



THE WAR OF THE SPANISH SUCCESSION

PAPERBOYS RULES

This is a little set of rules written to continue the tradition of each Paperboys book having an associated set. Andy Callan's ideas abound here, but Peter has written them, and any queries and complaints should be aimed at him. You should regard it as a skeleton set, and feel free to add house rules of your own to bring in more detail. The game runs on two systems. The first is a unit morale score recorded on a dice which sits with the unit on the table, an idea from Andy's writing. The second is a simple three-card-per-side trick from my old friend, the late Wally Simon. He was a prominent American gamer who delighted in simple but clever rule-writing. This drives the turn along and provides considerable tension as to what will happen next!

To play the wargame you will need a handful of normal six-sided dice, a measure of some kind, for moves and ranges and a playing surface, which can be an ordinary table. Special mats are available to represent the ground, but you could just use the table top itself to begin with. The figure bases are Cigar Box Battles 'Open Grassland' mat colour, by their kind permission. A sheet of 'record dice' is included here that you can make up, or you can use ordinary dice of course. Moves are maximum moves and you can move units a lesser distance if you wish. Play your first game with a mounted officer to command, 4 infantry Battalions and a couple of cannon. Add a couple of cavalry regiments next time and build up slowly as you get to understand how it all works.

The armies

The figure scale is roughly 1: 10 so an infantry stand represents about 120 men and a cavalry stand 60 or so. You should have roughly equal numbers of infantry and cavalry stands if you want to balance the armies in the manner typical of the period.

Infantry is arranged in battalions of six or seven stands, one of which is a grenadier stand. Mark one stand in a French battalion underneath with a 'G' as they don't wear a special uniform. Grenadiers don't get a special bonus in their battalions with one exception, (See UNTO THE BREACH below) but will class as elite if grouped into a new grenadier battalion, which was common. This should be done before the battle starts but remember it will make the parent units less effective!

Cavalry is in regiments. They may be any size from four to eight squadrons. A Squadron is two cavalry stands, although some French Guard squadrons might be bigger. Both Infantry and Cavalry should be brigaded in bodies of three or four regiments for special tasks in the game, or cavalry can be deployed in regiments among the infantry.

Artillery stands may be deployed at will. We don't differentiate types of gun. All are assumed to be light/medium field pieces. Remember that

once deployed, their limbers, manned by civilians, will depart the field and manhandling is the only resort. Artillery doesn't have a morale dice, but does take casualties.

All Guard and artillery units are classed as Elite. Dice for each non-elite unit before the game deployment starts. In the French army 1 or 2 makes them Raw. The Alliance army rolls 1 for Raw status. Mark these units with a little ticket in their command stand. This stage is open for adjustment to incorporate your national prejudices.

GETTING STARTED

Set up your table and invent some likely scenario. Decide, based on that, who is the defender, who the attacker and what both need to do to claim victory. These roles are purely strategic in the game story. A 'defender' may choose to attack in the game as much as he likes! The encounter battle beloved of wargamers is a very rare event in history. The defender sets up his troops based on terrain and objective. No troops should be more than a third of the way into the table except by agreement. The attacker looks at this deployment and sets up. The defender may then re-arrange a quarter of his units if he wishes and the game begins.

If your table is a large one and the forces seem far apart, you may, by agreement, double the move distances for the first move or two to bring on the action!

THE TURN

Take three red and three black playing cards from a pack and shuffle them. The French side is black, the Alliance red. The order of play in each turn is dictated by taking cards off the top of this tiny pack. The first card for either side is Firing, the second, Cavalry movement, and the third, infantry and artillery movement. Resolve combats and tests as they occur during the turn. After all the cards have been revealed, dice pips are adjusted where units are allowed to recover their composure during the battle, and an attempt should be made after that to rally routing units by throwing a dice to equal or beat their pip dice. Units which have an enemy unit within 15cm may not attempt to rally. I'll deal with these phases of the turn in order.

FIRING

Normally a unit will either fire or move in a turn. However, infantry units which have not fired yet in the game are allowed to fire and then move. Each stand gets one firing dice, except close range artillery which gets two. Infantry and French and Bavarian cavalry units fire at the nearest target within the familiar 45 degree arc to their front. Artillery can be



ordered to engage any target inside that arc by a mounted officer with the stand. Otherwise it will fire at the nearest target. Moving the stand to another point of aim takes one turn.

	Range (cm)	to hit
Cavalry pistol* (French side only)	5	6
Musket	25	5 or 6
Cannon	25 to 70	5 or 6
Cannon	25 or less (roll two dice)	5 or 6
Mortar	15 (minimum range) to 40	5 or 6 +1 if building target hit last turn

- If the French or Bavarian cavalry unit has not fired this game, it can fire during either side's move phase just before contact with the enemy if there is to be a proper fight.

Each hit scores a casualty on the target unit, AND a pip on the morale dice. Casualties are recorded with casualty figures behind the unit. Four infantry casualties mean a stand is removed. Three casualties remove a cavalry stand.

SAVING THROWS: If the target unit is behind bullet-proof cover throw a dice for each hit. A score of 45 or 6 will cancel that hit. Brick and stone walls are not a defence against artillery hits, but earth ramparts are. Mortars, which lob shells in a high arc into a position, cannot have their hits cancelled.

Hitting buildings with cannons and mortars. Two cannon hits will make a stand width breach in a wall. A mortar hit on a building will set it on fire if the shooter throws a 5 or 6 for any hit. Burning buildings must be evacuated next turn. Buildings burn for the rest of the battle. NOTE: Earth ramparts cannot be breached by cannon or mortar fire.

MOVING

When their card comes up the player can move any of his units that didn't fire in the firing phase up to the following maximum distance:

Manhandled cannon and carried Coehorn Mortars	10cm
Infantry , Artillery limbers and carts	15cm
Cavalry	30cm plus 15cm charge bonus once per game for Alliance cavalry units only. French Cavalry may not charge, but may, of course, move into contact with the enemy.

Mounted officers can move 45 cm. they can move once at any point in the Turn and don't need to wait for the card.

So long as no stands move more than the maximum distance, units can manoeuvre freely, change formation and lines of soldiers can pass through friendly lines etc. Unlimbering artillery and dismounting or remounting Dragoons takes a full move. Mark the position of the Dragoons' horses with the 'held horses' figures.

WOODS: and difficult ground (decided by consent before the game starts) can be passed through at half speed for all movement. Impassable for Artillery.

CRITICAL MANOEUVRES: If circumstances dictate that a player wishes to make anything but a straightforward move forwards or in reverse, where a simple order to advance or retire is given, and his unit is within 30cm of an enemy unit, this is a 'critical manoeuvre'. He may for example wish to form a battalion or regimental square to resist cavalry, or to 'refuse' a flank by turning a couple of stands at right angles to his line. If the unit is NOT elite, it must test to see if the manoeuvre is possible. To be a manoeuvre, a movement must change the orientation of the stands within a unit. **Throw a dice, which must equal or beat the number of pips on the unit's record dice.** Raw units take 2 off that throw. Failing the test means the unit remains where it is and cannot move this turn.

Note that passing friendly troop lines through each other is not classed as a manoeuvre if both formations remain the same.

CONTACT: Any move which intends to end in contact with an enemy unit will mean, in most circumstances, that there will be a **TEST** and possibly a **fight!**

MORALE, PIPS AND THE TEST

Morale was the key to success in battle then as it is now. The more confident a unit is, the more likely to charge home and drive off its opponent before crossing swords or bayonets. The dice that records the unit morale is really important in the fighting part of this wargame. It goes up to 6, of course. Any pips awarded after that are ignored. At 6 the unit may not move towards an enemy, although it may retreat, or shoot half its stands and defend itself if attacked, although in such a disordered state it is unlikely to stand! It must be allowed time to recover some pips and reorganise itself. Below that, though, the unit can move about and fire as normal provided nothing nasty comes along that makes the unit take a test.

Note: the record dice should not be hidden from your opponent. In real life a ragged, disorganised unit would be clear to see.

In wargames, and possibly in real life too at this time, units would engage each other in a duel-like manner, so try to pitch one unit squarely against another rather than attacking areas of overlap where one unit faces a pair or more of enemies.

THE FACE-OFF TEST

If it is clear that an attacking unit's move will contact an enemy unit, move the attacker to within 10cm of the enemy and do this test, unless the enemy is artillery or held horses, which will just be overrun and removed. Each unit throws a dice and deducts from that score the number of pips on its morale record dice. (EG: your record dice shows a 4 and you throw a 3. Your result would be minus 1) Compare the scores and consult the following:

Modifiers: Infantry units defending cover add 2. Charging cavalry add 1. Elite units add 1. Raw units minus 1. Equal or superior unit of the same arm routing around or through your unit minus 1. Mounted Dragoons and Hussars facing 'Cavalry' minus 2. Attacked in an open flank or rear minus 2 these are cumulative.

Infantry -v- infantry

Note: where two units advance on each other and it isn't clear who is defending or attacking, the defender in the game story is the defender.

If scores are equal or within 1 of each other, there will be a **FIGHT!**

Attacker has 2 or 3 more than defender – defender falls back one move but ends the move facing the enemy. He gets a pip added to his record dice.

Attacker has 4 or more than defender, the defender routs straight back two moves ending facing away from the enemy. He loses one stand. The winning unit gets GLORY status and may make an extra move immediately to attack another enemy. Glorified units wipe their record dice back to zero. They may only get Glorified once per game, whatever the result of the next face off! The routing defender unit must throw a dice in each subsequent turn to equal or beat its record dice to rally. Otherwise it will continue to rout back one move per turn losing a stand each time. Mounted officers can add to the rallying dice if he joins the routing unit. He will have to test for survival each time the unit loses a stand though. (See below)

Defender has 2 or 3 more than attacker, attacker halts and must fire next move from that position.

Defender has 4 or more than attacker, attacker falls back a full move and ends facing the enemy. He gains two pips.

Cavalry -v- cavalry

Note that in this game British Dragoons are counted as 'Horse', i.e., normal cavalry for combat purposes, although they can still dismount and fight as infantry like other Dragoons. French and Bavarian Cavalry who have not fired pistols yet in the battle may fire just before the point of contact



if it comes to a fight and any casualties are counted in the fight result.

Do a face-off test as above for infantry but note that **if the defender has 2 or more than the attacker** the attacker will fall back a full move and ends facing the enemy.

Note that if cavalry becomes Glorified it **MUST** make the extra move in pursuit of the enemy attacking any unit in the way and following the above process.

Cavalry -v- infantry

Cavalry cannot close frontally with infantry which have less than 5 pips. Their bayonets will keep the horses at bay while they are in reasonable order. French or Bavarian Cavalry may trade pistol shots in the shooting phase, but they are likely to come off worse in a fire-fight. There will be no tests in these circumstances. Steady Infantry advancing on standing cavalry could potentially herd them as the cavalry would have to retreat to avoid contact. No Cavalry commander would allow this disgrace! The flanks and rear of infantry are always vulnerable to cavalry, hence the value of the square, more likely at this period perhaps to be a brigade square rather than a battalion one.

If the circumstances allow contact, follow the face off test and compare the scores as below.

Defending infantry has 2 or more advantages, attacking cavalry fall back a full move and end facing the enemy losing a stand.

Scores within 1: Fight!

Attacking Cavalry has 2 or more advantage: infantry routs a full move facing away from the enemy with cavalry in pursuit. Infantry loses one stand per 3 enemy cavalry stands in contact (rounding down) each turn until friendly troops can provide a barrier to the cavalry, i.e., routers can pass into friendly troops who will face off the cavalry. Any such friends will have to test their morale as described later. This refuge will need to be nearby as the infantry will vanish quickly!

ARTILLERY, wagons and held Dragoon horses contacted by any enemy – there is no test required for this- will scatter among any friends nearby and may not return. Remove them to the 'Dead Pool'.

NOTE on confused combats. If units attack multiple enemy units, both players should allow a readjustment to pitch one unit against one. If this is not possible, fight it as two separate combats, dividing the 'bridging' unit at the point of the junction. Joining a fight: If an enemy unit is engaged in a fight you can only join in with another unit **from the rear**. Do the face-off test for the joining unit. Any units which retreat or rout and are engaged front and rear must surrender and are put in the dead pool.

FIGHTING

Where units come to fighting, resolve the combat at the end of the attacker's move phase. Throw one dice for each stand in contact. One stand overlap per side also counts. Score 5 or 6 to count a hit.

Modifiers: 'Cavalry' (Including British Dragoons) V Hussars or Dragoons plus 1. Cavalry which charged into contact plus 2. Infantry defending a wall or earthwork plus 1. Compare the scores: Within 1 difference, fight continues next turn, both sides lose a stand. 2 or 3 difference loser falls back one move and only he loses a stand, 3 or more difference, loser routs back two moves and he loses two stands. The routing unit acts like routing units described above. Note: casualties from fighting are not added in pips to the unit record dice. If there is no result after 2 rounds the attacker falls back one move facing the enemy and both sides lose another stand.

PIPS AND UNIT LOSSES

At the end of each turn, when all the cards have been used, the internal organisation of units may 'heal' pips from the record dice depending on the quality of training. Thus Elite units turn back their dice 1 pip at the end of every turn unless they are **fighting** during that turn. Trained units- the majority of the army normally- cancel 1 pip provided they were not fighting, routing or under fire during the turn. Raw units in those circumstances must throw a dice and get 4,5 or 6 to remove a pip. Units which rout off the table or lose half their stands are removed to the dead pool. (See below)

Casualties to units: When any unit falls below half strength(rounding up, so a 7 stand unit must lose 4 stands) it is assumed to be scattered and is removed to the dead pool. This does not cause a routing friends test. Artillery can take casualties and each gun should be considered a separate unit although it has no morale record. When it has accumulated three casualties to fire, remove it.

Unto the Breach: If an infantry unit is attacking a breach in a wall that is one stand wide, breaches are never less than this, or a contested bridge crossing, go through the normal attacking procedure giving the defender the 'defending an obstacle' modifier etc. If it comes to a fight, it is a duel between a single stand on each side which will decide the contest. No overlaps etc. are allowed. If the wall is not breached, a high-walled position cannot be taken, although a low walled one, or an earth rampart can be attacked without being breached. If you use a Grenadier stand for the narrow assault against one enemy stand, it can claim elite advantage but must be lost if there are stand casualties!

OTHER TESTS

Heavy Casualties to fire: If any unit loses three or more casualties to enemy shooting during a single turn, at the end of the enemy shooting phase they must throw a dice and try to equal or beat their record dice pips. If they don't, they must retreat one move immediately and end facing the enemy if they did not move last turn. If they did move last turn they must halt and miss their next move phase. If they have an enemy in range they must open fire in their next fire phase.

Friends routing test: If a friendly unit of the same arm of service and of equal or superior quality routs within 15cm of any friendly unit **during its first rout double-move path**, that unit must test by throwing a dice to equal or beat its current pip record, including the extra pip if the friend routs round or through it. If it scores 1 less, it gains a pip. 2 less it falls back immediately one move facing the enemy. 3 less it routs back with the routing friend. **Raw units minus 1 from this dice.**

No unit has to do this test more than once per turn, no matter how many friends rout.

Generals and mounted officers have a stimulating effect on the troops around them. They can join a unit by standing in the ranks and immediately take two pips from the record dice. The commander-in-chief of the whole army can remove three pips. This effect lasts while the commander is with the unit. The pips must be returned to the unit record dice when he leaves it. The officer has to share the risk of becoming a casualty. Each time the unit loses a stand throw a dice for the commander which must be 4 ,5 or 6. If the throw is less, the commander is killed.

WHO WINS?

Victory conditions may be agreed before a game. For example 'to capture an objective and place a unit on it for a whole turn', or to 'drive the enemy 40cm away from an occupied village'. Otherwise you might say that the game will run for 7 turns (depending on the time available for play) then night falls and a decision must be made about who keeps the field. Count the stands in the dead pool and the winner is the player with least dead stands. You might count in that score also the number of stands currently in rout and therefore out of control.

It has become the fashion to set an arithmetical measure of victory, so alternatively you might say that if either army loses control of 30% of its stands, dead or routing, it must withdraw from the field at that point. For this purpose, count a cannon as two stands and a mounted officer or mortar as a stand. The commander-in-chief counts as three, or more stands, perhaps, if he is a great man.

The main point is to have a little gentle fun, and to work through the game in a spirit of good fellowship.



FIRING

One dice per stand except close range artillery which gets 2.

WEAPON	Range in CM	to hit
Cavalry pistol	5	6
Musket	25	5 or 6
Cannon	25 to 70	5 or 6
Cannon	under 25 roll two dice	5 or 6
Mortar	minimum 15 to 40	5 or 6 plus one if building target was hit last turn.

Saving throws: A unit in built cover, such as a wall or earth rampart can cancel musket hits with a throw of 4,5, or 6 per hit. Earth ramparts also allow saving of cannon hits. Brick or stone buildings are not cannon-proof. Mortar shells fall inside cover, so no saving throws for them.

MOVING

Manhandled cannon and carried mortars 10cm

Infantry 15cm

Cavalry 30cm + 15cm charge bonus once per game for Alliance units only.

Mounted officers 45cm move once at any point in the turn.

FACE-OFF TEST

Modifiers

Infantry defending built obstacle or defences +2

Charging cavalry, elite unit +1

Equal or above status friend of same arm routing through or round unit -1

Dragoons or Hussars facing Cavalry -2

Attacked in flank or rear-2

Results: INF -v- INF Scores within 1, fight. A+2 or 3, D falls back 1 move and gets a pip. A+4 D routs two moves back, loses a stand, A gets GLORY move. D +2 or 3, A halts and must fire next phase. D+4,A falls back one move and gets 2 pips.

CAV -v- CAV as above except if D +2, A falls back one move.

CAV -v- INF: No cavalry contact allowed if inf has up to 4 pips. If contact possible, do Face-off test.

Scores within 1, FIGHT. Inf+2 Cav falls back one move, loses a stand. Cav +2, Inf rout one move with Cav in pursuit. Inf loses one stand per three cav stands in contact each turn the rout continues.

FIGHTING

One dice per stand in contact plus one overlap each side

Modifiers: Charging Cav +2. Cav v Hussars or mounted Dragoons+1. Defending obstacle +1

Results: 1 difference, fight on, both sides lose a stand. If this is the second round of fighting, then attacker falls back one move. 2 or 3 difference, loser falls back one move and only he loses a stand.

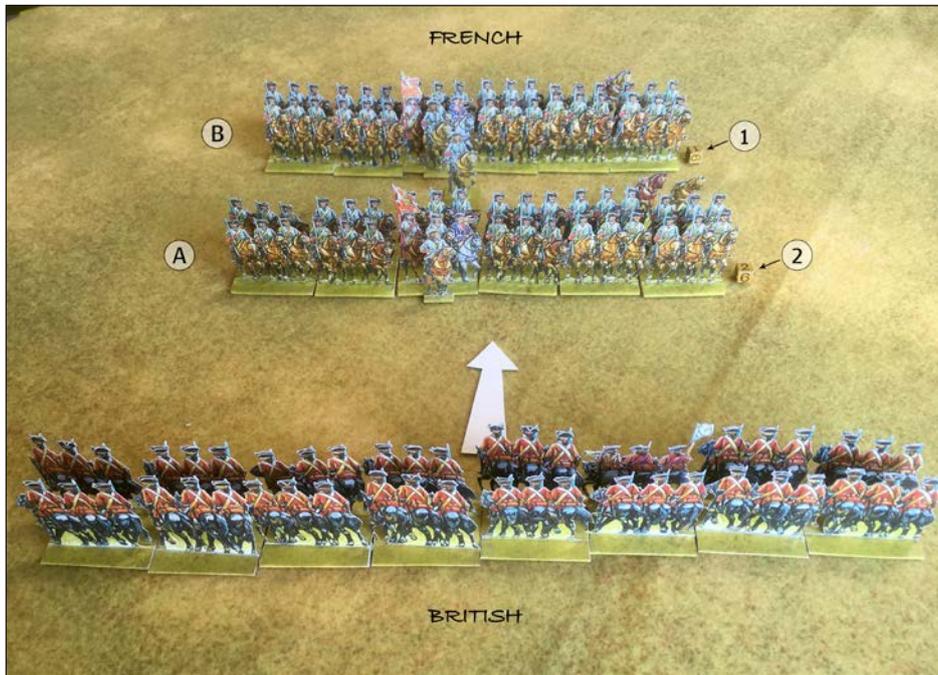
3+ difference loser **routs** back one move and only he loses a stand. Winner may pursue in his next move phase.

NOTE NO pips are added as a result of fighting or test result losses.

Write your own notes here



EXAMPLES OF PLAY



1. CAVALRY -v- CAVALRY

When his second Red card turns up, a British Line Cavalry regiment rides to attack two French Line regiments which have just advanced on the turn of their card to threatening the flank of his infantry. The British haven't charged yet, or suffered any fire damage. The French have been engaged earlier by artillery and have taken slight casualties. Regiment A is within Charge distance and The British charge them. There is a **face-off test**.

The British roll 4 and add 1 for charging, making 5. The French roll 6 but must minus the 2 from their record dice making 4. Equal scores or one point difference, as here, means there is a **fight!** Neither French regiment has fired pistols in the game so they opt to fire as the British charge into them. Six dice are thrown, but only one is a 6 and that hit counts towards

the fight score. With their extra impetus from the charge the British can add 2 to each dice so they need 345 or 6 to hit and they can overlap one stand a side, so eight dice are thrown scoring 5 hits. Regiment A scores only 2 hits with its six dice. Including pistol fire that makes 3 against 5. 2 difference means Regiment A, the loser, has to remove a stand and fall back a full move, putting it well behind regiment B. It does not add any pips to its record dice. If A had been routed, Regiment B would have taken a test immediately to see if it joined the rout or stayed to hold the field!

NOTE Both sides' cavalry cards have been played this turn, it is not known whether the British or the French will be granted the next move, but at the end of this turn Regiment B can remove the 1 pip of damage from its record dice, and still has loaded pistols.



2. INFANTRY -v- INFANTRY

On the right flank of the French line a regiment of Dutch infantry {C} backed up by a regiment of guards {D} has advanced last move intending to attack them. C has picked up two casualties to artillery earlier in the turn and A has one from Alliance artillery. The new turn starts with the French getting the first fire card. The artillery and regiment A cause three hits on regiment C. This means it must take a heavy fire test, and since it now has 5 casualties, it must lose a stand, leaving one casualty marker in place. The Dutch player rolls a 1 against the 5 on his record dice, and fails

the test. He must stay where he is and return fire in the fire phase.

The next card is Red. This is the Alliance fire card and regiment C fires at regiment A getting 2 hits to add to the 1 it already has. A now has three casualty markers and 3 on the record dice. The next card is also red. This is the Alliance cavalry card, which doesn't concern us here. The next card is black, the French cavalry move, which again does not affect us here. French infantry move black card next The player cannot move his unit A as it has fired this turn and chooses to move no units.





3. Seeing the pressure on A however, the French player moves the Brigade commander into the ranks of regiment A which immediately lowers the dice record back to 1 The last card has to be red. Alliance infantry move.



4. With C unable to move, the player passes the Guard regiment D through C and into the attack. There must be a **face off test!**

French player rolls 2 for regiment A giving a final score of 1 , The Dutch player rolls 5, plus 1 for elite, but has a blank record dice. (Which means no record dice. They are only on the table when they have something to show) That's a difference of 5 and Regiment A has to rout two moves back and lose a stand. The poor Brigadier, in the middle of the panic, is killed with a roll of 2 as he was with the unit. He cannot be replaced in the current battle. The Guards, regiment D, also get **GLORY and may make a free move to attack regiment B**. Regiment B first has to test for routing friends and has the modifier 1 pip for friends routing

through added to its otherwise clear record dice. B passes the test with a roll of 3 but now must take the face off test against the triumphant Guards D.

French regiment B throws 5. Minus its one pip makes a score of 4. Dutch Guards roll 1 plus 1 for Elite makes 2. The Guards must halt next move and begin a firefight in their fire phase, but that's next turn and who knows what French cards may have turned up before then!

The artillery stand would have been over run during the Guards glory move, and the Bavarian line unit just seen next to Regiment A would have tested when A routed.



Much can happen during a turn, and I'm well aware that the examples seem very complicated. Once you have the basics fixed, though, the rules are, as wargame rules go, pretty straightforward to play. If you are using large armies, have more than one player a side with a couple of Brigades each. If you are refighting the huge battles of the period, use a regiment to represent a brigade, and you might label them underneath the command base with a temporary brigade label.



