

SYW Big Game Campaign Rules (1752 Edition)

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Introduction

This is a fictional mid-18th Century campaign set on a made-up continent. There are five players. The battle rules will be *Old Dessauer 15mm*. This is a land-grab game. Each player starts with a 1600-point tax base. The first player to end a game-year with a tax base of 4800 points is the winner. If several players fulfil this condition the same year, the player with the largest tax base is the winner.

Things may happen that are not specifically covered by the rules. I also reserve the right to change the rules at any time if I decide a rule is not working out. You may ask me about performing special actions. Likelihood of success will depend on how well the request fits in with the period.

Scales

1. Each hex = 25 miles across
2. One turn = 1 month
3. One game-year = 6 turns (we ignore the winter months – they pass instantly)

Public Treaties

There were exceptions but most Enlightenment princes were at least somewhat reluctant to break publicly declared and ratified treaties. To reflect this, players may send me the text of public treaties to which they have attested. If I decide that a player has broken a clause in a public treaty he will suffer a penalty of 200 tax points per year until the aggrieved party agrees to end the penalty. You may of course make all the gentlemen's agreements, secret treaties, verbal promises, etc. that you want. There is no penalty for breaking these.

I will publish public treaties at the start of the turn when I receive them, or at the start of the game-year if I get one during a buy. Public treaties may not be secret or delayed.

The Map

The map represents a small continent in the pre-industrial era. A hexagonal grid marks it, where each hex is 25 miles across parallel sides. The map has these terrain features:

- Roads: Brown lines
- Rivers: Blue lines.
- Rough terrain: Brown or green hexes
- Mountain: Dark brown hexes
- Clear terrain: Cream-colored hexes
- Cities: Block patterns with names, tax values, and flag markers to show loyalty.
- Provinces: Sets of hexes outlines in black. Each province has a name and a note as to its total tax value. Provinces are indivisible.
- Sea areas: Water areas outlined in blue. Each has an ID and wind markers denoting the prevailing winds from one area into another.
- Ports: All coastal cities are ports.
- Good holding: Coastal hexes marked with a small dot. These are hexes outside of a port where you may embark or disembark troops from transports. Other coastal hexes have shoals, reefs, poor holding ground, high surf, etc. that prevent large-scale amphibious operations.

Your Capitol City

Each nation has a capitol city, marked in red. This may never change. Unspent tax points are stored in your capitol. If you lose control of your capitol you collect $\frac{3}{4}$ taxes until you regain it. If you lose your capitol you may designate another city that you control as a temporary capitol to act as the treasury for new taxes you collect until you regain your real capitol.

A capitol city's treasury is immobile during the game-year. At the end of the year, however, you may transfer unspent crowns from a captured capitol to yourself or to another player.

The Nations and Neutral Provinces

There are five nations in this game, each with particular characteristics to its army:

Eisenmark (F,K,L): Eisenmarkers are known for the shattering effect of their volley fire. If a unit loses a fire test when hit by steady Eisenmark musketry, it suffers 1 extra rout hit.

Morgronskia (N,P): Morgronskians are known for stubborn courage but not initiative or dash. Therefore Morgronskian infantry get a +1 on fire tests if it was stationary on its prior move.

Unterreich (E,S): Unterreich can draw on certain border areas for wild light infantry. Therefore Unterreich may buy Grade D irregular light infantry (see cost chart).

Fromande (G,H): Fromandians are known for elan and fierce courage on the attack. Therefore Fromandian infantry gets +1 on fire tests if it advanced full on its prior move.

Hispardia (J,M,R): Hispardia is famous for the pride and courage of its horsemen. Therefore Hispardian cavalry gets +1 on fire tests if it advanced $\frac{1}{2}$ speed or more on its prior turn.

Neutrals (A,V,C,Q,O,U,W,I): These have no starting forces and are up for grabs.

Land 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. A land force must have a general with it in order to move.

Movement Table

Unit Type	MP/Turn	Cost to Enter				
		Road	Clear	Rough	Mountain	Cross River
Foot	6	1	2	3	No	2
Mounted	8		2	4		2
Atty/LOS	6		3	4		No
General	12		1	1		0

Sea Movement

Warships have 6 MP per turn. Transports have 4 MP per turn. Ships usually move from sea area to sea area, not by hex. It costs 1 MP to move from one area to another with the wind, and 3 MP to move against the wind. A double-headed arrow means it costs 3 MP in either direction. Notice that the winds flow East-West in the south and West-East in the north, with a difficult section of doldrums in the middle areas.

It costs 1 MP to enter or leave a port, and 2 MP to enter or leave a good-holding hex. There is no cost to embark or debark troops. Rivers are not navigable. A ship must have an admiral in its sea area, or in an unmasked port or good holding hex adjacent to the sea area, at the start of the turn or with the fleet, in order to move.

Coastal Landings: You may not debark in a good-holding hex where there is an enemy force unless your landing force outnumbers the defender's combined infantry, cavalry, and gunners by 3:1. Count each warship in the good-holding hex as 50 infantry for this purpose (representing support fire onto the beaches). If the landing is successful then we will figure the battle situation normally.

Transports: A transport may carry 50 cargo points. Troops take up the room specified below:

Infantry figure: 1
Cavalry figure: 3
Gun model: 10
Depot: 50
Gunner, general, or admiral: 0

Minimum Force Sizes

A force of 9 or fewer figures in a foreign city is killed off by the local militia. A force of 9 or fewer figures not in a city, including at sea, deserts/dies off unless it has a general with it. A force of 4 or fewer figures in a friendly town without a general deserts. These events happen as soon as it reaches these limits during the turn. Ships have no minimum fleet size.

Capturing and Controlling Cities and Provinces

To capture a foreign city (one that is not loyal to you) you must eliminate any defenders and enter it a force of 100 or more infantry or cavalry. Once captured, you need 10 infantry or cavalry figures as a garrison until the province becomes loyal. If the garrison ever drops below

the minimum needed, the townsfolk kill off the remaining men. You collect half taxes for foreign cities. To recapture a loyal city you merely need to drive out the garrison.

The cities in a neutral province become loyal to you if you end the game-year in control of all the cities in the province. If another player captures all its cities, it becomes loyal to him. Player home provinces however never change loyalty.

Collecting Taxes, Buying and Fielding Troops

At the end of each game-year you collect your taxes. You may not collect taxes from besieged cities. You collect half taxes from masked cities (see Sieges below). You collect 100 points for each inland city, 200 points for inland cities on a river, 300 points for ports, and 400 points for ports on rivers. You must then field any existing troops you want to keep. You may not field depots that are in besieged or masked cities, or that are carried on transports, but you may field other troop types. When you buy new troops you must place them in unbesieged, unmasked cities under your control. You do not have to field newly-bought troops, only those you are keeping from the prior year.

Cost Chart for Troops (Buy/Field)

Infantry and Gunners		Cavalry		Artillery and Other	
Grade C:	4/2	Grade D :	8/4	Light gun:	20/10
Grade D:	3/2	Grade C:	10/5	Field gun:	30/15
Grade B:	6/3	Grade B:	15/7	Heavy gun:	40/20
Regular light:	+4/+0	Heavy:	+5/+2	Depot:	100/50
D Irreg. light*:	3/2	(If not heavy, designate the cavalry unit as light or medium. These cost the same.)		Warship:	100/50
(Grenzlers, Unterreich only)				Transport:	20/10
				General or admiral:	50/25
				Repair warship:	20
				Repair transport:	10
				Fieldworks, per 4":	1

Example: A unit of 12 Grade B heavy cavalry costs 240 to buy and 108 to field.

Grade A troops: You cannot buy Grade A troops. You may only get them via field promotions after a battle (see below). Grade A troops cost 3 points to field.

Grenzlers: These troops were unreliable in battle but vital for gathering intelligence and cutting off the enemy's supply lines. Grenzlers are Grade D irregular light infantry. They must skirmish during battles. But since they are experts at living off the land (usually via brigandage) they may trace an 18-MP LOS instead of 12 to be in supply.

Transferring Forces and Moving another Player's Forces: You may transfer ownership of ships, depots, guns (but not gunners), admirals, and generals to another player at the start of a game-year but not during the year. Infantry, gunners, and cavalry are not transferable. Your generals may move guns (but not gunners) belonging to another player but no other forces.

General Intelligence

The location of all forces in the game is public, but their contents are only revealed as:

Small: 3 or fewer ships, 100 or fewer land troops.

Large: 4-8 ships, 101-300 land troops.

Huge: 9+ ships, 301+ land troops.

Generals, gunners, and guns do not count toward these totals.

Scouting

When two forces enter adjacent hexes, scouting will take place. 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.

Supply

A force is **unsupplied** unless at the start of the current turn it can trace an LOS back to a depot, or is in a city able to supply it. Generals do not need supply.

A **city** can supply a number of figures equal to its tax value. If a city is masked or under siege it loses its supply value.

A **depot** is immobile and must be placed in an unbesieged and unmasked city or on a transport in a port at the start of the game-year. A depot can supply any number of figures as long as they can all trace an LOS back to the depot. An LOS may be up to 12 MP long (18 MP for Grenzlers). Troops at sea must have a depot in their sea area, or in a good-holding hex or port in their sea area, to be in supply. You may designate in your orders that a depot provide (or stop providing) supply to the troops of another player.

Blocking supply: A force of 100 or more infantry and/or cavalry figures blocks an LOS through its hex unless there is a larger force acting to protect the LOS within 2 hexes of the blocking force. It also blocks LOS through an adjacent hex empty of enemy troops. Trace an LOS at artillery movement rate. At sea, a fleet of hostile warships blocks supply in/out of ports and good-holding hexes unless you have a fleet of warships of \geq strength in the sea area, port, or good-holding hex in question.

Cities Blocking LOS: An enemy city acts as a 100-figure force for purposes of blocking LOS. It must be loyal to the player doing the blocking.

Unsupplied troops suffer attrition: A = 5%, B and guns = 10%, C = 15%, D = 25%. Unsupplied troops suffer a -1 on shooting and morale die rolls and -1 combat point.

Ships do not need supply and do not suffer attrition if besieged in a port.

Land Battles

Attack and Defend: 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.

Slowing the Enemy: it may happen that you are chasing an enemy force, 1 hex away. If you have enough cavalry, you can send them ahead to slow down enemy infantry and artillery. If you outnumber the enemy's cavalry 2:1, and have at least 1 cavalry figure per 3 enemy

infantry, and gun models, you can force them to stop and give battle. If they refuse, you kill 1 figure per cavalry model you send after them, in excess of the enemy's cavalry.

Force Sizes and Overrun Attacks: According to the above, a single figure in a hex would stop a 1000-figure force and force it to fight a battle. So we need to set a limit: At what point can a small force stop a larger one and force it to fight, and at what point is the attack simply an overrun?

The limit is a 7:1 ratio in point value, exclusive of generals. If the odds are 7:1 or greater the attackers overrun the defenders at no MP cost. If the odds are 6:1 or greater they must use an extra 1/6 of a move (rounded up to the nearest MP) to overrun them. If the odds are < 6:1 then a formal battle must be fought (I will figure out results of minor actions on my own). For overruns I will use the assault table to decide the damage the defenders inflict before they are wiped out.

What if the attackers are cavalry and the defenders infantry? Can't they just ride around? No. For logistical reasons this is not possible. A turn is a month long, so even a cavalry force has supply wagons, forges, etc. that it must protect. It must eliminate blocking forces.

Exception - Grenzers. Grenzers, however, being adept at living off the land, may filter around an enemy force unless the enemy equals them in scouting points. However they may not use road rate in any hex where they infiltrate.

Retreat before Battle: After receiving your scouting report, you may order your 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 attrition: A = 5%, B = 10%, C = 15%, D and guns = 25%, with the same percentage becoming exhausted.

A day of battle is 16 turns long on the table top and 1/6 of a map move for purposes of prorating movement. 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. Battles fought at the end of the turn do not themselves cost an extra 1/6 of a move, however.

Retreating off-table: When forces meet on the tabletop no unit may do any voluntary retreat moves for the first 8 turns. This is to make sure there is some pay-off for me setting up the game table and the players driving to the battle site.

Terrain and Setup: I will decide the terrain and setup areas for the battle. If one side has a senior general with more experience (see below) than the opponent, that side will get a terrain advantage. A side with defend orders may be able to use some limited hidden deployment – I'll decide the exact conditions. We will set out units 4 at a time, taking turns. If one side has a 2:1 scouting advantage, and at least 24 scouting points, it only needs to set out 2 at a time. 3:1 or more, only 1 at a time. A general counts as a unit.

Fieldworks: If you have infantry that has been in the hex for 1/6 of a move, you may build fieldworks and place them at the start of the battle. You may build 1" of fieldworks per infantry figure in your force. You must also pay for them according to the rates in the Cost Chart: 1 crown per 4" rounded up. Fieldworks only last for the length of the battle. If the battle goes multiple days they will remain, but not from one battle to the next. Both sides sketch then place their works simultaneously.

Army morale breaks if, at the end of a passive turn, half or more of your army's figures 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.

Forming Units: At the start of a battle you may form units as desired using the figures in each force. However, infantry battalions and cavalry regiments must be 12 figures strong, guns must start with 4 gunners per model and 2-4 guns per battery. You may of course have a "remainder" unit where necessary. For example, a force with 42 C line infantry would have 3 units of 12 and 1 unit of 6 figures.

Regaining Battle Losses: The winner regains 3/4 of all casualties (the lightly wounded) plus all of the figures that routed off the table or were rout hits. The loser regains 1/2 casualties and 3/4 the figures that routed off the table or were rout hits. 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 figure of line infantry or gunners (my choice) for each excess figure of light cavalry the winner possesses. Heavy and medium cavalry neither pursue nor help in repelling pursuit. This is the province of the hussars. The loser also has a chance to lose gun models as follows (D6 score): Heavy: 1-2, medium: 1.

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).

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 morale and battle 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 one full turn in a town or city.

Experience: Each time an army wins a battle the senior general gets 1 experience point. In an allied army the senior general on the side with the most figures gets the point. When two forces meet the side with the most-experienced general will get a setup advantage. The bigger the experience advantage, the bigger the setup advantage will be.

Military Genius: If a general has 3+experience points he becomes a military genius. His command radius doubles and bonuses for attaching him to a unit double.

Field Promotions: During a battle I will keep track of the hits each arm of service and grade does to the enemy. Each 4 hits (but not rout hits) earns 1 point. At the end of the battle I will promote figures. For infantry and gunners it takes 1 point to go from D to C, 2 to go from C to B, and 2 to go from B to A. For cavalry it takes 2 for D to C, 4 for C to B, and 4 for B to A. Excess points are lost.

Representing Cities During Battles: This rule is a compromise between the abstract way we handle cities strategically and the detailed needs of a miniatures battle.

If a city appears on a game table it will be roughly square. It will occupy about eight square inches per 100 crowns of its tax value. So a 400-point city will be about 16" on a side. Inside the walls there will be a few major avenues and a maze of town blocks.

There will be a four-inch "on-go" zone around the walls. No troops enemy or friendly may enter this zone. It represents the glacis, covered way, local artillery batteries, militia activity, etc – all the stuff that keeps you from just overrunning the place, and which also stops friendly troops from operating.

Troops in the city move around inside it the same way they move around in any other group of town blocks. Cavalry and artillery must stay on the main avenues and must be in column. Friendly troops may however enter or leave via any gates represented. Troops must enter or leave in column. All troops in or entering a city are disordered and must reform if they leave. The main avenues count as roads, so movement on them is at 2X normal rate.

Troops in the city are immune to hits if they did not fire out on their prior active turn. If they did fire they may be shot at as hard cover targets, but with losses cut a further 50% due to the very strong nature of the defenses. The defender may place any artillery in the city on the walls wherever desired at the start of the battle, but they are then immobile.

The attacker may not launch an assault on a city during a field battle. We will handle assaults in an abstract manner (see below). An assault requires a relatively long period of preparation.

Sea Battles

When hostile ships are in the same sea area they may have a battle if either side desires it. If a battle takes place both fleets stop their remaining movement. A fleet in a good-holding hex must fight, but a ships in ports are immune to attack. If the fleet's port is captured it may escape to sea. Fleets with only transports do not fight each other.

A warship has 4 combat points. A transport has no combat points. The troops it is carrying do not add to its fighting power. Use the CRT below to resolve sea battles, with the larger side counting as the attacker.

Note that in fleet actions it was rare for ships to sink or blow up. Most ships on the losing side wound up captured and used as prizes by the winner. If captured transports are carrying troops they leave the game except for guns and depots, which the winner may then use. Troops aboard transports disappear once the transports carrying them enter a friendly port (sorry, you can't dump enemy troops overboard).

The Weather Gauge: The side with the weather gauge has a one-pip advantage on the die roll. To decide roll 1D6, +1 per experience point difference between senior admirals. Tie = no weather gauge advantage.

Experience for Admirals: An admiral gets 1 experience point for every “L” victory he wins with odds of 3:2 or less. The senior admiral in the fleet gets the experience. In an allied fleet, the admiral with the largest number of warships gets the experience. If this is a tie, roll for it.

Sea Battle CRT

Die Score	Odds (Attacker:Defender)			
	1:1	3:2	2:1	3:1
1	AL	AL	EX	EX
2	AL	EX	EX	DL
3	EX	EX	DL	DL
4	EX	DL	DL	DL
5	DL	DL	DL	DL
6	DL	DL	DL	DL

Win/Lose: The victor sinks 1 enemy warship per 6 warships in its fleet. The victor then captures 1 warship, damaged, for each 3 of its warships. The loser sinks 1 enemy warship per 12 warships in its fleet. The loser damages 1 warship per 6 of its warships. The winner then captures 2 transports for each of its remaining undamaged ships. The rest of the loser’s fleet escapes one sea area downwind or back into port, with half of all its remaining warships damaged. Roll for fractional chances to sink or damage the enemy. I will fudge the results so that two entire forces do not sink one another, etc.

Exchange: This is an inconclusive fight. Each side sinks 1 enemy warship per 12 of its own warships, and damages 1 enemy warship per 6 of its own warships. Neither side captures any transports.

Damaged Ships have half their normal attack value and -1 movement point. They must be repaired in a port. This takes one full turn and costs the amount listed in the cost chart.

Sieges

There are no fortresses as such in this game, but cities have basic defenses. Therefore you may have to besiege a city to capture it.

Besieged Cities: A city is besieged if the attackers have three times the strength in infantry and/or cavalry figures as the defenders. If the city is foreign you also need a minimum of 100 figures. To besiege a loyal city you only need a 3:1 ratio over the defenders. The city no longer provides supply. To besiege a port, you must also have a warship in the port city’s sea area.

Masked Cities: If the attackers do not meet the siege limits but the defenders will not come out and fight, the city is “masked”. A masked city loses its supply value. The attackers and defenders each lose normal siege losses each turn. To mask a port so as to cut off its supply and reduce its tax value, etc., you must also have a warship in the port city’s sea area.

Siege Losses: 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 possess, distributed randomly among the defending troop types. The attackers suffer 3/2 casualties per turn for each heavy/field gun the defenders possess. The defenders also suffer 1 casualty per turn for each 50 figures of infantry the attackers possess. The attackers also suffer 1 casualty for each 10 figures of infantry the defenders possess.

Breaching the Walls: The attackers roll at the start of the turn for each heavy gun model that was present for the entire previous turn and not used in a field battle on the previous turn: 4-6 = breach made. The first time the walls are breached, the defenders may surrender (they must be besieged to surrender): 1-3 = surrender, +1 for each breach up to +2. If the garrison surrenders it is removed from play, but its guns and depots are captured. In an allied army, the largest force decides how to split them up. The maximum breaches is 5. If a city spends a full turn not besieged and not masked, the intrinsic defenders repair all breaches. Note that you may roll to breach the walls when masking as well as besieging a city.

Targeting Enemy Artillery: When besieged or masked inside a city the defenders may fire their heavy guns at the enemy's pieces. Each turn roll one die per heavy gun: On a 6 an enemy heavy gun is destroyed, along with 4 crewmen. The attackers may choose to fire likewise at the defending guns instead of rolling to cause a breach. Roll one die per turn per 2 heavy gun models, destroying a defending gun plus 4 crew on a 6. Morale effects: +1 if A or B gunners, -1 if D gunners (need 6/4-6 to hit).

Assaults: A player's forces may perform one assault on a city per turn. You must have at least 100 figures of infantry to assault a foreign city. There is no minimum when assaulting a city still loyal to you. Only infantry may take part in the assault. The defender may count cavalry as the nearest equivalent line infantry. Both sides may count half the PV of artillery or crew, and the full value of any generals present. Figures that take part in a failed assault are exhausted and may not assault again until they recover. Assaults are decided by comparing the PV of the figures involved and rolling on the table below. For each breach in the walls, add one to the die score. Only part of a force needs to assault, but all defenders must defend. For purposes of pro-rating map movement, an assault takes 1/6 of a turn. This accounts for the extra preparations the attacker must make. Simply rushing the walls would be suicidal. An assault at the end of the turn does not however take an extra 1/6 of a turn.

Die Score	Odds Attacker:Defender						
	Under 3:2	3:2	2:1	3:1	4:1	5:1	6:1
1	R1	R1	R1	R1	R2	V1	V1
2	R1	R1	R1	R2	V1	V1	V2
3	R1	R1	R2	R2	V1	V1	V2
4	R1	R2	R2	V1	V1	V1	V2
5	R2	R2	V1	V1	V2	V2	V2
6	R2	V1	V1	V2	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.
Per breach: +1 to die score, up to +5