THIRTY YEARS WAR

STANDARD RULES
for the games
NORDLINGEN, ROCROI, FREIBURG, LÜTZEN
and independent folio game BREITENFELD

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[1.0] INTRODUCTION

The **Thirty Years War** game system is an operational simulation of warfare in Europe during the first half of the Seventeenth Century. Each game in the system is based on one of the more significant and interesting battles of the period. The playing pieces represent the armies which took part in the battles, and the map represents the terrain over which those armies fought.

The rules for each game in the **Thirty Years War QuadriGame** are contained in two folders. The first contains the Standard Rules, which are common to all the games in the series. The second folder contains Exclusive Rules, including Initial Deployment, Reinforcement rules, Victory Conditions, and so forth. These are different for each game.

This game has been designed to insure maximum playability and maximum realism (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the terrain significant to the battle and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.
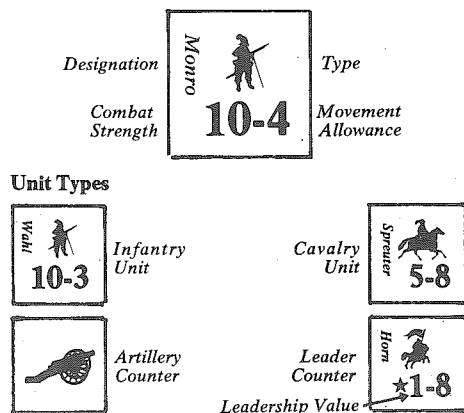
[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and the Artillery Fire Table.

[2.3] THE PLAYING PIECES

The cardboard counters represent the actual military units, leaders and artillery pieces which took part in the original battle. The numbers and symbols on each of the counters describe the characteristics — such as type, strength, movement capability — of the unit, leader or artillery represented by the counter.

There are three basic types of playing pieces, representing infantry and cavalry brigades and regiments; leader counters, representing the individual commanders; and artillery counters. Infantry and cavalry are henceforth referred to as "units." Artillery and Leaders are **not** units.

[2.4] HOW TO READ THE UNITS

Designation — Monro | Type
Combat Strength | **10-4** | Movement Allowance

Unit Types

Wahl | **10-3** Infantry Unit   Spreuter **5-8** Cavalry Unit

Artillery Counter   Horn **★1-8** Leader Counter

Leadership Value

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of Clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

Leadership Value is the relative "leadership ability" of a given Leader, expressed in Leadership Value Points.

[2.5] GAME SCALE

Each hexagon on the map represents 175 meters of actual terrain. Each Strength Point represents between seventy-five and one hundred men. Each Game-Turn represents 45 minutes of actual time. Each Artillery counter represents four or five heavy guns.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are missing or damaged, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions: Thirty Years War, at the above address.

[3.0] SETTING UP THE GAME

The cardboard playing pieces should be punched out of the Unit Counter Sheet. The Players should determine which of the opposing forces each of them will command.

The Players then consult their respective Initial Deployment Charts. (Initial Deployment of units can also be found printed in the appropriate hexes on the game maps.) These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units (if any) should be placed aside and brought into play according to the Reinforcement Schedule. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Record Track.

In order to determine which Player is the First and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in Reinforcement units which are given in the Reinforcement Schedules. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns, composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his pieces and

resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Disruption Removal Phase:** The Phasing Player attempts to "undisrupt" all eligible Friendly units in accordance with the Disruption Rules (see Section 9.0). During this Phase, neither Player may move his pieces.

B. **Artillery Fire Phase:** The Phasing Player fires any Friendly Artillery in accordance with the Artillery Rules (see Section 5.0). Neither Player may move his pieces during this Phase.

C. **Movement Phase:** The Phasing Player may move all, some or none of his units and Leader counters as he desires, within the limits and restrictions of the Movement Rules and any relevent Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule, within the restrictions of any Reinforcement Rules. The non-Phasing Player's units and Leader counters may not be moved.

D. **Combat Phase:** The Phasing Player uses his units and Leader counters to attack the non-Phasing Player's units in accordance with the rules of Combat. During this Phase, no movement whatsoever is allowed.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and Phases A through D are repeated.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker is advanced one space along the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] ARTILLERY

GENERAL RULE:

Artillery counters are immobile and have no Combat Strength, per se. During his Artillery Fire Phase, the Phasing Player's Artillery counters may attack by bombarding an Enemy unit. Artillery counters are never disrupted or destroyed. They may, however, be captured.

PROCEDURE:

Each Artillery counter "fires" individually. Determine the range from the firing Artillery counter's hex (exclusive) to the hex of the unit being bombarded (inclusive). Roll the die and cross-index the result with the proper range column of the Artillery Fire Table (see Case 5.1). Any results are applied immediately.

CASES:

[5.1] ARTILLERY FIRE TABLE
See Back Page.

[5.2] LINE OF SIGHT

[5.21] To determine if an Artillery counter may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery counter to the target hex. The straight line so defined is the Line of Sight. If any of the hexes intervening between the Artillery counter's hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery counter.

[5.22] If the Line of Sight is congruent to a hexside (that is, it runs precisely between two hexes), it is blocked only if both hexes which share that hexside are blocking terrain.

[5.23] The following hexes are considered blocking terrain: Woods and/or Forest hexes, Town hexes, Hilltop hexes, and any hexes occupied by any Friendly or Enemy units or Artillery counters.

[5.24] An Artillery counter on a Hilltop hex may ignore any blocking terrain in its Line of Sight which is less than half the total distance (in hexes) from the target hex. A Hilltop hex is a non-Slope hex with one or more Slope hexsides.

[5.25] An Artillery counter in a Hilltop hex may fire at any unit in any Hilltop hex, regardless of the distance in hexes, unless there is an intervening unit, Artillery counter or Forest terrain in a Hilltop hex.

[5.26] The terrain in the target hex and in the hex of the bombarding Artillery counter does not block the Line of Sight.

[5.3] CAPTURE OF ARTILLERY COUNTERS

[5.31] An Artillery counter is considered Friendly if the hex it is in is occupied by, or was last occupied by a Friendly unit.

[5.32] An Enemy Artillery counter may be "captured" by occupying or passing through its hex with a Friendly unit. Captured Artillery counters are indicated by flipping the counter face-down.

[5.33] Captured Artillery counters are treated in all respects as Friendly to the Capturing Player. They may fire during the Capturing Player's subsequent Artillery Fire Phases.

[5.34] Artillery counters have no Combat Strength or Zone of Control. They ignore Enemy and/or Friendly Zones of Control.

[5.35] Artillery counters are never disrupted or destroyed. They may be captured and recaptured any number of times.

[6.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units and Leader counters as he desires. They may be moved in any direction or combination of directions. Except where specifically noted, all the movement restrictions following apply to both units and Leader counters.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its total Movement Allowance.

CASES:

[6.1] PROHIBITIONS

[6.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase (only). During the Enemy Player's Movement Phase, and during both Players' Combat Phases, Friendly units must not be moved.

[6.12] A unit may never enter a hex containing an Enemy unit (see Case 5.32).

[6.13] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[6.14] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the unit's Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[6.15] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[6.16] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[6.2] EFFECTS OF TERRAIN

[6.21] A unit must expend one Movement Point to enter a Clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. Some hexes are prohibited to movement entirely (see 12.0, Terrain Effects Chart).

[6.22] Units may cross Stream hexsides. Movement through a Stream hexside costs two additional Movement Points. Example: If a unit moves through a Stream hexside into a Woods hex, the cost is five Movement Points.

[6.23] Units may cross River hexsides only by moving through a Bridge hexside. There is no additional cost for moving through a Bridge hexside.

[6.24] When crossing a slope hexside, units must pay one additional Movement Point only when moving from a slope hex. A slope hex is a hex containing the slope splash contour marking.

[6.3] EFFECTS OF FRIENDLY UNITS

[6.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering or leaving a Friendly-occupied hex.

[6.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of the Phase. (Note: This restriction does not apply to Leader and/or Artillery counters.)

[6.33] Friendly and Enemy Zones of Control never inhibit Friendly movement in any fashion whatsoever.

[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any undisrupted unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes.

CASES:

[7.1] WHERE ZONES OF CONTROL EXTEND

[7.11] All undisrupted units exert a Zone of Control throughout the Game-Turn, regardless of Phase, or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[7.12] If there are both Enemy and Friendly Zones of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting Zones of Control into a single hex.

[7.13] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged River hexside.

[7.2] EFFECTS OF ZONES OF CONTROL

[7.21] Combat is mandatory between undisrupted units which end the Movement Phase in Enemy Zones of Control (see Combat Rules, Section 8.0).

[7.22] Artillery and Leader counters and disrupted units do not have Zones of Control.

[7.23] Leader counters may not attempt to undisrupt Friendly units which are in Enemy-controlled hexes during the Disruption Removal Phase (see Case 10.2).

[8.0] COMBAT

GENERAL RULE:
Combat between undisrupted adjacent opposing units is mandatory. Friendly Leader counters adjacent to Enemy units may participate in combat at the Owning Player's option (see Section 10.0). The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation. Note: Artillery counters do not actively participate in combat during the Combat Phase, but rather bombard Enemy units during the Artillery Fire Phase (see Section 5.0).

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (Attacking Strength Points divided by Defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the Defender) to three to one.$

Having determined the actual combat odds, the Attacker rolls the die. The result indicates a line on the Combat Results Table (8.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[8.1] WHICH UNITS ATTACK

[8.11] All Enemy units that have undisrupted Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of Case 8.12.

[8.12] All of the Phasing Player's undisrupted units which end the Movement Phase in an Enemy-controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all such Friendly units participate in an attack.

[8.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.15] Units may only attack when adjacent to the defending unit.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] If a Phasing Player's undisrupted unit is in the Zone of Control of more than one Enemy unit, it must attack all those undisrupted adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[8.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to the Enemy-occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[8.3] COMBAT STRENGTH UNITY
A given unit's Combat Strength is always unitary; it may not be divided among different combats, either in attacking or defending.

[8.4] EFFECTS OF TERRAIN
Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. See the Terrain Effects Chart (12.0) for a complete summary. Terrain effects on combat are not cumulative. The defending unit always benefits only from the one applicable terrain effect which most benefits the defender.

[8.5] DIVERSIONARY ATTACKS
A unit may make attacks at poor odds in order that attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks. Artillery bombardment attacks may not be used as "Diversionary" Attacks and do not fulfill the requirements of Case 8.11.

[8.6] COMBAT RESULTS TABLE
See Back Page.

[9.0] DISRUPTION

GENERAL RULE:
Units which participate in combat or which undergo Artillery bombardment may be "disrupted." The effects of disruption impair the combat effectiveness and increase the vulnerability of an affected unit. Players attempt to "undisrupt" units during the Friendly Disruption Removal Phase of their respective Player-Turns.

PROCEDURE:
An undisrupted unit which is disrupted is immediately flipped face-down by the Owning Player to signify its status. A unit in a disrupted state which suffers another disruption result is immediately removed from play by the Phasing Player (exception: see Case 5.11).

CASES:

[9.1] THE EFFECTS OF DISRUPTION

[9.11] Disruption results apply only to units. Leader and Artillery counters are never affected in any way whatsoever by disruption results or by the presence of Friendly disrupted units in the same hex.

[9.12] Disrupted units have no Zone of Control. Thus they never need be attacked.

[9.13] Disrupted units have their Combat Strength reduced to the number printed on their backs.

[9.14] Disrupted units may never attack. In effect, disrupted units ignore Enemy Zones of Control for combat purposes.

[9.15] Disrupted units may move only two hexes per Turn (exception, see Case 11.12), and may never cross Rivers or enter Woods. Within this restriction, they may always move two hexes, regardless of terrain Movement Point costs.

[9.2] DISRUPTION REMOVAL
During the Disruption Removal Phase, the Phasing Player rolls the die for each of his disrupted units which is not in an Enemy Zone of Control. The die roll may be adjusted due to the presence of a Friendly Leader counter (see Section 10.0). A roll of "five" or "six" successfully undisrupts the unit; it is immediately turned face-up by the Phasing Player and may move and participate in combat normally during that Player-Turn.

[10.0] LEADERS

GENERAL RULE:
Unlike units, Leader counters have no Zone of Control and no Combat Strength. Each Leader counter has a Leadership Value, which may be used to augment the Combat Strength of and/or to help undisrupt Friendly units. Leader counters are never disrupted. They are eliminated immediately if caught without a Friendly unit in an Enemy Zone of Control.

[10.1] LEADERS' EFFECT ON COMBAT

[10.11] At the option of the Owning Player, the Leadership Value of a Leader counter may be added to the Combat Strength of a Friendly unit in the same hex. Both the Phasing Player and the non-Phasing Player may exercise this option.

[10.12] The Leadership Value is always added to the face value (printed) Combat Strength of the unit before any and all adjustments are made for terrain and/or disruption effects. All adjustments which are applicable to the unit's Combat Strength are likewise applicable to the Leader's Leadership Value for purposes of combat resolution.

[10.13] No more than one Leader counter may contribute its Leadership Value to the Combat Strength of any one unit.

[10.2] LEADER'S EFFECT ON DISRUPTION REMOVAL

[10.21] The Leadership Value of any Friendly Leader counter within one hex of a disrupted unit may be added to the Disruption Removal die roll for that unit. Example: The Phasing Player has a Leader counter with a Leadership Value of two stacked with a disrupted Cavalry unit two hexes away from the nearest Enemy unit. The Disruption Removal die roll for that unit is a "three." Adding on the Leadership Value of two to the die roll renders it a "five," and the Cavalry unit is therefore undisrupted.

[10.22] Rolls of greater than "six" are treated as "six."

[10.23] No more than one Leader counter may contribute its Leadership Value to the Disruption Removal die roll of any one unit.

[10.24] Each Leader counter may contribute its Leadership Value to the Disruption Removal die rolls of as many Friendly disrupted units as it is within one hex of.

[10.25] The presence of a Friendly Leader counter never negates the effects of Enemy Zones of Control for the purposes of Disruption Removal (see Case 9.2).

[11.0] DEMORALIZATION

GENERAL RULE:
After incurring relatively high losses, an army reaches its Demoralization Level. Overall, this results in a loss of combat effectiveness, and an increase in vulnerability to attack. The specific Demoralization Levels are detailed in the Exclusive Rules.

[11.1] EFFECTS
[11.11] Disrupted infantry units of an army which has reached or surpassed its Demoralization Level may not be undisrupted.

[11.12] All disrupted units of an army have a Movement Allowance of four hexes per Turn, regardless of terrain considerations. (This rule simulates the effects of the irreversible disruption of the intricate and cumbersome infantry formations employed during the Thirty Years War. The consequent increase in mobility will tend to be employed in retrograde fashion.)

[12.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect.
Forest Hex	May not enter.	Not allowed.
Woods Hex (Nordlingen only)	2 MP. Cavalry may not enter.	No effect. Cavalry may not attack units in Woods Hex.
Town Hex	May not enter.	Not allowed.
Road Hex	1 MP; negates effects of other terrain in hex if hex is entered through Road Hexside.	No effect.
Slope Hexside	1 MP additional moving from Slope Hex; no additional MP moving into Slope Hex.	Defender doubled if all attacking units attack across Slope Hexside from Slope Hex.
Stream Hexside	2 MP additional to cross.	Defender doubled if all attacking units attack across Stream and/or River Hexside.
River Hexside (Nordlingen, Freiburg only)	May cross at bridges only.	May only attack across bridges.
Bridge Hexside	No additional MP	Defender doubled if all attacking units attack across bridge (or ford) hexsides.
Marsh Hex (Breitenfeld only)	2 MP	Combat Strength of units in hex halved (fractions rounded up).
Rough Hex (Nordlingen only)	3 MP. Cavalry may not enter.	No effect. Cavalry may not attack units in Rough Hex.
Ditch Hex	5 MP for Cavalry; 2 MP for non-Cavalry.	No effect.
Entrenchment Hex (Freiburg only)	Cavalry may not enter. 1 MP for Bavarian non-Cavalry; 3 MP for French.	Defending Strength of Bavarian units increased by 1 Strength Point. Cavalry may not attack.
Fortification Hexside (Freiburg only)	May not cross unless breached; then pay 1 MP additional to cross.	Not allowed unless breached (see 19.2); then defender doubled if attacked.
Gate Hexside (Freiburg only)	May not cross unless Friendly; then no additional MP to cross (19.27).	Not allowed unless breached (see 19.2); then defender doubled if attacked.

[13.0] DESIGNER'S NOTES

(See Exclusive Rules Folder.)

[5.1] ARTILLERY FIRE TABLE

Range in Hexes

Die Roll	Artillery counter to Target 1	2	3-5	6+	Die Roll
1	Dd	Dd	Dd	Dd	1
2	Dd	Dd	Dd	●	2
3	Dd	Dd	●	●	3
4	Dd	●	●	●	4
5	●	●	●	●	5
6	●	●	●	●	6

[5.11] Explanation of Artillery Fire Table

The Artillery Fire Table is divided into four columns corresponding to range between the firing Artillery counter and the target unit's hex. For the purposes of the game, the range of the Artillery is unlimited; however, the effectiveness of Artillery fire does vary inversely with the range. To determine the range, count the number of hexes between the Artillery counter (exclusive) and the target unit's hex (inclusive). Then cross-reference the die roll with the range to find the result. The two results possible on the Artillery Fire Table are "Dd" and "●." "Dd" = Disruption (see Section 9.0); "●" = no effect. NOTE: A unit may **never** be eliminated as a result of Artillery fire (i.e., Artillery fire has no effect upon disrupted units).

[8.6] COMBAT RESULTS TABLE

Probabilty Ratio (Odds)

Die Roll	Attacker's Strength to Defender's Strength 1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ad	●	●	Dx	Dd	Dd	Dd	De	De	De	1
2	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	De	2
3	Ae	Ad	Ad	●	●	Dx	Dd	Dd	Dd	De	3
4	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	Dd	4
5	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	Dd	5
6	Ae	Ae	Ae	Ad	Ad	Dx	●	●	Dx	Dd	6

Attacks executed at Odds greater than "6-1" are treated as "6-1;" attacks at Odds lower than "1-5" are treated as "1-5."

[8.61] Explanation of Combat Results

Ad = **Attacker Disrupted.** All attacking units are disrupted (see Section 9.0).

Dd = **Defender Disrupted.** All defending units are disrupted. Defending units which were previously disrupted and against which this Combat Result is achieved are eliminated.

Dx = **Disruption Exchange.** All previously undisrupted defending units are disrupted. All previously disrupted defending units are elimi-nated. The attacking Player must disrupt attacking units whose total printed Combat Strength is **at least** equal to the total printed Strengths of all the Defending units. Only units which participated in the particular attack in question may be so disrupted.

De = **Defender Eliminated.** All defending units are eliminated (removed from the map).

Ae = **Attacker Eliminated.** All attacking units are eliminated.

● = **No effect.**

THIRTY YEARS WAR

Rocroi

19 May 1643:
The End of Spanish Ascendancy

EXCLUSIVE RULES

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[14.0] INTRODUCTION

Rocroi is an operational/tactical simulation of the decisive battle of the Thirty Years War. At Rocroi, the "invincible" Spanish Army and its dreaded tercio formation were dealt the final blow. In its place would emerge the smaller, more flexible tactical units, that would set the pace of warfare until the wars of the French Revolution.

[15.0] INITIAL DEPLOYMENT

GENERAL RULE:

The positions of the Spanish and French Armies as of 0800, 19 May 1643 are printed on the map. Players should place a unit of the proper characteristics in each hex on the map as shown. [Neither side receives Reinforcements.]

[15.1] HISTORICAL DEPLOYMENT

For Players who are interested in the actual locations of the specific regiments on May 19, 1643, the following information is included. It is not necessary for play of the game. The listing shows the designation of the unit, followed by the number of the hex it occupies.

[15.11] FRENCH ARMY

1/Fusilliers (1825), 2/Fusilliers (1823), Guiche (1822), La Ferte (1821), Baunau (1820), Clauiere (1819), Suilly (1810), Coeslin (1809), Lenoncourt (1808), m. de Camp (1807), Royal (1806), Gardes (1706), 1/Croatian (1705), 2/Croatian (1704), Arcourt (1922), Hendicourt (1921), Marolle (1920),
Notas (1919), Leschelle (1911), Sillait (1909), Menneville (1907), Rodore (1906), French (1905), Chac (2117), Gendarmes (2115), Sirot (2112), Despendin (1814), Seneterre (1821), D'Enghien (1812), Gassion (1807), Piedmont (1818), Rambure (1817), Bourdonne (1816), 1/Molandin (1815), 2/Molandin (1814), Persen (1813), la Marine (1812), 3/Picardie (1811), Bussy (1918), Langeron (1917), Roll (1916), Escossoie (1915), Vatteville (1914), Vitame (1913), Veruins (1912), Roijaux (2116), Watteville (2114), Harcourt (2113).

[15.12] SPANISH ARMY

The designations for the Spanish Army at Rocroi are arbitrary, as detailed information was not accessible. The Order of Battle given was derived by breaking down larger units to conform to the game's scale. Simply follow the deployment listed on the map.

[15.2] PLAYER SEQUENCE

[15.31] The French Player is the First Player. His Player-Turn is first in every Game-Turn.

[15.22] The game consists of fourteen Game-Turns. Each Game-Turn represents approximately 45 minutes of actual time.

[16.0] CAVALRY CHARGE

COMMENTARY:

Though the effects of formed pike formations against cavalry attacks has been reflected somewhat in the cavalry Combat Strengths, the addition of the following rule more accurately depicts the devastating effects of a cavalry charge on disorganized troops.

GENERAL RULE:

At the option of the attacking Player, cavalry units (only) may double their Combat Strength when involved in an attack against disrupted infantry or the infantry of an army which is demoralized.

[16.1] RESTRICTIONS

[16.11] Only cavalry units involved in attacks exclusively against disrupted or demoralized Enemy infantry units may employ the Charge Option.

[16.12] Use of this Charge Option is voluntary; however, no Cavalry unit which does charge may be involved in an attack in concert with Cavalry units that are not charging. The attacking Player simply announces immediately prior to rolling the die whether or not each particular attack involves the use of the Charge Option.

[16.13] Infantry units and Leader counters may freely combine in attacks with charging Cavalry units; however, only the Combat Strength of charging Cavalry units is doubled.

[16.14] Regardless of the results of an attack in which is is involved, a Cavalry unit employing the Charge Option is automatically disrupted after combat; this is the only adverse effect charging Cavalry ever suffer.

[16.15] When Infantry units combine with charging Cavalry, the printed Strength of the automatically disrupted Cavalry does count toward losses incurred by the attacker in the event of a Disruption Exchange ("Dx") result (see Case 8.61).

[17.0] BECK'S ARRIVAL
[Optional Rule]

GENERAL RULE:

At the time of the battle, a small Spanish Army under the command of Beck was operating in conjunction with General de Melo. Throughout the battle, both sides anxiously awaited its arrival on the battlefield to tip the scales. Historically, Beck approached the field only after de Melo's defeat and never actually became engaged.

PROCEDURE:

Before the start of each Game-Turn, beginning with Game-Turn Nine, the Spanish Player rolls a die. A roll of "1," "2," "3" or "4" indicates that Beck's forces do not arrive on that Game-Turn; a roll of "5" indicates that one (1)-6, one 4-6 and one 6-6 (only) arrive; a die roll of "6" indicates that two 8-2's, one 10-2, one (1)-6, one 4-6 and one 6-6 arrive. Once the Spanish Player rolls a "5" or a "6," he receives no further reinforcements and may not roll the die for their arrival on following Turns.

CASES:

[17.1] RESTRICTIONS

[17.11] Units of the appropriate Strengths must be chosen from among those units previously eliminated to represent Beck's forces (or, if possible, new units may be created from spare blank counters).

[17.12] The specified units enter the map on the same Game-Turn in which the appropriate die roll is achieved. They enter during the Spanish Player's Movement Phase on any hex between hexes 0110 and 0118, inclusive.

[17.13] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[17.14] Each unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

[17.15] Units may not enter the map in a hex occupied by an Enemy unit. They may, however, enter the map in an Enemy-controlled hex.

[18.0] INCREASED
LEADER EFFECTS
[Optional Rule]

GENERAL RULE:

For increased realism (at some cost in playability), the following rule may be used to more accurately reflect the effects of Leaders. This rule expands the Leader counter's area of effectiveness by a number of hexes equal to the Leadership Value (for both Combat and Disruption Removal purposes). In such calculations, the hex occupied by the Leader

counter is not counted. When using this rule, the Leader counter is still limited to adding its Leadership Value to supplement the Combat Strength of only one unit (not necessarily the unit it is stacked with). If more than one unit within the Leader counter's area of effectiveness is attacked, it may add its Leadership Value to only one unit's Combat Strength. If the Leader counter is stacked in a hex with a unit under attack, the Leader counter must add its Leadership Value to that units Combat Strength.

[19.0] DEMORALIZATION LEVELS

GENERAL RULE:
Both armies are divided into several different categories. Some categories may become demoralized independently before the others. When any category, or an entire army, is demoralized at the end of the game, the opposing Player receives Victory Points (see the Victory Point Schedule).

PROCEDURE:
A Demoralization Level is specified for each different category of units. A single, running total of all Strength Points lost by an army must be maintained. As total losses in Strength Points from among units in all categories in an army equal and/or exceed the Demoralization Level listed for each particular category, the units in that category are demoralized. (See also Sections 11.0 and 16.0.)

CASES:

[19.1] DEMORALIZATION LEVELS

Unit Category	Level
Spanish Cavalry units	100
Italian, German, Burgundian (and Beck's) infantry units	110
Spanish and Walloon Infantry	125
French Infantry (except "Roijaux")	82
French Cavalry and "Roijaux Infantry"	90

EXAMPLE: Total losses throughout the french Army are 76 Combat Strength Points. Six more Combat Strength Points are lost, raising the level to 82 Combat Strength Points. This means that the units in the category of "French Infantry" are demoralized. Then, eight more French Combat Strength Points are lost, raising the level to 90 Combat Strength Points. This would result in the demoralization of the units in the remaining French category, "Cavalry and Roijaux Infantry."

[19.2] OCCURRENCE OF DEMORALIZATION

[19.21] Once an army, or category within an army, is demoralized, it remains demoralized for the remainder of the game.

[19.22] Either or both armies may become demoralized in their entirety (all categories of units of that army are demoralized) or partially. An army is not immune to demoralization by simple virtue of the other army's having already reached whole or partial demoralization.

[20.0] VICTORY CONDITIONS

GENERAL RULE:
At the end of Game-Turn Fourteen (14), victory is awarded to the Player who has amassed the greatest number of Victory Points. Players receive Victory Points for the elimination of Enemy units and capture of Enemy artillery counters which are held until the end of the game.

PROCEDURE:
Players are awarded Victory Points based on the Victory Point Schedules. At the end of the game, the Players total their Victory Points and subtract

the smaller total from the larger (yielding the Victory Margin). The Player with the highest Victory Point total then consults the Victory Level Table, to determine his Victory Level.

CASES:

[20.1] VICTORY POINT SCHEDULE

[20.11] Points Awarded to the Spanish Player

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized Infantry).
2. Two VP for each demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each captured Enemy Artillery counter held until the end of the game.
4. Fifteen VP for Demoralization of any one unit category of the French Army (only).
5. Twenty VP for the demoralization of the entire French Army.
6. Twenty VP for elimination of D'Enghien.
7. Ten VP for elimination of Gassion.
8. Five VP each for elimination of Senterre and Despendin.

[20.12] Points Awarded to the French Player:

1. One Victory Point for each Enemy Strength Point eliminated (except demoralized Infantry).
2. Two VP for each demoralized Enemy Infantry Strength Point eliminated.
3. Five VP for each Enemy Artillery counter captured and held until the end of the game.
4. Fifteen VP for Demoralization of any one or two unit categories of the Spanish Army (only).
5. Twenty-Five VP for Demoralization of the entire Spanish Army.
6. Fifteen VP for elimination of de Melos.
7. Ten VP for elimination of Yenborg.
8. Five VP each for elimination of Fontaire, d'Albuquerque (and Beck).

[20.2] VICTORY LEVEL TABLE

Victory Margin	Victory Level
0-5 VP	Draw
5-15 VP	Marginal
16-29 VP	Substantive
Over 30 VP	Decisive

[21.0] DESIGNER'S NOTES

[15.0] Initial Deployment: Primary sources or sources close to the actual era were given the most weight. The French Order of Battle was the more accessible of the two, there being an abundance of information. The Spanish OB, however, seemed jinxed from the start (in many cases, the one or two volumes pertaining to the Spanish at Rocroi were missing from all libraries contacted). For this reason, actual designations are not given. As far as strength, nationality and deployment are concerned, though, the Order of Battle listed is accurate, as verified by many sources.

[16.0] Cavalry versus Infantry Special Rule: The designer originally suggested this as a Standard Rule. It was found, however, that modifications were necessary to allow for differences in tactical doctrine in the armies participating in the other battles covered in this series. As it turned out, variations were worked into the individual Exclusive Rules of all of the games. To reiterate the rule's introductory paragraph, the designer felt it necessary to modify cavalry Combat Strength to reflect the effects a cavalry charge would have on disorganized (disrupted) infantry formations, particularly the rigid formations of the time.

[18.0] Increased Leader Effects: This rule best simulates (within the confines of this particular game system) the effects of leaders and their "area

of effectiveness," or command radius. In combination with the exclusive Demoralization Rules, this comprises a "watered down" version of the morale rules the designer originally envisioned for Rocroi, but which proved too complex for the system. Some experimentation has been done in playtesting on extensive Leader effects on movement. This entailed moving only units within a Leader counter's area of effectiveness and an altered play sequence, based on moving units in the area of effectiveness of a Leader counter with the highest Leadership Value first in each army, then moving units in the area of effectiveness of the next highest rated Leader counter, etc. When all the units within the area of effectiveness of all the Leader counters had been moved, a joint combat phase would follow. Players should feel free to experiment and expand on the Leader Effects Rules, as this game system has proven flexible enough to withstand a great deal of alteration.

[19.0] Demoralization: While the game has been playtested using the system for Demoralization given here, a simplified system can be employed by using the average Demoralization Level for each army. The designer recommends use of the Demoralization system given, though, as it more readily allows the occurrences of the actual historical battle to be simulated. It also makes for a more interesting game. The Victory Conditions could be geared to a simplified system by merely dropping the VP Awards for partial Demoralization of the Enemy army.

[22.0] HISTORICAL NOTES

In the early spring of 1643, Gen. Francisco de Melo acting for King Philip IV, laid siege to the town of Rocroi in northeastern France with an army of 27,000 men. The young French commander, Louis II Conde (duc d'Enghien), one of France's military greats (best remembered for the quote, "The King is dead, gentlemen, long live the King"), promptly marched to the city's relief. His force of 15,000 infantry and 7,000 cavalry had been drawn up according to the lessons of Gustavus Adolphus and Maurice of Nassau, mobile and more flexible than the solid, redoubtable Spanish tercios. Both sides deployed, infantry in the core and cavalry on the flanks, on a field not far from the town. The French opened with a right flank charge, routing the cavalry to their front. On the left wing, however, the French cavalry did not fare so well, their attack being met and broken by the Spanish cavalry, who subsequently swept toward the center, charging the French infantry and siezing the batteries. As the French foot soldiers slowly gave ground before the enemy charges, d'Enghien wheeled to support his left flank, cutting a right-angle swath through the Spanish infantry, isolating the Spanish elite in the front ranks from the less well-trained German and Italian troops to the rear. The latter broke and d'Enghien won through, recapturing the artillery and falling upon de Melo's cavalry from the rear. These were still engaged with the French infantry and could not withstand the pincers assault. They fled the field. D'Enghien now had only to contend with the elite Spanish and Walloon regiments, the famed and dreaded tercios. These withstood and repulsed three attacks. D'Enghien consolidated his forces for a fourth assault and finally won the day.

DESIGN CREDITS

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ROCROI [Front]

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Rojaux 15-3	la Marine 12-3	Piedmont 10-3	3/Picardie 10-3	Waterville 10-3	Roll 9-3	Escossoie 9-3	Vatteville 9-3	Rambure 8-3	Bourdonne 8-3
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Baunau 2-6	Clauiere 2-6	Sully 2-6	Coestin 2-6	Lenoncourt 2-6	Arcourt 2-6	Hendicourt 2-6	Marolle 2-6	Leschelle 2-6	Menneville 2-6

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d'Enghien ★3-6	Gassion ★2-6	Despendin ★1-6	Senterre ★1-6	[cannon]	[cannon]	[cannon]	1/Walloon 12-2	2/Walloon 12-2	3/Walloon 12-2

4/Walloon 12-2	5/Walloon 12-2	1/Brgadian 10-2	2/Brgadian 10-2	3/Brgadian 10-2	4/Brgadian 10-2	1/Italian 10-2	2/Italian 10-2	3/Italian 10-2	4/Italian 10-2
1/German 10-2	2/German 10-2	3/German 10-2	4/German 10-2	1/Reserve 6-6	2/Reserve 6-6	9/Spanish 4-6	4-6	11/Spanish 4-6	12/Spanish 4-6

SPANISH

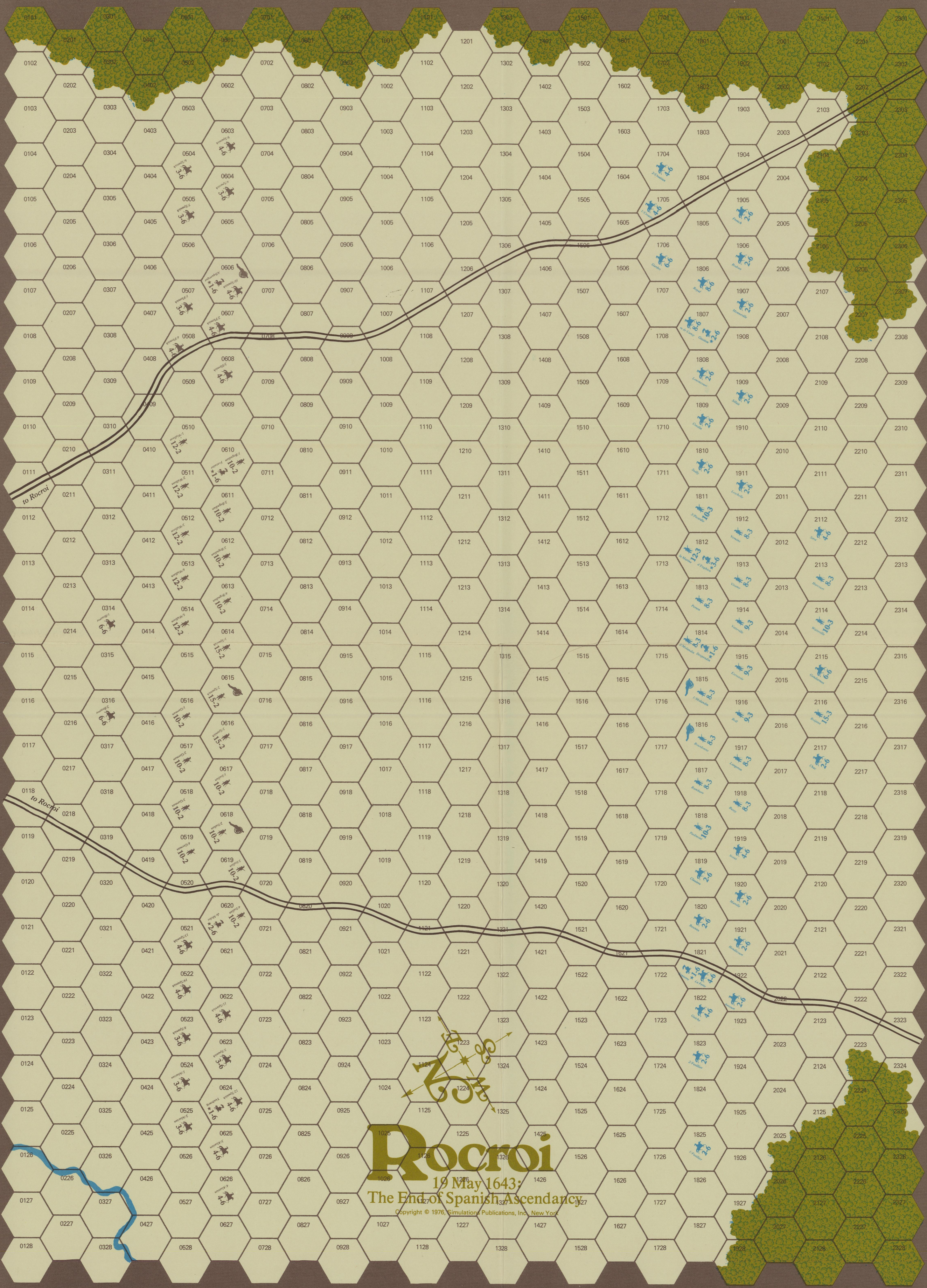|									
13/Spanish 4-6	14/Spanish 4-6	2/Flemish 4-6	3/Flemish 4-6	4/Flemish 4-6	3/Alsatian 4-6	4/Alsatian 4-6	4/Spanish 3-6	5/Spanish 3-6	6/Spanish 3-6
7/Spanish 3-6	8/Spanish 3-6	1/Flemish 3-6	1/Alsatian 3-6	2/Alsatian 3-6	de Melos ★2-6	Albuquerque ★1-6	Fontaine ★1-6	Yenbourg ★1-6	Game Turn

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[4]	[4]	[5]	[5]	[5]	[5]	[5]	[5]	[6]	[8]
[4]	[4]	[4]	[4]	[4]	[4]	[4]	[4]	[4]	[4]

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TERRAIN KEY

Clear Hex

Forest Hex

Road Hex

French Deployment

Spanish Deployment

Stream Hexside

Rocroi

19 May 1643: The End of Spanish Ascendancy

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TURN RECORD TRACK

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14

to Rocroi