

SYW Minor States Campaign

Background

This is a fictional Seven Years War campaign set in Bavaria. The French, Austrians, and Russians are converging to try and drive the centrally placed Prussians off the map.

The battle rules will be *Old Dessauer 15mm*, using all optional rules except regimental guns.

Victory

The game lasts 12 turns or until the one side or the other is driven off the map. After 12 turns, the side with the most Victory Points (VP) is the winner. Each town is worth 1 Victory Point. Each city is worth 6 Victory Points. Each battle where your side was the winner, and where the smaller side had at least 50 figures, is worth 6 VP (divided equally among all allies present). If the allies win, the single allied player with the most VP is the allied winner. There can be only one winner of the game. The Russians get 2X VP for capturing towns and cities since they have the smallest force in the game.

Allies may not capture towns and cities from one another, nor attack one another's forces.

Game Scales

1. Each hex = 10km (6 miles) across
2. One turn = 3 days

Initiative

Each general will get a D6 initiative score at the start of the game, which I will use to help decide to chance of such things as changing orders in reaction to the enemy. Prussian generals get +1 on this score.

Movement

Movement is simultaneous in accordance with each player's orders for that turn. Troops are moved according to force, where a force is a set of units with a given order. Guns and supply units may only move along roads. Spies are immobile. A force with a given order must have one general per 12 units with it at the start of the turn or the entire force has to roll for confusion:

- 1 = Force does not move
- 2-3 = Force moves half speed
- 4-6 = Force moves normally

A force with no generals at all has a -2 penalty.

The referee will give players a chance to change a force's orders if it encounters or scouts enemy forces during its move. This will have to be somewhat of a judgement call. A large army cannot change direction easily in this period (its hard enough even in modern times), so it might be able to just halt or do a confused retreat move, suffering some attrition. A small force (50 figures or less) is of course much more agile. If the force has no general it will obey its orders as best it can.

Movement Table

Unit Type	MP/Turn	Cost to Enter					
		Road	Clear	Rough	Mountain	Cross Minor River	Cross Major River
Foot	6	1	2	3	No	2	No
Mounted	8		2	4		2	No
Guns/Supply	4		No	No		No	No
General	12		1	1		1	2

The Map

The map represents central Bavaria in the pre-industrial era. A hexagonal grid marks it, where each hex is 10km across parallel sides. The map displays these terrain features:

- Roads: Thin brown lines
- Rivers: Blue lines. The Danube is a major river; the others are minor.
- Rough terrain: Yellow hexes with brown edges
- Clear terrain: Cream-colored hexes
- Impassable: Grey hexes
- Towns: Small white circles
- Cities: Larger circles with a black dot

Capturing and Controlling Towns and Cities

1. To control a town 12 infantry or cavalry figures are needed.
2. To control a city 24 infantry or cavalry figures are needed.

You need a force at least large enough to control a place in order to capture it.

If the garrison ever drops below the minimum needed, the townsfolk eject the remaining men.

The Prussians begin the game in control of all unoccupied cities and towns on the map, and if they recapture a town or city they do not need to garrison it to keep control. They do, however, need to have the minimum required force to make a recapture.

Unit Types and Reinforcements

1. A foot or cavalry unit consists of twelve figures.
2. A gun unit consists of two gun models plus eight grade C gunner figures.

Reinforcements

Every four turns, at the end of the turn, a player may roll on the reinforcement chart to get more troops. You may roll up to two times. Each roll costs 2 VP. You may choose the column you want to roll on. The Prussian player may modify his roll by up to +/-2. Thus a 7 could become a 5,6,7,8, or 9.

Military units, generals, staff officers, and supply units appear on the map at the start of the next turn in one of the complete road hexes listed for each player (provided privately). New scouting units may be placed with any unbesieged force. New spies may be placed in any unbesieged town or city.

Reinforcements do not appear if there is an enemy force of 12 or more figures in the road hex, unless there is also a friendly force larger than the enemy force also in the hex. The reinforcements will appear as soon as the hex is freed up, however.

The point values per figure chart is used in the assault table.

Reinforcement Chart (2D6)

Score	Infantry (2 units per roll)	Cavalry	Artillery	Support
2	D light	D light	Light Gun	Spy
3	C light	C light	Light Gun	Scouts
4	D line	B light	Light Gun	Supply Unit
5	C line	C medium	Field Gun	Supply Unit
6	C line	C heavy	Field Gun	Supply Unit
7	C line	C heavy	Field Gun	General
8	B line	B heavy	Field Gun	General
9	B line	B heavy	Heavy Gun	General
10	B line	B medium	Heavy Gun	Spy
11	A line	A heavy	Heavy Gun	Spy
12	Your choice!	Your choice!	Your choice!	Your choice!

Point Values per Figure

Infantry		Cavalry		Artillery	
D light:	6	D light:	6	Light:	25
C light:	4	C light:	8	Field:	50
D line:	3	C medium, B light:	10	Heavy:	75
C line:	4	B medium:	14		
B line:	6	B heavy:	12		
A line:	8	B heavy:	14		
		A heavy:	16		

Combining Units

Weakened units of like type and morale may be melded into larger units at the start of any turn if the two units are in the same hex, as long as the stated unit sizes are not exceeded. Guns may be combined into ad hoc batteries of up to six models of any type at the start of a battle. Units may not be broken apart.

Scouting and Spies

Scouting

Each figure of regular light infantry is worth 1 Scouting Point (SP). Each figure of irregular light infantry is worth 2 SP. Each figure of light cavalry is worth 3 SP. Other troop types have no scouting value. The scouting results generator will be used for specific results. Scouting units have a radius of two hexes, giving a force some chance of changing its orders based on detection of enemy activity.

Spies

Spies must be placed in towns and cities. Spies are normally immobile but may be reassigned to a new unbesieged town or city every fourth game turn. The spy report generator will be used to generate spy reports about enemy activity in or near the spy's location. A spy does not report if besieged.

Supply

Towns and Cities

Towns and cities on the map have a supply value in terms of figures. If a force starts a turn outside a town or city, or in a besieged town or city, it is unsupplied unless it has a supply unit with it. Excess figures are unsupplied in any case and suffer attrition: A = 2%, B = 5%, C = 10%, D = 20%. Unsupplied troops suffer a -1 on shooting and rally rolls in combat. Cities have a supply value of 120. Towns have a supply value of 48.

Supply Units

A supply unit can supply up to 120 figures per turn. It is represented on the game table by a wagon model. If a supply unit spends four game turns inside a besieged town or city it is eliminated. Generals supply units, and spies do not themselves need supply.

Battles

When hostile forces enter the same hex, a battle may occur.

Each side must declare "attack" or "defend". If both sides declare defend, no battle takes place, but one force may not move past the other if on defend orders. The referee will decide what it means to move "past" in each situation.

If an attack occurs, the referee will decide the terrain for the battlefield and the setup conditions for the battle.

A day of battle is 16 turns of fighting. This is usually enough time to decide the issue if an attacking force shows reasonable aggression. The winner is decided as follows: If a force has defend orders, it merely has to avoid having its army morale broken at the end of 16 turns. If a force is on attack, it must avoid seeing its own army morale break, and it must also break the enemy's army morale.

Army morale breaks if, at the end of an enemy turn, half or more of your army's units excluding artillery are eliminated, have routed off the table, or are in shaken status. At that time the battle ends, battle losses are regained, and then pursuit losses are calculated.

Regaining Battle Losses

The winner regains one-third of all casualties (the lightly wounded) plus all the figures that routed off the table. The loser regains no casualties and half the figures that routed off the table. Pursuit losses are then calculated. Gun crews are treated separately from their gun models for purposes of figuring losses and regaining losses.

Pursuit Losses

The loser loses one additional figure of infantry or gunners for each excess figure of mounted troops the winner possesses; halve these losses if the winner was on defend orders. The loser

also has a chance to lose other guns as follows (D6 score): Heavy: 1-5, medium: 1-4, light:1-3. +1 if the winner was on defend orders. Light troops only suffer pursuit losses based on the enemy's light troops.

Retreat before Battle

After receiving your scouting report, you may order a force to retreat one hex rather than face battle. The enemy has the option to pursue up to the limit of its remaining movement that turn. Your force may keep retreating one hex at a time, however, even if this exceeds its normal movement allowance for the turn. Each time your force retreats a hex, it suffers half pursuit losses. This is because retreating in the face of the enemy is a very dangerous process.

Repulse Result

If a force was on attack orders and fails to break the enemy's army morale after a day of battle, but its own morale is still intact, it has been repulsed: It falls back to its starting positions. Both sides regain battle losses, with an attacking force treated as the loser (this could apply to both sides if both were on attack orders), but with neither side suffering any pursuit losses.

Exhaustion after Battle

Resurrected and regained figures after a battle are exhausted. In addition, any figures belonging to units that were reduced to half strength or less during that day of battle are exhausted. Exhausted figures suffer the same penalties as unsupplied figures, and if they are brigaded into units with normal figures, the entire unit is treated as exhausted. To recover from exhaustion, the figures must rest in supply for two consecutive turns in a town or city.

Sieges

The small towns are unwallled and therefore sieges may not mean much for them. City walls protect the large cities and it may be unwise to assault them directly.

A city is "besieged" if the besieging force has three times the strength in figures as the defenders; the city no longer provides supply (although a supply unit inside will supply any number of troops until the end of the fourth consecutive turn, when it disappears if under siege). If the besiegers do not have enough men to properly besiege the city, it is simply "masked"; it is not under siege and provides normal supply, even if the defenders will not come out and fight.

When a city is besieged, the defenders suffer supply attrition plus day-to-day losses due to the efforts of the attackers, disease, and desertion across the lines. The attackers likewise suffer from the efforts of the defenders:

The defenders suffer 2/1 figures lost per turn per heavy/field gun the attackers posses, distributed randomly among the defending units. The attackers suffer 3/2 casualties per turn for each heavy/field gun the defenders posses. The defenders also suffer 1 casualty per turn for each 48 figures of infantry the attackers posses. The attackers also suffer 1 casualty for each 12 figures of infantry the defenders posses.

Breaching the Walls

The attackers roll for each heavy gun model that was present for an entire turn and not used in a field battle that turn. At the end of the turn, roll to see if it makes a breach:

5-6 = breach made.

Summoning to Surrender

Each time the walls are breached, the attackers may summon the defenders to surrender (they must be besieged to surrender):

1-3 = surrender

+1 for each prior breach up to +2

-2 if refused most-recent summons.

Assaults

A given unit may participate in one assault per turn. A unit that takes part in a failed assault is treated as exhausted for the next two turns and may not do any assaults during that time.

Assaults are decided by comparing the point values of the units involved (see the PV chart) and rolling on the table below. For each breach in the walls, add one to the die score.

Die Score	Odds Attacker:Defender						
	Under 3:1	3:1	4:1	5:1	6:1	7:1	8:1
1	R1	R1	R1	R1	R2	R2	R2
2	R1	R1	R1	R2	R2	R2	V1
3	R1	R1	R2	R2	R2	V1	V1
4	R1	R2	R2	R2	V1	V1	V2
5	R2	R2	R2	V1	V1	V2	V2
6	R2	R2	V1	V1	V2	V2	V2

R1: Easily Repulsed: Attackers suffer casualties = 20% of defender strength. Defenders suffer casualties = 5% of attacker strength.

R2: Bloody Repulse: Attackers suffer casualties = 30% of defender strength. Defenders suffer casualties = 10% of attacker strength.

V1 Bloody Victory: Defenders wiped out. Attackers suffer casualties = 30% of defender strength

V2: Easy Victory: Defenders wiped out. Attackers suffer casualties = 5% of defender strength.

Extra Stuff

Things may happen that are not specifically covered by the above rules, and I reserve the right to change the rules at any time if I decide a rule is not working out. You may also ask me about performing special actions. Likelihood of success will depend on how well the request fits in with the period (a glider corps would be right out...), how many requests you have been making (more is not better) and on the initiative score of the senior general involved, if relevant.