

No PEACE *without* SPAIN!

The WAR of the SPANISH SUCCESSION 1702-13

GAME Design by Don Herndon

DELUXE EDITION



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NO PEACE *without* SPAIN!

The WAR of the SPANISH SUCCESSION

1700-1713

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The Siege of Lille, by John Wooton

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1.0 INTRODUCTION

1.1 THE GAME

“Never had the tranquility of Europe been so unstable as it was at the commencement of 1702... it was but a phantom of peace that was enjoyed, and it was clear, from whatever side matters were regarded, that we were on the eve of a war.”

— Chamillart, French Secretary of Finance and War

1.1.1 *No Peace Without Spain* is a two player game depicting the War of the Spanish Succession. The war was fought primarily to determine the fate of the Spanish throne and its dominions but also represented a continuing struggle between the Habsburg and Bourbon dynasties for the political, religious and economic dominance of Europe.

1.1.2 One player represents the interests of the French claimant, Philip V (“the Bourbons”), while the other player represents the interests of the Austrian claimant, Charles III (“the Alliance”). Each “side” consists of a number of powers representing the military forces of various countries or duchies.

** Note that Savoy is initially a Bourbon Power but can switch sides due to “Savoy Switches Sides” Event card play.*

1.1.3 For purposes of these rules, the powers of each side are “friendly” to all other powers of that side, and “enemies” of the powers of the opposing side.

1.2 SCALE

Each turn represents one year. Each combat unit, hereafter called a “corps”, represents approximately 10,000 men of all arms. Leaders represent the named personality and his staff.

1.3 COMPONENTS

- One 22” x 34” mounted map board
- One full-color rule book
- Two player aid cards
- One deck of 55 playing cards
- Two countersheets of rounded-corner counters
- Twelve 6-sided dice
- One box and lid set



Louis XIV
of France

<i>Bourbon Powers (blue counters)</i>	<i>Color Band</i>	<i>Example</i>	<i>Capital</i>
France (Fr)	Blue		Paris
Bourbon Spain (Sp)	Yellow		Madrid
Bavaria (Ba) Joins with first action or auto- matically in 1703	Light Blue		Munich
Savoy* (Sa) See note in 1.1.2	Dark Red		Turin
<i>Alliance Powers (tan counters)</i>	<i>Color Band</i>	<i>Example</i>	<i>Capital</i>
Britain (Br)	Red		London
Dutch Republic (Du)	Orange		Amsterdam
Austria (Au)	White		Vienna
Empire (Em)	Green		Special (2.4)
Subsidy (Su)	Gray		Special (2.4)
Portugal Joins in 1704	Brown		Lisbon
Savoy* (Sa) See note in 1.1.2	Dark Red		Turin
Habsburg Spain (Ha). Joins with Successful Uprising Roll	Dark Yellow		Barcelona

2.0 GAME MAP

The map depicts Western Europe at the beginning of the 18th century.



2.1 SPACES

2.1.1 General. Each named point on the map is a “space”. There are two types of spaces: Unfortified and Fortified (or “Fortress”). Spaces are normally controlled by one side or the other, unless the space is neutral (2.3). Control of a space is important for determining victory (6.0), tracing lines of communication (11.0), movement, interception (14.6), and avoiding battle (14.7). Spaces that are connected by lines are considered “adjacent”.



Unfortified



Fortified

2.1.2 Colors. The border color of a space indicates it is a “home space” for the power associated with that color, and defines which power controls the space at the start of the game (unless modified by scenario set up instruction). In general, a power’s reinforcements and newly built corps may only be placed in a home space (Exception: British 12.2.5). Note: the Subsidy power’s only home space is the Empire/Subsidy Home Space (2.4).

2.1.3 Stacking Change Arrows. White arrows have been placed on connections to indicate when the stacking level changes (4.1).

2.1.4 Alliance-only Connections. Several spaces have tan connections. These connections may be used by the Alliance (only) for movement, avoiding battle, retreat, and tracing lines of communication (11.0). These connections cost 2 MPs when used for regular movement (14.1.1). The Bourbon player may intercept an Alliance force entering a space that uses the connection for movement (i.e., using the connection does not change the interception rules).



Historical Note on Trent–Mirandola connection: Venice remained neutral throughout the war and both sides were reluctant to violate its borders. However in a couple of instances the Austrians ignored such concerns and transited Venetian territory in order to bypass Bourbon blocking forces.

2.1.5 Wealthy Spaces. Several spaces, such as Amsterdam and Milan, have gold coin symbols. These “wealthy spaces” apply only to the FRENCH FINANCIAL COLLAPSE event card. See the card for their effect.



2.2 CAPITAL SPACES

Each power has a capital, denoted by a bold and highlighted name, which is the focal point of its political and military resources. Capitals are the primary supply sources in the game (11.2.1). Note that the Empire/Subsidy home space is the capital for the Subsidy and Empire Alliance powers (2.4).



2.3 CONTROL OF SPACES

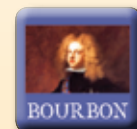
2.3.1 General. Most spaces begin the game under the control of one side or the other. A few spaces require further clarification:

- Bavaria and Portugal are neutral powers at the start of the game, joining the war as per 7.2.
- Parma, Mantua, Mirandola and the Papal States represent independent (i.e. neutral) Italian duchies and church lands. The scenario set-up (20.1) specifies if a space begins the game under control of a side. Unlike Bavaria and Portugal, however, these spaces may be entered and controlled by either side at any time.

2.3.2 Fortress Spaces. Control of a fortress changes hands through siege (17.0) or a power’s shift of allegiance (7.2). Fortress spaces have an inherent Fortress Strength: 1, 2, or 3. Fortresses with a strength of 2 or 3 have the values printed on the map; all other fortresses have a strength of 1. Fortresses are always considered at full strength unless reduced by an active siege (as indicated by Fortress Strength markers) or by special scenario rules.

2.3.3 Unfortified Spaces. Unlike fortress spaces, unfortified spaces have no defensive strength and control may change during a Campaign action simply by an enemy force expending a movement point in the space (14.4).

2.3.4 Control Markers. Use control markers as needed to indicate ownership.



2.4 EMPIRE/SUBSIDY AND AUSTRIA HOME SPACES

The large square Empire/Subsidy and Austria Home Space have the following special characteristics:

- **Alliance-only:** They may never be entered by Bourbon units.
- **Capital:** The Empire/Subsidy home space is the capital for both the Empire and Subsidy powers, acting as a normal capital in all respects (i.e. for LOC and reinforcement purposes). It is also the only home space for the Subsidy power; any newly arriving Subsidy corps must be placed in the space. The Austria home space is *not* the capital of Austria, however; Vienna is.
- **No stacking limit and full Alliance use:** Any Alliance powers may freely enter, exit, or remain in the two home spaces as desired, without regard to stacking. Note that the lines leading into and out of the two home spaces are tan; it costs 2 MPs to move along them.

2.5 SEA ZONES

Historical Note: although both the Spanish and French operated navies during the war, they were significantly outnumbered by the British and Dutch naval forces (the “Maritime Powers”). When the Alliance gained the use of Lisbon as a port for wintering their ships, they were able to make extended cruises into the Mediterranean and support the war effort in eastern Spain and Italy. The following rules reflect the historical conditions and stress the Alliance’s need for a port in Portugal or southern Spain to operate effectively in the Mediterranean.

2.5.1 General. There are two sea zones on the map: the Atlantic and the Mediterranean. Sea zones are used to regulate sea-based lines of communication (11.1) and sea movement (14.5). All ports are adjacent to a single sea zone except Gibraltar, which borders two sea zones (2.6).

2.5.2 Atlantic Sea Zone. The Alliance always controls the Atlantic sea zone throughout the game; this cannot change. Bourbon units may never move or trace a line of communications through it.

2.5.3 Mediterranean Sea Zone. Control of the Mediterranean Sea (the “Med”) begins with the Bourbon player but changes during the game. See 10.2 for the rules detailing how control of the Med is determined. Control of the Med affects not only lines of communication and sea movement (11.1) through that zone, but also the current victory point level (6.1.1).

Play Note: Although Gibraltar was long recognized as a location of strategic importance, in the early 18th century it was not a major port and thus did not control the entrance to the Mediterranean.

2.6 PORTS

2.6.1 General. Spaces whose names are printed in the water are ports. Most ports are adjacent to a single sea zone, including London which is adjacent to the Atlantic zone.



2.6.2 Dual-Zone Port. Gibraltar is adjacent to the Atlantic and Mediterranean zones.

2.6.3 Purpose. A side may use a port for sea moves and tracing LOCs only if it controls the sea zone adjacent to that Port.

Play Note: Since Gibraltar is adjacent to both the Atlantic and Mediterranean zones, the Bourbons may trace a sea line of communications or sea move to or from the space only if they control the Mediterranean.

2.7 ARMY BOXES

Each side has four army boxes (with associated counters) that can be used to help handle large stacks. There are no special rules regarding the army boxes or counters—they are simply used for convenience to help reduce map clutter. Each player has four Army markers to place on the map; the letters on the markers correspond to the letters of the army boxes.



2.8 GAME TRACKS

The map includes several tracks to hold game information markers.

3.0 COUNTERS

Terminology: The term “force” is used in these rules to describe a single stack of leaders and/or corps.

3.1 LEADERS

There are two types of leaders in the game: named and minor (note each side also has a Staff Officer counter solely for use with optional rules in 20.5). Named leaders may be eliminated as a result of battle or siege; if this occurs the counter is flipped over to its replacement (minor leader) side for the remainder of the game.

Leaders have two numerical ratings:

- **Tactical Rating (TR)** contributes dice to battle (16.2) and is also used to modify interception (14.6), avoiding battle (14.7), and bypass fortified lines (15.4) die rolls. Note that named leaders suffer a reduced TR if they are not stacked with a home corps (3.1.1).
- **Command Rating (CR)** indicates the number of corps that leader may command (activate) during a Campaign action (13.5.1). A leader may also use a Rally action to rally himself and a number of corps equal to one-half (rounded up) of his CR (13.5.4).



Front



Back

Tactical Rating

Command Rating

Home Corps “band”
(white = Austrian)

3.1.1 Home Corps. Along the bottom of each named leader's counter is a colored "band" indicating that leader's "home power". A named leader suffers a -1 TR penalty if he is not commanding at least one home corps when using his TR rating for any die roll. CR is never affected by the home corps requirement.

Example: Vendôme is part of a defending (i.e. inactive) stack in a battle that contains no French corps. His TR for the battle is +1 instead of +2.

Play Note: The minor leader side for the five leaders with a TR of two or better (Marlborough, Eugene, Villars, Vendôme and Berwick) has a home corps band, and these follow the same rules for home corps as named leaders.

3.1.2. Marlborough. Marlborough has a dual-colored band. To operate at full effectiveness he must have both a British and a Dutch corps in his army. He suffers a -1 TR penalty in each of the following situations: (1) he is not commanding a British corps; (2) he is not commanding a Dutch corps. These penalties are cumulative.



Example: Marlborough activates but neither a British or Dutch corps is part of the activation. His TR for the activation is +1 instead of +3, although his CR is still 6.

3.1.3 Promotion. Villars, Tallard, and Overkirk begin the game on their minor leader sides. These leaders remain on their minor leader side and may not be eliminated in battle until promoted during the Reinforcement phase (see 12.4). After promotion, if eliminated they are flipped back to their minor leader side for the remainder of the game.

3.2 CORPS

Historical Note: During this period of warfare an army's command structure was fairly ad hoc depending on the circumstances (the seniority and nationality of the general officers present, the composition and nationality of the troops, and so on). Each combat unit in the game represents roughly 10,000 infantry, cavalry and artillerymen. Although the concept of a permanent combined-arms organization had not yet been adapted, "corps" was a contemporary term to describe large bodies of troops and is used here to describe the combat units.

3.2.1 Each power has a number of corps counters which represent its field forces. Each corps has two sides:

- Full strength—worth 1 die in battle. A hit on a full strength corps causes it to be flipped.
- Reduced—worth ½ die in battle. A hit on a reduced corps causes it to be eliminated and returned to the Force Pool.

Front (Full Strength)



Back (Reduced Strength)



IMPORTANT: Unless the rules specifically state otherwise, the term "corps" applies to either a full or reduced-strength counter.

3.2.2 Corps are reduced as a result of combat, overstacking, or card events, and once reduced can only be restored to full strength during the Reinforcement phase (12.3) or during an Action round (13.5). Eliminated corps are placed off-map in a "force pool" (12.3).

3.2.3 Corps cannot be combined or split up.

3.3 MARKERS

3.3.1 The game uses a variety of markers to keep track of game events and to record progress.



3.3.2 The counter mix should be sufficient, however all game markers except fortified lines (see 15.2.2) may be duplicated if necessary.

4.0 STACKING

Historical Note: Although each space represents a large area, the logistical requirements of the period placed limits on the practical size of armies based on the land's ability to support such forces (roads, rivers, forage, fodder for horses, etc.).

4.1 STACKING LIMITS

4.1.1 Stacking Limits. Each space on the map has a stacking limit indicating the total number of corps each side may safely stack in the space (exception Empire/Subsidy and Austrian Home Space 2.4).

Type	Icon		Stacking Limit
Fertile	Wheat		12
Normal	none	none	8
Rugged	Mountain		4

Play Note: Reduced corps counts the same as a full-strength corps for stacking purposes, while leaders and other game markers have no effect on stacking.

4.1.2 No Voluntary Overstacking. Stacking is enforced at the conclusion of a move or retreat. Stacking limits may be temporarily exceeded while a force moves through a space (i.e. the moving force and/or any inactive friendly corps in the space exceed the stacking limit), or when moving into a space for the purpose of lifting a siege (17.3.4 and 17.6). The only times a force may overstack in a space is following a required retreat (i.e. after battle or Winter Quarters phase withdrawal) or after a successful lifting of a siege. It is not permitted to overstack when intercepting into a space (14.6.2).

4.1.3 Penalties for Overstacked Spaces. There are three penalties associated with overstacked spaces:

- **Full Strength Corps Reduction.** If the number of full strength corps in an overstacked space exceeds one-half (1/2) the stacking limit, then any full strength corps in excess of this number must be reduced (owning player's choice) at the conclusion of the move or retreat.

- **No Restores or Reinforcements Allowed.** No reduced corps in an overstacked space may be restored, whether during the Reinforcement phase (12.3.5) or during a Replacement Action (13.5.3). Additionally, no new corps may be placed in an overstacked space as reinforcements.
- **Activation Restrictions.** Regardless of available leaders, a force in an overstacked space can never conduct a Campaign action, intercept, or avoid battle with more corps than the stacking limit. Note that all corps in an overstacked space will still defend as a combined force if attacked.

Example: Following a retreat there are 3 full strength and 2 reduced strength corps in a rugged space. 1 full strength corps must be reduced, leaving 2 full strength corps (1/2 safe stacking limit) and 3 reduced corps. The 3 reduced corps cannot be restored, and only 4 of the 5 corps can be activated in a single action so long as the space remains overstacked. If attacked, the force will contribute 4 dice towards the battle (3.5 rounded up).

4.2 CONTROLLING CORPS AND STACKING WITH FRIENDLY POWERS

There are no restrictions against different powers of the same side stacking, moving or fighting together. A leader may command the corps of any friendly power without restriction (but remember the home corps rule 3.1.1).

4.3 STACKING WITH ENEMY UNITS

There are three situations in which friendly and enemy forces may be in the same space:

1. During a Campaign action, a force may move into a space containing enemy forces. In this case, the enemy force must accept battle (16.0) or attempt to avoid battle (14.7). Unless the situation in #3 (below) occurs, one side will retreat or be completely eliminated, leaving the other side in sole occupation—but not necessarily in control—of the space.
2. During a Campaign action, an inactive force may intercept into a friendly space into which an active force has just entered. In this case, there is a battle (16.0), although see 14.6.6.
3. One corps and any number of leaders may occupy a friendly fortress during a siege. This is known as a garrison (17.3) and is the only time that units of both sides can occupy the same space at the end of an Action.

4.4 FOG OF WAR

There is no “fog of war” with regards to counters; you may inspect enemy stacks (including stacks in Army Boxes) at any time. Unplayed cards remain hidden from the other player at all times.

Historical Note: Security in an age with open borders and multinational states was difficult to achieve. Both sides had effective intelligence systems, with commanders often obtaining surprisingly accurate enemy orders of battle.

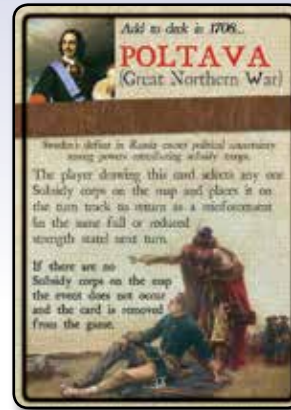
5.0 CARDS

5.1 GENERAL

There are two separate types of cards: **Event cards** and **Action cards**.

- **EVENT CARDS** are drawn during the Event Card phase (one by each player) to trigger random events.
- **ACTION CARDS** are dealt to each player at the start of the Campaign phase and are used to conduct actions.

Event Card



Action Card



5.2 SET UP

5.2.1 Game Start. At the beginning of the game, separate the Event cards and Action cards into separate decks. Shuffle and place each deck near the map. Both players draw from a common event deck and a common Action deck.

5.2.2 1708 Card Adds. Some Event cards are not in play at the start of the game. These are labeled “Add to deck in 1708” and are added to the deck at the start of the 1708 Event Card phase. Place these cards to the side until they are used, and shuffle the event deck when they are added.

6.0 DETERMINING VICTORY

Historical Note: Since Louis XIV's grandson occupied the Spanish throne at Madrid at the start of the war, the Bourbon side had the upper hand and merely needed to maintain its position to achieve its war aims. In this game the Alliance generally has the burden of attack, but the Bourbons may benefit from aggressive action if opportunities arise.

6.1 VICTORY

Victory conditions are checked during the Winter Quarters phase of each Turn (8.0, #5f). A player may win by **Automatic Victory** or **End-Game Victory on Points**.

Play Note: In the extremely unlikely event both players achieve their automatic victory conditions in the same turn, the player currently controlling Madrid wins the game.

6.1.1 Victory Points (VPs). The Game Record Track records the current number of Alliance VPs. At the start of the game, the VP marker is placed on the 10 space. The VP marker never goes below

0 or above 35, even if something (such as a siege result) would otherwise demand it.

During the Campaign phase (8.0 #3), the VP total is **increased** immediately when the **Alliance** player does the following, and **decreased** immediately when the **Bourbon** player does the following:

- gains control of a fortress space by siege (17.5.7);
- converts an unfortified space (14.4) that has a VP number printed on the map;
- wins a Famous Victory (16.5.3).

During the Winter Quarters phase (8.0 #5), the VP total is:

- **decreased** if the Bourbons control the Mediterranean Sea Zone (19.0, C);
- **increased** in the Full Game scenario if the Bourbon player succeeds at British Withdrawal (19.0, E).

SPACES: Unless indicated differently in red text next to a space, the VP value of a space is as follows. These values apply only if the space changes hands as a result of Actions (sieges or movement, but see 6.1.2); changes in possession from Event cards *never* changes the VP track.

<i>Type of Space</i>	<i>VP Value</i>
Unfortified Space	0
Level 1 Fortress	1
Level 2 Fortress	2
Level 3 Fortress	3

FAMOUS VICTORIES: Alliance Famous Victories increase the VP count by 2, while Bourbon Famous Victories decrease the count by 2.

CONTROL OF THE MEDITERRANEAN: During the Winter Quarters phase the Alliance player loses 2 VPs if the Bourbon player has control of the Mediterranean Sea zone (10.1).

PEACE NEGOTIATION CONCESSIONS: As part of the Peace Negotiation process (19.0, E), the Alliance player is awarded 1, 3 or 5 VPs following a successful British Withdrawal roll (depending on the number of concessions offered by the Bourbon player).

6.1.2 No VP Adjustment for Certain Changes of Control. There are several game events that cause control of spaces to change *without* resulting in a VP track adjustment:

- Ulm and/or Trier are captured by the Bourbon player in the 1702 Campaign phase—special scenario rule.
- Bavaria and Portugal enter the war—automatic.
- SAVOY SWITCHES SIDES, ATTACK ON GIBRALTAR—event cards.
- Habsburg Spanish uprising—die roll.

In each of these cases, the VP total is not adjusted. However, if

any of these spaces are captured by siege during a campaign round, VPs are adjusted normally.

Example: If the Alliance captures Gibraltar through a regular siege, 2 VPs are awarded. But if the Alliance gains control through the ATTACK ON GIBRALTAR event card, the VPs are not adjusted.

6.2 AUTOMATIC VICTORY

Either side may claim an Automatic Major Victory during the Winter Quarters phase by achieving the following conditions:

Alliance Automatic Victory

1. Paris is Alliance-controlled with a land-based LOC to Amsterdam or Vienna; or
2. The VP level is at 30 or higher.

Bourbon Automatic Victory

1. Vienna or Amsterdam is Bourbon-controlled with a land-based LOC to Paris; or
2. The VP level is at 0; or
3. The British withdrew this turn and the VP level is at 14 or less.

6.3 END GAME VICTORY ON POINTS

If neither side achieves an automatic victory, then during the Winter Quarters phase of the final turn players determine which player has achieved a major or minor victory based on the final VP count.

<i>British Withdrawal Did Not Occur</i>	<i>Result</i>	<i>British Withdrawal Occured & Tournament Scenario</i>
30+	Allied Major win	25+
25-29	Allied Minor win	20-24
20-24	Bourbon Minor win	15-19
19 or less	Bourbon Major win	14 or less

7.0 POWERS

7.1 GENERAL

7.1.1 Most powers start the game under the control of one side or the other. Several powers have special rules as described below.

7.1.2 A controlled power never “surrenders”, even if its capital is captured by the enemy or all of its corps are eliminated. However, a power whose capital is enemy-controlled cannot provide a LOC, meaning the power cannot restore reduced corps or build new corps. In essence, existing forces will continue to fight but the power cannot build or restore corps until the capital has been recovered by its own side.

7.2 SPECIAL RULES

7.2.1 Bavaria. Bavaria begins the game as a neutral power. While neutral, neither side's forces may move into or through a Bavarian space. The Bourbon player has the option to activate Bavarian forces at any time, in which case Bavaria immediately abandons its neutrality and joins the Bourbon side. Bavaria operates like any other power after joining the Bourbons.

IMPORTANT: If not activated in 1702, Bavaria automatically joins the Bourbon side at the start of the 1703 Event Card phase (i.e. the Bourbon player cannot delay Bavarian entry into the war).

7.2.2 Savoy. Savoy begins the game as a Bourbon ally. When the SAVOY SWITCHES SIDES event is drawn, Savoy becomes an Alliance-controlled power and the following steps occur immediately:

1. All Bourbon-controlled Savoy spaces become Alliance-controlled (no VP adjustment—6.1.2). If a space is already Alliance-controlled, there is no further effect.
2. The Bourbon Savoy corps is removed from the game and any other Bourbon forces in Savoy spaces are moved to the nearest Bourbon-controlled space. If more than one space qualifies, the Bourbon player may choose the destination space, but forces must move the least distance possible.
3. The Alliance player immediately places one Savoy corps in Turin while the other is placed in the force pool (it is immediately available to be built during the upcoming Reinforcement phase).

7.2.3 Portugal. Portugal begins the game as a neutral power and may not be entered by either side while neutral. At the start of the 1704 Event Card phase Portugal joins the Alliance (no VP adjustment—6.1.2) and operates like any other power.

7.2.4 Habsburg Spain. Habsburg Spain was not a sovereign country and did not have a formal capital, although Barcelona was the focal point of its resistance to the Bourbon claimant. In game terms it does not exist until the Alliance player successfully rolls for the Habsburg Spanish Uprising, at which time it becomes a normal Alliance power (18.3).

7.2.5 Empire. The Empire represents the various circles, duchies and principalities of the Holy Roman Empire that joined the fight against the Bourbons early in the war. The Empire/Subsidy Home Space acts as the Empire's capital (2.4).

7.2.6 Subsidy. Numerous states and duchies (Denmark, Prussia, Saxony, Hanover, etc.) contributed large numbers of hired troops to the Alliance armies. The Empire/Subsidy Home Space acts as the Subsidy power's capital and only home space (2.4).

8.0 SEQUENCE OF PLAY

No Peace Without Spain is played in Turns, each of which represents one year. Each Turn is divided into the following phases:

1. Event Card Phase (9.0)

- a. If 1703 and Bavaria still neutral, it automatically enters the war.
- b. If 1704, Portugal automatically enters the war.
- c. If 1708, add new cards to the deck and reshuffle.
- d. Draw Event cards.

2. Reinforcement Phase (12.0)

- a. Use Resource Points to build and restore corps, construct Fortified Lines, or (Bourbon player only) commission the Toulon Fleet.
- b. Place reinforcements.
- c. Promote/Transfer Leaders.

3. Campaign Phase (13.0)

- a. Shuffle Action card deck if necessary and deal Action cards.
- b. Determine first player.
- c. Conduct Action Rounds.

4. Spanish Events Phase (18.0)

- a. Resolve control of Madrid.
- b. Adjust Spanish Loyalty marker.
- c. Alliance rolls for Habsburg Spanish Uprising if eligible.

5. Winter Quarters Phase (19.0)

- a. Withdraw to friendly spaces; reduced strength fortresses recover.
- b. Remove markers (Continued Siege, Fortress Strength, Famous Victory, Demoralized, and Toulon Fleet).
- c. -2 VPs if Mediterranean is Bourbon controlled (10.2). After this adjustment (if any), control of the Med immediately reverts to the Alliance player as long as he has control of either Cadiz or Lisbon (or both)—but recall that neither side controls Lisbon while Portugal is neutral (7.2.3)
- d. British withdrawal (1711 in the Historical British Withdrawal scenario only).
- e. Peace negotiations (1710 & later in the Full Game scenario only).
- f. Check for end of game and automatic victory.
- g. Advance Turn marker.

8.1 INITIATIVE

As indicated on the turn track, the Alliance player has the initiative in turns 1702 to 1707, then the Bourbon player has the initiative from 1708 to game end. The player with the initiative decides whether to go first or second in the following cases:

1. Event Card Phase (9.0)
2. Reinforcement Phase (12.0)
3. First Action Round of Campaign Phase (13.2.1).

9.0 EVENT CARD PHASE

9.1 GENERAL

Both players draw an Event card and resolve the event (Initiative player determines who goes first). Several Event cards are not in play until the 1708 Event Card phase; they are added to the Event deck at the beginning of that turn (5.2.2).

9.2 RESOLVING EVENTS

9.2.1 Drawing Event Cards. When an Event card is drawn from the deck, one of the following occurs:

- If the card states, “HOLD UNTIL PLAYED” (such text is in red and is immediately above the card description), the player retains it in his hand until he wishes to play it. He may retain it indefinitely.
- All other cards *must* be played and resolved immediately upon being drawn, regardless of which player drew the card, and no matter which player the Event benefits.

All Event cards are permanently removed from the game after their resolution.

Example: *SAVOY SWITCHES SIDES* must be played during the Event Card phase, the instant it is drawn. And even though it benefits the Alliance player, it must be played even if the Bourbon player draws it. “Command Dispute” is a Hold Until Played card and is played during the Campaign phase after the opposing player commits to battle. The card is then removed from the game. Note, however, that there are two “Command Dispute” cards; one is in the deck at game start, the other enters the game in the 1708 turn.



9.2.2 Unplayable Events. Occasionally an Event card may not be playable due to necessary conditions not being met. In these cases the card is still removed from the game. The player who drew the unplayable event does **not** draw another Event card that turn.

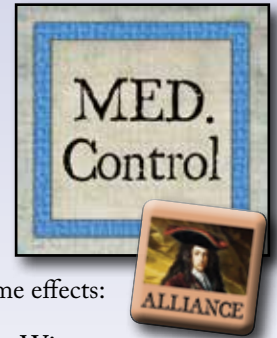
9.2.3 Multi-turn Events. Four cards (BANK OF ENGLAND, DEATH OF EMPEROR JOSEPH, BRITISH CAPTURE MINORCA, and FRENCH FINANCIAL COLLAPSE—each with red border to delineate) have lasting effects. Each of these cards has a holding box on the map to indicate that the event remains in effect. Note that the BANK OF ENGLAND card is removed if the British withdraw from the Alliance (19.0, D).

10.0 MEDITERRANEAN CONTROL

10.1 BOURBON CONTROL OF THE MEDITERRANEAN

In addition to preventing Alliance sea movement or LOCs in the sea zone and granting the Bourbon player sea movement and LOCs in that zone, Bourbon control of the Mediterranean has two significant game effects:

1. Alliance player loses 2 VPs during the Winter Quarters phase (19.0, C)—move the VP marker 2 spaces towards zero.
2. The Habsburg Spanish Uprising cannot occur (18.3.1).



10.2 DETERMINING CONTROL

The Mediterranean Sea Zone begins the game in Bourbon control. The Alliance player takes control of the Med by controlling **either** Cadiz or Lisbon. Alliance control of Lisbon occurs **automatically** in the Event Card phase of 1704. Before that time, the Alliance player can gain control only by capturing Cadiz.

At the start of the game, the Bourbon player controls the Mediterranean Sea Zone. Once the Bourbons have lost initial control of the Med, the Bourbon player can re-take control only during the Campaign phase, as a result of a naval battle won by the Toulon Fleet (13.5.6), or as a result of taking control of **both Cadiz and Lisbon**. The Alliance player automatically regains control in the Winter Quarters phase as long as he has control of either Cadiz or Lisbon (or both)—but recall that neither side controls Lisbon while Portugal is neutral (7.2.3).

Note, however, this automatic retaking of control occurs after the -2 VP adjustment.

Indicate Mediterranean control by placing a Control marker on the “Med Control” box on the map. During the game, flip the marker as needed to indicate which side has control.

Historical Note: *The Maritime Powers could not dominate the Mediterranean without a suitable port in the region for “wintering” their ships. Cadiz and Lisbon (and later Port Mahon) met the requirements for such a port; Gibraltar, though recognized for its strategic value, was not an adequate port.*



11.0 SUPPLY

11.1 LINES OF COMMUNICATION (LOC)

11.1.1 Definition. A space is defined as having a LOC if it can trace an uninterrupted line of connected, friendly-controlled spaces back to a friendly supply source (11.2).

11.1.2 Purpose. LOCs must be checked during the following situations:

- Determining automatic victory (6.2).
- Placing reinforcements and restoring corps (12.0, 13.3.5).
- Building fortified lines (15.0).
- Conducting sieges (17.0).

11.1.3 Tracing LOC by Sea. A LOC may also be traced by sea. The path of spaces must include (or start in) a port and then trace through a friendly-controlled sea zone(s) to a friendly port. From that second port, the path is traced normally to the capital. If the path includes a land-based component to reach a port, that port must be friendly-controlled and not under siege.

Play Note: A force besieging an enemy port is supplied if it can trace through a friendly sea zone(s). Also, if the terminating port is the supply source itself (i.e. Amsterdam, Lisbon, or Barcelona) the LOC is still valid even if the port is under siege. Note the Alliance *immediately* loses the ability to trace a sea LOC through the Med if the Bourbons win a naval battle.

11.1.4 Threatened LOC. A friendly space under siege still qualifies as a valid path for a LOC; however it is considered “threatened” and affects siege resolution as per 17.5.3.

11.1.5 Overstacked Spaces. Although overstacked spaces are subject to certain penalties (4.1.3), they do not block LOCs.

11.2 SUPPLY SOURCES

11.2.1 Definition. A supply source for a side is the capital of a friendly power that is not under enemy control. Note that for placing reinforcements and restoring reduced corps, the space in question must have a LOC to the capital of the corps being placed or restored.

Play Note: A friendly capital may be used as a supply source for all friendly corps. An enemy-controlled capital may not be used as a supply source by either side.

12.0 REINFORCEMENT PHASE

There are three ways to raise troops during the game: scheduled reinforcements, event-card based reinforcements, and spending Resource Points to build new corps and/or restore reduced corps.

12.1 GENERAL

Each player conducts the following steps in order (Initiative player determines who goes first):

1. Build and restore corps using Resource Points
2. Place reinforcements;
3. Promote/transfer leaders.

12.2 REINFORCEMENTS

12.2.1 Turn of Arrival. The game setup information (20.0) lists the turn of arrival for any leaders or corps arriving as scheduled reinforcements for each side. Additionally, some Event cards provide one-time reinforcements for certain powers which are placed as soon as the card is drawn.

12.2.2 Placement of Leaders. Leaders may be placed in any friendly-controlled space regardless of LOC or distance.

12.2.3 Placement of Corps. Corps may only be placed in spaces that meet the following conditions:

- Must be a home space of the corps being placed and have a LOC to its capital; and
- Stacking limits may not be exceeded.

12.2.4 No Eligible Space. If no space meets the criteria then the reinforcements must be delayed until a future turn in which the conditions are met.

12.2.5 British Special Rule. Each turn the Alliance player can place one British scheduled reinforcement or newly built corps (not both) in Amsterdam if the space is friendly-controlled.

12.3 RESOURCE POINTS

12.3.1 General. Each side uses Resource Points (RPs) to build new corps, restore reduced corps, and build Fortified lines (15.2). Additionally, the Bourbon player may use RPs to commission the Toulon Fleet (12.3.6). **The Alliance starts with 6 RPs available each turn, the Bourbons with 4;** these numbers can change with the play of certain Event cards (as noted on the cards). Markers have been provided to help players keep track of their current RP allotment; these markers are placed on the Game Record Track at the start of the game.

IMPORTANT: Unlike reinforcements that are not placed (12.2.4), unused RPs are not carried over to the next turn.

12.3.2 Force Pool. Each side has a force pool to hold the corps available to be built. When a corps is eliminated it is placed back in the force pool. Some corps begin the game in the Force Pool.

12.3.3 LOC Requirement. A corps may only be built or restored in a space that can trace a LOC (by land and/or sea) to the corps’ own capital.

12.3.4 Building New Corps. France may build up to 2 new corps each turn, while all other Powers may build no more than 1 new corps each turn. New corps are selected from the force pool and placed on a Home space on the map at full strength for 2 RPs, or reduced strength for 1 RP.

12.3.5 Restoring Reduced Corps. France may restore up to 3 corps each turn, while all other Powers may restore up to 2 corps each turn. A reduced corps may be restored to full strength (i.e. flipped) at the cost of 1 RP. The corps does not have to occupy a home space to be restored.

12.3.6 Commissioning the Toulon Fleet. The Bourbon player has the option to spend RPs to prepare the Toulon fleet for

action. The Bourbon player may spend 1 RP to commission the Toulon Fleet as a 1-strength fleet, or 2 RPs to commission it as a 2-strength fleet. The Toulon Fleet may not be commissioned unless the Toulon space has a LOC to Paris. Place the Toulon fleet counter on its appropriate side in the Toulon Port holding box. No matter which strength of Toulon Fleet gets commissioned, it is removed during the Winter Quarters phase and must be paid for again if it is to be used in a future turn.

IMPORTANT: If the Alliance makes a siege roll against the Toulon space (whether or not the roll has any effect), the Toulon Fleet marker is immediately and permanently removed from the game.

12.3.7 Building Fortified Lines. See 15.2.

12.4 PROMOTE/TRANSFER LEADERS

During this step a player does the following to his leaders, both those on the map and those due to arrive that turn:

1. Flip leaders due to be promoted to their named leader side.
2. Move any or all friendly leaders (including leaders on the turn track) to any friendly-controlled space, regardless of path or LOC to the destination space. It is not mandatory to place leaders with home corps, or any corps for that matter. Leaders may exist on their own in a space.

Example: Reinforcement Phase

It is the Reinforcement phase of the 1703 Game-Turn. The Bourbon player examines the Reinforcement Schedule (20.3) to see what he receives this turn. He has the standard 4 Replacement Points (RPs).

First, he places his new corps. 1 French goes to Strasbourg and another to Paris, while the Spanish corps appears in Bajadoz and the Bavarian corps in Ingolstadt. With two of his RPs, he restores one French corps in Army C and one Spanish corps in Army A. With a third RP, he builds a Level-1 Fortified Line in Strasbourg (he has the required 5 corps there). With the fourth, he takes the French corps from the Force Pool, at reduced strength, and places it in Lille. He now flips the Tallard and Villars counters to their front sides (they are promoted this turn), and he moves each of his leaders to any Bourbon-controlled space he wishes.

13.0 CAMPAIGN PHASE

13.1 DEALING ACTION CARDS

At the start of the Campaign phase, if there are not enough Action cards in the deck to deal cards to both players, deal available cards then reshuffle the discard deck and deal the remaining number of cards. Then each player is dealt 5 Action cards, except for the 1702 turn, in which only 4 Action cards are dealt to each player (20.4.1), or unless an event reduces the number of Action cards. Players then conduct alternating action rounds until neither player has any Action cards left. The player conducting a round is called the “active” player; the other is the “inactive” player.

13.2 FIRST ACTION ROUND

13.2.1 Initiative and Determining First Player. THE FRENCH FINANCIAL COLLAPSE event card, as well as (in the Full Game Scenario) British Withdrawal from the Alliance (19.0, E) can cause one player to begin the Campaign phase with one more Action card than his opponent. Determination of the first player depends on whether or not the players have the same number of Action cards.

- **If both players have the same number of Action cards**, then each player selects one Action card from his hand and places it face down on the table. Both cards are then revealed and the owner of the higher value card goes first (in case of a tie Initiative player determines who goes first). The player going second immediately returns his revealed card to his hand—he is not obligated to play that card during the first action round. The first player, however, must use the revealed card for the initial round.
- **If one player has more Action cards than the other player**, then the player with more Action cards automatically goes first.

13.3 SUBSEQUENT ROUNDS

Players alternate playing Action cards and conducting actions until both players are out of cards. A player may not “pass” in a round—he must play a card if he has one, even if no action is taken.

13.4 ACTIONS

13.4.1 Number of Actions. The value of a played Action card indicates the number of “actions” (1 to 3) the player may take during the round.



13.4.2 Performing Actions. Actions do not need to be pre-designated and are performed one at a time in any desired order; however each action must be completed (including battle and retreat) before the next one begins. When all of the actions for a round are finished, play switches to the other player.

13.4.3 Who Can Participate. Leaders and corps may **not** participate in more than one action per round. This means a corps that is restored during a replacement action cannot participate in another action that round (e.g., a siege). If necessary, counters can be rotated after an action as a reminder that they are not eligible to participate in another action in the current round.

13.5 TYPES OF ACTIONS

The different types of actions are as follows:

13.5.1 Campaign Action. A single force containing any number of leaders plus a number of corps no greater than the **combined CR of up to TWO** of the activating leader(s) may activate to do **one** (not both) of the following activities:

- Move by land, spending up to 3 MPs, or
- Conduct a siege (17.5).

Example: Marlborough (CR 6), Overkirk (CR 4), and a minor leader (CR 3) are stacked with 12 Alliance corps in Antwerp. The Alliance player initiates a Campaign action to move the army. Even through the combined CR of the three leaders is 13, only two of the leaders may be used for the Campaign action, so only 10 of the 12 corps may be moved.

Play Note: Not all of the leaders and corps in a space are required to activate during a Campaign action: e.g., one action point could activate some corps in a space to conduct a siege, while a second action point in that same round could restore a reduced corps that does not participate in the siege.

13.5.2 Transfer Action. Two leaders, two corps, or one of each, located in the same or different spaces, may move by land, also to the same or different spaces. Leaders may move 6 MPs while corps may move 4 MPs. Leaders and corps moving as part of a transfer action may never enter a enemy-controlled space (fortified or unfortified) or a space occupied by enemy corps, unless (in either case) the space already contains at least one unbesieged friendly corps (i.e., transferring forces may never initiate a battle or siege).

13.5.3 Replacement Action (one per round per player). A single reduced corps not under siege may be restored to full strength (and rallied if demoralized) if it has a LOC to its home capital and is not in an overstacked space (4.1.3).

13.5.4 Rally Action (one per round per player). A leader may remove demoralization status from himself and/or a number of friendly corps in his space equal to half (rounded up) of his CR. This counts as an action for the leader and rallied corps but does not affect any other corps in the space. Leaders may rally non-home corps and (unlike a Replacement action) may conduct the action even if the space is overstacked. If the space contains multiple leaders, only one may conduct a Rally action in any given round.

Example: Berwick (CR 5) and Tallard (CR 4) and their combined army of 8 Bourbon corps have just lost a battle and are demoralized. The Bourbon player announces a Rally action and removes demoralization status from Berwick and 3 corps. The next round, he rallies Tallard and 2 corps.

13.5.5 Sea Move Action. A single stack containing any number of leaders and up to two (2) corps may move by sea. See 14.5.

13.5.6 Deploy Toulon Fleet Action (Bourbon only). This action allows the Bourbon player to attempt to deny control of the Mediterranean to the Alliance for the remainder of the turn by

Example: Three Actions

The Alliance player plays a 3-Actions card. He has his main army, under Marlborough, besieging Lille. Lille is garrisoned by a full-strength corps, so its Fortress Strength is 5 (2 for the corps and 3 for the printed Fortress Value). Marlborough and Overkirk command 10 corps, three of which are reduced.

The Alliance player spends one Action to roll for the siege at Lille. He assigns only 5 of Marlborough's corps to the siege (he needs to use only 5 to match the Fortress Strength). After the roll, for his second action, he conducts a Replacement Action to restore one of the unused corps in Marlborough's army to full strength.

For his third action, he leaves this army and sees that he has three corps plus a minor leader in Amsterdam. He activates the minor leader and two of the corps for a Sea Move Action (two is the maximum for this). He sails this stack to Lisbon and rolls on the Sea Move table.

The Alliance player could have used one of his actions to rally Eugene instead, who is sitting Demoralized (having lost a battle at Trent) in Innsbruck. Had he done so, he would have removed the Demoralized marker from Eugene and 3 corps (i.e., half his Command Rating). But he doesn't expect another battle from the Bourbon leader in Trent, so he decided to use his actions otherwise.

Example: Toulon Fleet

In the Event Card phase of the 1704 turn, the Alliance player automatically gains control of the Mediterranean (10.2). He flips the Bourbon control marker in the Med Control box to the Alliance side to indicate the change of control. The Bourbon player decides to challenge this control, so during the same Reinforcement phase he spends 2 Resource Points to ready a 2-strength Toulon Fleet, following the procedure in 12.3.6. He places the Toulon Fleet marker, flipped to its 2-strength side, in the Toulon Fleet box on the map. He could have spent only 1 RP to ready a 1-strength fleet, but he likes the better die-roll the 2-strength Fleet will provide when he plays a Deploy Toulon Fleet action.

In the fifth and final action round of 1704, he plays the Deploy Toulon Fleet action—if he did not play it by that point, he would have wasted the RPs, as the Toulon Fleet would be automatically removed in the upcoming Winter Quarters phase (19.0, B). The instant he announces the action, the players resolve it, each rolling a die. Since it is only 1704, the “British Capture Minorca” event cannot yet be in force (this card is added in the 1708 turn), so the Alliance player adds 2 to his roll (i.e., the standard modifier). The Bourbon player adds 2 to his roll as well, because he has built a 2-strength Fleet.

Both players roll a 3, for a modified roll (in both cases) of 5. The result is a tie, so they re-roll. Both roll a 2 this time, another tie. The third time, the Alliance player rolls a 2, the Bourbon player rolls a 5. The modified rolls are 7 vs 4 in favor of the Bourbon player, so the Bourbon player wins the naval battle.

The Bourbon player flips the Med Control marker to the Bourbon side. In the Winter Quarters phase of this turn (1704), the VP marker is lowered by 2 VPs because the Med is Bourbon-controlled (19.0, C). Immediately following the VP adjustment, the Med Control marker is flipped back to the Alliance side. Note that this change back to Alliance control happens every turn after the possible -2 VP adjustment unless the Bourbon player controls both Lisbon and Cadiz.

sending the commissioned Toulon Fleet to sea. When the fleet is deployed, each player rolls one die. The Alliance player adds 2 to his die roll, unless the BRITISH CAPTURE MINORCA event has been played, in which case he adds 3. The Bourbon player adds the Toulon Fleet's current strength to his die roll. The higher roll wins (re-roll ties) and has control of the Mediterranean. Regardless of outcome the Toulon Fleet is removed from the map. The Deploy Toulon Fleet action is unavailable for the remainder of the game if the Alliance conducts a siege roll against Toulon (12.3.6).

14.0 MOVEMENT

14.1 LAND MOVEMENT

14.1.1 General. Land movement allows forces to move between adjacent spaces, with each connection costing 1 MP to move across—except for the tan Alliance-only connections, which cost 2 MPs. Forces may move by land during a Transfer or Campaign action, but only a Campaign action allows a move into enemy-controlled or enemy-occupied spaces.

14.1.2 Leader Requirement to Move Corps. Except when moving as part of a transfer or sea action or when retreating, corps can only move or intercept when commanded and accompanied by a leader.

14.1.3 (VERY IMPORTANT) Picking Up and Dropping Off. Leaders and corps may **not** be picked up during an action, but may be dropped off at any time during an action.

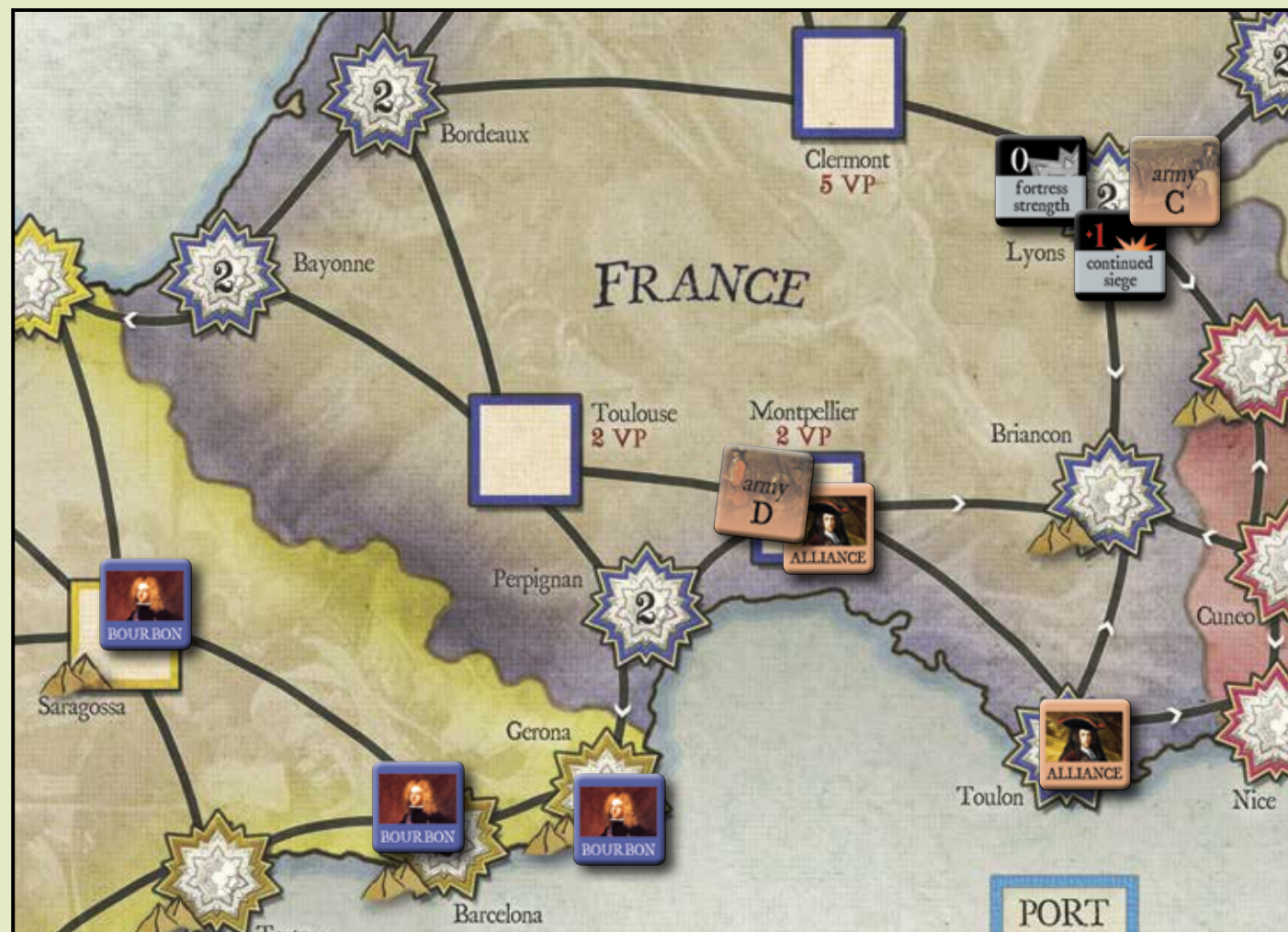
Play Note: Sometimes, a force denoted by an Army marker will start a round in a space with corps that have not been assigned to that Army. On activating the Army, the player may add the unassigned corps to the Army before moving it. This is allowable because Army markers are simply conveniences.

14.2 ENEMY-CONTROLLED SPACES

14.2.1 (VERY IMPORTANT) A force may not enter an enemy-controlled space (fortified or unfortified) **unless it is leaving a friendly-controlled space.**

14.2.2 A force must stop moving when entering an enemy-controlled fortified space (losing all remaining MPs), even if the enemy-space is under siege by friendly forces. A force that

Movement Example: Alliance Army D, in Montpellier, has 3 MPs. It could move to Briançon or Perpignan and stop, or it could move to Toulouse, spend 1 MP to convert it to Alliance control, and proceed to Bayonne or Bordeaux and stop. Alliance Army C, besieging Lyons, may **NOT** move to Clermont or Briançon, not even to intercept a Bourbon army moving into one of those spaces.



moves into an enemy-controlled unfortified space does not lose its remaining MPs, but per 14.2.1 may not move to an adjacent enemy-controlled space until the unfortified space has been converted to friendly control (14.4). If a battle occurs in that space, see 14.3.2.

Play Note: These restrictions stress the importance of securing lines of communication threatened by enemy-controlled areas.

14.3 ENEMY-OCCUPIED SPACES

14.3.1 Inactive Player Reaction. Each time a force enters an enemy-occupied space, it must pause while the inactive player reacts. There are three possible reactions by the inactive player, and they take place in the following order:

- Intercept with a force in an adjacent space (14.6);
- Avoid battle (14.7); or
- Do nothing (i.e. accept battle) (16.0).

14.3.2 Continuing Movement After Battle. Fighting a battle does not cost MPs and does not necessarily end the action. If the active force has MPs remaining and wins a battle, it may continue moving, convert control of the space (if unfortified) to friendly control, or both, as long as it has the MPs to spend. If the space is an enemy-controlled fortress, the force must end its action and the fortress is now considered under siege. Note that a force may never conduct a siege (i.e. roll) in the same round in which it conducted any other action (including movement).

14.3.3 Losing Battle Ends Action. An active force that loses a battle must retreat. It loses any remaining MPs (16.4).

14.3.4 Enemy Leaders. When a force enters a space containing only an enemy leader, the leader has the option to withdraw inside a fortress (14.7.4) or retreat (16.4). If he can do neither, he is considered captured (16.4.5).

14.4 CONVERTING UNFORTIFIED SPACES

A force activated during a Campaign action that has a LOC to a friendly capital may convert an unfortified space it currently occupies to friendly control at the cost of **one** MP. If the space is enemy-occupied after the inactive player's reaction (14.3.1), the active force must defeat the enemy force in battle (causing an enemy retreat), and must have at least 1 MP left, before it may convert the space.

14.5 SEA MOVEMENT

14.5.1 Sea Zone Control. A side may only conduct a Sea Move action if it controls the sea zone(s) through which the move is made (2.5).

14.5.2 Sea Movement. In a Sea Move action, one to two corps and/or any number of leaders may move from a single port to another single port (i.e. the moving units must begin and end the move stacked together in a port). A sea move expends all of the moving units' MPs.

14.5.3 Leader Requirement. A sea move into an enemy-controlled port that is not already under siege by friendly forces may only be made by a stack containing at least one leader and one corps.

14.5.4 Sea Move Procedure. Unlike land moves, sea moves require a die roll to be successful and may entail some risk if a corps is part of the move. To make a sea move the active player declares which units are making the sea move and the destination port. He then rolls one die and determines the result. On a roll of 1, the player decides whether to cancel the move or apply one hit to one of the moving corps. On a roll of 2–6, the move is completed successfully.

14.5.5 Enemy-Controlled Ports. It is not necessary to control a port in order to begin or end a sea move in the port.

14.5.6 Sea Moves and Interception. Unlike land moves, sea moves may not be intercepted when arriving at the destination port.

14.6 INTERCEPTION

14.6.1 Who May Intercept. When an active force moves by land into an enemy-controlled space and the space does not already contain at least one corps friendly to the active side, any inactive unbesieged and undemoralized force in an adjacent space containing at least one leader may attempt to intercept the move. A leader by himself may attempt to intercept into a fortress space for the purpose of immediately withdrawing inside the fortress.

To clarify: A force may only intercept an enemy force in a space if i) the space is controlled by the intercepting side, and ii) there is not already a corps friendly to the moving (i.e. active) side in the space.

14.6.2 Interception Restriction. No leaders or corps may take part in an interception attempt if they were part of a force which avoided battle or lost a battle during the current Action (not Round). Note that siege and space conversion actions may not themselves be intercepted, although a force may be intercepted after moving into an unfortified space before it has a chance to convert control. Intercepting forces may not overstack (but see 4.1.2)

14.6.3 Multiple Attempts. If more than one force is eligible to intercept, the inactive player may attempt with each force separately, until an interception attempt succeeds, at which time no other force may make an interception attempt. If all forces fail to intercept and the moving force then enters another enemy-controlled space in the same round, any eligible forces (including those that just failed to intercept) may again attempt to intercept.

14.6.4 Intercepting While Besieging. A force that is besieging an enemy fortress may attempt to intercept an enemy force moving into a qualifying adjacent space. If successful the intercepting force must either abandon the siege or leave at least one corps in the space to maintain the siege.

Play Note: Per 17.1.1 only one corps is needed to place a space under siege; however more besieging corps may be necessary in order to conduct a siege action.

14.6.5 Interception Procedure:

1. As soon as an enemy force enters a space subject to interception, the inactive player announces the interception attempt.

2. The inactive player designates the force that will attempt to intercept. As with a Campaign action, it may contain any number of leaders and a number of corps equal to the CR of two of the leaders. The player then rolls one die and adds the best leader's TR (note potential Leader TR penalty—3.1.1). **If the result is 6 or more the interception is successful.**

14.6.6 Successful Interception. If successful, the intercepting force is placed in the space with the moving force and a battle is immediately fought in which the intercepting (inactive) force is the defender. The active force may not avoid battle. All of the inactive force must fight unless it is a friendly-controlled fortress space, without a garrison, in which case **one** corps (and/or multiple leaders) may withdraw inside the fortress, becoming the garrison, therefore avoiding battle (14.7.4).

14.7 AVOIDING BATTLE

14.7.1 General. The inactive player may choose to avoid battle with some or all of his forces when an enemy force enters a space. Avoiding battle results in the inactive force retreating to another space (14.7.3) and/or a single corps withdrawing into a friendly fortress (14.7.4).

14.7.2 Avoid Battle Procedure:

- If the inactive force is in a friendly fortified space the avoid battle attempt automatically succeeds.
- If the inactive force is not in a friendly fortified space, the defending player must roll one die and add the TR of

one leader present in the space (note potential Leader TR penalty—3.1.1). Only one die roll may be made per space (i.e. you may not split up the stack to make multiple attempts). **On a 5 or higher, the attempt is successful.**

14.7.3 Retreating to Another Space. All leaders plus a number of corps equal to the combined CRs of any two leaders in the space may avoid battle by retreating to another space—any corps unable to move due to CR limits must remain in the space.

- The space being retreated to must be friendly-controlled and not enemy-occupied (e.g., it cannot be a friendly fortress currently under siege).
- Only one space may be selected (i.e. the retreating force may not retreat to multiple spaces).
- All defending corps do not have to retreat; some may stay behind if desired by the controlling player (this may be necessary to avoid stacking violations).

Avoiding Battle Example: 14.7

It is the first Action Round of the opening turn (1702). The Alliance player moves Army A, under Marlborough, from Nijmegen to Liege, offering battle to Bourbon Army A under Boufflers. The Bourbon player assesses the situation and sees that a battle would mean 9 dice for the Alliance vs 6 for the Bourbon.

He decides, instead, to Avoid Battle. He now has several options. He could retreat all of Army A to Namur, Antwerp, or Cologne; all three spaces are friendly-controlled and not enemy-occupied. He could, instead, leave one corps in Liege—thereby giving it a Fortress Strength of 3 instead of 1—and retreat the remainder of Army A, with Boufflers, into any of the above three spaces. Or he could split up Army A and leave some behind to fight, but this makes sense only if the goal is to leave Boufflers in Liege to provide a +1 die-roll modifier against the siege. But in order to do this, he would have to retreat Boufflers and one corps into the fortress (a fortress can hold no more than a single corps, plus unlimited leaders) and then use the minor leader, who can command three corps, to retreat three corps to one of the three spaces. That would leave the fifth corps in the Liege space but not inside the fortress, and it would have to fight the Alliance army in battle.

Interception Example: 14.6

Alliance Army A is in Antwerp. If it moves into Liege, where an Alliance force is already in place, Bourbon Army A (in Namur) cannot intercept. If it moves into Tournai, however, Bourbon Army A can intercept.



14.7.4 Withdrawing Into a Fortress. If a force is attacked in a friendly-controlled fortress space, then prior to the battle the inactive force may withdraw **one** corps may and/or any number of leaders into the fortress as a garrison (17.3.1). This withdrawal may take place even if the inactive player intercepted into the space; however only a single corps and/or leader(s), including those having just arrived by interception, may withdraw into the fortress—all other corps must fight. **Note: unlike a retreat to another space, a corps may withdraw into a fortress even if no leader is present.**

Play Note: By allowing one corps already in the space to withdraw into a fortress before a battle is fought, a player may shield a corps from damage in order to bolster the garrison prior to a likely siege.

15.0 FORTIFIED LINES

Historical Note: Fortified lines played a significant role in the war. More imposing than regular field works and constructed by both military forces and peasant labor, these lines represented major obstacles for advancing armies. However, talented generals could also find ways of bypassing them without a fight by using deceptive and rapid counter-marches.

15.1 GENERAL

There are two levels of Fortified Lines, which represent major field fortifications. These lines typically relied on other strong points and fortresses for support and thus may only be built in fortress spaces. Level-2 lines represent major works and use of water barriers, and may only be built in fertile spaces (they are in the Spanish Netherlands, Dutch Republic, and northern France).

At the start of the game both sides already have some fortified lines in place. **Fortified lines provide defensive benefits only to the owning player** (i.e., the side whose color is on the marker) and are destroyed when the enemy takes control of the space.

15.2 BUILDING FORTIFIED LINES

15.2.1 Construction. Fortified Lines may be built (or upgraded) in friendly fortified spaces during the Reinforcement phase by spending RPs. Following are the space requirements to build and upgrade lines:

- Must contain at least 5 corps
- Must have a LOC to a friendly capital
- Cannot be a rugged space
- Cannot contain another Fortified line (but Level-1 lines in fertile spaces can be upgraded to Level-2 lines).

Level-1 Lines—may be built in normal or fertile spaces **for 1 RP**. Additionally, previously constructed Level 1 lines in fertile spaces may be upgraded to Level 2 lines for **1 RP**.

Level-2 Lines—may be built in fertile spaces only, as an upgrade to previously constructed Level-1 lines at a cost of 1 RP, or from scratch at a cost of 2 RPs.

15.2.2 Counter Limit. The number of fortified lines that each side may have is limited to the number of markers provided in the counter mix.

15.3 EFFECTS OF FORTIFIED LINES

Fortified lines may be used only as a defensive benefit in battle, and only by the side that built it. They have the following effects:

Level-1 Fortified Line. Gives a -1 die roll modifier to each attacker battle die roll (i.e. the attacker hits on a 6, and demoralized corps may not attack at all).

Level-2 Fortified Line. Gives a -1 die roll modifier to the attacker (i.e. the attacker hits on a 6, and demoralized corps may not attack at all) **AND** a $+1$ die roll modifier to each defender battle die roll

Fortified Lines Example: 15.0

In the Reinforcement phase of the 1704 turn, Bourbon Army A (consisting of 8 corps and Villars, a 2-6 leader), located in Tournai, spends 2 RPs to build a Level-2 Fortified line. This build is valid as Tournai is a fertile space with 5 corps and a LOC to a friendly capital.

In the third Action round of 1704, Alliance Army A, under Marlborough (a 3-6 leader) moves through Namur to Tournai to attack. Bourbon Army A is in Tournai with a Level-2 Fortified line. A Bourbon minor leader sits in Bouchain with 3 corps.

When Alliance Army A reaches Tournai, the Bourbon player attempts to intercept with the minor leader and all three corps; if he succeeds, all three corps will be part of the defense in Tournai. The interception roll is a 5, which is modified by 0 (the minor leader's TR), so it fails. The Alliance player now announces that he will attempt to bypass the Fortified line. He rolls a 5, modified by +3 because of Marlborough's TR and then by -2 because of Villars' TR, and -1 for the Level-2 Fortified Line. The modified result is 5, which is enough to succeed; the Fortified line has been bypassed, and the attack must proceed. Villars must now decide whether to avoid battle, fight, or some combination of the two.

Had Marlborough not succeeded in bypassing the Fortified line, the Alliance player would have had to decide whether to continue with the attack, taking into account the disadvantages of battle against a Fortified line, or cancel the attack and going back to Namur (but the Action is still expended). Furthermore, if the Alliance player did decide to cancel the attack, the Bourbon player could force it to take place anyway, but without the benefit of the Fortified line.



(i.e. the defender hits on a 4 or higher, demoralized corps on a 5 or 6). Also causes a -1 die roll modifier to bypass attempts.

15.4 BYPASSING FORTIFIED LINES

A force attacking a defender in a space with a Fortified Lines marker can attempt to negate the effect of the lines:

1. **After** any enemy interceptions attempts but **before** any enemy avoid battle attempts, the active player rolls one die. The active player adds the TR of one leader and must subtract the highest TR of any one inactive leader in the space. Also subtract 1 if attempting to bypass a Level-2 line.
2. **If the net die roll is 5 or more then the force has successfully bypassed the lines.** If a battle takes place (depending on defender reaction) the defending force does not receive the benefit of the fortified lines marker. However, the marker is not removed unless the conditions for removal exist (see "Removal of Fortified Lines" below).
3. If the bypass attempt fails, the active player must decide whether to continue the attack (and give the defender the benefit of the fortified line), or cancel it. However, if the attacker cancels the attack, the defender can still force the battle to occur and will remain the defender in case of a tie, but he will NOT have the benefit of the lines. If the attacker cancels and the defender does not force battle, the attacker retreats to its original space and thereby ends the action.

15.5 REMOVAL OF FORTIFIED LINES

Fortified lines may be voluntarily removed by the owning player during the Winter Quarters phase. Fortified Lines are automatically destroyed (removed) if the space becomes enemy controlled. Otherwise, a fortified lines marker remains in the space, even if the space becomes vacant.

15.6 ATTACKING INTO A FRIENDLY LINE

If a space with a Fortified line is under siege and a force friendly to that space attacks the besieging army, the line is considered not to exist for any purpose for that battle.

16.0 BATTLE

Unless an inactive force successfully avoids battle and retreats to another space (14.7) or withdraws inside a fortress (14.7.4), a battle occurs when an active force enters a space containing enemy corps.

16.1 DEFINITION: ATTACKER/DEFENDER

16.1.1 The active player is the attacker; the inactive player is the defender.

16.1.2 Attacker. The attacker is an active force containing at least one leader and one corps. The maximum size of the attacking force is based on leader CR's and space stacking limits.

16.1.3 Defender. The defender includes ALL inactive corps and leaders in the space, unless any leaders and up to a single corps

have withdrawn inside the fortress prior to the battle (as a result of the current Campaign action or previously), in which case the force inside the fortress does not participate and is immune to any battle results.

16.2 BATTLE PROCEDURE

Battles are resolved using the following sequence:

1. Each side totals the number of battle dice to roll:
 - One die for each full-strength corps.
 - One-half of a die for each reduced-strength corps; round up if odd number of corps (e.g., 3 reduced corps = 2 dice).
 - A number of dice equal to the Tactical Rating of **up to two** friendly leaders (note potential Leader TR penalty—3.1.1). **IMPORTANT: the number of dice provided by Leaders may not exceed the number of dice provided by corps.**
 - In each case above, count demoralized leader and corps separately since they are rolled separately (see #2 below).
2. Both sides then simultaneously roll the appropriate number of dice.
 - Leaders/corps that are **not** demoralized hit on a roll of 5 or 6.
 - Demoralized leaders/corps hit on a 6 only.

***Example:** An Alliance army of 5 full-strength corps and 2 reduced-strength corps, plus 2 full-strength demoralized corps, under the 2-6 leader Eugene and a 0-3 minor leader, attacks a Bourbon army of 4 full-strength corps and 1 reduced-strength corps under the 1-4 leader Boufflers. The Alliance player has a total of 8 battle dice (5 full plus 2 reduced plus 2TR for Eugene) that score a hit on a roll of 5 or 6, and 2 battle dice that score a hit on a roll of 6. The Bourbon player has 6 battle dice (4 full plus 1 reduced rounded up plus 1TR for Boufflers), all of which score a hit on a 5 or 6.*

16.3 BATTLE OUTCOME

16.3.1 Taking Hits. Each hit reduces a full-strength enemy corps or eliminates a reduced-strength corps and are applied in the following descending order of priority for each side:

- A. No corps may be eliminated until all corps are at reduced strength.
- B. The first full strength corps to take a hit must come from the power with the most corps present in the battle (owning player's choice if tied).
- C. The first reduced strength corps to be eliminated must come from the power with the most corps present in the battle (owning player's choice if tied).

VERY IMPORTANT: Regardless of the number of hits rolled, a force can take no more hits than the number of corps it has in the battle (excluding hits taken in retreat—16.4).

16.3.2 Leader Casualties. After a battle has been resolved, both players roll two dice (adding the results together, with no modifications) for each of their own **named leaders that contributed battle dice to that battle.** Minor leaders are never subject to leader casualty rolls, nor are named leaders who were held out of the battle.

Roll	Result
12	ELIMINATED—The leader counter is flipped to its Minor Leader side for the remainder of the game.
11*	CAPTURED—The owning player (not the capturing player) immediately chooses one of: (a) eliminating the leader (permanently flipping the counter over) or (b) giving the opposing player a number of VPs equal to the leader's TR and placing the leader on the Turn track to re-enter as a reinforcement on the following turn.
* Only the <i>losing</i> side is affected by a result of 11.	

Play Note: The leader's printed TR is always used for the purposes of this rule; 3.1.1 and 3.1.2 do not apply here.

Play Note: ELIMINATED means killed outright, held but not ransomed, or disgraced and removed from the war permanently. CAPTURED means, essentially, holding the leader while the sides negotiate his fate. Giving up VPs simulates the political and/or real capital expended to return the defeated general to command in such cases.

16.3.3 Winner/Loser. If only one side has corps remaining in the space after battle losses have been removed, that side is the winner. Otherwise, the side which rolls (not inflicts) the most hits wins the battle. If tied, the defender wins.

Example: A Bourbon force with 5 full and 3 reduced corps under the 1-TR leader Boufflers ($5 + 1.5$ rounded to 2 +1TR = 8) fights an Alliance force with 2 full corps and the 3-TR leader Marlborough ($2 + 2TR = 4$ dice total—recall that leader dice cannot exceed corps dice). The Bourbons roll 5 hits while the Alliance rolls 3 hits. The Bourbon force takes 3 hits by flipping 3 full corps to reduced strength. The Alliance force only has 2 corps so only takes 2 hits, flipping both corps to reduced strength. Although the Bourbon force applied more hits (3) than the Alliance force (2), the Bourbon force still wins the battle because it rolled more hits than the Alliance force (5 vs. 3). Note that per 16.5.1, this will NOT qualify as a Famous Victory because the Alliance force did not actually take 5 hits. The players now roll 2 dice for each leader. The Bourbon player rolls a 7 for Boufflers and he is fine. The Alliance player rolls an 11 for Marlborough so he must decide whether to eliminate him or give up 3 VPs in order to keep him in the game.

16.3.4 Demoralization. If the losing side took at least one hit, all leaders and corps in the defeated force are demoralized. There is no further effect on previously demoralized leaders or corps. To indicate demoralization, place a “Demoralized” marker on the Army or on the stack of corps and leaders on the map, and another in the Army holding box for that army (if relevant). As leaders and corps rally (13.5.4), use Demoralized markers as needed to indicate which corps are demoralized and which are not.

Demoralized leaders and corps in battle hit on a 6, not a 5 or 6 like other leaders/corps.

Demoralization may be removed as part of a Replacement (13.5.3) or Rally action (13.5.4); otherwise Demoralization markers are automatically removed during the Winter Quarters phase (19.0.B).

16.4 RETREAT

16.4.1 General. All corps and leaders of the losing side must retreat, and all to the same space.

16.4.2 Attacker Retreats.

- A. **RETREAT BY SEA:** If the battle occurred in a port space and the adjacent sea zone is friendly controlled, up to two (2) corps and any number of leaders may retreat by sea to any other friendly port in the same sea zone that is not enemy-occupied. Such a retreat requires a regular Sea Move die roll (14.5.4); however on a result of 1 the owning player *must* apply the hit to a retreating corps (this hit does not contribute towards a defender Famous Victory).
- B. **FRIENDLY ADJACENT SPACE:** Any corps or leaders not retreating by sea must retreat to an adjacent friendly-controlled space that is not enemy-occupied, even if this causes an overstack. **The attacking force is not required to retreat to the space from which it entered the battle, but it cannot retreat to a space from which all or part of the defending force intercepted the attacker.**

An attacking force may not drop off a garrison when leaving a friendly fortress space, including the space it just attacked.

16.4.3 Defender Retreats.

- A. **WITHDRAW INTO FORTRESS:** Unless a corps previously avoided battle by withdrawing into the fortress, one corps and any number of leaders may retreat into a friendly fortress as a garrison (17.3.1) while the rest of the force retreats from the space. Leaders may always withdraw into a friendly fortress following a battle.
- B. **RETREAT BY SEA:** If the battle occurred in a port space and the adjacent sea zone is friendly controlled, up to two (2) corps and any number of leaders may retreat by sea to any other friendly port in the same sea zone that is not enemy-occupied. Such a retreat requires a regular Sea Move die roll (14.5.4); however on a result of 1 the owning player *must* apply the hit to a retreating corps. This hit does **not** contribute towards an attacker Famous Victory.
- C. **FRIENDLY ADJACENT SPACE:** Any corps or leaders not retreating by sea or withdrawing into a fortress must retreat to an adjacent friendly-controlled space that is not enemy occupied, even if this causes an overstack.
- D. **THROUGH ENEMY SPACE:** If no other option exists, the defending force may retreat through **one** enemy-occupied and/or enemy-controlled space to reach a friendly-controlled space that is not enemy-occupied, even if this causes an overstack. If more than one space qualifies the retreating player may choose the destination space but must shorten the distance to the nearest friendly supply source. Corps retreating through enemy-controlled fortress spaces and/or enemy occupied spaces are fired on by the enemy as they pass through:
- Normal battle dice from corps and leaders are rolled, plus one die per Fortress Strength; all dice have a +1 DRM.
 - Hits are assigned as per battle, and these hits are added to the hits from that battle in determining an attacker Famous Victory.

- Retreating leaders do *not* undergo a second leader casualty check.

16.4.4 Overstacking. It is legal to overstack as a result of a retreat (land or sea); however there are certain penalties (4.1).

16.4.5 Unable to retreat. Corps unable to retreat are eliminated and placed in the force pool, with all hits counting for Famous Victory purposes. Named leaders unable to retreat are captured as per battle (16.3.2) and must be eliminated unless the owning player gives up VPs equal to the named leader's TR. Minor leaders are placed on the Turn track to return as a reinforcement the following turn.

16.5 FAMOUS VICTORY

*They said it was a shocking sight
After the field was won;
For many thousand bodies here
Lay rotting in the sun;
But things like that, you know, must be
After a famous victory."*

– Robert Southey, "The Battle of Blenheim"

16.5.1 A Famous Victory is awarded to the winner of a battle whenever the losing side:

- Suffered at least 5 actual hits in a battle (including retreat losses—16.4.3D, 16.4.5), or
- Removed at least 2 corps from the map.

Play Note: *The first case is based on how many hits were actually suffered, not how many were rolled (i.e. if the losing side only had 4 corps present and per 16.3.1 could only take 4 hits max, then even if 5 hits were rolled it would not count as a Famous Victory). The second case could happen with as few as 2 hits if the losing side had only two reduced corps in the battle and/or in the retreat through an enemy space.*

16.5.2 Placement. The winner places a Famous Victory marker in the battle space. Only one Famous Victory marker can be in a space at one time, and the most recent victory takes precedence (i.e. remove older markers).

16.5.3 Effect of Famous Victory. Friendly Famous Victory markers provide a +2 die roll modifier to siege rolls against enemy fortresses in or adjacent to the space containing the marker. A Famous Victory also adds 2 VPs if the Alliance player won the battle, or subtracts 2 VPs if the Bourbon player won (6.1.1).

IMPORTANT: The opposing side's Famous Victory markers have no effect on friendly siege rolls. Furthermore, Famous Victory marker effects are NOT cumulative (e.g. two nearby markers do NOT give you a +4 siege die roll modifier).

16.5.4 Removal of Famous Victory Markers. All Famous Victory markers are removed during the Winter Quarters phase.

17.0 SIEGE

17.1 GENERAL

17.1.1 When a force containing at least one corps ends an action in an enemy fortified space, the fortress (and its garrison, if any—17.3) is considered to be under siege. Place the garrison under the besieging force to indicate the fortress is under siege—no marker is needed. Note only one corps needs to be present for the fortress to be considered "under siege" regardless of the Fortress Defense Value (17.4).

17.1.2 Unlike battles, which are resolved in a single action, a siege may require multiple actions to complete. If a siege has not been successfully completed by the end of a turn, the siege has failed and the besieging force must withdraw from the space.

IMPORTANT: Only one siege roll may be made against a fortress per round (17.5.4).

17.2 FORTRESS STRENGTH (FS)

17.2.1 Fortress Strength. All fortresses have an inherent Fortress Strength (FS). Fortresses with an FS of 2 or 3 have the numbers printed on the fortress symbol on the map; all other fortresses have an FS of 1. The FS is an abstract representation of the fortress's defensive capabilities.

17.2.2 Reducing and Replenishing Fortress Strength. Fortress strength can only be reduced or eliminated by siege (17.5.6). When a fortress is taken by siege, its strength is immediately replenished to its full printed value, regardless of the LOC situation. A fortress with reduced strength regains all its strength if the siege is lifted (17.6). In both cases, signify the return to full strength by removing any FS markers associated with that space from the map.

17.3 GARRISONS

17.3.1 Garrison Creation. As part of an avoid battle attempt or retreat the inactive player may announce that one corps and any number of leaders are withdrawing into the fortress as a "garrison". If the action ends with the active (enemy) force still in the space the garrison corps is placed under the enemy force to indicate it is inside the fortress.

17.3.2 Garrison Strength (GS): Each garrison step provides a Garrison Strength (GS) of 1—therefore, the GS is 2 for a full corps and 1 for a reduced corps. During a siege, this number is added to the FS (17.2) of the fortress to produce the Fortress Defense Value (FDV). See 17.4. Demoralization does not affect GS.

17.3.3 Garrisons No Longer Under Siege. If a besieging force withdraws from a space containing a garrison, any Continued Siege marker is removed and the garrison can operate normally.

17.3.4 Garrisons and Stacking. Once created, a garrison does not count against a space's stacking limit. Thus a force at the maximum stacking limit may move into a friendly besieged fortress space containing a garrison in order to break the siege. In this case the

relieving force is not considered overstacked. However, if the relief effort succeeds (i.e., the besieging force withdraws to avoid battle, or is defeated in battle and retreats), the garrison is immediately incorporated into the relieving force which may cause an overstack situation (4.1).

17.3.5 No Sorties. As long as a siege is in place, a garrison cannot conduct any action nor attack the besieging force, even if a relieving force attacks the besieging force.

17.3.6 Leaders Inside Fortresses. Any number of leaders may withdraw inside a friendly fortress even if no garrison corps is present. Leaders may provide a defensive siege modifier (17.5.3). All leaders inside a captured fortress are themselves captured (17.5.9).

17.4 FORTRESS DEFENSE VALUE (FDV)

The Fortress Defense Value (FDV) of a fortress space is the sum of its current **Fortress Strength** (17.2) and **Garrison Strength** (14.7.4, 17.3.2) values. A fortress without a garrison has an FDV equal to its current FS. Therefore the FDV of a besieged fortress will always be 1–5.

***Example:** a 3-FS fortress with a full (i.e., 2-GS) garrison corps has an FDV of 5. Similarly, a 1-FS fortress with a reduced (i.e., 1-GS) garrison corps has an FDV of 2. An ungarrisoned 2-FS fortress has an FDV of 2.*

17.5 RESOLVING SIEGES

17.5.1 Siege Requirements. To conduct a siege, the active player must use a Campaign action to activate **at least one leader and a number of corps equal to the FDV of the fortress**. Not all the leaders and corps in the space need be activated, only enough to ensure sufficient corps to conduct the siege.

***Play Note:** This means that if the FDV is 4 or 5, a leader may not be able to activate enough corps to conduct the siege action by himself (because of a low Command Rating), even if enough friendly corps are present in the space.*

17.5.2 Resolving Sieges. The besieging player rolls one die and compares the result to the Siege Table. The result will indicate the number of FDV (defender) losses and besieger losses.

17.5.3 Siege Die Roll Modifiers. The following die-roll modifiers (DRMs) apply to siege rolls:

- **Besieger has no LOC**—If the besieging force does not have a LOC it suffers a –2 DRM.
- **Besieger has threatened LOC only**—If the besieging force can only trace a LOC through a threatened space (11.1.4) it suffers a –1 DRM.
- **Besieging a port that has a Sea LOC**—If the space can trace a sea LOC (i.e. the sea zone is controlled by the defending player) the besieger suffers a –1 DRM.
- **Bourbons Besieging Innsbruck or Trent**—The Bourbon player suffers a –1 DRM when conducting a siege against these spaces.

***Play Note:** The Tyrolese conducted very effective guerilla operations to repel a dual-pronged Bourbon invasion of their lands from Italy and Bavaria in 1703. The Spanish attempted to retake Gibraltar after its capture by the British in 1704, but the fortress proved very difficult to assault without naval superiority (land communication was poor).*

- **Leader inside fortress**—If there is at least one leader *with a TR of 1 or more* inside a fortress, a –1 siege DRM is applied. No matter how many leaders are in the fortress, the maximum DRM for this purpose is –1.
- **Continued Siege**—Unless the first siege roll results in the capture of the fortress, a “Continued Siege +1” marker is placed on top of the besieging force to indicate that the next siege roll will receive a +1 DRM. If the second siege roll does not result in the capture of the fortress, the marker is flipped over to its “Continued Siege +2” side to indicate that all future siege rolls will receive a +2 DRM. Continued Siege markers are removed immediately when a siege ends.
- **Leader with TR of 2 or 3 Activated for Siege**—If a force activated for a siege includes at least one leader with a TR of +2 or +3, **and** the besieging force has activated with at least one of that leader’s home corps, the besieging player gets a +1 DRM.
- **Famous Victory Marker**—Famous Victory markers provide a +2 DRM to siege rolls against enemy fortresses **in or adjacent to** the space containing the marker. Only one Famous Victory can modify a given siege roll. Enemy Famous Victory markers have no effect on friendly siege rolls.

17.5.4 One Siege Per Round. A fortress may only be subjected to one siege die roll *per round*. This means the besieging player may not use separate activations to make multiple siege rolls in the same round even if there are enough leaders and corps in the besieging force to do so.

17.5.5 Attacker Losses. The Siege Table indicates the number of hits which must be taken among **activated** corps with the same priority as battle hits (16.3.1). Non-activated corps are not affected.

17.5.6 Defender Losses. The fortress takes strength losses first, until it is reduced to zero (use markers as needed). Then the garrison corps (if any) takes hits: a hit against a full-strength corps reduces it to a reduced corps, while a hit against a reduced corps instead causes the fortress to fall and the corps to be given Honors of War. **A garrison corps is never eliminated as a result of a siege roll (see Honors of War—17.5.8).**

17.5.7 Capturing Fortresses. When the FDV has been reduced to zero, the fortress is taken, the VP marker is adjusted in favor of the besieging player (6.1.1), and the garrison corps (if any) is granted Honors of War. Use control markers as needed to indicate changes in control. The FS is immediately replenished to full value (17.2.2); remove FS markers and Continued Siege markers from the space.

17.5.8 Honors of War. If a fortress has a garrison, then the fortress is taken when the siege die roll results in a hit that would normally eliminate the garrison. However, the garrison corps is not actually

eliminated—instead, it is immediately placed by the defender at reduced strength in the nearest friendly unbesieged space within stacking limits (regardless of LOC or path; owning player chooses if more than one space eligible). Sometimes, however, a siege will begin with a reduced-strength corps as the garrison. In such cases, reducing the Fortress Strength to zero does not by itself capture the fortress; instead, a hit must be inflicted on the garrison, which will then be granted honors of war and retreat instead of taking a step loss.

Example: A 2-strength fortress with a full garrison corps (FDV 4) takes 3 hits during a siege roll. The fortress strength is reduced to 0 and the garrison corps is flipped to its reduced strength side. The FDV is now 1 and the siege continues. In the next round the siege roll results in 1 hit—the fortress falls, but the corps is not eliminated; instead, it retreats to the nearest eligible friendly space (honors of war).

Design Note: The vast majority of sieges were resolved by the defender being offered honorable terms of surrender, allowing them to evacuate in exchange for capitulation of the fortress.

Play Note: If the fortress is a port adjacent to a friendly sea zone, the garrison may be transferred by sea to an eligible port space within that sea zone at the owning player's option.

17.5.9 Leaders in Captured Fortresses. Named leaders in captured fortresses are captured as per battle (16.3.2) and are immediately eliminated unless the owning player gives up VPs equal to the named leader's TR; move the VP marker in the direction that benefits the non-owning player. Captured minor leaders, and named leaders for whom the VP cost has been paid, are placed on the turn track to return as a reinforcement the following turn.

Note: Marlborough's TR is always 3 for the purposes of this rule; 3.1.2 does not apply here.

17.6 LIFTING A SIEGE

A siege remains in effect as long as there is at least one besieging corps in the space. If the besieging force leaves the space for any reason (i.e. retreats after battle or as required during winter quarters) the siege is lifted. Any Continued Siege and Fortress Strength markers are immediately removed. If the besieging force retreats out of a space as a result of an active army attacking that force, it is possible for the active player to be overstacked (depending on whether or not an active corps is inside the fortress). See 4.1.2.

Siege Example: 17.0

It is the beginning of 1707 turn, and the Alliance has captured Strasbourg. The Bourbon player wants desperately to recapture it, because Strasbourg is a gateway to the French interior. On Action round 2 of the turn, he activates Berwick and 5 corps (one reduced) and moves from Metz to Strasbourg, offering battle to Starhemberg, who has with him an Alliance minor leader and 3 Austrian corps. Outgunned by 7 battle dice to 4, the Alliance player avoids battle, with the minor leader taking 2 corps to Landau while Starhemberg and 1 corps hunker down inside Strasbourg. Berwick must stop, and Strasbourg is under siege.

On Action round 3, the Bourbon player uses a Campaign action to activate Berwick and 4 corps for the siege. The Fortress Defense Value is 4 (2 for Strasbourg's FS plus 2 for the full-strength garrison corps), so 4 corps is all Berwick needs (after the siege roll, he plans to use a Replacement action to flip the reduced corps to full strength). On the siege, he rolls a 4; the roll is modified by +1 because Berwick's TR is 2, and -1 because a named leader is inside the fortress. The modified roll is thus 4, with a 1/1 result. One of Berwick's corps loses a step, and Strasbourg's Fortress Strength is reduced to 1. A "Continued Siege +1" marker is placed beside Strasbourg (+1 side up) as is a "Fortress Strength 1" marker. The Fortress Defense Value is now 3 (FS of 1 plus GS of 2).

On Action round 4, the Bourbon player activates Berwick and rolls for siege once more. The roll is 4, modified by +1 (Berwick), +1 (Continued Siege), and -1 for Starhemberg, and the modified roll of 5 results in another 1/1. Berwick takes another step loss, the "Fortress Strength 1" marker is flipped to the "Fortress Strength 0" side, and the "Continued Siege +1" marker is flipped to "Continued Siege +2". The FDV now stands at 2.

On Action round 5, the Bourbon player prays for a good roll; he needs to inflict 2 losses on the defense for the fortress to fall. He rolls a 5, modified by +1 (Berwick), +2 (Continued Siege), and -1 (Starhemberg). The modified roll is 7, a 1/3 result, and Strasbourg falls. The Austrian corps is flipped to its reduced side and retreated to Landau (given honors of war) and the Alliance control marker flipped to the Bourbon side, while the Continued Siege and Fortress Strength markers are removed. The VP marker is moved 2 spaces towards zero. The Alliance player decides that he needs Starhemberg in the game, so surrenders a Victory Point and places the counter on the 1708 space on the Turn track. The VP marker is moved another space towards zero.

Had the Bourbon player rolled a 3 on the final siege roll, which would have meant a modified roll of 5 and a siege result of 1/1, he would not have inflicted enough losses to capture the fortress. With no Action rounds remaining, the siege would have been lifted and all markers removed. He would have to wait until 1708 to try again.



18.0 SPANISH EVENTS PHASE

The loyalty of the Spanish populace towards the rival claimants was a key factor in the outcome of the war in Spain. Philip's ability to maintain (or retake) control of Madrid and other important fortresses meant ever increasing loyalty of most Spaniards towards the Bourbon side, but had the opposite effect on the Catalans (the "Habsburg Spanish") of northeastern Spain.

During this phase, these steps are performed in the following order:

18.1 RESOLVE CONTROL OF MADRID

Important: This step only occurs if the Allies took control of Madrid in the current turn (i.e. the Spanish Loyalty marker is still on the Bourbon side). If the Bourbons control Madrid, or the Allies kept control of Madrid throughout the turn (as indicated by the control marker being on the Alliance side), play proceeds straight to the next step. The Bourbon player rolls one die. If the roll equals or exceeds the associated number on the Spanish Loyalty Track, the Bourbons immediately retake control of the space—flip the control marker—and any Alliance forces in Madrid must retreat as if they had been the defeated defender in a battle (16.4.3).

Procedure: The Bourbon player rolls one die. If the roll is **greater than or equal to** the associated number on the Spanish Loyalty Track, the Alliance immediately loses control of Madrid (i.e. the Bourbons retake control of the space), and any Alliance forces in Madrid must retreat to an adjacent friendly-controlled space per the retreat rules (16.4).

18.2 ADJUST SPANISH LOYALTY MARKER

During this step the following two actions are taken:

1. The Spanish Loyalty Marker is flipped to the side that controls Madrid.
2. The marker is now moved right (towards Bourbon color) or left (towards Alliance color) depending on control of Madrid and other Spanish spaces:

Bourbons control Madrid and at least five fortresses in Spain	Right 1
Bourbons control Madrid but fewer than five fortresses in Spain	No Move
Alliance controls (i) Madrid <u>or</u> (ii) Barcelona and at least five other fortress spaces in Spain	Left 1
Alliance controls Madrid <u>and</u> Barcelona	Left 2
Alliance controls Madrid, Barcelona, <u>and</u> at least five other fortress spaces in Spain	Left 3

Note: If the marker reaches either end of the track it does not move any further but may be moved the other direction later.

Play Note: If the Bourbons control Madrid and five fortresses (Right 1) and the Alliance controls Barcelona and five fortresses (left 1), these cancel and the net result is "No Move".

18.3 HABSBURG SPANISH UPRISING

18.3.1 General. The Habsburg Uprising is a one-time event predicated on Alliance control of the Mediterranean, and is affected by the current Spanish Loyalty level. Once the uprising has occurred, this step is skipped for the rest of the game.

18.3.2 Procedure. If the Alliance currently controls the Mediterranean the Alliance player determines if the uprising occurs. **If Madrid or Barcelona (or both) is Alliance controlled the uprising occurs automatically.** Otherwise, the Alliance player rolls one die. If the roll is **greater than or equal to** the associated number on the Spanish Loyalty Track, the uprising occurs immediately.

18.3.3 Effects.

1. The four Habsburg Spanish spaces (Gerona, Barcelona, Tortosa, and Valencia) immediately become Alliance-controlled—any Bourbon forces in those spaces must immediately retreat by land per the retreat rules (do not adjust VPs). If a space is already Alliance-controlled, there is no further effect.
2. The Habsburg Spanish corps is placed in Barcelona.

Once the Alliance player has successfully rolled for the Habsburg Spanish uprising, this step is skipped for the rest of the game.

Play Note: *Twice during the war (1706 and 1710) the Allies occupied Madrid, only to be driven out on both occasions by a hostile populace and untenable supply situation. It's a matter of conjecture whether or not the Allies could have actually maintained control of Madrid and what that would have done to swing Spanish sympathies towards the Habsburgs – certainly at the time the Allies felt it was an important objective. The game assumes that Allied control of Madrid and additional fortresses in Spain can swing the populace towards the Habsburg cause, making it easier for the Allies to hold onto Madrid's 10 VPs!*

Example: *In 1708 the Allies control Barcelona and six other Spanish fortresses and manage to capture Madrid. The Spanish Loyalty marker is on the Bourbon side so during the Resolve Control of Madrid step the Bourbon player rolls a die. The current loyalty level on the track indicates he needs to roll a 3 or better. Assuming he rolls a success, any Allied forces in Madrid must immediately retreat. During the Adjust Spanish Loyalty Marker step the marker remains on the Bourbon side, and but because the Allies control Barcelona and six other fortresses it is moved one space to the left. Assuming instead that the Bourbon player fails the die roll, the Alliance player retains control of Madrid, the marker is flipped to the Alliance side (indicating the Bourbons cannot roll to take control next turn but will have to retake it by force), and the marker is moved three spaces to the left.*

19.0 WINTER QUARTERS PHASE

During the Winter Quarters phase the players **simultaneously** perform the following steps.

A. WITHDRAW TO FRIENDLY SPACES

All forces in enemy-controlled spaces must retreat. Retreats are conducted per 16.4 (i.e. retreating through an enemy space or by sea is permitted with associated potential losses) and may result in overstacking. Corps and leaders that cannot retreat are handled as per 16.4.5.

Play Note Regarding Timing of Withdrawals: A force may not withdraw into a friendly-controlled fortress space being vacated by the enemy unless there is no other eligible destination. However, if it is the only destination, the moves are considered simultaneous, and the move is allowed.

B. REMOVE MARKERS

Remove all of the following marker types from the map: Famous Victory, Continued Siege, Reduced Fortress Strength, Demoralized, and Toulon Fleet markers. Players may also voluntarily remove one or more of their Fortified Lines during this step.

C. -2 VPs IF THE MED IS BOURBON-CONTROLLED

If the Mediterranean Sea Zone is Bourbon-controlled the Alliance loses 2 VPs (6.1.1). Move the VP marker 2 spaces towards zero on the Game Record track. After this determination, control of the Med reverts to the Alliance—flip the control marker to the Alliance side—as long as it has control of either Cadiz or Lisbon (or both)—but recall that neither side controls Lisbon while Portugal is neutral (7.2.3).

D. BRITISH WITHDRAWAL (HISTORICAL BRITISH WITHDRAWAL SCENARIO)

Historical Note for 19.0D and 19.0E: By 1711 British public and political support for the war was rapidly diminishing as Marlborough's influence with Queen Anne, and he was finally forced from all offices in December of that year. In January 1712 peace negotiations began at the "congress" of Utrecht between the French and the supposedly united Alliance, however the French were privately negotiating terms of an armistice with British officials. The Earl of Ormonde took command of the British troops for the start of the 1712 campaign season but had secret orders to not engage the enemy. In July Ormonde surprised Eugene and the Allies by publicly announcing an armistice between his country and France and withdrawing his troops from the field. The British obtained major advantages for themselves as a result but left the Allies to fight at a disadvantage for another year until the treaty of Utrecht settled matters in 1713.

In the 1711 turn of the Historical British Withdrawal Scenario, Britain withdraws from the war and the following occurs immediately:

1. All British forces are removed from the game. The Marlborough and Galway counters are removed even if currently flipped to their Minor Leader side.
2. In the 1712 turn, which is automatically the final turn of the game, the Alliance player receives only 4 RPs and 4 Action

cards. If not yet played, the BANK OF ENGLAND event card is removed from the game (remove from Event deck and reshuffle). If the event has been played, it is no longer in effect.

E. PEACE NEGOTIATIONS (FULL GAME SCENARIO)

In each of the 1710, 1711, and 1712 turns of the Full Game scenario (20.1), the Bourbon player has the option to initiate peace negotiations in order to convince the British to withdraw from the war. He announces the number of "concessions" that are being offered (he may not roll for British withdrawal unless he offers at least one concession). Concessions have the following VP cost, applied **only** if the roll is successful (i.e. adjust VPs only if the British withdraw):

- 1 concession (the minimum) = 1 VP
- 2 concessions = 3 VPs
- 3 concessions = 5 VPs

The Bourbon player then rolls one die, adding the following DRMs:

- +? the number of concessions offered (1–3).
- +1 if Madrid is Bourbon-controlled.
- +1 if the DEATH OF EMPEROR JOSEPH event has occurred.
- +1 if the year is 1711 or later.

Play Note: The minimum DRM is +1, and the maximum is +6.

If the roll is **8 or more**, Britain withdraws from the war and the following occurs immediately:

1. The Alliance receives his concession VPs. Move the VP marker that number of spaces away from zero on the Game Record track.
2. All British forces are removed from the game. The Marlborough and Galway counters are removed even if flipped to their minor leader side.
3. Victory is calculated. If it is a major victory, the game ends immediately. If it is a minor victory, the losing player may choose to continue the game for one more turn. If the game continues, on the next turn the Alliance player receives only 4 RPs and 4 Action cards. If not yet played, the BANK OF ENGLAND event card is removed from the game (remove from Event deck and reshuffle). If the event has been played, it is no longer in effect.

F. CHECK FOR END OF GAME AND AUTOMATIC VICTORY

Determine if the game ends due to last turn or Automatic Victory:

1. **Automatic Victory:** The game ends immediately if the conditions are met (6.2).
2. **Last Turn:** If this is the last turn of the scenario the game ends and victory is determined. Note that in the Full Game scenario the game ends immediately following British withdrawal *unless* it would result in a minor victory and the losing player wishes to continue for one more turn (19.0, E).

G. ADVANCE TURN MARKER

If the game has not ended, move the Turn marker to the next year on the Turn track and proceed to the next turn.

20.0 SCENARIOS

The scenarios reflect different end-game options for the players. Setup for all three is identical, and all begin the game with the 1702 turn.

20.1 SCENARIO OPTIONS

<i>Scenario</i>	<i>Peace Negotiations</i>	<i>British Withdrawal (BW)</i>	<i>Last Turn</i>
1. Tournament	No	No	1711
2. Historical British Withdrawal	No	Automatic (1711)	1712
3. Full Game	Yes	Varies	Varies (1711, 1712, or 1713)

1. The Tournament scenario covers the war through the end of 1711. The following year the British withdrew from the Alliance, effectively ending any chance of an Allied military conquest of France or Spain.
2. The Historical British Withdrawal (19.0, D) allows players to explore the impact of British withdrawal by continuing through the end of 1712. At that point the Dutch also made peace, leaving the Austrians to carry on by themselves.
3. The Full Game scenario brings the Peace Negotiation process and variable game end into play (19.0, E). When the British withdraw, the game ends immediately if either side has achieved a major victory. Otherwise, the player who is facing a minor defeat has the option to continue the game for one additional turn.

Play Note: The losing player has the option to continue the game for an additional turn in the Full Game scenario in order to hopefully turn defeat into victory. This is a two-edged sword however, since rash and desperate attacks could turn a minor defeat into a major defeat.

20.2 SET UP

Notes on set up:

- When “.5” is indicated for the number of corps in a space, this means a reduced strength corps (e.g. 2.5 Subsidy = two full strength and one reduced strength Subsidy corps).
- All spaces are controlled by the home power except Mantua and Mirandola (Alliance-controlled), and Cologne and Landau (Bourbon-controlled).

20.2.1 ALLIANCE POWER SET UP

<i>Location</i>	<i>Unit or Marker</i>
London	1 British, 0.5 Dutch, <i>Minor Leader</i>
Amsterdam	Level 2 Fortified Line
Bergen-op-Zoom	2 Dutch, <i>Minor Leader</i>
Nijmegen	1.5 British, 2 Dutch, 2.5 Subsidy, <i>Marlborough, Overkirk (minor leader side)</i>
Empire Home Space	2 Empire, 1.5 Subsidy
Philipsburg	2 Austria, 2 Empire, <i>Baden</i> , Level 1 Fortified Line
Vienna	0.5 Austria
Mantua	4 Austria, <i>Eugene, Starhemberg</i> , Alliance Control Marker
Mirandola	Alliance Control Marker
Force Pool	None — 1 Dutch and 1 Austrian held aside for Maastricht special scenario rule and Hungarian Rebellion event card respectively. 2 Savoy and 1 Habsburg Spanish held aside for when those powers join the Alliance.

20.2.2 BOURBON POWER SET UP

<i>Location</i>	<i>Unit or Marker</i>
Paris	1 French
Ostend	1 Spanish, Level 1 Fortified Line
Antwerp	1 French, 1 Spanish, <i>Minor Leader</i> , Level 2 Fortified Line
Liege	5 French, <i>Boufflers, Tallard (minor leader side)</i> , “Liege 1702” marker.
Namur	Level 2 Fortified Line
Cologne	Bourbon Control Marker
Landau	Bourbon Control Marker
Strasbourg	3 French, <i>Villars (minor leader side)</i> , <i>Minor Leader</i>
Munich	2 Bavarian, <i>Electors</i>
Cremona	3.5 French, 1 Spanish, 0.5 Savoy, <i>Vendôme, Minor Leader</i>
Barcelona	0.5 Spanish
Cadiz	0.5 Spanish
Force Pool	1 French. Also 1 French held aside for Camisard Rebellion event card.

20.2.3 MARKER SET UP

<i>Location</i>	<i>Marker</i>
10 space on Game Record Track	VP
5+ space on Spanish Loyalty Track	Spanish Loyalty
Med Control Box	Bourbon Control

<i>Location</i>	<i>Marker</i>
6 space on Game Record Track	Alliance Resource Points
4 space on Game Record Track	Bourbon Resource Points
1702 space on Turn Track	Turn

20.3 SCHEDULED REINFORCEMENTS

During set up, place the following counters beside the associated year boxes on the Turn Track.

Alliance Powers Reinforcements

Turn	Appearing during Reinforcement Phase
1703	2 Subsidy, <i>Minor Leader</i>
1704	1 Subsidy, 1 British, 1.5 Portuguese (Portugal joins Alliance), <i>Minor Leader, promote Overkirk</i>
1705	1 Subsidy, <i>Galway</i>
1706	1 Subsidy, 1 British

Bourbon Powers Reinforcements

Turn	Appearing during Reinforcement Phase
1703	3 French (2 to the map, 1 to the Force Pool), 1 Spanish, 1 Bavarian, <i>Minor Leader, promote Tallard and Villars</i>
1704	2 French, <i>Berwick</i>
1705	2 French
1706	1 French

20.4 SPECIAL RULES FOR THE 1702 TURN

- Late Start.** The 1702 Turn begins with the Campaign phase (skip the Event Card and Reinforcement phases). Only four (4) cards are dealt during this turn.
- 1702 Bourbon Conquests.** Late in the 1702 campaign season, the Bourbons took advantage of poor Alliance preparations to quickly take two Empire locations—Ulm and Trier. In September Ulm was captured in a surprise attack by the supposedly neutral Bavarians, who then openly declared for the Bourbons. In October French troops occupied the two main fortresses of the archbishop of Trier, who had joined the Allies but had failed to receive promised aid. To reflect these events, the Bourbons have the following special options in 1702 only:

Ulm

As noted in 7.2.1, Bavaria remains neutral until any Bavarian leader or corps activates. As the *initial* action for Bavaria in any round, the Bourbon player may conduct a “surprise” Campaign action to capture Ulm. The Bourbon player conducts a Campaign action (one action point) with Max Emanuel and a single Bavarian corps and moves them from Munich to Ulm, immediately converting the space to Bourbon control (but without a VP change). This action cannot be intercepted, and if there is an Alliance force in the Ulm space, it must automatically retreat per the retreat rules (i.e. Ulm cannot be garrisoned to prevent the surprise assault).

Trier

If a Bourbon Campaign action ends with at least one French corps in Trier, the space automatically converts to Bourbon control (but without a VP change). This action cannot be intercepted, and if there is an Alliance force in the Trier space, it must automatically retreat per the retreat rules (i.e. Trier cannot be garrisoned to prevent the surprise assault).

Once occupied by the Bourbons (or in 1703 and beyond), these spaces are treated as any other space for purposes of siege, control, LOC, etc.

- Maastricht Blockade.** In 1702 the Dutch fortress of Maastricht (in the Bourbon-controlled Liege space) was isolated and blockaded by French forces; it held out until relieved later in the year and its substantial garrison was incorporated into Marlborough’s army. To simulate this situation, place the “Liege 1702” marker in the Liege space. During the 1702 turn only, the following rules are in effect:
 - Liege is a Level-1 fortress while in Bourbon control (as indicated on the “Liege 1702” marker).
 - If the Alliance player takes control of the Liege space:
 - remove the “Liege 1702” marker from the game and place an Alliance control marker in the space; Liege is now a Level-2 (as per its printed Fortress Strength) Alliance-controlled fortress.
 - place the full-strength Dutch corps that was held aside at game start into the space.
 - increase the VP total by 2 (i.e., the Alliance gains 2 VP).
 - If the Alliance player does not take control of Liege by the end of the 1702 turn, then during the Winter Quarters phase remove the “Liege 1702” marker— Liege is now a Level-2 (as per its printed Fortress Strength) Bourbon-controlled fortress. This does *not* result in a VP change. Place the Dutch corps in the Alliance Force Pool.
- No Spanish Restore.** In the late 17th century the Spanish army suffered from poor financial administration, resulting in chronic supply and manpower shortages. Following Philip’s ascension to the throne Louis XIV sent financial advisers to Madrid, however it was some time before proposed reforms could take effect. During the 1702 turn only, reduced Spanish corps may not be restored by a restore action (although they may be rallied as part of a rally action).

20.5 OPTIONAL RULES

The designers of *NINE YEARS: The War of the Grand Alliance* introduce some interesting optional rules for *No Peace Without Spain*. They are presented here for use if agreed by both players.

20.5.1 Historic Economy. If the Bank of England event is not in effect, the Alliance player may receive -1 VP during the event phase to play it immediately from the event deck instead of drawing his allotted card. If the French Financial Collapse event is not in effect and it is 1708 or later, the Alliance player may use the same procedure to play that card from the event deck.

20.5.2 Battle Re-rolls. After all dice are rolled, compare the Tactical Rating of each side's leader with the highest Command

Rating involved in the battle (owning player choosing in the case of ties; if no leader participating treat as 0). The difference in Tactical Ratings is the amount of dice that can be re-rolled by the player controlling the side with the higher Tactical Rating. Re-roll the entire allotted amount of dice at the same time.

20.5.3 Wounded Leaders. When rolling for leader casualties, on a 10 (for the losing side) or 11 (for the winning side) the leader is wounded. He is immediately replaced with a Staff Officer counter and placed on the turn record track to return as a reinforcement on the following turn. If the Staff Officer is already in use, ignore a wounded result.

20.5.4 Special Historical Leader Abilities. Each of these special abilities only refers to the Named leader side of the counter:

Leader Name	Special Historical Leader Ability
Alliance	
Baden	TR 2 for the purposes of siege combat.
Eugene	TR 3 during battles involving no other friendly named leaders. If using optional rule 20.4.2, may reroll one additional die if Marlborough is also in this battle.
Galway	Unless besieged, adds 1 to the stacking limit of the area he occupies.
Marlborough	After an force attacked by Marlborough successfully avoids battle (even from a friendly-controlled fortified space), roll a die. On a 1, the avoid battle fails.
Overkirk	TR 2 during battles involving at least one other friendly named leader.
Starhemberg	If using optional rule 20.4.2, TR 2 for purpose of this re-roll rule.
Bourbon	
Berwick	At the end of the event phase, roll a D6. On a 5-6, replace by the Staff Officer and move Berwick to next turn's space on the reinforcement track.
Boufflers	TR 2 for the purposes of siege combat.
Max Emanuel	Counts as a starred leader for the purpose of the Dynastic Upsets rule.
Tallard	While in a force that is attempting to avoid battle, must make a successful roll even if space is friendly-controlled and fortified. If using optional rule 20.4.2, TR 2 for purpose of this re-roll rule.
Vendome	After all intercept and avoid battle rolls, roll a die. On a result of 6 reduce his TR to 0 for duration of the battle.
Villars	CR 4 until 1709 (except for the purpose of rally action). His counter never counts as demoralized.



21.0 EXTENDED EXAMPLE OF PLAY

Following a largely historical course, this example of play depicts the opening 1702 turn to demonstrate many of the game's mechanics. Players who wish to follow the example in detail should set up the game per the instructions in 20.2.

At the start of the 1702 turn, the Event Card and Reinforcement phases are skipped and players begin the Campaign phase by drawing 4 (not the normal 5) Action cards each:

The Alliance player draws the following cards: 3, 2, 2, 1

And the Bourbon player: 3, 2, 2, 1

Design Note: there are more 2's than 1's or 3's, so this is a fairly typical draw.

Per the special rules for the 1702 turn (20.4), there are only 4 rounds this turn. The Alliance player has the Initiative (13.2.1); he plays his 3-action card to ensure he goes first and gets several operations underway.

ALLIANCE ROUND 1

With his first action he declares the force in London will conduct a **sea move** to Cadiz, and rolls one die. He rolls a 3, and the minor leader and two corps arrive safely in the enemy port, which is garrisoned by a reduced-strength Spanish corps. The Bourbon player could decide to fight, but a hit would eliminate the corps so he chooses to avoid battle and withdraw inside the fortress. The action ends with the Allied force stacked on top the Spanish corps to indicate the Spanish corps is a garrison in the besieged fortress.

Design Note: The Allied player could instead go after Gibraltar, especially since there is no garrison. But although it's harder to accomplish (Fortress Defense Value of 2 for Cadiz vs 1 for Gibraltar), taking Cadiz early has the important consequence of being able to roll for the Spanish Habsburg Uprising (18.3).

The Allied player's second action is to declare a **Campaign action** in Nijmegen. Marlborough, the minor leader, and 7 corps, two of them reduced (Alliance Army A) move to Liege (1 MP), which is currently occupied by Bourbon Army A. Note that Marlborough himself can only command up to 6 corps, so both leaders are necessary to provide enough command points to activate all 7.

The Bourbon player mentally checks the battle odds. Alliance Army A will have 9 dice (5 full-strength corps plus 2 reduced corps plus Marlborough's TR of 3), while he only has 6 (5 corps plus Boufflers' TR of 1). Willing to fight if he can even things up a bit, he declares an interception attempt with the force in Antwerp (minor leader and two corps). The minor leader's TR is 0, so he needs to roll a 6 on one die, and just misses with a roll of 5. The Bourbon player decides to avoid battle (automatic since it's a friendly fortress space) and withdraws to Namur after leaving a French corps behind inside the fortress as a garrison—he could have withdrawn Boufflers into the fortress as well, in order to help defend against the siege (+1 modifier as per 17.5.3), but he decides not to do so. The action ends with Alliance Army A stacked on top of the French corps and Liege under siege.

For his third and final action of the round, the Allied player declares a **campaign action** in Philipsburg, moving Baden and four corps (Alliance Army B) to Landau (1 MP) to establish a siege. The Bourbon decides not to intercept with Bourbon Army B.

BOURBON ROUND 1

The Bourbon player sees that three of his spaces are under siege (Liege, Cadiz, and Landau). Knowing that relieving any of the sieges is unlikely, he decides to act conservatively and prepare for the next round. He plays his 3-actions card.

The first Bourbon action is a **transfer action** (which allows 2 individual units to move 4 MP). The reduced Spanish corps is moved from Barcelona to Madrid (3 MPs of its possible 4) and the French corps in Paris is moved to Namur where it joins Bourbon Army A (3 MPs of its possible 4).

The second action is a **replacement action**. The reduced French corps in Cremona (Bourbon Army C) is flipped to full strength.

Design Note: At game start Alliance Army C and Bourbon Army C both have 7 dice in battle. By restoring the French corps to full strength, the battle dice for Bourbon Army C round up to 8.

Hoping to draw the Alliance away from Landau and establish a link to Bavaria, the Bourbon player declares a **campaign action** for his third action, moving Bourbon Army B (1-4 leader, 0-3 minor leader, and 3 corps) from Strasbourg to Freiburg, placing the space under siege.

ALLIANCE ROUND 2

The Alliance player has three sieges underway, and without any 3-actions cards the best he can do is prosecute two of them per round. Deciding that Liege and Cadiz are the most important, he plays a 2-actions card and gets to work.

The first action is a **Campaign action** to conduct a siege at Cadiz. The total Fortress Defense Value (17.4), or FDV, is 2 (1 for the current Fortress Strength, 1 for the reduced garrison corps). This means that the Alliance minor leader must activate with both corps in order to roll for the siege (17.5.1). The Alliance player rolls one die. Unfortunately for him he rolls a 1, resulting in a '1/0' siege result. The besieging player has to take one hit, while the fortress and garrison suffer no losses. Since siege losses are applied in the same fashion as battle losses, the hit must go to the full strength British corps which is flipped to its reduced side. The Alliance player places a +1 Continued Siege marker near the space to indicate the siege has advanced. There is no change to the defense: Fortress Strength and FDV remain the same.

The Alliance player's second action is a **Campaign action** to conduct the siege of Liege. Normally the Fortress Strength for Liege would be the printed value of 2, but the 1702 special rules (20.4, #3) indicate Liege is considered a 1-strength fortress for this turn, so the FDV is 3 (1 for the Fortress Strength, 2 for the full-strength garrison corps). Marlborough is activated along with the minimum three corps required for the siege; in this case two

Subsidy corps and one Dutch are selected. Since Marlborough is active along with at least one British or Dutch corps (3.1.2), he receives the +1 DRM for having a 2 TR or better leader active for the siege (17.5.3). A rolled 4 on one die becomes a 5, which is a '1/1' result. One Subsidy corps in the Alliance army is flipped to its reduced side to satisfy the attacker's hit. For the defender, fortresses take hits until they are at strength 0, after which the garrison (if any) takes hits—here, the Fortress Strength 0 marker is placed near the space along with a +1 Continued Siege marker.

Design Note: Remember that, even though there are other leaders and corps in the space that did not activate, that a fortress can only be subjected to one siege per round.

BOURBON ROUND 2

The Bourbon player plays a 2-actions card. Scanning the map situation and realizing he can do very little against Marlborough's besieging force (which is both too strong to attack and currently busy with the siege), he decides to focus on Italy and Germany.

The first Bourbon action is a **Campaign action** to conduct the siege of Freiburg. The ungarrisoned 1-strength fortress has an FDV of 1, so the minor leader and 1 French corps are activated. The Bourbon player rolls a 4, achieving a '1/1' result, enough to capture the fortress. The French corps is flipped to its reduced side and a Bourbon control marker is placed in the space indicating it has changed to Bourbon control. Since Freiburg is a level 1 fortress, the VP marker is moved from 10 to 9 on the Game Record track.

With his second action the Bourbon player decides to attack the numerically weaker Alliance Army C, so he declares a **Campaign action** in Cremona, moving Vendôme, the minor leader and all six corps (Bourbon Army C) to Mantua (1 MP). The Alliance player, not wanting to risk the loss of Mantua, decides to fight. The Bourbon player rolls 8 dice (5 full-strength plus 1 reduced corps plus Vendôme's TR of 2), scoring 2 hits. The Alliance player rolls 7 dice (4 full-strength corps plus Eugene's TR of 2 plus Starhemberg's TR of 1), also scoring 2 hits. A tie goes to the defender, so the Alliance force wins the battle (16.3.3). The Bourbon player flips two French corps to their reduced sides, places a Demoralized marker (16.3.4) atop the Army marker and another in the Army C holding box, and retreats back to Cremona. The Alliance player flips 2 Austrian corps to their reduced side. Finally, each player rolls for his named leader casualties—all three named leaders survive without incident.

ALLIANCE ROUND 3

The Alliance player plays his other 2-actions card, leaving only a 1-action card in his hand for the last round.

The first action is a **Campaign action** to continue the siege of Liege. The FDV is now 2, so Marlborough and two Dutch corps are activated. The Alliance player has a total DRM of +2 (+1 for the 2-TR leader (Marlborough has TR of -1 because he is not activating with a BR corps) and +1 for the Contined Siege marker), modifying his roll of 4 to a 6 and a '1/2' result. This is enough to take the fortress. A Dutch corps is flipped to reduced strength to satisfy the attacker hit. The French garrison corps is flipped to its reduced strength side, and then the Honors of War

rules come into play. Instead of being eliminated as the last hit, the garrison corps is allowed to withdraw to the nearest friendly space. In this case the Bourbon player chooses Namur, and the corps is added to Bourbon Army A. The Fortress Strength and Continued Siege markers are removed, an Alliance control marker is put in the Liege space, and the VP marker is moved from 9 to 11. Finally, the scenario special rule gives the Alliance player an additional Dutch corps in Liege, which is added to Alliance Army A.

Although he would prefer to continue the siege of Cadiz, the Alliance player fears another poor roll would mean the elimination of a corps, so he decides on a **Campaign action** to besiege Landau instead. The FDV is 1 so Baden activates with a single Empire corps. There are no DRMs; the roll of 4 is a '1/1' result which takes the fortress. The Empire corps is flipped to its reduced side, the Bourbon control marker is removed, and VPs go from 11 to 12 on the Game Record track.

Design Note: the Alliance player might be willing to sacrifice a corps for the capture of Cadiz, because of its importance, but a poor roll could mean the loss of a corps for no gain. Alternatively he could use a replacement action to build one of the corps back up to full strength, but that would leave him only one final round in which he would need to roll a 6 to get the two hits needed to capture the space.

BOURBON ROUND 3

Knowing the Alliance player only has one card remaining, the Bourbon player decides to take advantage of the "Rapid Bourbon Conquests" rules for 1702 (20.4, #2) and plays his 2-actions card.

The first action is a **Campaign action**, moving the minor leader and one French corps from Namur to Trier via Bouchain and Metz. Trier is converted to Bourbon control. Note per the special rule Alliance Army B is not allowed to intercept this move, and VPs in this case are not adjusted.

The second action is also a **Campaign action**. Max Emanuel and one Bavarian corps move from Munich to Ulm (1 MP), converting the space to Bourbon control. Again, VPs are not adjusted in this case.

ALLIANCE ROUND 4

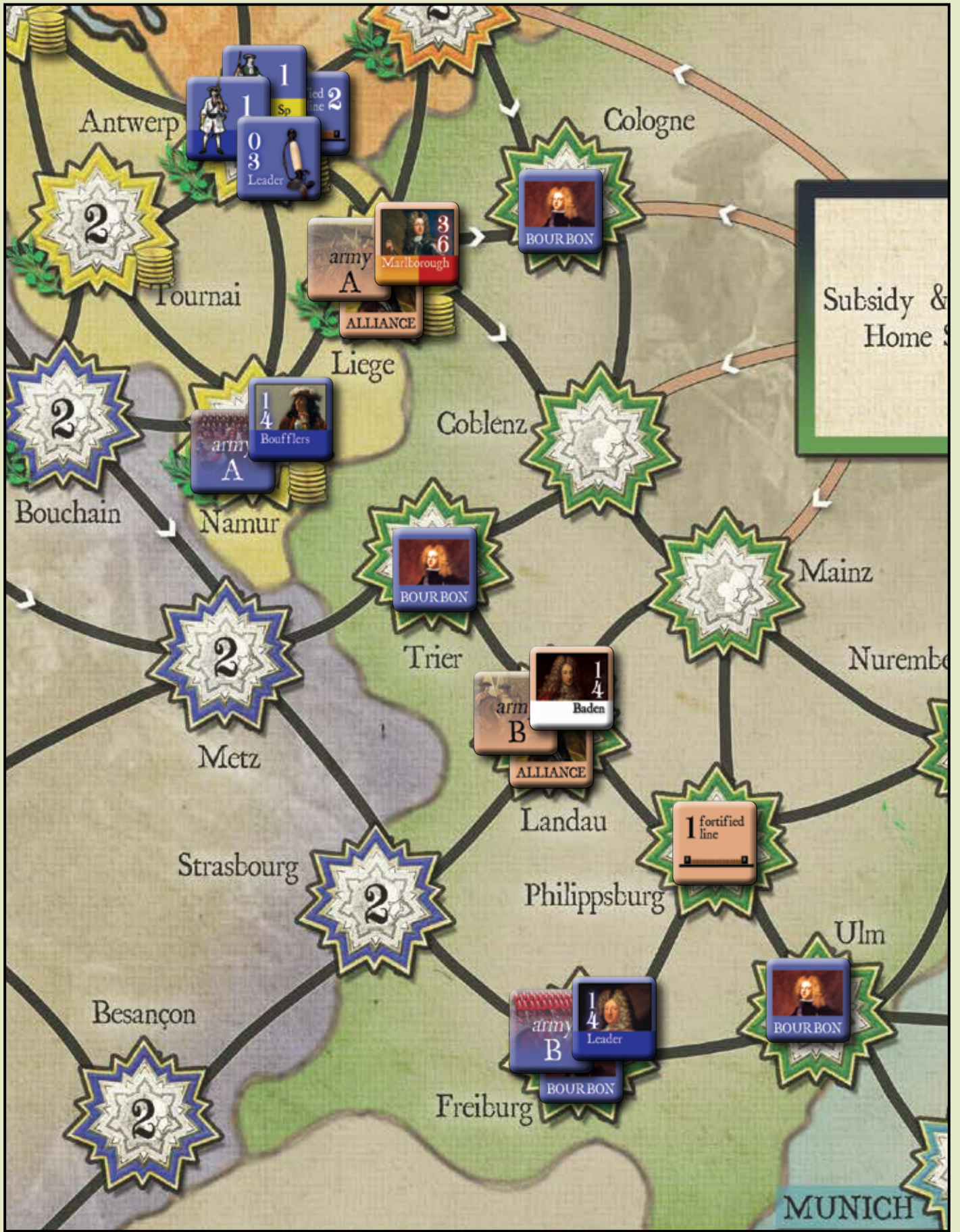
Playing his last card, a 1-Action card, the Alliance player decides to bring troops up to the front. He declares a **transfer action**, moving an Empire corps and a Subsidy corps in the Empire/Subsidy Home space to Philipsburg (3 MPs of its possible 4) to join Alliance Army A in Liege.

BOURBON ROUND 4

The Bourbon player spends his 1-Action card to conduct a **replacement action**, restoring a French corps in Army C to full strength.

Design Note: typically there will be a lot of action early in the campaign season, petering out as corps are reduced and action points become more scarce. Also, since armies can automatically avoid battle if in a friendly fortress space, attacking an enemy army late in the campaign season to cause damage may not have the desired result.

The situation in the north at the end of 1702



SPANISH EVENTS PHASE

The Spanish Events phase consists of three steps.

First, the players determine if the Alliance took control of Madrid this turn, in which case a die roll is made to determine if the Alliance maintains control or is forced to give up the space. In this case Madrid is Bourbon-controlled and no die roll is needed.

Second, since Madrid is Bourbon-controlled, the Spanish Loyalty marker is shifted one space to the right, from 5+ to 4+.

Third, if the Alliance currently controls the Mediterranean Sea zone, the Alliance player may roll to determine if the Habsburg Spanish Uprising occurs. The zone is currently Bourbon-controlled so no roll is made.

WINTER QUARTERS PHASE

The Winter Quarters phase has several steps that must be completed in order.

First, any forces in enemy controlled spaces must withdraw to friendly spaces. In our current example, the Allied force in Cadiz must withdraw to a friendly port in the same sea zone; the Alliance player makes a die roll for sea movement, a 1 would mean a step loss and removal of one corps, but he rolls a 3 and places the minor leader and two corps in Bergen-op-Zoom. This immediately ends the siege and the “Continued Siege +1” marker is removed.

Second, all game information markers are removed, including all Fortress Strength markers, Demoralized markers, Famous Victory markers, and the Toulon Fleet marker if it’s on the map.

Third, the Alliance player loses -2 VPs if the Mediterranean is Bourbon controlled, so VPs in our game are moved from 12 to 10. Furthermore, since the Alliance does not control either Lisbon or Cadiz, the Med remains Bourbon-controlled.

Fourth, players check to see if the game has ended due to turns or automatic victory conditions.

Fifth, the Turn marker is advanced to the 1703 turn on the Turn track, and the game proceeds to a new turn.



Queen Anne of Britain

CREDITS

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22.0 DESIGNER'S NOTES

The goal of **No Peace Without Spain** is to present a fun, balanced, and quick-playing contest that accurately reflects what happened and why. Although it evolved into a more complex simulation than what was originally envisioned, I hope players still find it meets this goal. By design it covers the years of major conflict (1702-1713). The war began in earnest when England joined the fight in 1702, and although it carried on in name until Philip captured Barcelona in 1714, the contest was more or less decided at the end of 1713 when France and Austria ceased hostilities.

The title of the game comes from the British parliament's adamant, but by no means unanimous, declaration in 1711 that it would not make peace unless and until the Spanish throne was secured for the Habsburg claimant. This stance demonstrates the intense political dynamics in play and reinforces the view that Spain was a critical theater in the ultimate outcome, Marlborough's remarkable legacy notwithstanding. British popular support for the war was deteriorating however and parliament did at the end make "peace without Spain", securing significant territorial gains and trade privileges in exchange for abandoning the Alliance (reflected in the British Withdrawal VP concession mechanics).

Players act as supreme commanders, focusing on strategic and operational concerns. At this level there is often a lack of resources (action points, RPs, leaders, etc.), simulating the frustrating but very real disparity between what the opposing sides wanted to do and what they actually had the means to accomplish. Despite these limitations there are still plenty of choices to be made each turn. Event card draws do make events fairly random; however several of the events have prerequisites and it is worth reviewing them to help guide your planning.

The nature of warfare in this period created some interesting design challenges. For campaign year turns to be playable in 15-20 minutes sieges could not be depicted at an individual fortress level. The siege mechanics involve a fair bit of abstraction, including the amount of geographic area and number of fortifications each fortress space represents. Field battles – single-day affairs that could witness as many casualties as an entire season's worth of siege operations – required a different approach that allows room for indecisive actions to major victories that can change the momentum of the entire game. One or two unexpected reverses on the battlefield and players will understand historical commanders' reluctance to fight field battles, reinforced by the harsh effects of the "Famous Victories" and "Demoralization" rules.

Stacking mechanics were developed to represent military realities as much as pure supply considerations. Obviously more than 40,000, 80,000 or 120,000 soldiers respectively can fit in the areas represented by the spaces, but given the point-to-point nature of the map I wanted to accurately reflect the size of the forces that historically operated in each region.

Western France is devoid of spaces and ports because my feeling is that there was no worthwhile objective for the Allies, and no serious consideration was given to an amphibious landing in the region. The Empire presented different dilemma; the special "home" spaces represent Allied control of these areas and purposely disallow the (historically unlikely) prospect of a Bourbon campaign in those directions. The "Austria" home space was added fairly late in development based on feedback from playtesters - the Allies can now transit the region but again I did not want to introduce it as a theoretical campaign area. As an aside Salzburg was not technically Austrian and the actual city is further west of the space, but it serves as a good representative name for this area which was largely under Austrian control.

A few words on strategy. Initiative is important and a key to keeping your opponent reacting to your moves, but sometimes there is a benefit to seeing what the enemy does first. Note the number of RPs you will be getting in the next turn, and keep that in mind before you decide to accept a large battle, especially if you play the Bourbons. One bloody loss can cost you an entire year's worth of RPs – or even more. Battles are a high risk proposition and the risks and rewards should be carefully considered in advance. As the Allied player you will need to decide early on how much effort you will apply to Spain. It is a difficult place to achieve victory but by ignoring the theatre you allow your opponent to concentrate his meager resources more effectively elsewhere. Forward to victory!

Dedicated to my parents, who taught me, among other things, a love of history.

Don Herndon

