom of France

SP: Strength Point, represents the number of men that combat.

Garrison: one or more stacked units, commanded or not by a general, placed under a Fortress marker.

Named or anonymous general: an important political or military figure (King, Prince, Duke, Elector of the Germanic Holy Roman Empire, Stathouder, Maréchal, lieutenant-general...) or generic army commander.

Inf: Infantry

Active player, inactive player: the player who carries out the action is called active (attacker or besieger).

The other player is inactive (defender or besieged).

GP: Glory Point

Zone (maritime and naval): represents a geographical surface of variable size, corresponding to an administrative, political or topological division or simply adapted to the needs of the game.

RP: Resource points

Sequence: an action led during a phase of the game.

Initiative test: Roll a D6 and add the differential (SC of the army general of the side taking the test - SC of the army general of the opposing side). This test is successful if the modified result is greater than 2.

FV: Fortress Value

3 - UNITS AND OFFICERS

3.1 - UNITS

The game uses different units characterised by the following parameters:

- The type of combatants or matériel: outlines of infantry, cavalier, cannon (campaign and siege artillery).
- A combat factor expressed in Strength Points (SP).
- Special marking for the elite units (star).
- Its nationality: Austria, Bavaria, Brandenburg, Denmark, Empire (German principality, duchies, dioceses, etc.), France, Jacobites (partisans of James II in Ireland and Scotland), Lorraine, Piemonte-Savoia, Portugal, United Provinces, Great Britain, Spain, Sweden.



Infantry



Cavalry



Artillery



Leader

3.2 - GENERAL OFFICERS

A general (generic term for an army commander) is characterised by five parameters:

- The name and portrait of the historical or generic commander.
- His strategic capacity (SC) from 0 to 4
- His nationality
- His tactical capacity (TC) from 0 to 4
- A star to indicate a bonus in the modifiers section of the Cabinet strategy and Siege resolution tables.



If several generals are in the same stack of units, the general that commands the army is chosen by the player and is placed on top of the stack of counters.

4 - OBJECTIVES

Victory conditions, represented by a Favourable peace treaty in the Diplomacy Table, are checked each game turn during the Determination of victory sequence. To win a war, either France or the Coalition must meet the conditions favourable for peace.

A peace treaty is dependent on four conditions: Louis XIV's number of glory points, the number of objectives* reached by France, the resource points accumulated by France, the differential in allies between France and the Coalition. Only France's objectives are specified. Those of the Coalition are to prevent France from reaching her objectives.

When three of the four victory conditions are met in the Peace Treaty column of the concerned belligerent, a peace treaty is signed in its favour and the side is awarded victory. **Note: Marker to be set on the geographic objective.*



5 - STRATEGIC MAP

5.1 - DESCRIPTION

The strategic map is composed of zones identified by several parameters:

- A colour code that demarcates the borders between states.
- A colour code that demarcates the naval borders.
- A name (country, state, province, principal city)
- The available Resource points (0 to 3). There is no stacking limit for units in a zone.

For practical reasons the map shows Ireland, England and Scotland (UK from 1707) slightly offset and reduced in the Atlantic Ocean.

Land area names are those used in their national language

5.2 - STATES

There are three categories of states.

• Major states

- Austria (Habsburgs of Austria)
 France
- Spain (Habsburgs of Spain)
 United Provinces
- Great Britain

• Minor states

- Bavaria
 Brandenburg
- Denmark
 Empire
- Ireland Jacobites
 Lorraine
- Portugal
 Savoie-Piemont.
- Sweden

• Other states

They are not represented militarily or diplomatically in the game:

Scotland, Genoa, Modena, Napoli, Parma, Toscana, Stato della Chiesa.

5.3 - ZONES

A zone represents a geographical area. A zone is:

- **Controlled:** by the presence of a control marker or when the zone belongs to a state without an enemy control marker. Simply passing an army through a zone allows you to control it by positioning the control marker on the correct side.
- **Contested:** when units (army, fortress with or without garrison) of both sides are simultaneously present in this zone.

6 - GAME TURN

It comprises three phases: Preparation, Campaigns, Wintering. During the campaign phase, players alternate a succession of impulses – the campaigns – beginning with the player who has the initiative. One side's impulses stop when its Resource Points have been exhausted or when the player decides to stop.

If no impulse occurs twice in a row, the campaign sequence ends.

At the beginning of the game, the players choose to play an "open" or "closed" game – to keep the counters hidden from the enemy on the Command Table or to leave them on the map (see 13).

Note: given the game's time scale and the very efficient espionage during this period, an army's strength was quickly known, sometimes even before the campaign began (purchase of bread, fodder, powder, horses, etc)

6.1 - PREPARATION PHASE

(in this order)

1. Determination of random events (see 7). Set up of units, generals and the diplomatic cursor of the states that enter the map (war, random event), see scenarios.
2. Resource Points (see 8).
3. Removal of the Scorched earth markers and replacement of the Cabinet strategy markers.
4. Cabinet strategy (see 9).
5. Reinforcements & recruitment, purchase of prisoners (not played during the first game turn of a scenario) (see 10).
6. Fortresses & Lines of defence (not played during the 1st game turn of a scenario) (see 11).
7. Determination of the initiative (not played during the first game turn of a scenario) (see 12).

6.2 - CAMPAIGN PHASES

(in this order)

- The player with the initiative leads the first campaign (impulsion), he is the active player, his opponent is inactive.
- A campaign corresponds to the following actions:
1. Campaign
 - Movements, attrition and desertion (see 13 and 14).
 - Use of the Cabinet strategy markers (see 16 to 18).
 2. Determination of the end or continuance of the campaigns (see 19).
 3. Adjustment of the cursors on the Alliance Table and Diplomacy Table (see 22).

6.3 - WINTERING PHASE

(in this order)

1. Determination of a potential strategic surprise (see 20).
2. Winter quarters (See 21).
3. Diplomatic actions (See 22).
4. Adjustment of cursors on the Alliance Table and Diplomacy Table (See 22).
5. Set RP markers to zero.
6. Determination of victory (See 23).
7. End of the game or end of the turn in which case the time cursor is moved forward one space on the time track.

7 - RANDOM EVENTS

Random events are listed for each year of each scenario in a chart. They are determined by rolling a D6; the result indicates the random event that takes place for this game turn. On a result of 1 to 3 there is no event, on a result of 4, 5 or 6, there is an event. An event is only valid for the turn in which it is determined. Units and generals that arrive following an event are not removed from the game at the end of the turn.

If the conditions to be applied for the random event are not met (neutralised state, insufficient units, etc.), then ignore this event.

8 - RESOURCE POINTS

8.1 - CALCULATION OF RESOURCE POINTS

Resource points (RP) constitute the sinews of war and thus the heart of the game. They are used for:

- Determining the initiative
- Recruiting units and generals
- Buying back prisoners
- Constructing fortresses and lines of defence
- Carrying out movements
- Taking control of a maritime zone
- Leading diplomatic actions
- Borrowing RP
- Repaying a loan of RP
- War effort for a siege
- Use a tactical marker (see optional rule)

Certain zones have a value that corresponds to the number of RP available. The total number of RP available for a camp corresponds to the sum of the RP of the zones of the camp's allies, the controlled zones and the contested zones. A zone's RP are reduced to zero if a Scorched earth marker is present. Each scenario indicates the initial number of RP for each side. First-turn RPs for each scenario are already calculated. The RP markers (unit and ten) of each camp are used on a track to identify the number of RP available on the Resources Table (placed on the map).

These cursors are adjusted immediately after RP are spent to keep the accounting up to date.

Important: the sum of RP from an ally ally who doubts (D3 to D6) is divided by two for the alliance (rounded down).

RP may not be accumulated from one year to the next. Each new year, the RP cursors (unit and ten) are placed on space zero.

Unspent RP are lost.

Special accounting is made for borrowed RPs. The RPs borrowed (specific marker) are shown on the counter and are only reset to zero when it is reimbursed (see 8.1.4).

8.1.1 - RP & contested zones

The calculation of contested zones is done differently: the RP available for a camp are determined by a D6 roll with any modifiers added. The result indicates for which camp the RP(s) are available:

Each side rolls D6 adding the following modifiers:

- Army present in the zone: +1
- Total superiority (sum of the infantry, cavalry and artillery SP) in SP: +1
- Superiority in SP of cavalry: +2

The camp with the higher result obtains all the RP in the zone. In the case of a tie, no RP is available for this turn for either side (*).

Note: The two sides prefer to destroy the resources rather than leave them intact in the hands of the enemy.

8.1.2 - RP & maritime zone

Maritime transit boxes (*Mediterranean sea, North Sea, Atlantic ocean*) have a RP value that corresponds to the maritime commerce. Its RP are awarded to the camp that controls it. If the maritime zone is not controlled, the RP are attributed to neither camp.

8.1.3 - RP & a neutral state zone

It is possible to claim the RP of a neutral state. A control marker is placed on the zone. Claiming RP for each zone of a neutral state costs one GP to be credited to the opponent.

Example: if an army from the French side moves into the Piemonte zone in a neutral state, this costs GP and the GP cursor is moved one space to the left

8.1.4 - RP & loans

Each camp has the option of borrowing RP.



An Emprunt (Loan) marker in the colours of each camp is placed on the Resources Table. It represents a multiple of 1 RP on the front side and a multiple of 1 RP + 10 on the back side.

Example: an Emprunt marker, back side up, placed on space 6 of the Resources Table corresponds to 16 borrowed RP.

The number of RP that may be borrowed corresponds to the D6 roll result, per turn and per camp. Each loan costs 1 RP, representing the interest, this RP is paid in advance.

One camp can borrow several times during a scenario.

These borrowed RP are used the same way as the other RP obtained by the controlled zones. During a Determination of victory sequence, these borrowed RP must be reimbursed by each camp having borrowed.

The borrowed RP are deducted from the total available RP at the end of that turn: each side's RP cursor is then adjusted accordingly in the Diplomacy Table. RPs can be reimbursed at the end of each turn in a single or partial payment. Loans must be reimbursed no later than the last turn of the game (last year of the scenario).

Important: the camp that cannot repay its debts loses the war by bankruptcy.

Note: at the end of the Spanish war of succession, France was nearly bankrupt.

8.2 - SPENDING RESOURCE POINTS

- Bidding to take the initiative: 1 RP for each modifier of +1 added to the D6 (see 12).
- Recruiting units: 1 RP for every 5 SP recruited* of all types of troops (Infantry, Cavalry, Artillery) (see 10).
- Buying back imprisoned units: 1 RP per multiple of 10 SP bought back* all types of troops (Infantry, Cavalry, Artillery) (see 10.3).
- Recruiting or buying back a general: 1 RP for a general whose sum TC + SC lesser than 4, 2 RP for a general whose sum TC + SC greater or equal to 4 (see 10.3.1).
- Constructing or increasing the FV of a fortress: 2 RP per FV level and per fortress**. This action is only possible once per turn per camp within the limits of the available markers and without exceeding V4 (see 11).
- Constructing or increasing a line of defence: 1 RP per level of line of defence. This action is only possible once per turn per camp (see 11).
- Carrying out army movement during the campaign phase: 1 RP per multiple of 10 SP units that move*, without limit of distance or type of unit (see 21).
- Carrying out a strategic surprise: 2 RP per multiple of 10 SP of moved units* within the limit of one zone and for the infantry and artillery only (see 20).
- Loan: 1 RP is spent – for interest – to have the authorisation to borrow and to roll a D6.
- Moving the alliance cursor of a minor state: 5 RP per space, limited to a single space for only one minor ally per camp and per turn.
- War effort during a siege: 1 RP.
- Control of a maritime zone: 1 RP.
- Use a tactical marker: 1 RP (see optional rule).

Notes: * Round up. Example: 15 SP of prisoners requires spending 2 RP.

Recruiting 17 SP units requires 4 RP.

** Example: to increase by one level four fortresses of FV 1, FV 2, FV 2 and FV 3 the player must spend 8 RP. They become respectively FV2, FV3, FV3 and FV4.

9 - CABINET STRATEGY

The cabinet strategy consists of determining the battles, sieges and scorched earth policy that will be led by each camp during its turn. **Note:** this represents the direction of the operations carried out from Versailles by Louis XIV and his councillors but also from the principal courts of Europe at the head of various alliances (United Provinces, Great-Britain, Austria).

The markers are used during the campaign and wintering phrases.

Each player is free to spend all or part of his Cabinet strategy markers during a single campaign or keep them for other campaigns of the same phase or for the Strategic surprise sequence.

Only one cabinet strategy marker from each category (battle, siege, decoy, scorched earth) may be used per zone, per campaign and per camp.

Important: markers that are chosen but not used have consequences on the victory conditions (see 22.4).

The maximum number of campaigns per turn is three per camp, or six campaigns, as explained in the Pursuit or end of the campaigns sequence (see 20).

There are nine markers per camp. Each Cabinet strategy marker contains a French or Coalition symbol on the front side and one of the following symbols on the back:



- Battle (three markers): engage at least 10 SP for each of the camps; any clash without this distribution is not considered a battle - it's a skirmish - and does not require this marker to be spent.



- Siege (four markers): corresponds to an undetermined number of siege rounds to lead against any enemy fortress. (see 18).



- Scorched earth (one marker): reduces the resource points in a zone to zero (see 15).



- Decoy (one marker): cancels out a Battle marker played by the opponent. The Battle marker is eliminated (see 16).

Note: this corresponds to an enemy deception manoeuvre.

Each camp determines the number of Cabinet strategy markers available for this game turn. Beginning with the player who has the initiative, the cabinet strategy procedure is as follows:

- Roll a D6 and cross the result with the number of RP available for your side.
- Without showing them to your opponent, choose at most the number of markers indicated among the nine Cabinet strategy markers of your camp. You can choose fewer than the value that is indicated; choose a minimum of one marker. These markers constitute your operational objectives for all the campaign and wintering phases of this turn.
- The markers are left visible front side up (the back side – Battle, Siege, Scorched earth, Decoy – are hidden) then are revealed when these events take place and are counted as a reached objective during the Determination of victory sequence (see 22.4). Modifiers: see table on the player aid.

10 - REINFORCEMENTS AND RECRUITMENT

This sequence is ignored during the first game turn of each scenario.

There are two ways to bring in units and generals during play: as reinforcements as indicated in the scenarios and through recruitment.

All the counters available for recruitment in a scenario are placed in the camp's Reserve space. Eliminated units and generals are placed in the concerned camp's Reserve space.

10.1 - REINFORCEMENTS & WITHDRAWALS

A reinforcement is a unit or a general that enters the game for a given turn and is then placed in its camp's Reserve. They are then available for recruiting. A withdrawal is a general removed from the game (usually an officer who is killed, sick, wounded or has left in retreat).

Units and generals that withdraw do so definitively except Louis XIV.

10.2 - RECRUITMENTS

A recruitment is a unit or a general located in the Reserve that is bought by spending RP. The number and type of units available are limited to the units present in the game. The costs are detailed in 8.2.

10.3 - BUYING BACK OF PRISONERS

The costs are detailed in 8.2. Units and generals may be taken prisoner after battles and sieges. They are placed in the Reserve of the camp holding them prisoner.

Step 6.1.5 indicates the point in the Sequence of Play at which you may buy back prisoners. The buying back of imprisoned units is mandatory.

Units and generals that are bought back are placed in their camp's Reserve and are considered as generals and units to be recruited and must be bought to return to the game. Generals are bought back first.

If there are not enough RP for this game turn, the units are kept "prisoner" in the Reserve of the victorious camp until its own camp can buy them back during a new sequence 6.1.5.

RP debited from one camp are credited to the other camp.

Special rule for imprisoned generals

The refusal to return an imprisoned general to his camp, against RP, costs 1GP for each sequence of Buying back of prisoners for the jailing camp. If the French camp refuses, a GP is subtracted from the Diplomacy Table counter. If the Coalition refuses, a GP is added to the Diplomacy Table counter.

10.4 - RANDOM EVENTS

The units and generals that enter the game from a random event are taken from the Reserve except on special cases and do not require the spending of RP. **Note:** these are principally units that were already recruited and were liberated from another front.

10.5 - SET UP

Generals and units that are recruited, bought back or are in reinforcement are set up in a zone originally controlled by their state unless otherwise indicated in the scenario (special case for Lorraine, Denmark, Ireland and Scotland Jacobites).

The set up is the player's choice, as an army or garrison (if a Fortress marker is present). Set up is not considered as movement in terms of attrition and desertion.

11 - CONSTRUCTION OF DEFENCE

Skip this step [6.1.6] during the first game turn of each scenario. It is possible to construct and increase the Fortresses and Lines of defence values under the following conditions:



- The zone must be controlled by the camp that constructs or increases the Fortresses and/or the Lines of defence. The zone

may have been captured from the adversary.

It is necessary to have an army or a garrison in this zone.

- The player must spend the required number of RP.

The maximum values to which the Lines of Defence and the Fortresses can be increased are respectively 2 and 4.

Note: only a few fortresses constructed on locations predisposed to defence (confluence of rivers, sea coast, promontory) or with great reinforcement of leveling and masonry (and therefore cost) may reach an elevated value.

Place a Fortress marker or Line of Defence marker to indicate that a construction has been accomplished.

The units present in the zone are distributed between the constructed or increased (garrison) fortress and the Line of defence (army). A Line of defence marker alone in a zone is eliminated.

Similarly, a Line of defence marker of a camp cannot be used by the enemy camp. Remove the marker from the zone.

The number of Fortresses or Lines of defence that can be constructed is limited by the number of available markers.

12 - DETERMINATION OF THE INITIATIVE

The player with the initiative takes the first Campaign phase.

The Campaign cursor is placed on space 1 during the execution of the first campaign then advanced one space with each new campaign.

The player with the initiative will be able to execute a campaign, while the opponent, during Pursuit or the end of campaign sequence must roll a D6 [see 19], and may be prohibited from executing a campaign: thus the motive for winning the initiative. The initiative is given for the first turn of each scenario. It is then determined for each subsequent turn by the result of a D6 roll to which is added a number of RP called the bid.

This bid is between 0 and 5 RP.

The procedure is as follows:

1. Each player secretly notes the number of RP bid. Then both players reveal this number simultaneously.
2. The cursors on the Resources Table are adjusted.
3. Each player rolls a D6 and adds the result of the bid value.
4. The higher result wins the initiative. In the case of a tie, the initiative goes back to the player that did not have it previously.

Note: the bid corresponds to diplomatic negotiations (purchase of neutrality, authorisation of an army's passage, etc.) but also to the constitution of depots on the invasion route [purchase of food, munitions, even of the merchants of the country to invade (true)].

13 - MOVEMENT

13.1 - MOVEMENT AND COMMANDS

Movements are made from zone to zone.

A single contact point suffices to consider the zones as adjacent.

Units do not have any movement capacity proper, they cannot move unaccompanied by a general on the strategic map.

Generals who are alone or accompanied by units — they also form an army (see 2) — may carry out these movements.

Players have at their disposal a Command Table on which each general has a place to position the units he commands to facilitate movement (see 6).

An army is composed of units located outside of a fortress:

- An army with a general is commanded and can do everything the rules allow for an army.
- An army without general is "out of command".

It cannot move — movement and winter quarters —, cannot attack and does not benefit from the TC of a general.

An army without a general remains in a zone. If a fortress is present, part of the units may form a garrison within the limits of the FV of this fortress (a FV level authorises a garrison of one SP) without requiring the presence of a general. The rest of the units are considered as an army but may not move.

Each movement costs a number of RP depending on the size of the army in number of SP. Movement of a general costs no RP.

Movements are strictly limited by the number of RP available.

13.1.1 - Movement procedure

1. Tally the SP present in the army.
2. Determine the number of RP necessary to carry out the movement depending on the number of SP that compose the army on the Movement Table. They are doubled if the movement takes place via a maritime zone or during the Winter phase.
3. Move the army.
4. Deduct the RP spent from the RP of the concerned camp on the accounting scale and adjust the RP cursors (unit, ten).

Example: an army of 25 SP that moves, regardless of the number of zones, spends 3 RP.

- Before moving, an army may divide — with no RP surcharge — into as many armies as there are generals present in the zone, each army may then carry out a distinct movement.

- An army that carries out a movement may leave or take on its way the units of another army or garrison. The cost in RP must correspond to the number of SP of the most valuable army during its movement.

Example: an army with 28 SP that moves must spend 3 RP.

If it picks up 3 SP in a zone along the way, the movement cost is 4 (size 31-40). On the other hand, an army with 28 SP that leaves 9 SP in a zone as it passes through still spends 3 RP.

- Part of the SP of the army may be transformed into a garrison — within the limits of the FV of the fortress — and inversely, by placing the units under the Fortress marker or by removing units from under the Fortress marker, with no cost in RP.

- An army must end its movement and determine its attrition and desertion (see 14) before another army may move during the same campaign.

- Two armies of the same camp that remain in the same zone are united at the end of the movement, and after the determination of attrition and desertion (see 14).

- Given the time scale, a unit may begin a movement with one army and finish it with another.

- Each unit may move several times per campaign. It is therefore allowed to take along the way a unit that already moved, be it a garrison or an army.

- There is no zone of control.

- A movement via a transit box is possible from a land zone adjacent to the transit box if the latter is controlled by side that is moving or is neutral.

- Movement via a maritime transit box is possible for a cost in RP doubled and within the limit of the number of SP that can be moved.

This is the maritime movement capacity indicated for each scenario.

13.1.2 - Special cases

- An army — but not a general alone — may carry out movement in a zone indicated as neutral at the beginning of the scenario. Entering a neutral zone costs one GP in addition to the normal movement cost: it is deducted from the GP counter if the French camp carries out the movement and added if the Coalition is the camp to move.

- It is prohibited to enter the zone of a (enemy) state before it officially enters the war, as it is prohibited to enter the Helvetic Confederation. Entering a state that does not enter the war in the scenario is prohibited, except for the Italian states and the Empire, regardless of the scenario.

- Entering the *Schweizerish* and the *Stato della Chiesa* zones is prohibited.

13.2 - ARMY AND GARRISON

There are three possible situations for an army in a zone:

- In garrison: it is located under the protection of fortresses within the limits of the FV.

- In cover: an army that protects the fortress and that is attacked as a priority by the campaigning army.

- In campaign: an army that enters a zone.

A garrison is composed of units located in a fortress within the limits of its FV.

There is no stacking limit in a zone.

• An army that enters a zone occupied by an enemy army stops its movement. There is no extra cost for entering a zone controlled by the enemy. The zone becomes contested. The army may nevertheless continue its movement if its general passes an Initiative Test (see 2). If the enemy army isn't commanded by a general, there is no need for an Initiative Test. The army may continue its movement.

Note: practically, an army never left behind an unbesieged enemy fortress.

• An army that begins its movement in a contested zone toward any other zone must pass an Initiative Test (see 2).

13.3 - MOVEMENT AND INTERCEPTION

An army of the inactive player may move from an adjacent zone to a zone which has been entered or traversed by an army of the active player. This is an interception. The inactive player must declare the interception as soon as the enemy army enters the zone chosen for the interception.

To engage in an intercepting, the following conditions must be met, otherwise interception is not possible:

- The interception must occur from a zone that does not already contain an enemy army.
- The player must pass an Initiative Test.
- Spend the number of RP corresponding to the movement of the SP of the interception army.

If the interception is successful, the active player's army stops its movement for this campaign and the inactive player's army is moved to the interception zone where the enemy army is. A successful interception does not allow the inactive player to engage in a battle unless he spends a Battle marker (see 9) or skirmish if the number of SPs involved does not allow a battle. Results are applied immediately after the battle or skirmish has been resolved.

If the interception takes place in an zone already containing an enemy army, then the two enemy armies must be reunited under the same command before the battle or skirmish can take place.

13.4 - MOVEMENT VIA MARITIME ZONE

Each side may carry out a long movement via a maritime zone – this is its maritime movement capacity – a certain number of SP per game turn, in one or more times.

The maritime movement capacities are given for each camp and for each scenario. A movement via one of the three maritime zones (*North Sea, Atlantic Ocean, Mediterranean Sea*.) costs double the required RP.

Maritime movement by the intermediary of maritime zones allows an army to move from any coastal zone toward any other coastal zone only if the latter is controlled by this camp. A camp needs to control the maritime zones through which the units move.

Control of the maritime zones is given at the beginning of each scenario and can change when certain random events are drawn.

Example: an army with 10 SP (movement cost of 1 RP regardless of the number of zones) that moves via a maritime zone must double the number of RP spent, for 2 RP.

13.4.1 - Control of a maritime zone

Control of a maritime zone may change during the movement sequence of the active player.

Each attempts costs 1 RP. Only one attempt is possible for a given zone per campaign.

Roll a D6 and add any modifiers. The control of a maritime zone allows for use of its RP. A control marker is placed in the zones *North Sea, Atlantic Ocean* and *Mediterranean Sea* (on the drawing of the ship of the line).

Movement via a maritime is subject to attrition and desertion (see 14).

Result of the D6 to get to control the maritime zone:

- *North Sea*: greater or equal to 5
- *Atlantic Ocean*: greater or equal to 6
- *Mediterranean Sea*: greater or equal to 4

D6 modifiers (all cumulative):

+1: indicated when certain random events occur (Dutch admirals Tromp & Ruyter, French admirals Duquesne & Tourville, squadron war).

+1: for the coalition when the maritime powers – Great Britain & United Provinces – are allied

-1: for France when the maritime powers – Great Britain & United Provinces – are allied.

+1: for the French camp for the control of the Mediterranean Sea during the Spanish war of Succession.

-1: for the French camp for the control of the Atlantic Ocean and the North Sea during the Spanish war of Succession.

14 - ATTRITION AND DESERTION

The movements of an army lead to the determination of attrition and desertion; land movement, maritime movement, interception, retreat before and after battle. This does not concern garrisons.

At the end of an army's movement, the player checks on the Attrition and Desertion Table if SP have been lost.

Proceed as follows:

- Roll a D6 and add any modifiers (all cumulative).
- Cross the modified result with the column corresponding to the army's SP number.

The number indicated by the table corresponds to the number of SP to be eliminated by the owning player. The eliminated units are placed in the Reserve of the concerned camp. If there aren't enough units to "make change" for the SP to eliminate, adjust the losses in SP up to the next whole number available.

Note: These losses tables are not rules of exact calculations and we consider that the stragglers, additional wounded and added to the determined losses.

The determination of attrition and desertion must correspond to the highest number of SP in the army during its movement.

Example: an army with 28 SP that moves and picks up on the way 3 SP in a zone, determines attrition and desertion in column 31-40. Inversely, an army with 28 SP that leaves 9 SP in a zone on the way determines attrition and desertion in column 21-30.

14.1 - MODIFIERS

• **Movement** (stopped or moving through) in a zone with a Scorched earth marker: +2

This modifier accumulates for each zone crossed.

Example: two zones crossed with a Scorched earth marker: +4

• **Movement in the winter season**: +1

• **Distance covered**: +1 per zone exited, starting with the second zone (no limit)

• **Strategic Capacity of the general** if greater than 0: -1

• **Winter quarters** in a non-controlled zone (except garrison, only concerns an army with or without a general): + 3

• **Random event**: see detail of the event

15 - SCORCHED EARTH

A camp may place the Scorched earth marker that he chose during the Cabinet strategy sequence (See 9). To do so, an army must be located in the zone in which the marker is placed and must pass an Obedience Test*.

The D6 result must be less than or equal to the SC of the general commanding the army. The marker may be kept and used for any campaign of the game turn. The unused marker is lost and deducted from the objectives during the Winter Phase. (See 6.3 and 22.4).

**Note: the majority of generals were hostile to what they saw as an inhumane practice. The central power must have been very firm to apply this order.*

16 - DECOY

The inactive player cancels the effect of the active player's Battle marker by playing his Decoy marker. It must be announced immediately after the active player's intention is known. The Battle marker is returned with the other Cabinet strategy markers during the following turn.

The two adverse armies remain in the zone which becomes contested.

Note: the unused Battle marker is not deducted from the objectives during the Wintering phase (see 6.3 and 22.4).

17 - COMBAT

A combat may take place when two enemy armies are in the same zone.

If a garrison and an enemy army are present, the attacker must first combat the army then – if the result is favourable, elimination or retreat –

lead a siege. These are two different actions which require two Cabinet strategy markers, Battle and Siege.

An army that is attacked may not avoid combat by entering the fortress, nor may units inside the fortress join with that army for combat.

A fight is not mandatory, the active player decides to carry it out or not. If the combat does not take place, the two armies remain in the same zone which therefore becomes contested.

17.1- COMBAT RESOLUTION PROCEDURE

There are two types of combat.

- A battle engages 10 SP or more in each army and includes **three combat rounds**. It costs a Battle marker.
 - A skirmish engages fewer than 10 SP in one and/or the other of the armies and includes **one combat round**. It does not require spending a Battle marker.
1. Each camp indicates its number of SP (sum of the infantry, cavalry and artillery) then determines if this is a battle or a skirmish.
 2. The active player decides whether or not to resolve this combat:
 - If he doesn't want to resolve a combat, the two armies remain in the zone which then becomes contested.
 - If he wants to realise the combat, a first round of combat is resolved.
 3. If the inactive player does not want to combat, he must pass an Initiative Test (see 2).
 - If the Initiative test fails, the first round of combat is resolved.
 - If it is successful, the army of the inactive player retreats to a controlled adjacent zone by paying the number of RP required.

If the army does not have enough RP to retreat fully or if there is no controlled zone adjacent, the retreat does not occur and the combat is resolved.

Important: an army without general cannot retreat and must suffer the combat.

The active player is the attacker, the inactive player is the defender.

17.1.1 - Round of combat

- A. Find the ratio in the form Attacker/Defender (round down to the nearest whole number in favour of the defender).
- B. The attacker rolls a D6. Add any modifiers to the result (calculated for each battle round) then cross this value with the A/D ratio in the Combat Table.
- C. Eliminate the number of SP indicated in the Losses table.

Note: to simplify the recording of SP losses, we recommend noting the losses and removing the counters at the end of the combat

17.1.2 - Modifiers and results

The Combat Table is on the player's aid.

Modifiers added to the result of the D6 rolled by the Attacker (all cumulative):

- **General:** the difference in TC of the two army generals:
Attacker TC – Defender TC.
Example: if the coalition is the attacker, Marlborough's TC (4) minus Villars' TC (3) gives a bonus of +1 added to the D6.
- **Line of defence:** -1 or -2 depending on the level of the Line of defence placed on the Defender's army.
- **Zone:** +1 for the Attacker if the zone contains a fortress that he controls (FV 1 to 4), otherwise -1 if the zone contains a fortress controlled by the Defender.
- **Superiority:** (all cumulative, there must be a strict superiority.
Example: 5 greater than 4 gives a modifier.
 - **Elite infantry** (unit with a star): +1 if the Attacker has the superiority otherwise -1 if the Defender does.
 - **Elite cavalry** (unit with a star): +1 if the Attacker has the superiority otherwise -1 if the Defender does.
 - **Artillery:** +1 if the Attacker has the superiority, otherwise -1 if the Defender does.
 - **Cavalry:** +1 if the Attacker has the superiority, otherwise -1 if the Defender does.

Battle markers: see optional rules.

Explanation of results

- A, B, C, D: see Losses table.
- *: the general that commands the army is eliminated on a D6 roll equal to 1. The battle continues nevertheless with or without a new general. Louis XIV is not affected by this rule.
- -: no loss

17.1.3 - End of the combat

- The skirmish automatically terminates at the end of the **first round** of combat.
- The battle automatically terminates at the end of the **third round** of battle.

The attacker and the defender can stop the battle by passing an Initiative Test: the attacker announces and takes the test first then the defender goes. If neither of the two players passes the test, an additional round takes place.

The player who ends the battle by passing the initiative test retreats his army to an adjacent zone he controls and pays the necessary RP.

If the army lacks the RP to retreat completely or if there is no controlled adjacent zone, the retreat does not happen but we apply a penalty with a D result in addition to the result already obtained (with the new army size following the combat rounds).

17.1.4 - Winner of the combat

The player who ends the combat by a successful initiative test is the loser, whether or not he retreats.

If neither player puts an end to the combat, or at the end of the 3rd round, for a battle or 1st round for a skirmish the player with more SP eliminated loses. If this is a tie, the attacker is the winner. The Battle marker is removed at the end of a battle or kept if it was a skirmish.

17.2 - RESULT

The loser has the choice of staying or leaving the zone. If he leaves, he does not need to take an Initiative Test, he withdraws his army toward an adjacent controlled zone and pays the required RP. If no adjacent zone is controlled or if the camp cannot pay the required RP, the army remains in the zone which is then contested with a penalty (see 17.1.3).

A general who finds himself without units is taken prisoner and placed in the opponent's Reserve

17.3 - CONSEQUENCES OF WINNING A BATTLE

The consequences are only valid if a Cabinet strategy marker indicating Battle was used. Skirmishes do not count.

- A won battle awards a GP.
- If France wins: add one GP on the Diplomacy table scale.
- If the Coalition wins: deduct one GP on the Diplomacy table scale.
- A won battle moves all the cursors of the allied states on the *Alliances Table* in their favour (see 22).

18 - SIEGE

A siege is possible if the attacker has a Siege marker that is revealed and the zone is free of enemy armies.

This marker is removed at the end of the siege.

A Fortress marker represents several fortresses for a given zone as well as their intrinsic garrison. Each marker has a Fortification Value (FV), the higher this value, the more numerous and powerful the fortresses.

These FV range from 1 to 4. To win a siege a player must either bring the FV present in the zone to zero (eliminate it) or obtain its Surrender with honours.

Units may be placed under a Fortress marker to indicate they form an additional garrison. The sum of the SP of the units in garrisons must be less than or equal to the FV– this is the limit of a garrison capacity for the fortress(es).

18.1 - SIEGE PROCEDURE

Place the siege marker on the siege scale counter*.

The active player rolls a D6 to determine the number of siege rounds (modifier of -2 in winter during the Strategic surprise sequence).

The attacker is obligated to conduct the siege, even if the number of rounds that was determined doesn't seem sufficient to win it (that's war...). If the modified result is less than 1, there is no siege.

**Note: use the specific siege table counter to keep track of the number of siege rounds.*

18.1.1 - Siege round

1. Find the ratio of the Attacker (besieger)/ Defender (besieged):

Attacker: sum of all the SP of the infantry and artillery plus half the cavalry's SP*. Round down to the nearest whole number.

1 cavalry SP corresponds to 0.5 rounded to 0 and 3 cavalry SP correspond to 1.5 rounded to 1 SP.

* A large part of the cavalry is composed of dragoons who serve mounted or on foot.

Defender: sum of all the SP of the infantry and artillery plus half the cavalry's SP (round in the same way) in garrison (limited to the FV) + FV of the fortress.

2. Report the ratio A/D obtained in the column of the Siege resolution Table

3. The besieger chooses whether or not to spend 1 RP to obtain a +1 modifier for the Effort de guerre (War effort).

4. The besieger decides whether or not to use a tactical marker (*see optional rule*).

5. Roll a D6 and add any modifiers.

6. Cross the modified result with the column obtained in 2.

7. Apply the result indicated in the Siege table beginning with SP to be eliminated, then the other results.

18.1.2 - Modifiers and results

The Siege Table is on the player's aid. Modifiers added to the result of the D6 rolled by the Attacker (all cumulative):

- **War effort:** +1 if the besieger spent 1 RP (only one modifier possible per round)

- **Assault:** +1 starting with a ratio of 7 to 1 and more, non cumulative.

Example: a +1 modifier is added to the D6 result if the A/D ratio is 7/1 or 8/1. The column greater or equal to 6/1 is used.

- **For the French camp**

- Presence of Louis XIV in the besieging army: +1

- Presence of Vauban in the besieging army

- Presence of Vauban in the besieged garrison: -1

- **For the Coalition**

- Presence of Coehoorn in the besieging army: +1

- Presence of Coehoorn in the besieged garrison: -1

- **Bombardment:** +1 per artillery SP present in the besieging army (+2 bonus if there are 2 SP present.

- **Random event:** see the detailed description of the event.

- **Scorched earth** marker in the besieged zone: -2

- **Naval support:** +1 if the besieger controls the maritime zone adjacent to the zone where the siege takes place.

- **Breach:** +1 applicable only for the round following this result.

- **Siege marker:** see optional rules.

Explanation of results

– : no effect

A: see the Losses table.

S: Sortie by the besieged (defender). Roll a D6, if the result is less than the highest TC of a general with the garrison, eliminate the number of SP from the besieger (attacker) equal to the D6 result. Ignore this result if there is no general present with the garrison.

S+: same result as S plus the besieger's cannon are spiked following this sortie and are rendered unusable. Eliminate 1 artillery SP if this unit is present, otherwise apply the S result.

es: edge of the sword. After adjusting the new FV, the SP above this new capacity of the fortress are eliminated and placed in their camp's Reserve. If the FV is zero, the generals and units are placed in their camp's Reserve.

sh: surrender with honours. After adjusting the new FV, the surplus SP are placed in an adjacent zone controlled by their camp and the fortress falls under the control of the besieger; put a control marker in the zone.

If the FV is zero, the generals and units are placed in an adjacent zone controlled by their camp. If their camp does not control an adjacent zone, the units and generals are taken prisoner and are placed in the Reserve of the victorious camp.

Br: Breach. A bonus for the attacker is attributed for the following round only: +1 on the D6.

#FV: value by which the FV is reduced. Adjust the new FV with the help of markers FV1, FV2 and FV3.

* : the general who commands the army is eliminated on a D6 roll of 1. Louis XIV is not affected by this rule.

18.1.3 - End of the siege

A siege ends when:

- The besieger decides to stop.

- The FV level is 0.

- The fortress comes under the control of the besieger after a sh result.

- The determined number of siege rounds has been reached.

Markers with different FV allow the FV level to be adjusted when it is diminished after a siege round.

When there are no more FV and no more of the defender's armies, the zone is conquered. Place a control marker of the concerned camp.

If the siege ends and the FV is not zero, the besieging army remains in the zone.

18.2 - NAVAL SUPPORT

Naval support consists of backing a siege from a maritime zone. To benefit from a die roll modifier, the player must control the maritime zone in which the siege takes place.

Example: if the French player controls the Mediterranean Sea, he benefits from a modifier to besiege the Cataluna zone.

18.3- CONSEQUENCES OF A VICTORIOUS SIEGE

These consequences are only valid if the markers Cabinet strategy indiquant Siege were used. The scale used to calculate campaigns is on the map.

- A siege won during the same campaign against a fortress FV4 (employing a single Cabinet strategy marker) awards one GP.

Adjust the cursor on the GP scale on the Diplomacy table accordingly.

Remark: no GP is attributed to the inactive player in the case of a siege that is abandoned by the active player.

- A victorious siege of FV4 moves all the cursors of the allied states on the Alliances table in its favour (*see 22*).

19 - PURSUIT OF THE CAMPAIGN

The Campaign cursor is placed in space 1 during the first campaign.

The game is an alternation of campaigns (impulses). For there to be a new campaign (and therefore to advance the campaign cursor of a box) you must test at the end of the campaign conducted by the camp in phase.

When a player finishes a campaign, determine if the Campaign phase continues or terminates as indicated.

Roll a D6:

- If the result less than or equal to the sum of the campaigns realised by the two sides, indicated by the position of the campaign cursor, the campaign season is over. Move on to the Wintering phase.

- If the result is greater, the campaign cursor is moved forward one square and the opponent becomes the active player.

Modifiers: certain random events add a modifier to the result of the D6 roll.

A player may decide not to lead a campaign and to pass his turn, in which case this still counts as a campaign and the cursor is moved forward one space. If both players successively refuse to lead a campaign, the campaign season ends.

Example: the French player has led two campaigns and the Coalition has led one campaign and refused one time to lead a campaign. This is a total of four campaigns, the Campaign cursor is in space 4.

The D6 roll is a 3, the campaign season ends.

20 - STRATEGIC SURPRISE

During the wintering phase, only one army per camp may lead a strategic surprise which is a "campaign bonus". Its progression is like that described in the Campaign sequence.

Only an army comprising infantry and artillery may carry out a movement of a single zone. The cavalry does not move.

The movement cost in RP is doubled for this movement.

Note: horses are very difficult to feed in the winter due to lack of pastureland and the fodder is cumbersome and expensive to transport.

The active player who has the initiative for this turn determines if he can lead a strategic surprise. Then the inactive player does the same.

Follow this procedure to determine if a strategic surprise occurs:

1. The active player chooses a general with an army (without limit of the number of SP).

A general without an army cannot move then carry out a movement with an army taken on the way.

2. Roll a D6. If the result is less than or equal to the general's SC, the strategic surprise occurs.

3. Realise all the actions of the campaign as indicated in the campaign sequence.

4. Once the campaign is resolved, the opposing camp follows the same procedure if it wins the D6 roll.

Note: this sequence is directly inspired by the maneuver of the marshal of Turenne that led to the victory of Turckheim on January 5, 1675.

21- WINTERING QUARTERS

An army must be in a controlled zone during the wintering period.

A garrison may remain in a contested zone.

Beginning with the player who has the initiative, move each army located in a zone not controlled by its side toward an adjacent controlled zone without spending RP and without determining attrition and desertion. If there is no zone available, the army remains in the disputed zone and must immediately determine attrition and desertion with a penalty of +3.

22 - DIPLOMATIC ACTIONS

The cursors are adjusted on the Diplomacy Table as soon as the triggering event occurs.

22.1 - ALLIANCES

- **New allies:** the new allies' cursors are placed on the Alliances Table. Their units and generals are placed in one or more zones of the concerned state, as the player chooses, unless otherwise indicated.

- **Alliances:** each scenario indicates the leader state of the allied Coalition. France is always the leader of its camp. Each ally of a leader has an alliance cursor that moves along the Alliances table. There is no cursor positioned for a leader.

The graduation of the scale is not the same for a major state as for a minor state. When a state allied with a camp is neutralised – cursor in the central part of the Alliances table –, this modifies the cursor's position on the Diplomacy table on the Allies differential line (number of Coalition allies neutralised – number of French allies neutralised).

A victorious siege of a FV4 and major battle that is won move all the cursors of the allied states in their favour on the Alliances table.

- **For the allies of a camp:** the cursors are moved one space toward the Unbreakable column of the victorious camp (to the left for France and to the right for the Coalition on the Alliances table).

- **For the allies of the adverse camp:** the cursors are moved one space toward the Neutral (Neutre) column on the Alliances table.

Important: The cursor of an allied state cannot transfer over to the adverse camp once it is neutralised, unless the scenario indicates so.

When a state is neutralised, all its units and generals are removed from the map and are placed in the Reserve of its allied camp. If this state changes alliance, its units and generals are then placed in the Reserve of their new camp.

The control of all the zones of a state by the enemy camp does not neutralise them and does not move its alliance cursor.

Note: all the states' possessions are not present on the map. Moreover, the aristocrats had several titles and associated lands spread across Europe that allowed them to pursue the struggle. Example: the Duchy of Lorraine controlled by France does not prohibit the Duke of Lorraine and his units from being on the side of the Coalition.

Moving the alliance of a minor state

It is possible to move the alliance cursor of a minor state only – allied with its camp or the opposing camp – by spending 5 RP.

The camp with the initiative for this turn decides first if he wants to move the allied cursor, then the other player goes.

The player with the initiative chooses a single minor ally. This minor ally can no longer be moved during this turn. The alliance cursor for this minor ally is moved a single space per game turn. Then the adversary may choose a different ally and move its cursor, following the same procedure.

22.2 - RESOURCE POINTS AND GLORY POINTS

22.2.1 - Resource Points



RP are adjusted regularly at the end of each action requiring RP. The actions and their associated costs are described in the RP expenditure table (see 8.2). The Ressource Marker is adjusted during 6.3.4 on the Diplomacy Table.

22.2.2 - Glory points

- A won battle awards a GP.

If France wins: add a GP on the scale of the Diplomacy Table.

If the Coalition wins: subtract a GP from the Diplomacy Table scale.

- A siege against a fortress FV4 which is won in a single campaign [not over successive campaigns] gains 1 GP.

Adjust the cursor on the GP scale on the Diplomacy Table accordingly. Louis XIV's presence in a battle zone (a skirmish doesn't count) doubles this result (for both camps).

22.3 - OBJECTIVES



The geographic objectives are indicated for each scenario. Each zone indicated as an objective that is controlled by France moves the Objective cursor on the Diplomacy Table one space to the right.

Each zone in France that is controlled by the Coalition moves the cursor one space to the left, except the France Ouest (West) zone which is always controlled by France. The French player must not only conquer territories but must also (and above all) preserve his own.

The Objectives marker on the Diplomacy Table remains in the zero box even if several French zones are controlled by the Coalition. It moves upwards as soon as zones indicated as objectives are controlled by France.

22.4 - CABINET STRATEGY

Each Cabinet strategy marker, including the Decoy marker, that is unused by the French diminishes the GP cursor by one space on the Diplomacy Table scale.

Each Cabinet strategy marker, including the Decoy marker, that is unused by the Coalition increases by one space the GP cursor on the accounting scale on the Diplomacy Table. *Reminder: a Battle marker versus a Decoy marker does not count as an unused Cabinet strategy marker.*

23 - VICTORY

The game ends when the victory conditions have been met or at the end of the final turn.

- All the cursors of the Diplomacy Table evolve in each of the three columns: peace treaty in favour of the Coalition, pursuit of the war, peace treaty in favour of France.

During this sequence, the position of the cursors in the columns of the Diplomacy Table indicates if the war continues or if a peace treaty arises.

The number of cursors in the columns determines the pursuit of the war or a peace treaty:

- Pursuit of the war or peace compromise for the final game turn: at least two cursors in this column.

- Peace treaty: if at least three cursors are in the same column of the Peace treaty, the concerned side obtains a strategic victory. If four cursors are in the same column of the Peace treaty it is a resounding victory.

If neither of these conditions is met during the victory determination on the last turn of the game, a peace compromise occurs without victory.

Note: when the conflict drags on and no military decision prevails, diplomatic negotiations ensue, proof of the good will of a state - often France - to stop military campaigns.

OPTIONAL RULES

7-RANDOM EVENTS

For those who want more random events, or even more contingencies, here are three proposals of optional rules. Only one option per scenario.

• Option 1

One to three events can take place in a round.

The result of D6 indicates the event:

1-2: the first event occurs (number 4 in the rule).

3-4: the first and second events occur (#4 and #5 in the rule).

5-6: the first, second and third events occur (#4, 5 and #6 in the rule).

• Option 2

Only one event occurs in each turn.

The result of D6 indicates the event:

1-2: the first event occurs (number 4 in the rule).

3-4: the second event occurs (number 5 in the rule).

5-6: the third event occurs (number 6 in the rule).

Ten tactical markers, five for each side, bring modifiers for battle and siege.

The use of these and their effects are specified in the following points of rules.

8-2 SPENDING RESOURCE POINT

Using a tactical marker: 1 RP is spent on a battle or siege per marker. Each side can only use one marker per battle or siege round.

17-COMBAT

17.1.1 – Battle round

The attacker decides to use a tactical marker. He spends 1 RP, adjusts the RP cursor on the Resource Table and secretly chooses the marker.

The defender does the same. Each marker contains a letter A, B, C, D and E which corresponds to a modifier applied to the result of the D6 presented in the Table of tactical markers in the player aid.

The markers are revealed when the result of the D6 throw is known. After use, return the markers to the pool of tactical markers: they are available for subsequent rounds.

18.1 – PROCEDURE OF THE SIEGE

18.1.1 – Siege round

3. Add: the Besieger only chooses to spend 1 RP to get a tactical marker.

Each marker contains a letter F, G, H, I and J which corresponds to a modifier applied to the result of the D6 is presented on the Table of tactical markers in the player aid. After use, return the markers to the pool of tactical markers: they are available for subsequent rounds.

EXAMPLE

The Devolution War (1667-1668)



• Movement

The French army in Picardy composed of 20 SP spends 2 RP to carry out a movement of one zone toward Brabant. One zone is exited and only a -1 modifier is added (the general's SC is different from 0) for the determination of attrition and desertion.

The result of the D6 roll is 6-1 = 5: 1 x Infantry SP is eliminated.

• Combat

There is no Spanish unit in the fortress. The French army is composed of 12 Infantry SP – including one elite SP –, 5 cavalry SP – including one elite PF – and 2 artillery SP for a total of 19 SP.

The Spanish Army is composed of 4 infantry SP and 2 Cavalry SP for a total of 6 SP. The French player wants to conduct a combat as opposed to the Coalition player who attempts an initiative test.

The Spanish general's A tactical capacity is 0 and Turenne's is 3.

The differential is -3 because it is the Spanish player who takes the test.

The result of the D6 roll is 3 modified to 0.

The test fails, so a combat issues. Since the Spanish army has strictly fewer than 10 SP, this is a skirmish with a single combat round and does not require the French player to spend a Cabinet strategy marker. The ratio is reduced from 19/6 to 3/1.

The modifiers are +3 for the tactical capacity differential, +1 for presence of Elite troops, +1 for artillery +1 for cavalry, and -1 because the zone contains a fortress controlled by the Defender for a total of +5.

The D6 roll result is 2 modified to 7. The result has no consequence for the attacker and C for the defender, or 1 SP to eliminate.

The Spanish player eliminates one Infantry SP, which is placed in its reserves and loses the combat, he must retreat and spend one RP on to enter **Flandres & Hainaut** that he controls.

No GP is attributed for a skirmish won.

• Siege

The French player has the possibility of conducting a siege on the Fortress FV2 by playing a cabinet strategy marker because the army Spanish army has left the zone. The D6 roll determines the number siege rounds.

The result is 2 +1 as Vauban is in play, for a total of 3 rounds of siege. There is no infantry present under the FV marker.

The force of the besieger is 12 SP infantry, plus 2 SP of artillery, plus half of 5 cavalry SP rounded down (2) for a total of 16.

The A/D ratio is therefore 16/2 or 8/1. The column in the Siege table is that which corresponds to the ratio > ou égal à 6.

The modifiers are +1 for assault, +2 for the bombardment, +2 by the presence of Vauban and +1 for the presence of Louis XIV, for a total of +6.

The result D6 roll is 1 modified to 7. A breach is opened this which gives a +1 modifier for following round and the fortress loses a VF and becomes FV1. For the second round, the D6 roll result with a modifier of +7 is 10: the last level of FV is removed. The zone contains neither army nor enemy fortress; a French control marker is placed on Brabant.

No GP is attributed for this success on a FV2.

EXAMPLE - Turn sequence (preparation phase)

The War of Holland (1672-1678)

In order to help players learning to play the game *The Wars of the Sun King 1667-1713*, here are the strategic and operational reflections one might consider when beginning a scenario. We will use the scenario on the War of Holland (24.3) as an example.

Here is a proposition of reflections and actions to take, in order.

1. **Initiative:** given that a game turn may come down to a single campaign (see 19) this is a unique opportunity to impose one's will. It is possible and even advisable to carry out the maximum number of army movements and combats during this opening of the game.

2. **Objectives:** where do you want to go? A player must prepare his plan of action to determine how to reach his objectives. Identify the armies that have the capacity to lead a battle or a siege with a chance of success.

An army with 20 SP or more, equipped with artillery, with a general with a TC greater than or equal to two has a usable offensive potential.

These are the armies to favour. This means that a player whose SP are dispersed must concentrate them with the help of a good general before acting.

3. **First campaign:** there are two possible strategies: either perform all its armies movements and carry out the fights planned during the first campaign, or conduct a series of moves and fights in successive campaigns hoping that the campaigns does not end prematurely (for memory, a player can lead three campaigns per turn at most (see 12).

4. **Cabinet strategy:** the targeted zones are occupied by a fortress and/or an enemy army, which potentially indicates the necessary number of Battle or Siege markers. A player on the defensive must give priority to a Decoy (Leurre) marker and a Scorched Earth (Terre brûlée) marker to deceive his adversary and take away from him at least one RP.

5. **Resource points:** the size of each army indicates the number of RP required to carry out a movement.

Generally it costs 2 RP or 3 RP per army on the offensive.

The shift from 2 to 3 RP per movement occurs at 20 or 21 SP.

For 6 RP spent, it may be wise to move three armies of 20 SP rather than two armies of 21 SP and more.

An offensive player who leads a siege or a battle must keep RP to either obtain a war effort modifier or to buy a tactical marker (see optional rule # 2).

A player that does not have the initiative or does not have enough SP to form a decent army must improve his defences.

At least 5 SP are used to move a minor ally one space in his favour. Some RP are to be used to stake and take the initiative.

6. **Strategic surprise:** this can be the Nemesis of the defensive player or the offensive player, to end a turn and reach the objective at the very last moment. Keep a few RP (one suffices) to authorise the movement of a small army to seize one of the enemy's zones and deprive him of an objective.

Nevertheless, a few additional RP (two for example) suffice to move a large army and lead a final battle or siege. With this advice, let's see what the beginning the War of Holland might be.

INITIATIVE

Since the French player has the initiative, the Coalition player must have a defensive attitude at the beginning of the game, awaiting the



second campaign and a later turn. The French player decides to take a firmly offensive option for his three armies led by Condé, Turenne and Luxembourg before the major enemy allies intervene (Spain, Austria).

OBJECTIVES

For the French player, the zones to control in order to win are **Holland**, **Friesland**, **Franche-Comté** and **Alsace**. **Alsace** is not threatened at the beginning of the campaign and **Franche-Comté** is inaccessible as long as Spain is not officially at war. The action must be focused on **Holland** and **Friesland**. The Coalition player will do everything he can to keep his zones while waiting to form an offensive army and take the initiative.

Which armies have an offensive capacity of interest and which options are worth considering?

For the French player

Condé: army of 27 SP.

- **Option 1:** enter the **Liege** zone and lead a siege.

The movement cost for two zones is 3 RP.

- **Option 2:** enter **Holland** (via **Champagne**, **Lorraine**, **Trèves**, **Cologne**) and lead a battle then a siege. The movement cost for five zones is 3 RP.

Turenne: army of 24 SP.

- **Option 1:** enter **Alsace** to secure the zone and prepare an attack on **Franche-Comté** in 1673. The movement cost for two zones is 3 RP.

Then increase the FV2 by one level for 2 RP.

- **Option 2:** enter Lorraine to threaten Luxembourg, the **Palatinate**, **Franche-Comté** and secure **Alsace**. The movement cost for one zone is 3 RP.

Luxembourg: army of 13 SP.

Although its offensive potential is weak, its position close to the targeted zones can be exploited to bother the enemy.

- **Option 1:** enter **Friesland** and begin a skirmish to diminish the Dutch forces. The movement cost for one zone is 2 RP.

- **Option 2:** enter the **Münster** or **Hannover** zone to block the probable arrival of the army of Brandenburg.

British general B

- **Option 1:** remain in **Great-Britain**

- **Option 2:** carry out a movement and land in **Holland** or **Friesland**.

The movement cost is 4 RP to move via the **North Sea** zone and the French player doesn't control it.

For the Coalition player

Brandenburg: army of 9 SP.

- **Option 1:** Go straight to **Holland** (**Hannover** + **Münster** + **Friesland** / **Holland**), along the way take control of **Münster** and 1 RP, then reinforce **Friesland** or **Holland**. The movement cost is 1 RP.

- **Option 2:** see the French coming and act accordingly.

William: army of 7 SP.

Regardless of the option, increase by one FV level the fortress in **Holland** that becomes 3 FV for a cost of 2 RP.

- **Option 1:** rejoin Frederic, passing by **Friesland** and recovering the 4 SP present. The movement cost is 1 RP.

- **Option 2:** remain in **Holland**.

First campaign

- French and Coalition: all the option 1 are chosen.

CABINET STRATEGY

The RP are 16 for the Coalition and 15 for France.

- **French:** five markers are obtained.

Four markers are chosen: Battle x 2, Siege x 2.

- **Coalition:** two markers are obtained.

Two markers are chosen: Battle and Decoy.

RESOURCE POINTS

In order to see these options through, these are the RP to spend in the Preparation phase (Fortress VF increase is not played in the first turn of a scenario). The other RP are used for the sieges and diplomatic actions.

- **French:** 8 RP are spent in the campaign phases as well as 1 RP for a war effort during a siege. 5 RP are spent to move the Denmark diplomatic cursor. The balance is 1 RP.

- **Coalition:** 2 RP are spent in the campaign phases. 5 RP are spent to move the Empire diplomatic cursor. The balance is 9 RP.

A well constructed plan of action does not withstand the first combats. The fortunes or misfortunes make it necessary to maintain one's capacity to react with a few RP in reserve.

Let's let Turenne conclude this modest strategic advice:

« When a general claims never to have committed errors, he proves to me that he has not been at war for long. »