RULES OF PLAY

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"I'm sorry to wake you, Your Grace, but you may want to come outside and look at this". So spoke Count Merode-Westerloo to Tallard, the C-in-C of the Franco-Bavarian army, as a beautiful dawn broke on the morning of 13 August 1704. The sight before Tallard as he emerged from his quarters was the Allied army, under Marlborough, marching east to west across the front of the Franco-Bavarians.

The Allied advance took Tallard completely by surprise. Given that he enjoyed numerical superiority and the Franco-Bavarians were encamped in a strong defensive position anchored by fortified villages behind the marshy "River" Nebel, on the previous day Tallard had confidently predicted an Allied withdrawal. The French army was, after all, the finest in Europe.

The Franco-Bavarian camp was soon fully awake. The three senior commanders - Tallard, Marsin and the Elector - hurriedly convened a counsel of war. Their discussions were held against the background of pickets from north of the Nebel setting fire to any homesteads which could afford cover to the Allies, before streaming back south across the river to join their units, shouted orders and the opening salvos of canons as the first Allied units came into range.

The hastily conceived Franco-Bavarian plan was simple. Their 59,000 or so men would be deployed along the four mile front between Lutzingen and Blenheim a little to south of the Nebel. The Allies would have to cross the marshy River under fire from artillery situated in the villages along its south bank and then try to reform their ranks in the face of the Franco-Bavarian cavalry.

The Elector was to command the left wing, Marsin the centre and Tallard the right.

Meanwhile the Allies, still marching from east to west across the Franco-Bavarian front, maneuvered into position to the north of the Nebel. First General Cutts was deployed opposite Blenheim, then the main body of Marlborough's troops ceased their march eastwards and formed up to the north of Unterglauheim. Finally, Eugene's troops arrived north of Lutzingen and took up their position on Marlborough's right flank.

By noon the 52,000 troops in the Allied army had completed their deployment. Eugene was in place opposite the Elector and General Cutts stood ready to attack the Franco-Bavarian right flank anchored upon Blenheim. The plan was to launch furious attacks on both wings, obliging the Franco-Bavarians to denude their center in order to buttress their hard-pressed flanks. Marlborough would then unleash his cavalry to smash the weakened Franco-Bavarian center.

This is when the game begins.

Blenheim 1704 is a tactical level two-player game covering one of the pivotal battles of the War of Spanish Succession. One player takes the role of Marlborough, commanding the British and Allied forces, and the other of Tallard, leading the Franco-Bavarians.

Components

- One 22" x 34" map
- One Rule Book
- 176 Playing Pieces (.6")
- Two Player Aid Cards
- One Setup Card
- Two Six-Sided Die

1. Acronyms

1.1 The following acronyms appear within the Rules and are consolidated here for reference:

- 1d6 or 2d6 - roll one (1) or two (2) six-sided dice
- DRM - Die Roll Modifier
- AV - Attack Value
- CF - Combat Factor
- DV - Defence Value
- OF - Occupancy Factor
- OV - Order Value

2. The Board

2.1 The board is made up of *areas* each comprising six (6) hexes surrounding a single (1) hex. This is superimposed upon a map setting out the principal geographical features of the battlefield.

2.2 Areas are either clear or contain one or more of the following terrain types:

- woods
- high ground
- marsh
- towns

Some areas are bordered by rivers. Roads pass through some areas.

2.3 The Danube River cannot be crossed at any point on the board. Other rivers are "fordable" and do ***not*** impede movement, although they can affect combat [see **Table 10.10** (*Attack Value Modifiers*)].

2.4 Movement between adjacent areas, whether strategic [see Rule 6] or tactical [see Rule 9], is always from central hex to central hex.

3. The Pieces

3.1 The pieces, referred to as "units", represent:

- commanders and their staff (command unit)
- infantry (combat unit)
- cavalry (combat unit)
- artillery (combat unit)

Brown units represent Allied forces, blue units the Franco-Bavarians.

3.2 Each infantry unit represents three (3) battalions. Each cavalry unit represents thirteen (13) squadrons and each artillery unit represents from eight to sixteen (8 to 16) cannons depending on shot weight. The number and type of units available to each side is specified at Rule 16.

3.3 Infantry units featuring a small cannon icon are accompanied by **Battalion Guns** *(Allies 3pdrs and Franco-Bavarians 4pdrs).* Each of these small canon fires only in close support of the infantry unit to which it is attached and is not included within the definition of "artillery" for the purposes of these Rules.

3.4 Each area represents approximately 500 yards across and each turn represents 30 – 45 minutes.

3.5 Each combat unit has a Combat Factor [CF] and an Occupancy Factor [OF]. The CF is the number along the bottom and the OF is the white number in a black box.
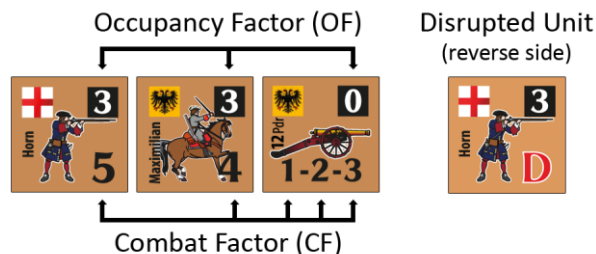
3.6 The CF represents the unit's fighting strength [see Rule 10]. Artillery has three (3) different CFs:

- a CF of one (1) if defending from an outer hex of an area
- a CF of two (2) if attacking from a central hex of an area in support of infantry and/or cavalry
- a CF of three (3) if defending from a central hex of an area.

3.7 The OF represents two factors: the amount of physical space taken up by a given unit; and, its level of discipline, training, and thus ability to manoeuvre.

Unit Occupancy Table (3.7)

Unit Type	Occupancy Factor
Infantry	3
Cavalry	3
Artillery	0

Designer's Note: OFs are less significant in Blenheim 1704 than in some other SHS games as all the units are of the same class (i.e. heavy) and are regulars. Light troops, conscripts etc, which have a variety of OFs will be featured in other games planned for the series.

3.8 A unit is either in good order (undisrupted) or disrupted. Disrupted units are turned over to their reverse side to signify this.

3.9 A disrupted unit cannot undertake a strategic move, and will also prevent any units in the same hex from doing so [see Rule 6.2]. It can move tactically as normal [see Rule 9.1]; but, not into an area occupied by an enemy unit(s) (that is, it cannot instigate combat [see Rules 9.1 and 10.2]).

3.10 Command units do not have a CF or OF. They are subject to specific Rules [see Rules 3.11, 6.2, 7.8, 10.11, 10.18, 10.21, 10.22, 14.1, 15.1, 20.1, and 20.2]

3.11 Each command unit is restricted as to which units it commands for the purposes of movement and rallying. In other words, it may only enable strategic movement of [Rule 6.2] and rally for [Rule 14.1] units which feature its designation (as per table below).

Command Association Table (3.11)

Command Unit	Command Markings
Duke of Marlborough	George Cross Flag
Prince Eugene of Savoy	Austrian Flag
Marshall Tallard	Yellow Fleur-de-Lys
Marshall Marsin	Blue Fleur-de-Lys
Elector of Bavaria	Bavarian Flag

3.12 See Rule 16 for the initial deployment of units.

4. Occupying an Area

4.1 An area can only ever be occupied by a maximum of *six (6) friendly OFs* [see Rule 3.7]. This limitation applies at all times; that is, a unit cannot move into/through an area in violation of this limit in anticipation of another unit being moved out of the area later in the turn.

4.2 Each unit occupying an area containing marsh or woods suffers a plus one (+1) modifier to its OF if the ground is particularly marshy or densely wooded (signified by four (4) or more hexes marked with a "M" or "W").

4.3 The number of friendly units ordered to enter an area containing enemy units during the Combat Phase [see Rule 10.1] cannot exceed the capacity of that area [Rules 3.7, 4.1 and 4.2] (ignoring defending OFs). If an area is the subject of sequential attacks the occupancy limit is applied to each attack separately.

4.4 At any given time, each unit must occupy either the central hex, or one of the outer ones, of an area. Subject to Rules 4.1, 4.2 and 4.5, there is no limit upon the number of units which occupy the same hex ('stack together'); and, infantry, cavalry and/or artillery may occupy the same hex.

[**Exception**: cavalry in Tallard's army *(units marked with a yellow fleur-de-lys)* are infected with **glanders**, a contagious and debilitating condition, so may never occupy the same **area** as cavalry from Marsin's army *(units marked with a blue fleur-de-lys)* or cavalry from the Elector's army *(units marked with the Bavarian flag)*.]

4.5 A unit cannot enter a marsh ("M") or woods ("W") hex. It follows that a unit in area "A" cannot move or attack into adjacent area "B" unless one (1) or both of the two (2) outer hexes through which it must travel in area "A" does/do not comprise marsh or woods and is adjacent to a hex in area "B" which, similarly, does not comprise marsh or woods.
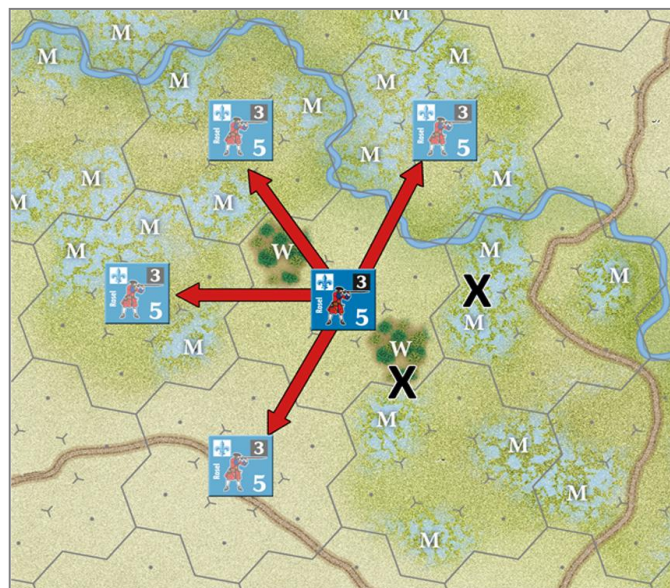
Remember: movement between adjacent areas is always from central hex to central hex

4.6 Henceforth, the term 'stack' will be used to mean any number of OFs (up to a maximum of six (6)) occupying a given hex.

5. Sequence of Play

5.1 The game is played in turns. Each turn consists of the following five (5) phases:

- Strategic Movement [Rule 6]
- Ranged Fire (non-active player) [Rule 7]
- Orders, Tactical Movement, Combat [Rules 8, 9 & 10]
- Morale [Rule 14]
- Command Unit Movement [Rule 15]

5.2 A player in the process of completing these phases is described as the "active player". Once the first player has completed the above sequence, the second player becomes the active player and carries out the same five (5) phases. This completes one (1) game turn.

5.3 The same process is repeated until the game ends [see Rule 17].

6. Strategic Movement

6.1 The active player begins his/her turn by moving strategically some or all of his/her combat units. (Command units do not move during this phase [see Rule 15.1].)

6.2 Subject to the restrictions set out below, each unit may make one (1) strategic move per turn.

There are three (3) types of strategic movement, all of which require the unit to begin the phase in, or adjacent to, an area containing its command unit per rule 3.11. These are described under a., b. and c. in *Table 6.2* (*Strategic Movement Type*). A move under a. or b. can only be made by infantry or cavalry (not artillery) and also requires that:

- all of the units in the stack (including any which remain in situ) are in good order.
- the unit(s) must begin and end its move in a central hex.

Strategic Movement Type Tables (6.2)

Strategic Move - Type a.	Permitted Distance
Move solely along roads	Infantry 4 Areas Cavalry 8 Areas Command Units 10 Areas
Specific Limitations The unit may not start in, end in or move through, an area adjacent to an area containing an enemy stack(s). Not permitted for Artillery.	

Strategic Move - Type b.	Permitted Distance
Move without road benefit	Infantry 2 Areas Cavalry 4 Areas Command Units 6 Areas
Specific Limitations The unit may enter an area ["A"] adjacent to an area containing an enemy unit ["B"], but may not leave ["A"] unless the two areas are separated by blocking terrain (see Rule 4.5) and/or if ["A"] is already occupied by a friendly unit(s) which has not, and will not, undertake a strategic move 'this' turn. Not permitted for Artillery.	

| Strategic Move - Type c.	Permitted Distance
Redeployment	Units may move between hexes within their current area, including splitting or combining stacks.
Specific Limitations Disrupted units cannot redeploy; but, units in good order in a different stack(s) in the same area can.	

7. Ranged Fire

7.1 Defending artillery (i.e., belonging to the non-active player) deployed upon outer hexes may fire at targets up to four (4) areas distant if 12pdr or 16pdr, three (3) areas distant if 6pdr or 8pdr and two (2) areas distant if 3pdr or 4pdr.

7.2 Each artillery unit fires independently. A **Ranged Fire marker** is placed upon each artillery unit to show that it has fired. The marker is removed at the end of the phase.

7.3 Fire must be directed within the arc commencing with the two (2) areas immediately adjacent to the outer hex upon which the artillery is deployed.
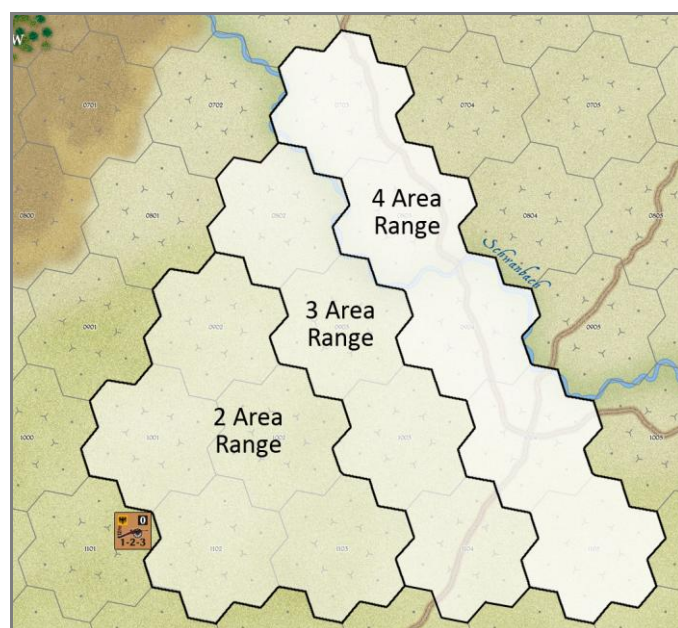
The above diagram illustrates the arc of ranged fire.

7.4 Artillery can fire over friendly and/or enemy units.

7.5 Artillery cannot fire over areas containing woods or towns or over an area containing ground higher than the firing unit.

7.6 Artillery may fire into an area containing woods or towns; but, when doing so the die roll result is subject to a modifier of minus two (-2).

7.7 Artillery may fire into an area containing ground higher than the firing unit.

7.8 Command units may not be the target of artillery fire.

7.9 For each artillery unit nominated to fire, the non-active player nominates the targeted stack and then he/she rolls 2d6.

7.10 A hit [see Rule 10.4] may be secured on one (1) unit in the targeted stack, depending on the die roll and the range, as per Table 7.10 below. The priority for allocating hits is as follows:

1. Undisrupted infantry
2. Undisrupted cavalry
3. Undisrupted artillery
4. Disrupted infantry
5. Disrupted cavalry
6. Disrupted artillery

Subject to this general rule, the active player may decide to which unit in the stack the hit should be allocated.

Ranged Fire Hit Table (7.10)

Roll	Result
2 to 7	Miss
8+	secures a hit if the target is in an area immediately adjacent to the artillery unit
9+	secures a hit at if the target is up to 2 areas distant from the artillery unit
10+	secures a hit at if the target is up to 3 areas distant from the artillery unit
11 or 12	secures a hit at if the target is up to 4 areas distant from the artillery unit

8. Orders

8.1 To represent the different organisational capacities of different forces, each is allocated an Order Value [OV].

8.2 In Blenheim the OVs are as per **Table 8.2** (*Order Values Table*).

Orders Value Table (8.2)

Army	Order Value
Allied	3
Franco-Bavarian	2

8.3 The active player may order some or all of the units in one stack to undertake a tactical move [see Rules 9.1, 9.2 and 9.3].

Note: An order may be given to some units in a stack, but not to others. However, all the units to which the order is given must remain stacked together and move together to the same hex.

8.4 Having given the order, the player roles 2d6: one (1) white, one (1) red. If the white roll, adjusted by adding the OV, is equal to or greater than the red roll the order is implemented and the move proceeds as planned.

Otherwise the order is not carried out and the movement/combat part of the player's turn comes to an end (proceed to the Morale Phase [see Rule 14]).

Note: The actual move into an attacked area is carried out, if at all, after any resulting combat is resolved. See Rules 10.1 and 10.17 – 19.

8.5 If the order is carried out, the player may then issue another order, **having first resolved any resultant combat** [see Rule 10.3] and the process is repeated. This and each succeeding time, however, the OV is reduced by one (1) (even if this results in a negative value) until an order is not carried out and the movement/combat part of the player's turn comes to an end (proceed to the Morale Phase [see Rule 14]).

Note: The negative adjustment to the OV is cumulative: e.g., on the third order it will be minus two (-2).

8.6 Subject to Rule 8.5, the same unit/stack can be ordered to move as many times as the active player wishes (with intervening moves by other units if so desired); but, it may not be ordered to attack more than twice in a turn so units with two (2) Attack markers [Rule 10.1] cannot be ordered to further attack.

9. Tactical Movement

9.1 Whether disrupted or not, infantry may be ordered to move either from:

- one hex within an area to another hex in the same area
- the centre hex of an area to the centre hex of an immediately adjoining area subject to its capacity [see Rules 4.1 and 4.2] and the absence of blocking terrain [see Rule 4.5].

However, a disrupted unit may not be ordered to move into an area containing an enemy unit(s) [Rule 10.2].

9.2 Rule 9.1 also applies to cavalry, with the addition that cavalry may move twice within the area in which they begin **or** the area in which they end (but, not both). This enables them to move from an outer hex to the central one in an area and then on to the central hex of an adjacent area; or vice versa.

Remember: A unit can only ever move from one area [A] to an immediately adjacent one [B] from the central hex of A.

9.3 Whether disrupted or not, artillery may be ordered to move from:

- one hex within an area to another hex in the same area.

Designer's Note: The placing of units upon outer hexes represents a defensive deployment which can have the advantage of increasing the combat strength of the units concerned [see Defence Values Modifiers Table 10.8]; but, means that they have to spend time 'changing formation' by moving to the central hex before marching off to another part of the battlefield.

10. Combat

*Designer's Note: All infantry are **Rank Firers** (trained to fire one rank at a time, then reload as a whole battalion) except infantry in Marlborough's army (unit counters that feature the George Cross flag). These are **Platoon Firers**. In each battalion of **Platoon Firers** 1/3 is firing, 1/3 is loaded and 1/3 is reloading at any time.*

10.1 If an active player orders a stack to move into an area containing enemy unit(s), and the order is carried out [see Rule 8.4], combat occurs. Place an **Attack marker** on the stack which is attacking. Place a **Defend marker** on the stack(s) in the area being attacked. These markers remain with the stacks concerned, even if the combatants move as a result of combat [see Rules 10.17 – 10.19], until the **active** player completes this phase [see Rule 8.4], at which point they are removed.

Remember: The actual move into an area under attack is carried out, if at all, after the combat is resolved.

10.2 Disrupted units may not instigate combat. That is, they may not be ordered to move into an area containing enemy units. Disrupted defending units are ignored for the purpose of calculating a modified DV [Rules 10.7 and 10.8]. However, disrupted units may suffer the consequences of combat [see Rule 10.5].

10.3 Any combat is resolved before the active player attempts to issue his/her next order.

10.4 In the course of combat, units may receive 'hits'. A unit which receives a hit becomes disrupted or, if already disrupted (including during the current combat), is eliminated. Hits are applied immediately as they occur and any choice as to which unit(s) a hit(s) should be allocated rests with the owning player.

10.5 Although disrupted units take no active part in combat [see Rule 10.2], they may suffer the consequences by taking hits, withdrawing or being forced to retreat. If an area under attack contains disrupted units only, they are deemed to have a **final DV** [see Rule 10.12] of zero (0).

10.6 Each combat begins with players calculating the modified DV and AV as follows.

10.7 The aggregate Defense Value [DV] is calculated by totalling the Combat Factors [CFs] of individual undisrupted combat units in the defending area per Defense Values Table.

Defense Values Table (10.7)

Unit Type	Defense Value
Infantry	5
Cavalry	4
Artillery	1 if located on an outer hex
Artillery	3 if located on a central hex

10.8 This value is then adjusted by cumulative modifiers per the Defense Value Modifiers Table to give the **modified DV**.

Defense Value Modifiers Table (10.8)

Units	DRM
Cavalry and infantry are defending	+4
Platoon Firers defending, *per unit*	+2
Defenders have battalion guns, *per unit*	+1
For each undisrupted unit located on one of the 2 outer hexes through which the attack is launched	+2
For each undisrupted unit, other than artillery, located on an outer hex other than one of the 2 through which the attack is launched.	-2
For each undisrupted artillery unit located on an outer hex other than one of the 2 through which the attack is launched	-1

10.9 The aggregate Attack Value [AV] is calculated by totalling the CFs of individual undisrupted combat units in the attacking stack per the Attack Values Table.

Attack Values Table (10.9)

Unit Type	Attack Value
Infantry	5
Cavalry	4
Artillery	2 if stacked on a central hex with cavalry and/or infantry which have been ordered to attack

10.10 This value is then adjusted by cumulative modifiers per the Attack Value Modifiers Table to give the **modified AV**.

Attack Value Modifiers (10.10)

Combat Situation	Affect/DRM
Attacking units have participated in an attack previously *this* turn. [See Rule 8.6]	x0.5 - fractions rounded down
Any of the defending units have already been attacked 'this' turn by different attacking units	*cumulative per each such attack: ie, +4, +8 , and so on*
Cavalry and infantry are attacking	+4
Platoon Firers attacking, *per unit*	+2
Attackers have battalion guns, *per unit*	+1
Defending units are adjacent to more areas containing undisrupted enemy units (excluding that from which the attack was launched) than areas containing other friendly units – and the difference is **one**	+2
Defending units are adjacent to more areas containing undisrupted enemy units (excluding that from which the attack was launched) than areas containing other friendly units – and the difference is *greater than* one	+4
Attacking into lower ground, *per unit*	+2
Attacking into an area containing a town, *per cavalry unit*	-3
Attacking into an area containing a town, *per infantry unit*	-2
Attacking into higher ground **or** across a fordable river [see Rule 2.3], *per unit*	-2
Attacking into higher ground **and** across a fordable river [see Rule 2.3], *per unit*	-3
Cavalry charge	See Rule 11

10.11 Next, players calculate the final DV and AV as follows:

- **The modified DV and AV are each divided by two (2)**; rounding fractions down to give an **adjusted DV and AV**.

- The defending player and active player then each roll a number of 1d6 depending on the quality of the leaders involved in the combat:

  o 1d6 if their combat units are not accompanied by a commander
  o 2d6 if their combat units are accompanied by an experienced commander (all three Franco-Bavarian commanders are experienced)
  o 3d6 if their combat units are accompanied by an exceptional commander (both Allied commanders are exceptional)

10.12 The highest value rolled (only) is selected and added to the **adjusted DV and AV** to arrive at the **final DV and AV**.

10.13 The side with the higher *final* score wins the combat.

10.14 If the scores are tied, the attacking and defending units remain in situ and no hits are allocated.

10.15 *Half* the difference (fractions rounded down) between the **final DV and AV** equates to the maximum number of hits which the winning side can inflict upon the losing side [see 10.4]; although the **actual number of hits inflicted cannot exceed the total number of undisrupted units on the winning side before combat commenced**. Hits are allocated by the owning player.

10.16 *Half* the number of hits which the winning side *actually* inflicts (fractions rounded down), adjusted by 1d6, equates to the number of hits which the losing side inflicts upon the winning side. [**Exception**: Rule 10.19] A roll of one or two (1, or 2) gives an adjustment of minus one (-1); three, four or five (3, 4 or 5) has no effect; and, six (6) gives an adjustment of plus one (+1). The adjusted result cannot be less than zero (0) and **cannot exceed the number of hits actually inflicted by the winning side or the total number of undisrupted combat units on the losing side before combat commenced**. Hits are allocated by the owning player.

10.17 If the defenders are victorious, the attacking units remain upon the central hex of the area from which the attack was launched. The defending units, including any command unit, have the option of withdrawing [see Rule 12].

10.18 If the attacker wins and:

- has a **final AV** of four (4) or more than the **final DV**, the surviving defenders, including any command unit, must retreat two (2) areas [see Rule 13 and note the *exception* at Rule 10.20]. Those attacking units (including any command unit) committed to the combat which remain in good order have the option to advance into the vacated area, and can occupy any hex(es) in that area (subject to Rule 4.5). See also Rule 13.7 and again, note the *exception* at Rule 10.20.

- has a final AV of one, two, or three (1, 2, or 3) more than the final DV, the defenders have the option to remain in situ or withdraw [see Rule 12].

10.19 If all combat units of one side are eliminated, no hits are allocated to the other side. If all defending units are eliminated the attacking units still in good order have the option to remain in situ or to advance after combat as per Rule 10.18 (bullet point 1). Additionally, cavalry units have the option to make a strategic move per Rule 6.3 a. or b., subject to the restrictions relating to the proximity of enemy troops. [**Exception**: see Rule 11.3.]

10.20 Artillery units may not advance after combat or withdraw. They are eliminated if forced to retreat.

10.21 If all friendly combat units in an area [X] containing a command unit are eliminated as a consequence of combat (including long-range artillery fire), or if an unaccompanied command unit(s) is attacked, the owning player throws 1d6 (for each command unit). If the score is three (3) or less, the command unit is captured or killed (removed from play). If the score is four, five or six (4, 5 or 6) the command unit escapes.

10.22 A command unit which escapes is immediately and temporarily removed from play. It spends the entire following game turn off the board. Then, at the beginning of the owning player's next turn, the command unit returns to play in an area [Y] of the owning player's choice (within the following restrictions):

- The destination area Y must:
  - be within three (3) areas of area X
  - be occupied by a friendly unit(s)
  - not be immediately adjacent to an area containing an enemy unit(s)
- If an area which fulfils these criteria is not available the command unit is removed from play permanently.

11. Cavalry Charge

*Designer's Note: All cavalry are **Pistoliers** (trained in pistol firing, manoeuvre and contact at the walk) except cavalry in Marlborough's army (unit counters that feature the George Cross flag) who are **Trotters** (trained to charge at the trot and fight primarily with swords).*

 11.1 Cavalry in an attacking stack may elect to 'charge'. This increases the value of each unit of charging Pistoliers by plus two (+2), and of each unit of charging Trotters by plus three (+3). (This adjustment is in addition to normal AV modifiers [see Table 10.10]). Place a **Charge! marker** on the charging unit(s). This marker remains with the unit(s) concerned, even if the combatants move as a result of combat [see Rules 10.17 – 10.19], until **both** players have completed this phase [see Rule 8.4], at which point it is removed.

 11.2 The effectiveness of a charge may be reduced by a counter-charge if the defenders include one (1) or more units of cavalry in good order. To counter-charge successfully, the defending player must make a single successful 'order' roll [see Rules 8.2 and 8.4].

If the roll is successful, the charge benefit for a number of charging units equal to the number of counter-charging units is nullified if Pistoliers are charging or decreased to plus one (+1) if Trotters are charging. Place a **Counter-Charge! marker** on the counter-charging unit(s). This marker remains with the unit(s) concerned, even if the combatants move as a result of combat [see Rules 10.17 – 10.19], until **both** players have completed this phase [see Rule 8.4], at which point it is removed.

11.3 If the attacking stack 'wins' the combat with a final AV difference of four (4) or more, the normal rules of combat including Rule 10.18 (bullet point 1) apply, **except that** the option to advance after combat **must** be exercised by charging units still in good order and the option for attacking cavalry to make a strategic move if all defenders are eliminated [Rule 10.19] does not apply.

11.4 If they fail to win by four (4) or more, the normal rules of combat apply **except that** the attacking stack remains in situ and each unit which charged receives one (1) hit in addition to any allocated per Rules 10.15 or 10.16.

11.5 In either event, if the defenders include a cavalry unit(s) the first hit applied to the defending units must be to a cavalry unit.

11.6 A unit may only be ordered to 'charge' or 'counter-charge' once per turn. So, such an order may not be given to units under **Charge!** or **Counter-Charge!** markers.

12. Withdrawl

12.1 A player who decides to withdraw his/her units from an area in which combat has occurred has the option of moving them together as a stack to the central hex of one (1) of the three (3) immediately adjacent areas away from the direction of the attack. These comprise the area directly opposite that from which the attack originated, together with its two (2) immediately adjacent areas that also abut the area in which combat occurred.

12.2 If all of these three (3) areas contain stacks belonging to the attacker; and/or would involve crossing the Danube River [Rule 2.3] or blocking terrain [Rule 4.5]; and/or would put the withdrawing units in violation of an area's capacity [see Rules 4.1 and 4.2] no withdrawal may be made.
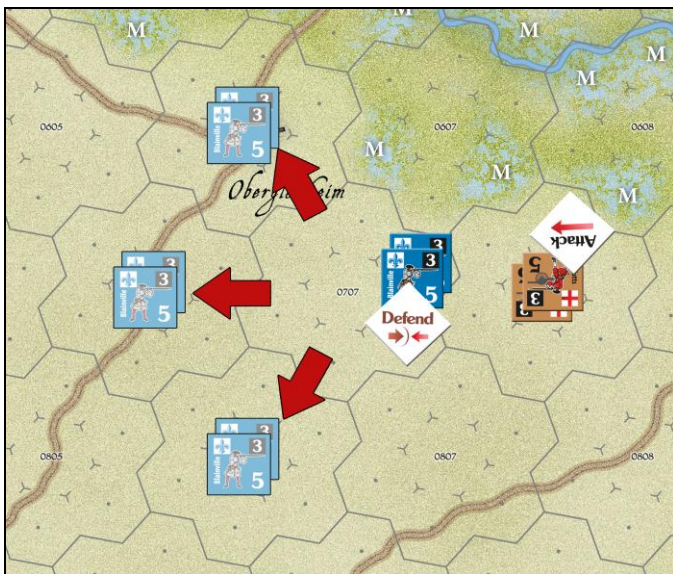
Example: If the Franco-Bavarians choose to withdraw they can move to the central hex of any of the three (3) areas indicated.

13. Retreat

13.1 If the defenders are forced to retreat [see Rule 10.18 (bullet point 1)], the active player may decide into which of the five (5) possible areas they should go [see Rule 13.5]. These comprise an arc of areas located two (2) areas behind the area which was attacked, the middle one of which being directly opposite the area from which the attack was launched.

13.2 The retreating units remain stacked together, where possible, subject to capacity restrictions [see Rules 4.1, 4.2 and 13.6].

13.3 In order to arrive at their destination the active player first moves all the defending units to the central hex of one of the three (3) immediately adjacent areas away from the direction of the attack. These comprise the area directly opposite that from which the attack originated, together with its two (2) immediately adjacent areas that also abut the area in which combat occurred.

13.4 If all of these three (3) areas contain stacks belonging to the attacker; and/or would involve crossing an the Danube River [Rule 2.3] and/or blocking terrain [Rule 4.5]; and/or would put the withdrawing units in violation of an area's capacity [see Rule 4.1] no retreat may be made and the units are instead eliminated [see Rule 13.6].

13.5 The active player then moves the units into the central hex of one (1) of the two or three (2 or 3) immediately adjacent areas within the arc of five (5) [see Rule 13.1]. If all these areas contain stacks belonging to the attacker; and/or would involve crossing an the Danube River and/or blocking terrain [see Rule 4.5]; and/or would put the withdrawing units in violation of an area's capacity [see Rule 4.1] no retreat may be made and the units are instead eliminated [see Rule 13.6].

13.6 If possible, the active player must select a route through and/or into areas with the capacity to accommodate the retreating stack; but, if retreat of the entire stack is not possible without contravening Rules 4.1 or 4.2 the stack may be split. If a retreating unit(s) must be eliminated to conform to Rules 4.1 and 4.2 the choice rests with the owning player.

13.7 Each unit of cavalry in good order exercising the option to advance after combat as a result of Rule 10.18 (bullet point 1) inflicts a hit upon one (1) already disrupted unit in the retreating force during the advance; each such unit is thus eliminated.
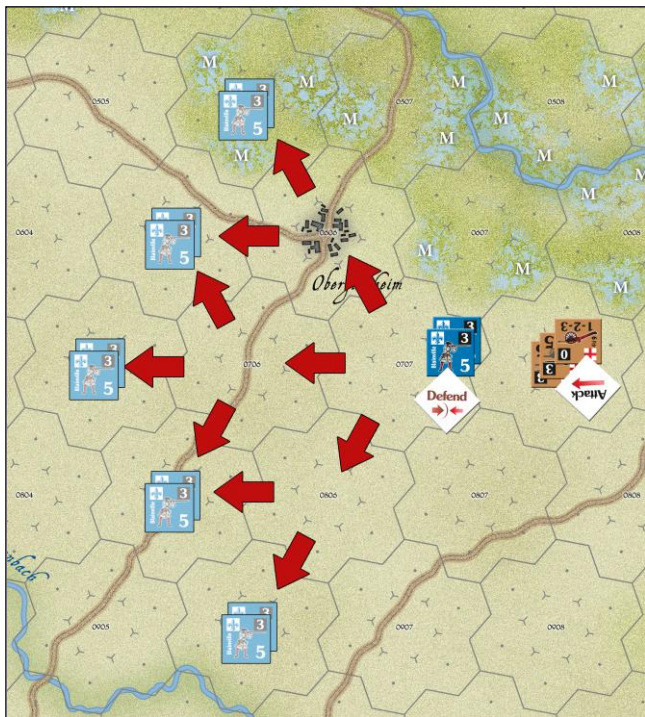
Example: This diagram shows the Franco-Bavarians having to retreat and the retreat paths available.

14. Morale

14.1 Disrupted units of the active player, in areas containing their command unit per Rule 3.11, now rally to full strength.

14.2 Disrupted units of the active player in areas which do not contain a command unit, and which are immediately adjacent to an area(s) containing an enemy unit(s) in good order, must take a morale test. The purpose of the test is to ascertain which, if any, units are eliminated (that is, are deemed to have routed).

14.3 The following test [Rules 14.4 – 14.8] is applied to all of the disrupted units which fall within Rule 14.2. **Each stack containing a disrupted unit(s) is tested separately**. The active player determines the order in which stacks are tested for morale.

14.4 For each stack containing a disrupted unit(s), (a) the number of friendly stacks in the same area and immediately adjacent area(s) which have already routed during this phase is added to (b) the number of immediately adjacent areas containing an enemy unit(s), where *all* those units are in good order, to arrive at the *negative value*.

14.5 Then the *positive value* is calculated by adding the number of units in good order in the area in which the disrupted unit(s) is situated to the number of immediately adjacent areas containing friendly units in good order.

14.6 The positive value is then adjusted according to the roll of 1d6 as per the Morale Adjustment Table.

Morale Adjustment Table (14.6)

Roll	Adjustment
1	-2
2 or 3	-1
4 or 5	+1
6	+2

14.7 Finally, the negative value is subtracted from the positive value. If the end result is negative, that number of disrupted units in the stack rout (are removed from play). The order in which units are deemed to have routed is as follows:

1. Disrupted infantry
2. Disrupted cavalry
3. Disrupted artillery

Subject to this general rule, the active player may decide which of the disrupted unit(s) in the stack are eliminated.

15. Command Unit Movement

15.1   Command units may now move in accordance with the Strategic Movement rules [6.2 a or b]; but, they do not count as units for the purpose of occupying an area so the restrictions of Rules 4.1 or 4.2 do not apply. A command unit always occupies the central hex of the area in which it is situated.

16. Setting up the Game

Set-up:

The Franco-Bavarians deploy first with the following:

- 3 Command units
- 27 Infantry units
- 10 Cavalry units
- 6 Artillery units

Infantry and cavalry units are placed on the map in the areas featuring their leader's name per the Set-Up Card. Both central hex and/or outer hex occupancy is allowed. Each artillery unit is placed upon its specified hex. Each command unit is placed in the central hex of the area specified.

The Allies deploy second with the following:

- 2 Command units
- 22 Infantry units
- 14 Cavalry units
- 4 Artillery units

Infantry and cavalry units are placed on the map in the central hex of the areas featuring their leader's name per the Set-Up Card. Each artillery unit is placed upon its specified hex. Each command unit is placed in the central hex of the area specified.

The Allies move first.

Game length: 15 turns

Special Rules:

- Immediately either side loses twelve (12) infantry and/or cavalry units:

    o Its units can no longer initiate combat; they may defend themselves if attacked.
    o all positive morale adjustments [1d6 rolls of four, five or six (4), (5) or (6) per Rule 14.6] are ignored

17. Victory Conditions

17.1 The game is won by the side which first eliminates twelve (12) enemy infantry and/or cavalry units and occupies two (2) of the following villages:

- Blenheim
- Oberglauheim
- Lutzingen

17.2 Victory is awarded at the end of the turn that these conditions have been met and are still met.

17.3 If victory is not secured beforehand, the game is won by the side which, at the end of Turn 15, occupies at least two (2) of the above villages.

17.4 Any other result is considered a draw.

Optional Rules (Section 18 - 20)

These rules add extra realism and also extra complexity to the game. They can be added, individually or combined, at the players' discretion.

18. Attrition

18.1 The sequence of play is adjusted to:

- Strategic Movement
- Ranged Fire (non-active player)
- Orders, Tactical Movement and Combat
- Morale
- Attrition
- Command Unit Movement

18.2 To reflect loses through routine exchanges of fire, the active player rolls 1d6 for each friendly stack on an outer hex and adjacent to an area containing an enemy combat unit(s).

18.3 If the result is greater than the Attrition Value [see Rule 18.4] one (1) unit in the stack is disrupted or eliminated if already disrupted. Where a stack contains more than one (1) unit, the active player may select the unit in question.

18.4 The Attrition Value for both sides at Blenheim is five (5).

18.5 The Attrition Value is modified according to the Attrition Value Modifiers Table.

Attrition Value Modifiers Table (18.5)

Situation	Modifier
immediately adjacent to a hex occupied by an enemy unit(s)	-1
stack contains a disrupted unit(s)	-1

19. Guaranteed First Order

19.1 The application of the first order issued is not dependent on the roll of the dice [see Rule 8.4]; it is obeyed automatically. However, the OV is still reduced by one (1) as per Rule 8.4.

20. Command Focus

20.1 If a command unit is used to influence the combat die roll [see Rule 10.11] place a **Combat Committed marker** on the unit.

20.2 A command unit displaying a **Combat Committed marker** may not then rally units during that turn [Rule 14.1] nor may it be used to instigate Strategic Movement [Rule 6] during the following turn. The Combat Committed marker is removed immediately after that Strategic Movement Phase.

21. Alternative Rules

In an effort to go some way towards simultaneous movement, as an alternative to the Sequence of Play set out in Rule 5., "Blenheim" can be played with *both* players completing *each phase* before moving onto the next. Players alternate undertaking one (1) action specified by the phase in question.

Rules 21.1 – 21.3 below explain how this applies to phase 6 (Strategic Movement). Each turn tends to take significantly longer than it does for the standard game and so players are advised to use the markers provided to keep track of units which have undertaken actions previously during a turn.

21.1 At the start of each phase each player rolls 1d6. The player with the higher score initiates the sequence (roll again if the scores are tied).

21.2 For phase 6. (Strategic Movement) the player who rolled the higher score moves one (1) stack; next, his opponent does likewise; then, the player with the higher score moves a second stack; and, so on. 21.3 If at any time during the Strategic Movement Phase a player is unable or unwilling to move a combat unit or stack strategically, he/she does not get further opportunity to do so during the current turn. His/her opponent, however, may continue to do so until he/she is also unwilling or unable to do so.

21.4 Subsequent phases - phase 7 (Ranged Fire); phases 8, 9 and 10 (Orders, Tactical Movement and Combat); phase 14 (Morale); and phase 15 (Command Unit Movement) - follow the same "alternating" format.

Seven Hex System: Design Notes

The Seven Hex System ["SHS"] is not new. It began life nearly forty years ago when I was a teenager who spent (too) much of his time playing Avalon Hill and SPI games. I really loved those games; but, the more I learned about military history the more I felt that the way in which they simulated battles was skewed for reasons which I set out below, and which I sought to go some way towards redressing when designing the SHS.

At that time, the reaction amongst my friends, who included both grognards and occasional wargamers, to games based upon the SHS was generally very positive. Buoyed by this, I submitted some scenarios to publishers. To say their response was unenthusiastic is something of an understatement. The game was absolutely slaughtered. I recall one publisher describing it as akin to Waddington's *Battle of the Little Big Horn* or *Risk* (comparisons which were not intended to be complimentary). The general consensus was that SHS was far too simple to be "realistic" so would eschewed by proper wargamers. Collapse of cocky teenager.

Family and career developments meant that until a few years ago I had little time to spend upon board wargaming. When I meandered back into the hobby I was pleasantly surprised to find that simple games were not just accepted, but had become popular. After a while I dusted off the rules and scenario notes for the SHS and invited friends to play. Again, everyone seemed to enjoy the experience so I again submitted the game for publication. This time the reaction was completely different. The game was well received, and *Legion Wargames* said that they would be willing to take it on.

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So, what's the thinking behind the SHS?

At a strategic level, the system makes a stab at simulating the measure of control which a supreme commander (gamer) had over his formations on a battlefield. At the risk of stating the obvious, this depended upon two considerations: what he was attempting to control and at what stage in proceedings he was attempting to do so. The supreme commander would, of course, have fairly free rein in formulating an overarching plan of engagement; and, assuming a competent and organised command structure, in broad terms, he could probably ensure that formations moved in accord with this. He could also dictate where and when to launch major attacks, commit reserves, etc. However, as more of his units are committed to combat so they become more difficult to control and, increasingly, extraneous factors – in particular enemy action - are likely to determine the range of options which remain open and degree to which his instructions or wishes are actually implemented.

In SHS the gamer is able to plan his/her strategy and, until the battle develops, the strategic movement rule [Rule 6] allows infantry and cavalry to move fairly freely. As more units are committed to battle so fewer will be able to move strategically. Consequently, the gamer will usually find that, increasingly, his/her opportunities for undertaking large-scale manoeuvres are limited as the options for doing so gradually disappear. Thus for the gamer, as for his/her historical counterpart, a reasonably straight-forward strategy with clear objectives and a generous margin for error and ill-fortune is more likely to succeed than a complex plan dependent upon precisely choreographed manoeuvres and timing. A successful strategy will usually also embody a sound positioning of units held in reserve able to take advantage of the strategic movement rule to shore up any faltering defence or add weight to any decisive attack.

Turning to micro-management, again at the risk of stating the obvious, unless actually accompanying a particular unit(s) a supreme commander's control over that unit will be indirect, particularly once it enters the fray. The extent to which his instructions/wishes are carried out depends upon a whole range of factors: the ability and attitude of the junior officer(s) by whom the unit is commanded, the clarity of communication with that junior commander, the discipline and training of the troops, and so forth. In the context of simple rules it is impossible to replicate each of the various factors which might influence the actions of individual units under fire. So, in SHS a generous helping of luck has been introduced to represent the vagaries of unit behaviour. These include the order values rule [see below], combat outcomes [Rule 10], and morale tests [Rule 14].

The order value rule [Rule 8] is, I think, unique to SHS. The effect is that the likelihood of each succeeding order being obeyed is less than the previous one. The aim of this mechanism is to inject an element of risk, particularly vis-a-vis complex manoeuvres more suited to the chessboard than the battlefield. (It was the perfectly co-ordinated attacks possible in those Avalon Hill and SPI games which seemed most at odds with the impression of warfare I gleaned from my reading of military history as a teenager, and set me on the path of designing my own games.) The Special Rule [end of Rule 16] and Victory Conditions [Rule 17.1] also serve to make gamers wary of losing units cheaply by committing them to complicated attacks which are likely to go off at "half-cock" should the Gods of Chance dictate an unfortunate outcome in terms of Rule 8.

Again, the impression I gained from reading military history and from the memoirs and journals of those officers who actually experienced combat is that between strategic manoeuvring and tactical combat there is an aspect of warfare which is almost implicit and which seemed to be conspicuous by its absence from the Avalon Hill and SPI games upon which I cut my teeth. This is the tactical consequence of the junior officers' perception and understanding of the supreme commander's strategy and where their units fit into that. In other words, units do not just occupy space; they do so in a way which, ideally, reflects the supreme commander's intent and in anticipation of how this will play out during the battle. To take a simple example: if his plan is to hold the left flank the officers concerned will probably position their units in a formation best able to receive an attack.

It was a desire to simulate this characteristic of battlefield behaviour that led to another unique feature of the SHS. This, of course, is the board made up of areas, each of which comprises seven hexes (a single hex surrounded by six others). In effect, the location of a unit within an area determines whether it is deployed defensively (on an outer hex) or is ready to move/attack (on a central hex). Units deployed defensively receive a combat bonus provided they are attacked from their front; but, suffer a negative modifier if they are caught in the flank [Rules 10.8 and 10.10]. This rewards the gamer who deploys his/her units in formations which anticipate how a battle is likely to unfold. The same rationale applies to Rule 9.1 which prevents an infantry unit deployed defensively from moving immediately to an adjoining area; first it needs to re-deploy to the central hex its "current" area, thus occasioning a delay.

In other words, the flexibility permitted in the deployment of troops within areas allows strategic thinking to be reflected at the tactical level and tends to reward the gamer who has the clearest idea of how an engagement is likely to develop. I think it was Frederick who described this as the key to success in battle.

One of the features of SHS which occasioned much comment amongst my gaming buddies was the relatively little difference between unit-types in terms of their basic combat values [Rules 10.7 and 10.9]. To an extent this is something of a reaction to games where forensic differences between troop-types or weapon-systems appears to have been exaggerated when compared to the perspective of those who actually participated in the battles concerned. Indeed, the impression I gained from reading the memoirs of military men was the relatively scant attention they paid to such differences. Often, this reticence was in sharp contrast to the detailed and thoughtful descriptions of the quality of the troops engaged on both sides as manifest by their bravery, coolness under fire, discipline, shrewd deployment, and such like.

Of course, in reality greater cohesion, discipline and training meant that some units were more effective than others. In most SHS games (*Blenheim* is unusual in this regard, see note under Rule 3.7) this distinction between unit-types tends to be expressed in terms of their Occupancy Factor [OF], which translates into their ability to stack with other units. The rationale for this approach is that to realise a unit's potential in terms of combat effectiveness usually it must be used in conjunction with others.

So, although a powerful unit will have a low OF, intrinsically it will be no stronger than a unit with a high OF; but, if will have a greater capacity to combine with other units to produce a formidable stack.

Although, this feature of the SHS is not as important in *Blenheim* as in other SHS games which feature a wide variety of unit-types (conscripts, skirmishers, etc) and weapon-systems (armour, chariots, etc) gamers will quickly come to appreciate the need to deploy units wisely if they are to give of their best in combat. Generally, this means being stacked with another unit(s) so that they have the maximum possible strength for the role assigned to them. In certain circumstances and for certain roles infantry are more useful than cavalry, sometimes the reverse is true, and often combined arms provide the best option [Rules 10.8 and 10.10]. So, again, the onus is on the gamer to think in the same way as his/her historical counterpart would have done about how to co-ordinate his/her units so as to maximise their effectiveness.

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Of course, game design has moved on over the four decades since the SHS was conceived. In virtually every respect for the better, I would hazard. Recent years has seen the publication of some wonderfully inventive games. On the one hand, I suppose this mitigates against *Blenheim* because today the game is less innovative than it would have been all those years ago; but, on the other, I confide it signals a willingness amongst grognards to try new mechanics/systems and an acceptance that greater complexity does not necessarily equate with greater realism.

Above all, the SHS is intended to produce games grounded in military history which are simple and fun to play. To this end, two features of some games which, in my view, invariably mitigate against an enjoyable playing experience are definitely not part of the SHS ethos. There are few caveats or exceptions to the basic rules so, after a few turns, gamers shouldn't need to spend much time consulting the rulebook; and, a combination of low counter density and large areas means that there are no "teetering stacks" waiting to spill counters all over the board the second someone brushes against the table.

Anyway, I've rambled on for long enough. I just want to finish by saying I hope that you have as much fun playing *Blenheim* as I have had researching the battle and translating the events of 13 August 1704 into the SHS.

Any feedback, including ideas for improving the system or suggestions for other battles to which it might be applied, will be much appreciated.

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Anyone wishing to learn a little more about the Battle of Blenheim and its strategic/historical significance might want to consult some of the following.

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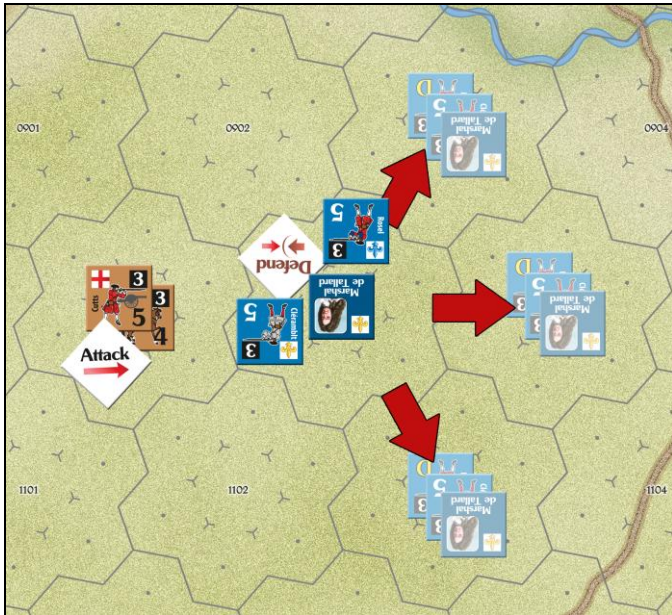
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Seven Hex System: Combat Examples

AV = Attack Value   **Art** = Artillery
DV = Defense Value   **Cav** = Cavalry
CC = Command Unit   **Inf** = Infantry

COMBAT EXAMPLE #1

a. Situation

An Allied stack comprising 1xInf (platoon firers with battalion guns) and 1xCav is successfully ordered to attack an area containing 2xInf and 1xCC (experienced). The defenders are located thus: 1xInf on an outer hex through which the attack is launched; and, 1xInf on an outer hex other than one through which the attack is launched.

None of the units is disrupted. None of the units have been engaged in combat previously this turn.

Both areas are clear. None of the adjacent areas are occupied by units.

b. Calculate the aggregate DV [Rule 10.7]

Each Infantry unit has a DV of 5, so the aggregate DV is 10 (2x5).

c. Apply defence modifiers [Rule 10.8]

The 1xInf on the outer hex through which the attack was launched receives a bonus of +2, representing its state of preparedness; but, this is negated by the -2 modifier attributed to the 1xInf on the other outer hex. In effect the latter has been caught in the flank.

So, we are back to 10. This is the modified DV.

d. Calculate the aggregate AV [Rule 10.9]

The 1xInf has an AV of 5 and the 1xCav has an AV of 4, giving an aggregate AV of 9.

e. Apply attack modifiers [Rule 10.10]

Three positive modifiers apply: the use of mixed arms (cavalry and infantry attacking together) gives +4; the fact that the 1xInf are platoon firers gives +2 and their battalion guns add a further +1. So, we arrive at a modified AV of 16 (9 + 4 + 2 +1).

f. Combat is resolved [Rule 10.11]

The modified DV and AV are each divided by 2, with fractions rounded down. This gives a value of 5 (10/2) and 8 (16/2), respectively. These are the adjusted DV and AV.

The defender and attacker each then roll 1d6 and add the score to the adjusted DV and AV. Note that because the defenders are accompanied by an experienced CC they roll 1d6 twice and select the higher score.

The dice score is than added to the adjusted DV and AV to arrive at the final DV and AV.

If we assume that the defender's dice score (the highest of two) is 5, and the attacker's is 4, the final DV and AV would be 10 (5 + 5) and 12 (8 + 4).

g. Combat outcome

The attackers have won by 2 (14 - 12) [Rule 10.13]. They score 1 hit upon the defending units, being half of 2 [Rule 10.15] which may be allocated by the defender to either 1xInf. Note that the most hits that the attackers could achieve would be 2 as only 2 units participated in the attack [Rule 10.15]. Half that number of hits (again, fractions rounded down, to give 0) are suffered by the attackers, subject to the roll of 1d6 [Rule 10.16]. So, unless the defender rolls a 6 the attacker will not suffer any hits.

h. Withdrawal [Rule 12]

Because the difference between the final DV and AV is less than 4, the defenders have the option of remaining in situ or withdrawing [Rule 10.18]. They may withdraw into the central hex of one of the three immediately adjacent areas opposite that from which the attack was launched. We know that none of the three areas is already occupied (see a. above) so, if the defenders wish to exercise the option to withdraw, they have a choice as to their destination.

Because the difference between the final DV and AV is less than 4, if the defenders do withdraw the attacking units would not have the option to advance after combat [Rule 10.18].

COMBAT EXAMPLE #2

a. Situation

An Allied stack comprising 1xArt (on the central hex) and 2xCav (both trotters) attacks an area containing 1xInf and 1xCC(experienced). The defender's area contains four marsh hexes, so that the OF of each combat unit is increased by 1 [Rule 4.2]. In effect, this means that only 1 of the Allied units can be ordered to move into the area [Rule 4.3].

A river runs between the two areas.

The defenders are located on the central hex. They have already been attacked once this turn by different attacking units.

In addition to that occupied by the attacking units, one other area adjacent to the defenders is occupied by an undisrupted Allied unit, and one is occupied by a Franco-Bavarian unit.

b. Calculate the aggregate DV [Rule 10.7]

The 1xInf has a DV of 5.

c. Apply modifiers [Rules 10.8]

There are no modifiers so the modified DV is the same as the aggregate DV (5).

d. Calculate the aggregate AV [Rules 10.9]

Because the defending area is particularly marshy only 1 unit of Allied cavalry can be ordered to attack. However, the 1xArt is still able to participate in the attack by providing support [Rule 10.9].

So, the aggregate AV is 6 (4+2).

e. Apply modifiers [Rules 10.10]

Because the defenders have already been attacked this turn the attackers receive a modifier of +4. Against this, the 1xCav incurs a modifier of -2 because it is attacking across a river.

Thus the modified AV is 8 (6+4-2).

f. Combat is resolved [Rule 10.11]

The modified DV and AV are each divided by 2, with fractions rounded down. This gives a value of 2 (5/2) and 4 (8/2), respectively. These are the adjusted DV and AV.

The defender and attacker each then roll 1xd6. The 1xCC(experienced) allows the defender to roll twice and select the higher score. The scores are added to the adjusted DV and AV to arrive at the final DV and AV.

If we assume that the defender's dice score is 5 and the attacker's is 3, the final DV and AV would be both be 7 (2+5) and (4+3).

g. Combat outcome

The scores are tied. All units remain in place and no hits are allocated [Rule 10.14].

h. Alternative outcome

Had the 1d6 scores been reversed the final DV and AV would be 5 (2+3) and 9 (4+5) so the attackers would have won by 4 [Rule 10.13]. They would score 2 hits upon the defending combat unit, being half of 4 [Rule 10.15], which would eliminate the 1xInf, leaving the CC unaccompanied.

Note that Rule 10.16 would not have restricted the number of hits to 1 because, in addition to the 1xCav, the 1xArt is deemed to be part of the attacking stack as it, too, was located on the central hex [Rule 10.9]. So, 2 units took part in the attack.

Because all the defending combat units would have been eliminated the attackers would not suffer any hits and the 1xCav would have the option to undertake a "free" strategic move [Rule 10.19]. Rules 10.21 and 10.22 would determine whether the CC(experienced) escaped death or capture.

COMBAT EXAMLE #3
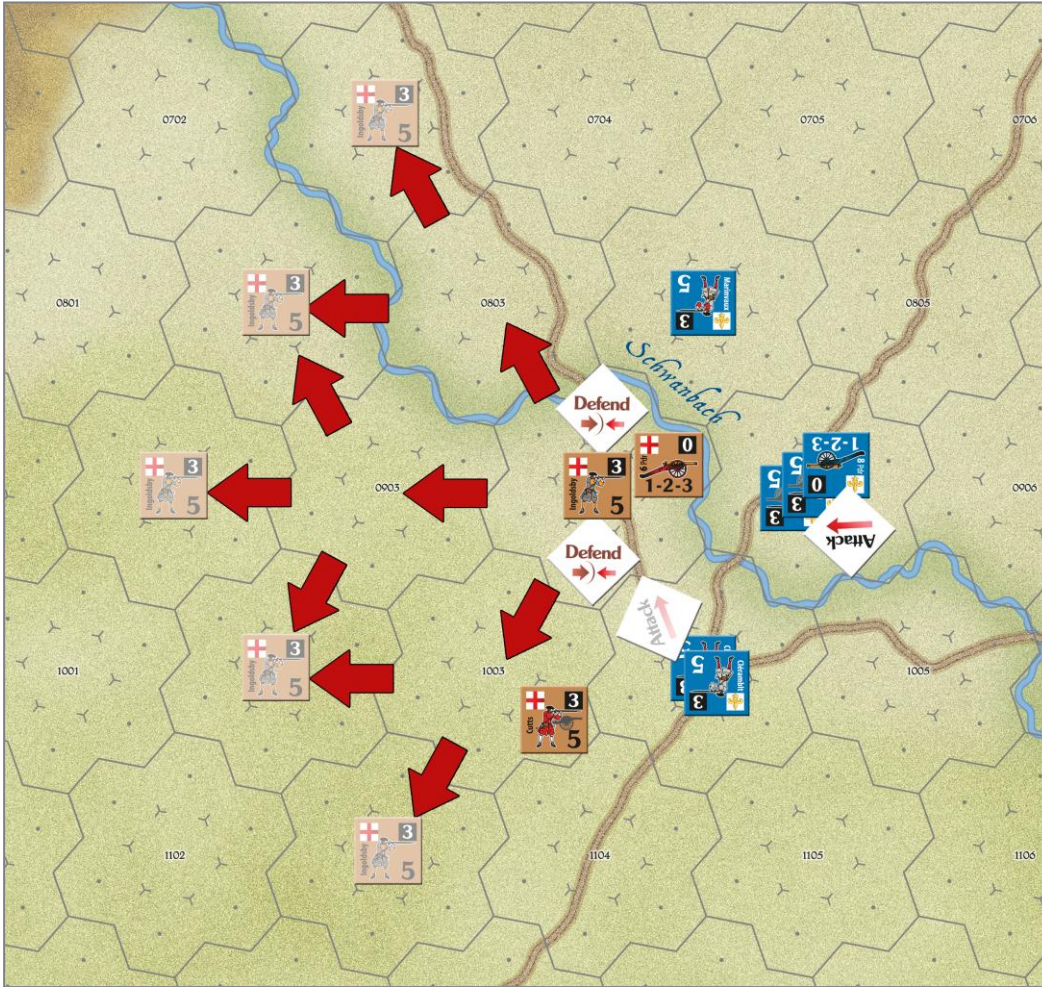
a. Situation

A Franco-Bavarian stack comprising 2xInf (with battalion guns) and 1xArt attacks an area containing 1xArt and 1xInf (platoon firers). The 1xArt is stacked with the 2xInf on the central hex. The defenders are located thus: 1xArt on an outer hex through which the attack is launched and 1xInf on the central hex.

Both areas are clear, however a river runs along the border between the two areas.

The defenders have already been attacked once this turn by different attacking units.

In addition to that occupied by the attacking units, two other areas adjacent to the defenders are occupied by undisrupted Franco-Bavarian units, and one by an Allied unit.

b. Calculate the aggregate DV [Rules 10.7]

The 1xArt has a DV of 1, the 1xInf has a DV of 5, so the aggregate DV is 6 (1+5).

c. Apply modifiers [Rules 10.8]

The 1xArt on the outer hex through which the attack was launched receives a bonus of +2. So, too, does the 1xInf, being platoon firers.

So, we arrive at a figure of 10 (1+5+2+2). This is the modified DV.

d. Calculate the aggregate AV [Rules 10.9]

Each 1xInf has an AV of 5 which together with the 1xArt's AV of 2 gives a total of 12. This is the aggregate AV.

e. Apply modifiers [Rules 10.10]

The defenders have already been attacked once this turn so a +4 modifier applies; and, a further +2 is applicable because the defenders are adjacent to 2 areas containing undisrupted enemy units (in addition to that from which the attack was launched), but only 1 containing friendly units. Finally, each of the two 1xInf receives +1 for its battalion guns.

Against this +8 positive modifier, each 1xInf suffers a negative modifier of -2 because they are attacking across a river.

Thus the modified AV is 12+8-4, giving 16.

f. Combat is resolved [Rule 10.11]

The modified DV and AV are each divided by 2, with fractions rounded down. This gives a value of 5 (10/2) and 8 (16/2), respectively. These are the adjusted DV and AV.

There are no commanders present, so the defender and attacker each then roll 1d6 and add the score to the adjusted DV and AV the score to the adjusted DV and AV to arrive at the final DV and AV.

If we assume that the defender's dice score 2, and the attacker's is 3, the final DV and AV would be 7 (5+2) and 11 (8+3).

g. Combat outcome

The attackers have won by 4 (11 - 7) [Rule 10.13]. They score 2 hits upon the defending units, being half of 4 [Rule 10.15], which may be allocated by the defender. Note that the most hits that they could achieve would be 3 as 3 units participated in the attack [Rule 10.15]. (Located upon the central hex with the 2xInf, the 1xArt is part of the attacking stack [Rule 10.9], even though it cannot move after combat [Rule 10.20].)

Half that number of hits (that is, 1) is suffered by the attacking units, subject to the roll of 1d6 [Rule 10.16].

h. Retreat [Rules 10.18 and 13]

Because the difference between the final DV and AV is 4, the defenders must retreat [Rule 10.18]. Artillery units cannot retreat [Rule 10.20] so it would make sense for the defending player to allocate both combat hits to the 1xArt, thereby eliminating the unit before it is required to retreat.

Thus the defending 1xInf will be moved by the attacking player into one of the five areas comprising an arc opposite the area from which the attack was launched two areas distant from the area in which combat took place.

Depending upon how the attacking player decides to allocate the single hit suffered by the attacking stack, one or both of his 1xInfs will remain in good order and will have the option to move onto any hex within the area vacated by the defenders [Rule 10.18].

The Battle of Blenheim by Joshua Ross

COMBAT EXAMPLE #4
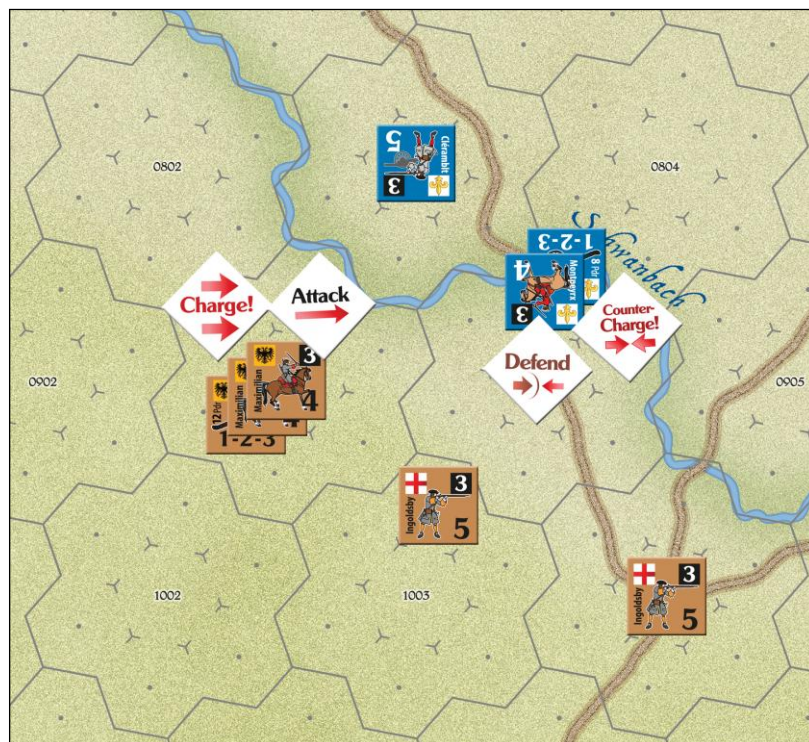
a. Situation

An Allied stack comprising 2xCav (pistoliers) and 1xArt, stacked together on the central hex, attacks an area containing 1xArt and 1xCav (pistoliers). The Franco-Bavarian units are stacked together on an outer hex other than one through which the attack is launched.

The Allied cavalry elects to charge, and the Franco-Bavarian cavalry to counter-charge.

Both areas are clear.

In addition to that occupied by the attacking units, two other areas adjacent to the defenders are occupied by undisrupted Allied units, and one by a Franco-Bavarian unit.

b. Calculate the aggregate DV [Rules 10.7]

The 1xArt has a DV of 1, the 1xCav has a DV of 4, so the aggregate DV is 5 (1+4).

c. Apply modifiers [Rules 10.8]

The defending units are not positioned to receive the attack: they have, in effect, been caught in the flank. Both incur penalties: -1 for the 1xArt and -2 for the 1xCav.

So, we arrive at a figure of 2 (1+4-1-2). This is the modified DV.

d. Calculate the aggregate AV [Rules 10.9]

Each 1xCav has an AV of 4 which together with the 1xArt's AV of 2 gives a total of 10. This is the aggregate AV.

e. Apply modifiers [Rules 10.10]

A modifier of +2 is applicable because the defenders are adjacent to 2 areas containing undisrupted enemy units (in addition to that from which the attack was launched), but only 1 containing friendly units.

In addition, the 2xCav charging each receive a modifier of +2 (4 in total); but, this is reduced by -2 as the Franco-Bavarian 1xCav executes a successful counter-charge [Rules 11.2 and 11.3].

Thus the modifiers total +4 (2+2), giving a modified AV of14 (10+4).

f. Combat is resolved [Rule 10.11]

The modified DV and AV are each divided by 2, with fractions rounded down. This gives a value of 1 (2/2) and 7 (14/2), respectively. These are the adjusted DV and AV.

There are no commanders present, so the defender and attacker each then roll 1d6 and add the score to the adjusted DV and AV to arrive at the final DV and AV.

If we assume that the defender's dice score is 1, and the attacker's is 3, the final DV and AV would be 2 (1+1) and 10 (7+3).

g. Combat outcome

The attackers have won by 8 (10 - 2) [Rule 10.13]. Although half of 8 is 4, the number of hits they inflict is restricted to 3 being the number of undisrupted units involved in the attack [Rule 10.15]. (Located upon the central hex with the 2xCav, the 1xArt is part of the attacking stack [Rule 10.9], even though it cannot move after combat [Rule 10.20].) The hits are allocated by the defending player who must apply the first to the 1xCav [Rule 11.5].

Half the number of hits actually inflicted by the attacker (that is, 3/2 = 1) is suffered by the attacking units, subject to the roll of 1d6 [Rule 10.16].

h. Retreat [Rules 10.18 and 13]

Because the difference between the final DV and AV is 8, (that is, 4 or more), the defenders must retreat [Rule 10.18]. Artillery units cannot retreat [Rule 10.20] so it would normally make sense for the defending player to allocate the 2 combat hits remaining after allocating 1 to his 1xCav per Rule 11.5 to the 1xArt, thus eliminating the unit before it is required to retreat. In this particular situation, the way in which hits are allocated makes little difference to the end result.

Ordinarily the disrupted 1xCav would be moved by the attacking player into one of the five areas comprising an arc opposite the area from which the attack was launched two areas distant from the area in which combat took place per Combat Example #2.

However, depending upon how the attacking player decides to allocate the single hit suffered by the attacking stack, one or both of his 1xCav will remain in good order. Having charged, the unit(s) still in good order must exercise the option to advance into the area vacated by the defenders [Rule 11.3]. The effect of this is to secure a further hit upon the now disrupted Franco-Bavarian 1xCav during this advance, thereby eliminating that unit [Rule 13.7].

Note that although all defending units have been eliminated, Rule 10.19 does not take effect because the Franco-Bavarian 1xCav is deemed to have been eliminated during the advance which followed the substantive combat.

i. Alternative outcome

Had the Gods of Chance favoured the defenders and the result of the 1d6 was 6, rather than 1, the attackers would have won by only 3. The attackers would have inflicted only 1 hit (3/2) on the defenders [Rule 10.15]. Although the attackers would probably not suffered any hits by virtue of Rule 10.16, a hit would have been inflicted upon each of the 1xCav which charged [Rule 11.4].

Memorial for the Battle of Blenheim 1704, Lutzingen, Germany.

MARCH TO THE DANUBE
The War of Spanish Succession, 1704

SCALE OF MILES
0   50   100

BLENHEIM 1704

A Short History   Richard Hartland

Battle Plans

The Alliance Plans - The basic allied plan was for Eugene to tie down the Franco Bavarian left wing under Marsin and the Elector. The terrain here was rough and favoured the defender. Marlborough was to draw French reserves into the village of Blenheim by assaulting the place. This would leave the Franco Bavarian centre dangerously weak where Marlborough planned to outnumber them. To achieve this, Marlborough needed to get the bulk of his cavalry and infantry across the Nebel between Oberglau and Blenheim. Therefore, to keep the French in each location occupied and prevent them from interfering with the crossing of the Nebel, he attacked both places by way of diversion.

The Franco-Bavarian Plans - The Franco Bavarians did not, apparently, expect an attack from the Allied army. They could see the Allied army moving in the distance across an intervening ridge, but they believed their enemy was retreating. It was quite a shock when the Allied army suddenly appeared on the ridge on the opposite bank of the Nebel to them. This surprise led to a hasty and ultimately flawed deployment. On the left Marsin deployed his infantry on the left (west) wing of the army with his cavalry on his wings. Tallard sent the bulk of his infantry to his right (east) wing and moved his right wing cavalry to his centre. This left 27 infantry battalions concentrated in or near Blenheim and only 9 battalions on the plain in his centre in support of the vast bulk of his cavalry. Tallard's first line of infantry moved into Blenheim and fortified it; his second line (excepting the 9 battalions in the centre) was located behind the village. This meant that the bulk of Tallard's infantry would not be able to contest Marlborough's crossing of the Nebel.

Battle Time Line

1230 The Attack on Blenheim - Lord Cutts commanded the initial attack on Blenheim village which was launched at about 1230. The first brigade, under Rowe crossed the Nebel undisputed. But the French opened fire when it was about 30 yards from the barricades blocking the entrance to the village. Losses were heavy and despite pressing the attack, the brigade was ultimately forced to withdraw. At this point 3 French cavalry squadrons attacked Rowe's retreating brigade. The fight now escalated as the second brigade positioned near the Nebel fired on the French squadrons forcing them to withdraw in turn. The English were then reinforced by 5 squadrons of cavalry who were in turn attacked, by gun fire, from Tallard's 8 squadrons of Gendarmerie cavalry. The English Cavalry charged the Gendarmerie pushing them back behind Blenheim where Tallard was apparently wounded. The second line of French cavalry now joined in and forced the English squadrons to retire.

Lord Cutts, rather than attempt another direct assault of the village, drew up his troops at musket range from Blenheim. From there small parties continuously moved forward and fired on the village. Under cover of the resulting smoke, more and more Allied troops deployed to his right onto the plain across the Nebel, bypassing Blenheim. The French command now made the first of two big mistakes; almost immediately after the first attack on Blenheim, the Marquis de Clérambault (commanding the French troops in Blenheim) ordered 9 more battalions into Blenheim from the reserve posted behind the village. This brought the total troops in Blenheim to 27 battalions. The effect of this was simply to hinder the defence not strengthen it as now it was dangerously overcrowded. The second effect of this was to deprive Tallard of all but 9 battalions to support his centre, which was dominated by the French cavalry rather than a solid line of infantry.

1230 - 1600 The Attack on the Plain - Under cover of the assault on Blenheim, the centre and right wing of the allied cavalry crossed the Nebel preceded by 8 infantry battalions in the centre. The allied right wing cavalry had to fight hard after it had crossed and was twice pushed back across the Nebel by Marsin's cavalry.

Franco Bavarian infantry fire from Oberglau also contributed to this. In the centre the French made their second big mistake; they allowed the allied cavalry to cross the Nebel unopposed. Thus, the centre of the allied cavalry could cross the Nebel and deploy completely unmolested.

1230 - 1500 The Attack on Oberglau - The infantry attack on Oberglau, meant to prevent the Franco Bavarian troops stationed there from interfering with the Allied crossing of the Nebel in the centre, did not go well for the allies. When the first allied battalions crossed the Nebel they were immediately attacked by 9 French battalions. Allied losses here were heavy and the Allied commander of this wing, Holstein-Beck, was wounded and captured. Marlborough had to intervene personally. He led three battalions, some dragoons and field guns forward. This was still not enough and more cavalry and battalions had to be brought up to withstand the enemy cavalry and push the enemy battalions back into Oberglau. By 1500 this had been achieved.

1330 - Eugene's First Attack - Eugene launched his first attack between 1300 and 1400. His right-wing infantry advanced and captured ground near Lutzingen. The cavalry did well initially and broke through Marsin's first line, but was thrown back to the Nebel by the second line. After that the infantry was also pushed back by a counter attack. Eugene's first attack then petered out.

1430 - Eugene's Second Attack - At about 14:30 Eugene launched a second attack. Again, the cavalry was repulsed after some initial success. Flanking fire from the villages helped the Franco Bavarians repulse the cavalry. Then, following up Eugene's repulse, Marsin's cavalry attacked Eugene's infantry. The infantry held on and maintained their position close to the Franco Bavarian line.

1630 - 1830 Eugene's Third Attack - By 16:30 Eugene was ready to launch his third attack. This time his cavalry succeeded in overthrowing the Franco Bavarian first line, but once again it was pushed back to the Nebel by the enemy's second line. By now Eugene's cavalry was completely exhausted, but his infantry, under Leopold von Dessau, continued to push forward and ultimately reached close to Lutzingen by the time the battle closed. Both Marsin and the Elector retired.

1600 - Completion of the Allied Deployment - Progress in the south-eastern half of the battle appeared to be slow. However, Marlborough had been concentrating on building up his forces on the southern (Franco Bavarian) side of the Nebel. By 1600 he had succeeded in deploying the bulk of his forces on the plain between Oberglau and Blenheim. The Franco Bavarian troops bottled up in both Oberglau and Blenheim were powerless to prevent this as were the bulk of Tallard's cavalry and pitifully small infantry force deployed in the centre opposite where Marlborough was deploying.

By 1600 the Allied forces deployed between Oberglau and Blenheim were superior in both cavalry and infantry. The Allies had approximately 16 battalions and 80 squadrons to the Franco Bavarian 9 battalions and 55 squadrons. Marlborough organised his cavalry in two lines with the infantry behind them in support and providing a safe haven for the cavalry to recover behind should the need arise.

1600 - 1730 Tallard's Counterattack - At 1600 Tallard finally ordered a general attack on the Allies who were now fully deployed south of the Nebel. The cavalry led the attack supported by the 9 battalions of infantry. The attack, outnumbered, was defeated. The Franco Bavarian cavalry fled behind the relative safety of a small stream between the Nebel and the Danube, leaving the French infantry to retreat unsupported. The French infantry was surrounded and destroyed; Marlborough brought up his infantry and guns and cut them down. The Allied cavalry finished them off when they broke and ran. The Allied cavalry now regrouped ready to finish off the Franco Bavarian army.

1800 - Allied Charge - At about 1800 Marlborough's cavalry, about 80 squadrons, launched a charge against the disorganised and demoralised Franco Bavarian cavalry in front of them. The Franco Bavarian cavalry turned and fled. About 30 Allied squadrons pursued the Franco Bavarian cavalry that fled towards Höchstädt. While Marlborough led the rest in pursuit of the Franco Bavarian cavalry that fled in the direction of Sondersheim and the Danube. Many of the fleeing Franco Bavarian cavalry were drowned while attempting to swim the river or while their horses plunged from the 6 metre high river bank. Tallard was captured near Sonderheim. The utter collapse of the French centre between Blenheim and Oberglau forced the retreat of the army of the Elector Max Emanuel and Marsin.

1830 - The Capitulation of Blenheim - The only Franco Bavarian troops now left on the battle field were the 27 battalions of infantry in Blenheim. They were now surrounded. No attempts were made to break out and at about 2000 they surrendered.

Results

The allies had lost about 6,000 dead and about 6,500 wounded. The French had lost about 11,000 prisoners. Their total loss in soldiers from all causes (killed, wounded, missing) was estimated at 30,000.

Duke of Marlborough

John Churchill, 1st Duke of **Marlborough** (26 May 1650 – 16 June 1722) is, arguably, Britain's greatest military commander. When the War of Spanish Succession broke out he already had considerable military experience, but had not yet commanded a large army in the field. Nonetheless, he was given command of the British, Dutch and German forces. His personal charm and tact were such that he was able to gain the respect and, usually, the co-operation of the often more experienced Allied generals who worked under him. After success against the French in the Low Countries, Marlborough led the Allied army south to the Danube to thwart the Franco-Bavarian threat to Austria. This advance, which was characterised by a combination of deception and superb administration, was a brilliant achievement in an age when staggering logistical problems made it difficult to supply an army on the march. It caught the Franco-Bavarians completely off-guard and ended with the two armies facing each other at "Blenheim". Marlborough's plan for the battle, and the coolness, precision and resolution with which it was carried out, is further testimony to his ability as a commander. He began by unbalancing the Franco-Bavarian line by launching ferocious pinning attacks on each wing. As anticipated, Tallard committed his reserves from the centre to check the threat to his flanks. Marlborough then ordered an overwhelming cavalry attack against the now denuded centre to cleave the Franco-Bavarians in two. Victory was his.

Prince Eugene of Savoy

Prince **Eugene** of Savoy (18 October 1663 – 21 April 1736) was a general in the Imperial Army. By the time of "Blenheim" he had already secured a reputation as one of the finest commanders of the age. He first saw action against the Ottoman Turks at the Siege of Vienna in 1683 and in the subsequent War of the Holy League, before serving in the Nine Years' War. Eugene's fame was ensured with his decisive victory against the Ottomans at the Battle of Zenta in 1697. During the War of the Spanish Succession he formed a formidable partnership with Marlborough built upon mutual respect and trust. At "Blenheim" Eugene's Imperial troops were deployed upon Marlborough's right flank. Often led in person by Eugene "scornful of danger and displaying a war-like fury" they mounted ferocious attacks against the superior forces commanded by the Elector and Marsin. These not only pinned the Franco-Bavarian left wing, but had the effect of denuding its centre from which units were transferred to buttress the hard-pressed flank. The only criticism by historians of Eugene's otherwise brilliant performance, which is actually implied originally in Marlborough's private correspondence immediately following the battle, is that he allowed the defeated Elector and Marsin to escape the field in good order.

Marshal de Tallard

Camille d'Hostun de la Baume, duc de **Tallard** (14 February 1652 – 20 March 1728) began his military career when he gained a commission in the French army at the age of 15. He served under some of the foremost captains of the age (Conde in the Netherlands and Turenne in Alsace) and became a lieutenant-general in 1693. An accomplished diplomat, he served as ambassador to the Court of St James, before being expelled from London in 1702 upon the commencement of hostilities. During the War of the Spanish Succession Tallard secured an important victory at the Battle of Speyerbach (1703) after which he was created a Marshal of France. In 1704 he was sent to reinforce the Elector and Marsin on the Danube. He was in overall command of the Franco-Bavarian forces at "Blenheim" and has received much criticism for his conduct of the battle. At a strategic level, he miscalculated badly in not anticipating the Allied attack, and compounded this by formulating a plan which allowed Marlborough's units to advance unchallenged cross the marshy River Nebel. Tallard's tactics were also poor. He failed to co-ordinate his cavalry attacks or to bolster these with supporting infantry. Crucially, he allowed his subordinate, Clerambault, to transfer the cream of the French infantry away from the centre of the battlefield and pack them into Blenheim even though there were already sufficient men in the town to hold it against the Allies. Tallard was captured by the Allies during the battle.

Marshal de Marsin

Ferdinand, Comte de **Marsin** (February 10, 1656 – September 9, 1706) was a career soldier. He rose to prominence during the War of the Grand Alliance (1688 – 97), becoming France's youngest lieutenant-general in 1693 and the Director General of the Cavalry two years later. Like Tallard, he was also a diplomat, serving as the French ambassador to Spain until hostilities broke out in 1702. During the War of the Spanish Succession, Marsin's bravery during the Battle of Speyerbach (1703) was rewarded with his being appointed a Marshal of France. Throughout the Blenheim campaign, Marsin's relationship with Tallard was often strained. At "Blenheim" itself Marsin vehemently opposed Tallard's plan to allow the Allies to cross the River Nebel unopposed; but, his sound military objections were dismissed by the senior commander. It may be that the less than amicable personal relations between Marsin and Tallard were the reason why the former ignored his senior commander's desperate plea for assistance when the Franco-Bavarian centre began to collapse, continuing instead to deploy his troops in support of the Elector's defensive action on the Franco-Bavarian left flank. In conjunction with the Elector, once it became clear that the day was lost he organised an effective fighting withdrawal ensuring that his men maintained their discipline and organisation as they left the field.

Elector of Bavaria

Maximilian II Emanuel, **Elector** of Bavaria (11 July 1662 – 26 February 1726) embarked upon his military career in 1683, fighting against the Ottoman Empire in the defence of Vienna. He came to prominence in 1688 when he captured Belgrade from the Turks. The Elector actually had a personal interest in the outcome of the War of the Spanish Succession. He sought to claim the Spanish throne for himself pending the death of Charles II of Spain. Allying with the French, he mounted a largely unsuccessful campaign against Tyrol (in Austria) in 1703, despite defeating the Imperialist at the Battle of Sieghardin. During the Tyrol campaign relations between himself and the French commander (Villars) became increasingly strained. In a large measure this was because invariably the Elector's first priority was to protect his personal interests. So, when in 1704 Tallard arrived in the theatre at the head of the French army he found that the Elector had dispersed his forces to protect his own estates, and had to be persuaded to recall them. This did not bode well for their future co-operation as allies. At "Blenheim", however, the Elector led his troops with courage and determination and fulfilled his primary responsibility of securing the Franco-Bavarian left flank. Once defeat was inevitable he ensured that his men kept their discipline and withdrew in good order.