

Almansa 1707

Rules of Play

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0. Introduction

Almansa 1707 is a wargame for two players that simulates the battle fought on the 25 april 1707 in the plain of Almansa between the Bourbonic army commanded by the Duke of Berwick, and the Allied Army led by Henry Massue, (Earl of Galway) and the Marquis Das Minas.

1. Commonly used abreviatures:

1d6:	One six-sided die.
Enem:	Enemy.
Hex/es:	Hexagon(s).
PMs:	Movement Points.
Un./uns.:	Unit(s).
ZdC:	Zone of Control (see 9).

2. Game Equipment

One DIN A3 sized map (42 x 29,7 cm), one Play Aid Sheet and 200 units and markers (not die cut), as well as these rules. It is also necessary one six-sided die (not included) to solve certain game functions.

Scales

Each game turn represents some 15 minutes. Each hexagon represents c. 300 meters from side to side. Infantry units represent 2 battallions (the 2-step units) or 1 battallion (the 1-step units). Cavalry units represent 3 to 4 squadrons, artillery units represent batteries of 4-5 guns.

The Map

Represents the terrain where the battle was fought. The hexagon grid superposed to the map helps to regulate the movement, placement and firing of units.

Tables and Play Aids

Almansa 1707 includes several Tables and Tracks printed on map and in a Play Aid that are used for several game functions. The use of these tables is explained in the corresponding sections of the rules.

The units

The unit counters represent the regiments of infantry and cavalry, commanders, batteries of artillery and supply trains that intervened in the historical battle.

Unit Types:



Infantry



Cavalry



Dragoons



Artillery



Commander in Chief

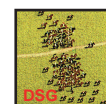


Formation Commander

Markers



Rout



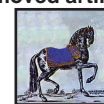
Disorganization



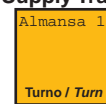
moved artillery



Supply Train

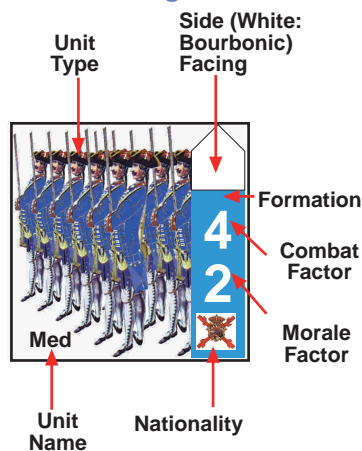


Out of Command

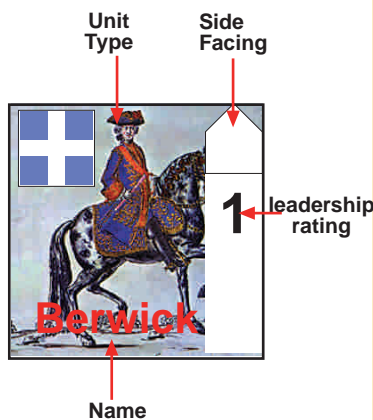


Turn

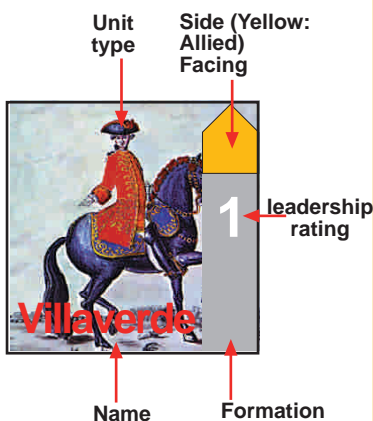
Figure 1



Commander in Chief



Formation commander



Each unit has some numbers that rate its ability to move and fight and the quality (training, morale, junior level leadership) of its troops.

Explanation of the terms included in the units

- **Combat Factor.**- quantifies the quantity of troops of this unit.
- **Morale Rating.**- Quantification of the quality of its troops and therefore its ability to withstand casualties before breaking and stop functioning as a cohesive unit.
- **Movement Factor.**- Expresses the ability of a unit to move, that is, how many hexes can move this unit each turn.
- **Command Radius.**- Maximum distance in hexes between a commander and the units under his command. See 6. Commanders & Formations).
- **Leadership Rating.**- Indicates the ability of a leader (commander) to direct troops.
- **Steps.**- Most units in Almansa 1707 have two sides or “steps”. The front of the counter represents the unit at full strenght (1st step). When this unit receives one step loss during combat, it must be turned to its reverse side. The reverse side of the unit (red factors) show the unit after suffering combat losses, (Its Combat Factors are lower, see figure 1).

3. Sequence of play

Almansa 1707 is played in 12 successive game turns, each of which is further divided in several subphases.

1. **Command Phase**
During this phase, both sides check that the formation leaders are under the Command radius of its Commander(s) in Chief. They check also if the units of each formation are under the Command Radius of its respective Formation Commanders (see 6.).
2. **Bourbonic Phase**
 - a.) Movement.
 - b.) Bourbonic Offensive Fire. Bourbonic infantry and artillery units fire against enemy units.
 - c.) Allied Defensive Fire.
 - d.) Shock Combat.
3. **Allied Phase**
 - a.) Movement.
 - b.) Allied Offensive Phase. Allied artillery and infantry units fire against the enemy units.
 - c.) Bourbonic Defensive Fire.
 - d.) Shock Combat.
4. **Rally Phase**
Withdraw “Out of Command” markers from Formation Commanders.
Withdraw “Disorganized” markers from units not in Enemy ZoC
Units under a DSB (Rout) marker can attempt to rally.
5. **End of Turn**
Move the Turn marker 1 space in the Turn Record Track. If it is the end of the last game turn, determine the winner.

4. Initial Set up

Before starting play, both players place its units on the set up hexes marker on the map. The units of each formation (see 6. Formations),

must be deployed in any one of the hexes printed on map with a letter corresponding to its formation. For example, the units of the formation Popoli must be deployed in the hexes marked with a “P”, the ones from the von Dohna formation in the “VD” hexes, and so on.

Artillery units deployed in the hexes marked “A” stacking with units of its own side.

Supply train units must deploy in any hex within 4 hexes of its Commander in Chief.

Formation commanders must deploy in any hex adjacent to a unit belonging to its formation.

Commanders in Chief deploy in any hex within 8 hexes of one of its formation leaders.

Deployment codes and the colors of each formation are the following:

Bourbonic

D’Avaray (Av)	Green	
San Gil (SG)	Black	
Labadie (Lb)	Light Blue	
Hessy (He)	Dark Blue	
Popoli (P)	Brown	
D’Asfeld (As)	Grey	
Reserve	Purple	

Allied

Villaverde (V)	Grey	
Erle (ER)	Brown	
Atalaya (AT)	Light Blue	
Tirawly (TY)	Black	
von Dohna (VD)	Green	
Atayde: (ATY)	Dark Blue	

5. Victory

At the end of the last game turn, players determine who is the winner of the match. The Bourbonic player wins if at the end of the battle he has destroyed at least 20 steps of Allied infantry, cavalry or artillery units. If the Bourbonic player does not fulfill this condition then the Allied player wins. Killing a leader counts as two steps worth of units. Killing a commander in chief or to destroy the Supply Train counts as 3 steps destroyed.

6. Formations & Commanders

Commanders in Chief

Each side has one or two Commanders in Chief available: the Duke of Berwick for the Bourbonic and the Marqués Das Minas and the Earl of Galway for the Allies.

Each Commander in Chief has a command radius expressed in hexes. The commanders or formation leaders must be within this Command Radius to be considered “In Command”.

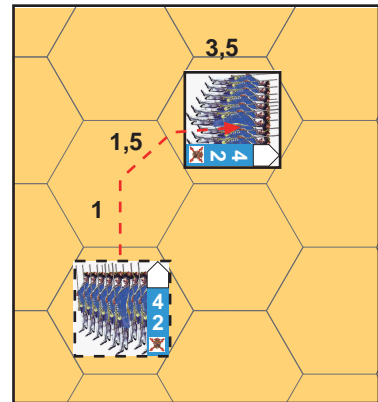
These hexes can not be hexes occupied by enemy units, or hexes of flank or front not occupied by friendly units.

The Command Radius of a Formation Leader is 4 hexes. That of the Commanders in Chief (Galway, Das Minas and Berwick) is 8 hexes.

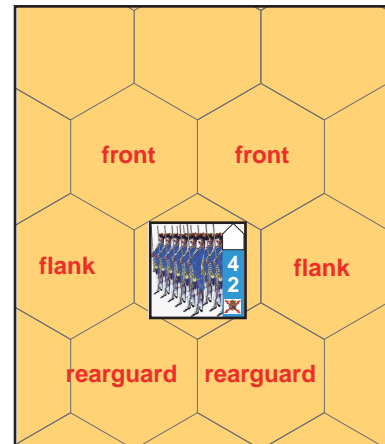
Allied Comanders in Chief

The Allied Army had two commanders in chief: for the Portuguese forces the Marquis Das Minas and the Earl of Galway for the Anglo-Dutch. The Villaverde and Atayde formations must be within 8 hexes of leader Das Minas to be considered “In Command”.

Figure 2

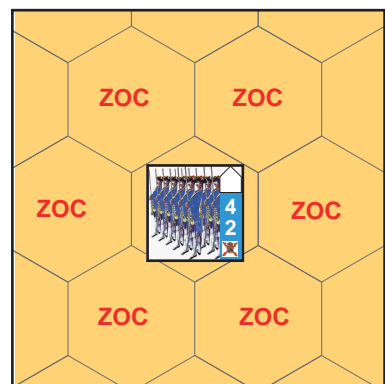


Example of Movement with facing change



Unit facing

Figure 3



Zone of control

The Historical Context

by Enric Martí

The adversaries

a) **The Allies or Confederates**
The operations of the Allied army were plagued by two main problems. First and foremost, the allied army suffered from a grave command crisis, with a series of notoriously inept commanders. This problem would be fixed in later campaigns.

The second problem (this one will be also solved in later campaigns) was the complete lack of cohesion among the diverse Allied contingents: the British acted independently, pursuing only its own interests and objectives. In fact, the British history is full of examples of this behaviour. During the war of Spanish Succession, all the blame for the disastrous result of the 1710 campaign must be put on the British command.

The Portuguese forces, very numerous in this campaign, suffered from lack of training and demoralization. The latter was caused from being displaced from its natural theater of operations, Portugal and the west of the Peninsula.

To add further difficulties, there were chronic delays in the payment of the troops. This problem was only marginally solved by using up the economic resources of Kingdoms the Crown of Aragon, but this affected the formation of local regular units, despite of the good results of irregular units, the so-called miquelets or somatens. These units were always relegated by both sides to secondary fronts and had little importance in all major operations, despite of the claims of certain authors more fond of romanticism than of historical accuracy.

b) **The Army of The Two Crowns.**
Unlike their enemies, the French Army made a serious effort to train their Spanish counterparts, with the initial advantage of a pre existing core of veteran units as well as a numerous officer corps. Despite of the resources invested, during all the war the Spanish infantry was only able to stand against their enemies when seconded by the disciplined French units and their experienced leaders. When this support was missing (as, for example, at the beginning of the 1710 campaign, after the defeats of Almenara and Tonero) their performance was poor. Another example: during the last act of the war, the assault of Barcelona in 1714, the hastily formed Catalan militia units inflicted more than 9000 casualties to the Spanish Bourbonic troops.

As for the cavalry, numerous and trained for offensive action and shock tactics, in the Spanish case it was plagued by a chronic indiscipline that would last until its withdrawal from the modern battlefields. Attacking without orders, pillaging or losing time in futile things are treats of the Spanish cavalry well known by all of its enemies. At Villaviciosa in 1710, for example, their performance could have costed their throne to Felipe V.

The formations Atalaya, Tirawley, Erle and von Dohna must be within 8 hexes of Galway. The distance between both Commanders in Chief cannot be longer than 8 hexes. If one of the leaders is eliminated the other commander in chief will assume command of all formations. That is, all formation leaders must trace a line of hexes to the surviving Commander in Chief.

The Bourbonic cavalry units Mahony (Mah) and Rosellón Nuevo (RN) must be attached to any formation before starting play if the optional rule “Bourbonic Cavalry Reserve” is not used.

Commanders or Formation Leaders

The formation leaders command one of the “wings” or formations that formed both armies. Each side has six formations identified by a color strip.

Leaders & Combat

One leader stacking with one or more combat units may add its leadership rating to the Morale Check die roll (see 11 and 13).

Out-of-Command Formations

A formation leader that can not trace a line of 4 or less hexes to its Commander in Chief it is considered to be “Out of Command”. An “Out-of-Command” marker must be placed on this leader.

Out-of-Command Units

One unit that can not trace a line of 4 or more hexes to its formation commander can not neither move nor attack. It can only perform defensive fire and defend if attacked during the enemy Shock Combat Phase.

Movement of Out-of-Command Formations

When a formation leader is not within the command radius of its commander in chief, roll 1d6 before trying to move the units of that formation. Add the leadership rating of the leader to the die roll and apply the result of the following table:

Die Roll	Result
5 - 6 +	The formation moves and fights normally
3 - 4	All formation units must spend its full movement factor moving towards the nearest enemy unit and attack using fire and shock.
1 - 2	All formation units must retreat 1 hex towards its side of the map (Bourbonic: W edge of the map. Allied: S or E edge of the map). They can only perform defensive fire.

Killing formation leaders or commanders in chief

If the last unit stacked with a leader (or commander in chief) is eliminated, roll one die. If the result is 1, 2 or 3, the leader is captured or killed. If the result is 4, 5 or 6, place that leader stacked with the nearest unit of its own formation. If the commander(s) in chief or an army are killed or captured, all the formations will operate as “Out of Command” formations.

7. Facing

“Facing” simulates the orientation of a linear unit. All units are considered to have a front (the two hexes in front of the unit), flank (the 2 hexes at their sides) and rearguard (the 2 rear hexes). (See fig. 1).

Each unit has in its right side a color strip that indicates the formation they belong to (see 6.) and also where they are “facing”.

To change the facing of a unit costs 1/2 Mov. Point for each hexside. See fig. 2 to see facing of the different types of units (cavalry, infantry, artillery). Facing of Commanders in chief and formation leaders is indifferent. Leaders are not required to maintain facing. All units stacked together must have the same facing.

8. Stacking

The placing of more than one unit in a single hex is called “stacking”. In general, in Almansa 1707 it is not allowed to stack more than 4 steps worth of infantry or cavalry units per hex.

Important Note

Stacking rules are in effect during ALL the sequence of play. Therefore, it is not allowed to move across an hex if by doing so the stacking limits are violated. During initial set up units may not violate stacking rules.

Exceptions

- Leaders and Commanders in Chief do not count for stacking. That is, one or more leaders can stack in a single hex along with up to 4 steps of infantry/cavalry units.
- Up to one artillery unit can stack with a maximum of 4 steps of cavalry/infantry.

Overstacking

If during a retreat or a rout one unit enters an hex and by doing so violates the stacking limits, automatically all units in this hex become disorganised. A “DSG” (Disorganisation) marker must be placed on these units. If these units were already disorganised, they don't rout, they just remain DSG. One player may not voluntarily overstack its units.

9. Zones of Control

In General

All units except artillery and leaders exert a Zone of Control or ZoC. (See Fig. 3 and rule 7. Facing).

Effects of ZoCs

- One unit entering the ZoC of an enemy unit must stop its movement and may not move further during that movement phase.
- One unit that retreats to one enemy ZoC becomes disorganized and loses one step.
- It is prohibited to move directly from one enemy ZoC to another.
- Leaving one enemy ZoC costs 2 Movement Points.
- The presence of a friendly unit negates the effects of an enemy ZoC on tracing a line of command to leaders/commanders in chief
- One unit adjacent to any of the following terrain features: ravines, redoubts, towns or the Almansa walls do not exerts ZoC over these hexes.
- One unit placed in a redoubt exerts no ZoC.

Effects of flank and rearguard

- One unit entering a flank or rearguard hex of an enemy unit must not stop its movement.
- One unit entering the flank hex of an enemy unit because of a combat result may suffer disorganization (see 14).

10. Movement

During the Bourbonic movement phase, the player commanding this side may move all, some or none of its units across the map. During the Allied movement phase, the Allied player may move all, some or none of its units. A moving unit may use all or part of its Movement Factors. Entering one hex costs a certain number of Movement Points (PMs). The Terrain Costs Chart printed on map specifies the number of PMs that costs entering each type of terrain.

Preliminary Moves

Forced the Austrian pretender to leave Madrid, surrounded by an hostile territory and populace and with the certainty that occupying the capital, the arguments began once more in the Allied Command, this time to decide where to retreat. In the end, Prince Carlos imposed his point of view and the Allies retreated to the Kingdom of Valencia. The hasty Bourbonic pursuit didn't produced any decisive results, so both sides prepared for a clash that would prove decisive. To lead the Bourbonic troops, the Duke of Orleans and future King Felipe V departed from Madrid the 21 april de 1707. It will not arrive in time.

The Battle

The Army of the Two Crowns (a little more than 25000 troops, with great cavalry superiority) was deployed between Villena and Almansa, with their camp in the latter town.

Early in the morning of the 25 april 1707 the Franco-Spanish watched the Allied columns approaching. Berwick at first waited for the arrival of the Duke of Orleans, but seeing that the enemy plans to attack, he ordered his army to deploy in battle lines.

The adjustments in both armies' lines would last all the morning; it should be remembered that the most important tactical principle of the age was to keep the line. The Franco-Spanish army deployed in two lines while their enemies would alternate infantry and cavalry formations to support its greatly outnumbered cavalry.

Finally, towards 15:00 h. the artillery of both armies opens fire. The Allied left, to avoid the Bourbonic artillery fire charges against the enemy guns. The Franco-Spanish right counterattacks, but after a confuse mêlée it retreats towards its second line, formed by French veterans. Wisely, Berwick had left gaps in the second line to allow the retreat of the first line without breaking the second line. After this first clash, the Allied attack in the center, breaking but not routing the Bourbonic line. The Allied are stopped before the walls of Almansa by rifle volleys coming from their flanks and from the town itself.

Seeing the apparent success in the center, the Allied reserves move to the center to try to widen the gap, but the only result was to weaken its own lines elsewhere and the disorder of their ranks. Berwick didn't missed the opportunity, and while the Bourbonic left charged against the weakened Allied right, their numerous Dragoon regiments will move to the rearguard of the enemy center to shot him with impunity. The Allied right routs, and only the resistance to the last man of a Portuguese Terço (Regiment) mitigated a bit the disaster.

With the arrival of darkness, Berwick ceases the pursuit until the next morning; their troops have surrounded an Allied force entrenched in a nearby height (called since then Cerro de los Prisioneros or “Prisoner Ridge”). The following day, this force surrenders en masse. The battle is over: 12000 men are captured, 5000 more have fallen. Only 5000 more troops would manage to flee to Tortosa, in Catalonia.

All the Kingdom of Valencia excepting from a few places had been lost for the Allied cause in exchange of some 3500 Bourbonic casualties. A single battle and three different combats; Frederick the Great would affirm that Almansa was "the most scientific battle of our century".

Bibliography.

The instauration of Absolutism in Spain required a historical event full of epic and legend, and therefore this will influence how the battle was explained. Thus, the narrative of the age suffer from a partiality little less than pathetic. But what is more surprising is that many of the myths of the early XVIII are perpetuated by modern authors, who add also their own anachronic mistakes.

We can see how in most works the Bourbonic troops are all called "Spanish" ignoring their French allies and most important, that among their enemies were also Spanish. Similar examples of this method to explain the alingment of our ancestors in more recent civil wars [the Spanish Civil War, Trans. Note] can be found in the books of Ricardo de la Cierva, for example.

The tenacity of the Kingdoms of Catalonia, Aragón and Valencia to defend a different concept of Spain against the centralism imposed by the Bourbons, was memorable indeed.

Books Consulted.

- *Pedro Voltes, La Guerra de Sucesión Ed. Planeta*
- *C Martínez de Campo, España Bélica (Siglo XVIII) Ed. Aguilar.*
- *S Alberti, L'Onze de Setembre. Ed Alberti*
- *Ricardo de la Cierva, Historia Militar de España Ed. Planeta*
- *Historia de la Infantería Española M^o de Defensa.*
- *Historia de las Fuerzas Armadas. Ed. Palafox*
- *Manuel Rodríguez. Historia de España Ed. M Segul*
- *Historia de España. Ed. Inst Gallach.*
- *Dragona & Researching Magazine. Issues 5, 7, 8, 12, 14, 16 and 17.*

Formation Movement

The movement of all units of each formation must be completed before start moving the units of another formation.

Important Note

The movement of units must be done only across FRONT hexes and without changing the facing of units (exception: see Exiting enemy ZoC).

Stacking limits are in effect also during the Movement Phase. That is, one unit may not move across one hex if by doing so is violating the 4-step limit per hex.

Artillery units that didn't move during the movement phase can fire during the Offensive Fire Phase. Moved artillery units are marked with a "moved artillery" marker.

Change of Facing

During the Movement Phase one unit may change its facing. The cost is 1/2 PM per hexside. (see fig. 2).

Exiting Enemy ZoCs

One unit may exit an enemy ZoC if it "falls back", that is, by moving to one of its rearguard hexes. It is not necessary to change facing to do this. The cost of retreating is 2 PM. After "falling back" the unit can expend PM to change facing if there are PMs remaining.

11. Offensive & Defensive Fire

Infantry Fire

During this phase, infantry units adjacent to enemy units and artillery units within 2 or 3 hexes or adjacent to enemy units may fire against them.

Units can fire only in the direction of its front hexes. Several units of the same formation plus artillery may concentrate its fire against the same hex.

Infantry units from different formations may not concentrate its fire against the same hex. All the firing of a formation must be solved before start firing with the units of another formation.

Procedure

Add all Combat Factors of the firing units against a single hex. Roll one die and consult the Fire Table. Cross reference the number of CF firing with the die roll. Apply modifiers to the die roll and apply any results before continue firing with another units. If there are several units stacking in the target hex, the results of the Fire Table will apply to all units in that hex.

12. Artillery

In General

Artillery units may combine its fire with the units of any formation. Artillery units do not belong to any formation. The color strip serves only to indicate the facing of the unit.

Artillery Fire

During the offensive and defensive fire phases artillery units may fire against enemy units within 3, 2 or 1 hex (adjacent). They can only fire in the direction of its two front hexes (see fig. 2). To fire there must be a path of hexes between the firing unit and the target hex clear of friendly or enemy units, hills, redoubts or villages.

Procedure.

Same procedure as infantry fire. Select one enemy unit/stack within range, add the combat factor of the firing artillery unit(s), apply any die roll modifiers, roll 1d6 and check the Fire Table. Apply results.

13. Shock Combat

In General

During this phase, friendly units may attack enemy units placed in front hexes. Shock combat is not mandatory between adjacent units. One unit may attack simultaneously using shock combat units placed in its front hexes. These units will add its Combat Factors in defense. Two or more units in adjacent hexes may add its combat factors to attack one or more enemy units placed in a single front hex.

Procedure

To solve a shock combat, total the combat factors of the attackers. Then, add the combat factors of the defenders. For instance, 10 CF attacking 4 Combat Factors.

Compare the total CFs of the attacker to the total CFs of the hex under attack. That is, Attacking CFs are divided by the Defender CF total. This is simplified by rounding down to one of the odds ratios on the Shock Combat Table. Following the example, 10 divided by 4 is 2.5, rounded down to 2. The odds are 2 to 1. The attacker then rolls 1d6 and consults The Shock Table (In the Play Aid Sheet).

The results of the shock combat must be applied immediately before proceeding to the next combat.

Shock Combat Modifiers

- Enfilade. Units attacking from the flank hex of an enemy unit get a column odds shift of +1 (i.e., a 2:1 attack becomes a 3:1 attack).
- Rout. Units attacking a routed unit get an odds shift of +2 (a 3:1 attack is solved as a 5:1 attack).
- Redoubt. Attacking an enemy unit in a redoubt gets a negative odds shift of -1 (a 3:1 attack becomes a 2:1 attack).

Cavalry Charges

Only cavalry units or stacks formed only by cavalry units may launch a cavalry charge. During the Shock Combat phase, the player announces what unit or stack of cavalry and/or dragoons is going to charge. The combat must be solved as a normal Shock combat but the charging cavalry gets a +1 odds shift (i.e., a 2:1 attack is solved as a 3:1 attack). After solving the combat and applying any results, the cavalry unit(s) must pass a Morale Check.

Cavalry units placed in different hexes may not add its Combat Factors and launch together a charge. It is possible to launch successive charges from several hexes, one charge at a time. One cavalry unit stacked with infantry units may not launch a charge, but it can add its Combat Factors to the infantry to fight normally in shock combat.

Retreat after Combat

One unit retreating into the front hex of an enemy unit(s) or that moves across the front hex of an enemy unit while retreating must pass a Morale Check with a die roll modifier of +1.

When a unit retreats to the flank hex of an enemy unit, roll one die. Add the Morale Factor of the unit. If the result is 1 to 4, nothing happens. If the result is 5 or higher, the unit must pass a morale check.

Advance after Combat

When an attacked hex is left empty because the defenders are either routed or eliminated, the attacker may enter the just vacated hex.

Spiking Up the Guns

Artillery units are automatically eliminated if the infantry or cavalry units stacking with them are eliminated or routed by shock combat. Bourbonic artillery unit have a shock combat factor so these units must be eliminated using Shock combat.

Supply Trains.

Supply train counters may not move during the match. Like the artillery, if attacked by shock combat these units are eliminated if the infantry/cavalry units stacking with them are eliminated.



Situation in 1707

- Borbonic Zone
- Allied Zone



Coat-of-Arms of the Spanish Habsburgs ("casa de Austria")

Historical/Design Note
The Bourbonic artillery (all of Berwick's artillery was Spanish, the French had lost their guns at the siege of Barcelona in 1704) has a Shock Combat factor because Berwick followed the standard French practice of distributing a picket of infantry among each of the five batteries formed (these pickets were called "fusilliers d'artillerie").



Coat-of-Arms of the Spanish Bourbons

Optional Rules

Routs and Cavalry Charges

A cavalry charge against a DSB units gets an Odds shift of 2 in the Shock Combat Table (that is, a 3:1 attack becomes a 5:1).

Galway

Starting with turn 9, roll 1d6 at the beginning of each turn. On a roll of 1 to 4, Galway must be stacked with a cavalry unit and participate in a Shock Combat (it can be a charge)

Dragoons

Dragoon cavalry units (cavalry units with a "D" printed in the upper left corner of the counter) can fire like an infantry unit. During the offensive Fire Phase these units may fire against enemy units using a Fire Factor of 3.

Formation Morale

If at the beginning of a given turn more than half the units of a formation are DSG, DSB or have lost one step, the owning player must roll 1d6. The Leadership rating of the formation leader is subtracted from the die roll. If the result is 4, 5 or 6, the formation is considered to be "Demoralized".

Effects

All the units of this formation must withdraw 2 hexes towards its map edge (this movement costs no Movement Points). The units of this formation can not attack. If they must pass a Morale Check, they get a -1 die roll modifier.

Allied Artillery Ammunition
The Allied artillery entered combat being short of ammo (they had used up most of its ammo during the siege of Villena, the week prior).

Effects

The Allied artillery can fire only 8 turns during the battle. At the beginning of each turn, the Allied player must decide if he is going to use its artillery. One of the players must note down the turns where the artillery is fired. After firing 8 turns, the Allied artillery will be out of ammo and will not be able to fire again. Despite of this, its elimination will count for Victory determination purposes.

The Bourbonic Cavalry Reserve

Two cavalry units (Mahony and Rosellón Nuevo Regiments) are not assigned to any formation at the beginning of the battle. During the initial set up, these units must be deployed adjacent or within two hexes of the leader Berwick.

At the beginning of each turn, the Bourbonic player may assign these units to any of its formations. Starting with this turn, these units must trace a Line of Communication to its formation commander. Both units may not move nor attack before being assigned to a formation. They will remain assigned to this formation for the remainder of the game.

These units must be attached to a single formation, not to two different formations.

14. Morale & Organization

Morale Checks

Certain combat results (from fire or shock) require units to pass a Morale Check (MC). The owning player must roll one die. If the result is equal or lower than the unit's Morale Factor, the unit passes the MC. Nothing happens. If the die roll is higher than the Morale Factor of the unit, a "Disorganized" (DSG) must be placed on that unit.

Effects of Disorganization.

If this unit receives a second DSG result, the unit may become "Routed". A "Desbandada" (DSB) marker must be placed on that unit.

Routed units

One unit already disorganized that receives a second disorganization result must pass a Morale Check but adding +2 to its Morale Factor. (That is, one unit with a Morale Factor of 1 is considered to have a MF of 3). If the unit does not pass the MC, the DSG marker must be substituted by a Rout (DSB) one.

Rout Effects

Routed units does not exert any type of ZoC. They cannot attack (neither fire nor shock). They can perform defensive fire.

When a unit is routed, it must move at least 3 hexes towards the map edge of its side. If the unit can not move at least 3 hexes because of terrain, enemy units, etc., it is eliminated. They can move across friendly units even if by doing so they violate the stacking limits; the units moved across are automatically disorganized. If they were already disorganized, nothing happens.

Rally

During this phase, Routed units not placed in an enemy ZoC can try to return to "normal" status. The procedure is the same as in a Morale Check, but the following die roll modifiers apply:

- -1 If there is a formation leader or commander in chief adjacent to the routed unit.
- -2 If the commander in chief stacks with the unit.

Exception.- Artillery units ignore Morale Check results.

Credits

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