

FIRE & FURY SCENARIO BOOK

Age of Honor

La Guerre en Dentelle
The Wars of Lace, 1700-1789

By Colonel (Ret) Bill Gray



Introduction to Burkensdorf



Welcome to this special preview! If you are reading this page it's because you have made the publication of our second scenario book possible thru the success of the *Age of Eagles* (AOE) miniature rules. This scenario book, titled *Age of Honor* (AOH), covers the wars of Marlborough and Frederick the Great, also known as the Lace Wars.

You will need a copy of Age of Eagles to properly play this game! But after that it's pretty easy. With numerous opinion polls and research at our disposal, we decided to make the Lace Wars variant of *Fire & Fury* an add-on module, similar to top PC game series like *Dawn of War*, vice a complete set of rules. We believed the Napoleonic era was really an extension of the Lace Wars, and thus didn't have that much to modify to make it work. It seemed unfair to ask owners of AOE to pay another \$ 30 for essentially one page of changes and a sheet of charts.

As such, all changes are actually imbedded in the scenarios and the Unit Data Charts included in the book, as well as the Quick Reference Sheet. Also, the latter has been modified to include more explanation and the type has been enlarged for easier reading.

So what's the best way to learn this game?

Step 1 – the Unit Data Charts. Become familiar with these pages as they give specifics about the capabilities of each unit. While some of the unit data is left over from AOE, much is new and replaces what went before. Also, the introduction includes what few tweaks we have made to the rules.

Step 2 – the Quick Reference Sheet. Simply apply the specifics of the Unit Data Charts against this sheet's tables and plus or minus Die Roll Modifiers (DRMs), using the original AOE rules to conduct play. Small rule tweak reminders are also given, **but we cannot stress enough that 90% of learning AOH is merely matching the info from the Unit Data Charts to this sheet's DRMs.**

Step 3 – the Scenarios. Each scenario includes the same rules tweaks as found at the beginning of the Unit Data Charts section, giving you three reminders of the few modifications made including this introduction.

OTHER NOTES ON GAME PLAY

Reserve Movement and Initiative. These two areas have potentially the most dramatic impact on the same. note that the DRM for First Turn Activation and Activation with previous turn Reserve Movement has been increased to + 6, **but** to activate **full** Reserve Movement you now need a die roll of 10 +. This means

getting troops going the first turn of a game and keeping them going is pretty easy, but not units kept in reserve. You must plan ahead and plan thoroughly, so your troops can fight on auto-pilot, as noted by Van Crefeld in his book, *Command in War*. Note also the DRMs for Reserve Movement given a failed attempt previous turn have changed.

Skirmishers, Tirailleurs and Grand Batteries. These functionalities do not exist in AOH (note Step1).

Artillery. All artillery in AOH is AOE Revolutionary Era Artillery (p 47) with one function per turn, except for Horse Batteries which remain normal with two. National categories include Russian, French/Austrian and all other. See Quick Reference Sheet.

Musketry. There are now the following new types of musketry, to include Fire by Rank (1.5 Fire Points, or FP's per stand), Platoon Fire/Linear (2 FP's), Light Infantry (1 FP), Shock Foot (1 FP), Ottoman Foot (1 FP), Prussian First Fire (3 FP's) and Light/Pistolier Horse (1/2 FP). See Quick Reference Sheet.

Movement. There are now three new types of infantry movement, to include Non-Cadenced, Cadenced and Light Infantry. Light Infantry pays no additional movement cost to move through rough ground. See Quick Reference Sheet. French Pistolier Horse converts to Trotter if charging on a modified March die roll of 10+ for that melee phase only.

Dragoons. Per scenario may mount or dismount keeping current facing and formation at a cost of their entire movement allowance. Two mounted stands convey one dismounted stand, which adopts line infantry specifications one Troop Rating lower (Elite becomes Regular).

Melee. There are now DRMs for Shock Infantry (+2), Pistolier Horse (-2), Trotters (-1) and Gallopers (no DRM). Infantry in the Open with secure flanks that defeat cavalry, decline square on an extra, unmodified die roll of 5 or less. See Quick Reference Sheet.

Other. Facing to the Flank and the Urban Combat rules per the *AOE Supplement* are now mandatory.

Customer Support. When you purchase this game you purchase lifetime customer support so long as we can plink a keyboard. Simply bookmark our official Website at <http://ageofeagles.grouplly.com> for updates, free downloads, send the author an inquiry or link to our 3000 member Yahoo Group for some of the best conversation on the Web. It will make the *Age of Honor* experience even better. Once again thanks for your support and we hope to see you soon.

Battle of Burkersdorf

21 July 1762



The last major battle of the Seven Years War confirmed if nothing else, the Almighty has a warped sense of humor. When Elizabeth Petrovna passed, Peter III became Czar, switched sides to support Prussia and even sent Count Zakhar Tschernyshev and 20,000 Russian troops to Frederick as a gift. Then, as Old Fritz was planing his attack on the Austrian army entrenched on the Burkersdorf heights, Tschernyshev got word that he would receive orders to return to Russia. Peter's greatest gift was his ability to tick people off, so there had been a coup, the Czar was dead and Catherine (the Great) had assumed the throne and renounced Prussia as an ally. Silver tongued Frederick, however, convinced Tschernyshev to keep his army in camp for three days, **looking** all the while very menacing, to pin Austrian Marshal Leopold Daun's army in place while Old Fritz instituted one of his patented flank marches to the left. The ruse worked, with Generalleutnants Mollendorf and Neu-Wied overrunning General William O'Kelly's forces on the Austrian right. Early afternoon Daun withdrew, losing 1600 casualties, 1000 prisoners and 14 guns out of some 35 - 40,000 engaged. Frederick's losses were about 1600 killed and wounded out of 40,000. Daun's withdrawal effectively abandoned his line of communications with the town of Schweidnitz and made Frederick the master of Silesia. The battle also remains notable for the presence of Prussian horse artillery and use of a Prussian massed battery consisting of ten 12 pounders and 45 howitzers.

Scale. Each stand represents 360 foot, 180 horse or 6 - 8 cannon. Ground scale is 120 yards per inch and each turn is 30 minutes real time.

Players. There are four Prussian players as Frederick, Wied, Mollendorf and Tschernyshev, as well as four Austrian players to represent Daun, de Ligne, O'Kelly and Brentano.

Terrain and Weather. The gaming table is six feet deep and nine feet wide, laid out as shown. Weather is clear. Urban areas, slopes and woods are Rough Terrain for movement. Streams are fordable. Woods and abatis afford a -1/+1 DRM advantage to the defender for Fire and Melee, redoubts and villages a -2/+2. Streams and slopes also afford a +1 DRM advantage to the defender for melee, but only if all

enemy units are attacking across stream or uphill. Urban areas, redoubts, streams and woods will auto-Disorder cavalry charging into or across them.

Playing Time. The game begins at 4 am and ends with the 1:00 pm turn, a total of 19 turns

Deployment. Units set up per map. Leaders deploy within 12 inches of any unit they command.

Leaders. Frederick has a +3 DRM for Initiative and Reserve Movement, Daun a +1. Frederick is Charismatic.

Infantry. All Infantry is Cadenced foot for movement. Prussian foot use Platoon Fire and Prussian First Fire, all others Fire by Rank. Lights use those designated modifiers for Movement, Fire and Melee.

Cavalry. Prussian cavalry are Gallopers, all others are Trotters. Dragoons may **not** dismount.

Artillery. All guns are AOE Revolutionary Era Artillery, and may use only one function per turn, the Prussian Horse Battery excepted which uses two

The Russians. Tschernyshev's corps is free to use with no restrictions or not, but note the downgraded Troop Ratings as everyone is confused as to who is in charge at St Petersburg.

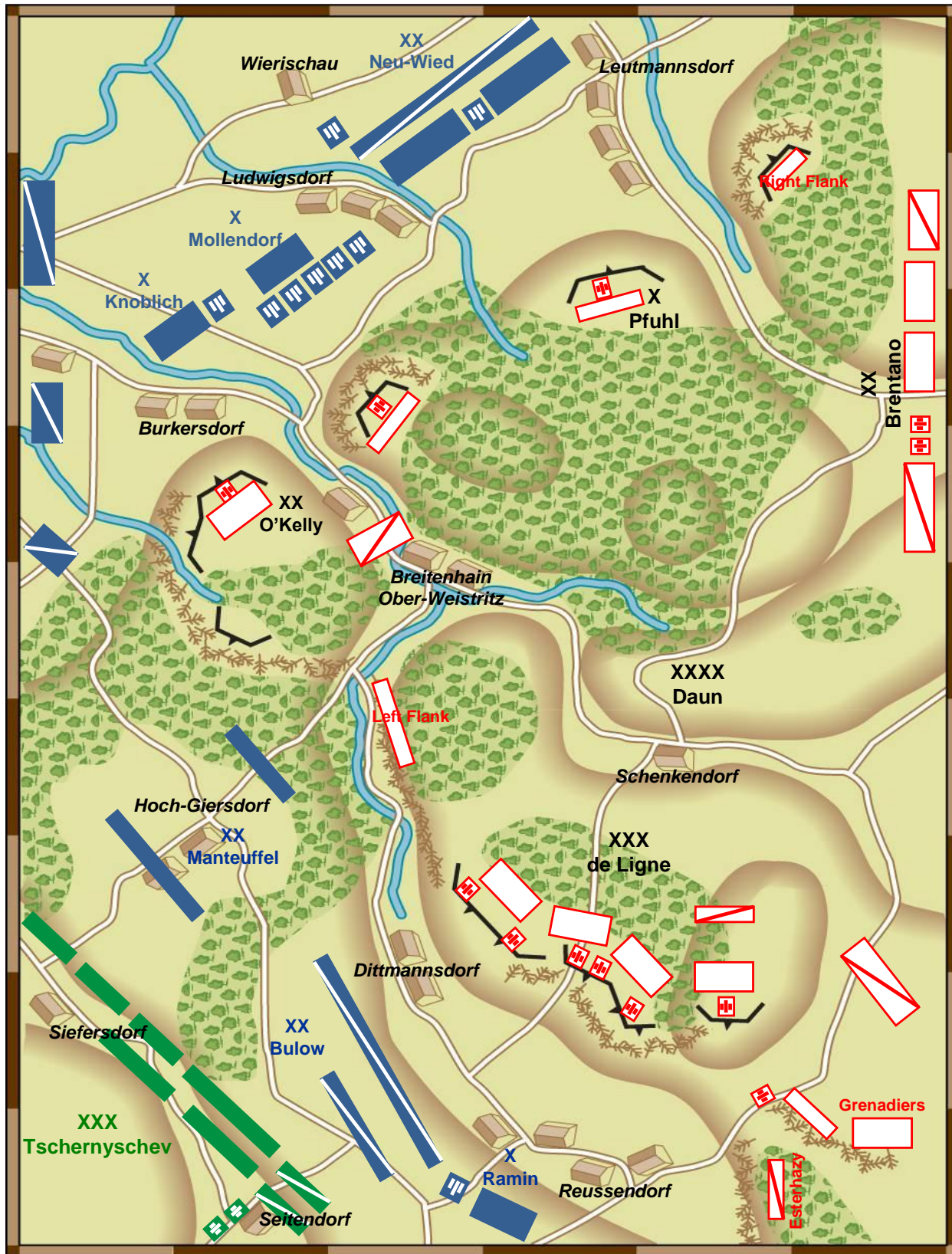
Reinforcements. None in this scenario.

Special Rules. Use Urban Combat and Facing to the Flank per the AOE Supplement, downloadable from <http://ageofeagles.groupl.com>. Also, foot may approach to within one inch of horse that has half of more of its stands in wooded or urban terrain without any requirement for melee.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. Also assign 3 points for each redoubt controlled at game's end

Sources. Duffy, Christopher, *Frederick the Great: A Military Life* (1988), Templehoff, Georg Friedrich, *Geschichte des Siebenjahrigen Krieges* (1782 - 1801). Engelmann, Joachim und Gunter Dorn, *Die Schlachten Friedrich des Grossen* (2000).

L' Armee Francaise Vol II



The Battle of Burkersdorf

Map Scale 1-in.
Ground Scale 120-yds
1-ft.
1-Mile

Geographic locations such as towns in *italics*.

L' Armee Francaise Vol II

Battle of Burkersdorf

Order of Battle Labels and Order of Appearance

PRUSSIAN

Starting Forces

Prussia Frederick +3 (C) XXXX	Frederick Army Artillery XXXX	Frederick Ramin Right X	Ramin Infantry R 10/8/5PF 	Ramin R Foot Arty 	Frederick Bulow RW Cav XX	Bulow Zastrow R10/8/5HG 	Bulow Light R16/12/8LG
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Infantry-Bulow Grenadier Bn, Infanterie Regimenter (IR) Zeuner, Tsar von Russland
Light-Lossow Hussars, Bosniaks, Schony Freihussaren

Zastrow-Zastrow, Czetrtritz, Olthoff Dragoons

Frederick Manteuffel Infantry XX	Manteuffel Line R12/9/6PF 	Manteuffel Light R 8/6/4 LT 	Frederick Schwerin E 6/4/2 AG 	Frederick Flons E 8/5/3 AG 	Frederick Hussars E15/10/6LG 	Frederick Knobloch Center X	Knobloch Infantry R10/8/5PF 	Knobloch R Foot Arty
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Line-IRs Linstadt, Forcade, Nymshovsky Grenadiere
Schwerin – Garde du Korps, Gendarmes
Hussars-Ziethen, Gersdorff Husaren, Bayreuth Dragoner

Light-Hacke Grenadiere, Hulsin Freikorps, Fussjaeger
Flons-Vasold, Bredow Kurassieren
Infantry-Pieveling Grenadiere, IRs Markgraf Karl, Thile

Frederick Mollendorf Center X	Mollendorf Infantry R10/8/5PF 	Mollendorf R Hvy Arty 	Mollendorf R Hvy Arty 	Mollendorf R Hvy Arty 	Mollendorf R Hvy Arty 	Mollendorf R Hvy Arty 	Frederick Wied Left XX	Wied Anhalt R16/12/8PF
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Infantry-Sobeck Grenadiers, IRs Prinz von Preussen, Alt-Braunschweig
Bernberg, Finck, Syberg, Braun

Anhalt Bernberg-Wunsch Freikorps, IRs Anhalt

Wied Lottum R16/12/8PF 	Wied Ldlhdfel E15/10/6AG 	Wied R Foot Arty 	Wied R Horse Arty 	Frederick Tschern Russians XXX	Tschern Nummers C 6/5/3 F 	Tschern Piethof C 86/4 F 	Tschern Benkendorf C 6/5/3 F 	Tschern Dunten C 8/6/4 F
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Lottum-Falckenhayn Grenadiere, IRs Pannewitz, Alt-Schenckendorf, Grabow, Ramin
Kurassieren, Malachovsky Husaren
Piethof- Nummers, Piethof MRs

Ldlhdfel-Seydlitz, Schwerin, Manstein
Nummers-Kaschken Grenadiers, Konig von Preussen Musketeer Regiment (MR)
Benkendorf-Czerniczef MR, Kalubakin Grenadiers

Tschern Dolgurky C 12/9/6 F 	Tschern Grenadiers R 6/4/2 F 	Tschern Cavalry R 4/3/2HT 	Tschern Cossacks C 4/3/2LTI 	Tschern E Hvy Arty 	Tschern E Hvy Arty
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Dunten-Stosseine, Lappuchin MRs
Dolgurky-Dolgurky, Benkendorf, Palmbach MRs
Grenadiers-Dolgurky, Neremow, Crotenheim Bns
Cavalry-three squadrons of Dragoons, one squadron
Moldavian Hussars



Left: Hessian Grenadiers advance in a Lace Wars battle hosted by Dave Bonk and the Triangle Simulation Society of North Carolina at the 2009 HMGS Fall In convention.

L' Armee Francaise Vol II

Battle of Burkersdorf (continued)

AUSTRIANS

Starting Forces

Austria	Daun	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne
Daun +1	De Ligne Left	Grendrs E 10/7/4 F	Infantry R 6/5/3 F	Infantry R 8/6/4 F	Infantry R 8/6/4 F	Infantry R 8/6/4 F	Infantry R 10/8/5 F	Lft Flank R 8/6/4 F
XXXX	XXX							

Grenadiers, five battalions
Infantry-IRs Puebla, Loudon
Left Flank-IRs Waldek, de Ligne

Infantry-Infanterie Regiment (IR) Preysach, Bayreuth
Infantry-IRs Haller, Lacy

Infantry-IRs Neiperg, Gaisruck
Infantry-IRs Daun, Erherzog Ferdinand, Andlau

De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne	De Ligne
Esterhazy E 4/3/2 LT	O'Donnel E 4/3/2 AT	Kurassier E12/8/5AT	R Hvy Arty	R Hvy Arty	R Hvy Arty	R Hvy Arty	R Foot Arty	R Foot Arty	R Foot Arty

Esterhazy Husaren

O'Donnel Kurassieren

Kurassier – Modena Dragoner, Anhalt-Zerbst, Albert Kurassieren

Daun	O'Kelly	O'Kelly	O'Kelly	O'Kelly	O'Kelly	Daun	Brentano	Brentano
O'Kelly Right	Infantry R 10/8/5 F	Infantry R 6/5/3 F	Cavalry E 8/5/3 HT	R Hvy Arty	R Foot Arty	Brentano Reserve	Pfuhl R 6/5/3 F	R Foot Arty
XX						XX		

Infantry-Grenadier Bn, IRs Angern, Argenteau, Wallis
Cavalry-Wuerttemberg Dragoner, Nadasdy Husaren

Infantry-IR de Ligne, Loudon Freibattalienen
Pfuhl-Grenadier Bn, IRs Baden-Baden, Baden-Durlach

Brentano	Brentano	Brentano	Brentano	Brentano	Brentano	Brentano
Rt Flank R 4/3/2 F	Roth R 12/9/6 LT	Ferrari R 12/9/6 F	UhaizyHvy R 12/9/6HT	Uhaizy Lt E 8/5/3 LT	R Foot Arty	R Foot Arty

Uhaizy Hvy-St Ignon, Kollowrath, Hessen-Darmstadt Dragoner

Uhaizy Lt - Kolnosky, Karlstadt Husaren

Right Flank-detachment from
Pfuhl's command
Roth-Warasdiener Kreutzer, St
George Grenz Infanterie
Ferrari-IRs Bethlehem, Arberg, two
Grenadier bns

GAME NOTES

BASING: All infantry as AOE 3-Rank, 4 figures in two ranks on stand ¾ inch wide by 1 inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 1 1/8 in wide, by one inch deep with one gun model and two gunners if light, three if heavy artillery. All command stands should be spacious enough, but not less than one inch square with not less than one mounted officer/staff for a division command, two for a corps, three for a wing and four for Army Command.

ABBREVIATIONS: F – Fire by Rank, P – Platoon Fire, PF - Prussian First Fire, OF – Ottoman Fire, AT – Armored Heavy Trotter, HT – Heavy Trotter, LT – Light Trotter if Cavalry, Light Infantry if Foot, AP – Armored Heavy Pistolier, HP – Heavy Pistolier, LP – Light Pistolier, AG – Armored Heavy Galloper, HG-Heavy Galloper, LG – Light Galloper, I - Irregular, S – Shock, C – Conscript, R – Regular, E – Elite, (C) – Charismatic, LW – Left Wing, RW – Right Wing, X – Brigade or oversized Regiment, XX – Division, XXX – Corps, XXX+ – Wing, XXXX – Army, Ft – Foot, Lt – Light, Regt – Regiment, Bn – Battalion. Numbers represent Fresh/Worn/Spent status.

MAP: Place names on maps are in *Italics*!

LABELS: Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25, Product Number: 5265, retail \$ 13.37 US. Print or photocopy each label page to a single Avery sheet. The entire Avery page is a single label so you can then cut out the labels, peel and stick on the bottom of each command base, leader or artillery stand. With a color laser, the results are very striking and very professional. These labels are available at Staples and similar merchants.

Army Commanders and Leaders



Here is a **sample list** of army commanders with their corresponding Initiative and Reserve Movement die roll modifications. The list is not definitive and certainly valid differences of opinion exist. So please don't hesitate to make changes in the ratings if you desire, just insure all

parties are aware and agree to the modifications prior to the start of the game. This chart takes precedence over the data contained in the Initiative Interphase of the Sequence of Play or the Reserve Movement die roll modifier list. **The die roll modifier is used for both Initiative and Reserve Movement resolution.**

Commander Die Roll Modifier

WAR OF AUSTRIAN SUCCESSION SEVEN YEARS WAR

France

Cmdt Emmanuel Richelieu, Duc d'Aiguillon	-1
LTG Pierre-Joseph Bourcet	+1
Marshal Victor, Duc de Broglie	-1
LTG Charles, Marquis de Castries	-1
LTG Francois de Chevert	0
General Louis, Comte de Clermont	-1
Marshal Louis, Marquis de Contades	-1
Louis Francois I Bourbon, Prince of Conti	+1
Marshal Louis, Duc d'Estrees	-1
Gen Louis Charles Fouquet	0
Louis VII, Duc de Grammont	-1
Marshal Jean, Marquis de Maillebois	-2
LTG Louis Nicolas, le Chevalier du Muy	0
Marshal Adriene, Duc de Noailles	-1
Marshal Hermann Maurice, Comte Saxe	+3
Marshal Charles, Prince de Soubise	-1
LTG Claude-Louis St Germain	+1

Austria

FM Karl Josef Batthyany	0
FM Maximilian von Browne	+1
Prince Charles of Lorraine	-2
FM Leopold Josef von Daun	+1
FM Andras Hadik von Futak	0
FM Ludwig Andreas Khevenhuller	0
FM Dominik von Koenigsegge-Rothenfels	-1
Count Franz Moritz Graf Lacy	+1
Prince Josef of Liechtenstein	0
FM Georg, Prince of Lobkowitz	-1
FZM Ernst Gideon von Loudon	-1
GdK Franz Leopold von Nadasdy	0
FM Wilhelm Rheinhard von Neipperg	-2
FM Friedrich August von Rukowski	0
FM Jean Baptiste Graf Serbelloni	-1
FM Otto, Graf von Abensperg und Traun	+2
FM George Olliver Count Wallis	-1

Commander Die Roll Modifier

Denmark

FM Frederik Ernst af Brandenburg-Kulmbach	0
Field Marshal Verner Schulenburg	0
General Field Marshal Louis St. Germain	+1

Great Britain & Hanover

LTG Thomas Bligh	0
William Augustus, Duke of Cumberland	-2
George II, King of England	0
FM Christian Ludwig von Hardenburg (Han)	0
John, 1 st Earl of Ligonier	+1
William, Count of Schaumburg-Lippe	0
FM John Dalrymple, Earl of Stain	-1
FM George Wade	-1

Prussia

FM Dietrich, Prince of Anhalt-Dessau	+1
FM Leopold I, Prince of Anhalt-Dessau	+2
FM Leopold II, Prince of Anhalt-Dessau	+1
FM August Wilhelm von Bevern	+1
Duke Ferdinand of Brunswick	+2
FM Prince Moritz von Dessau	+1
LTG Friedrich August von Finck	0
King Frederick II, the Great	+3 (C)
Prince Frederick Henry of Prussia	+2
LTG Johann von Hulsen	0
FM James Francis Edward Keith	+1
FM Johann von Lehwaldt	+1
General Andrew Rhinesmith	0
FM Count Kurt Cristoph von Schwerin	+2
FM Samuel Reichsgraf von Schmettau	0
LTG Friedrich Wilhelm von Seydlitz	+1 (C)
General Carl Heinrich von Wedel	0
LTG Hans von Winterfeldt	+1
GdK Hans Joachim von Zieten	+1 (C)

(C) - Charismatic

Unit Data Chart



The **sample list** below is provided to aid players in scenario creation. It is not all-inclusive and, though complete as possible, should not be necessarily taken as definitive. If players believe the rating of a unit to be inaccurate, please change it. It is doubtful that any military formation could boast a totally consistent record of service. Likewise, while many cavalry units were issued armor, the French, in particular, often discarded it. The data should thus be digested with more than a pinch of salt.

The Chart lists the formation on the left, and on the right specific data about the unit beginning with **Troop Rating** (Conscript, Regular or Elite). Following this will be information indicating whether the unit is armored, is Irregular, and so on. Three columns segregate unit availability into the eras of the Spanish Succession/Great Northern War, Austrian Succession/Seven Years War and finally the War of Bavarian Succession.

Prussian First Fire. During the War of Austrian Succession and the Seven Years War, Prussian non-Light, non-Irregular foot fire at 3 Fire Points per stand their first Fire Phase of a game only. Afterwards said infantry is designated Platoon Fire Foot.

Light Infantry. This term defines a movement rate, Fire Point rate and melee DRM. A brigade must have at least half its original stands considered Light Infantry to be counted as such for an entire game.

Horse. Cavalry is classified Pistolier, Trotter or Galloper for melee. One or more Pistolier brigades in melee take a - 2 DRM, one or more Trotters a -1 and Gallopers no DRM at all. Apply a single -1 DRM for all when Pistoliers melee in concert with friendly Trotters or Gallopers. As exception to AOE p 42, Pistolier Horse issues fire in melee, but only against participating enemy units they contact.

Dragoons. In the Spanish Succession/Great Northern Wars, Dragoons may change Movement Mode by mounting or dismounting, keeping current facing and formation, by expending their entire Movement Allowance. Two mounted stands convey a single dismounted stand. When dismounted they use friendly line infantry specifications, but one Troop Rating lower.

The War of Bavarian Succession. This conflict (1778 – 79) was settled without incident, but if you want to fight with the Prussian army in decline and the rest of Europe improved, we include the stats below.

Abbreviations are as follows: **Hvy** – Heavy Horse, **Lt** – Light Horse, **Arm** – Armored Heavy Horse, **Pist** – Pistolier Horse, **Trot** – Trotter Horse, **Gal** – Galloper Horse, **Lt Inf** – Light Infantry, **Shk** – Shock Infantry, **Irrg** – Irregular, **FBR** – Fire by Rank, **Plt** – Platoon or Linear Fire, **OF** – Ottoman Fire, **NonCad** – Non Cadenced Foot, **Cad** – Cadenced Foot, **PFF** – Prussian Infantry First Fire.

	War of Spanish Succession Great Northern War	War of Austrian Succession Seven Years War	War Bavarian of Succession
FRANCE:			
Artillery	- Regular	Regular	Regular
Maison du Roi	- Elite, Hvy, Pist	Elite, Hvy, Trot (Pist in WAS)	Elite, Hvy, Gal
Gendarmerie	- Elite, Arm, Pist	Elite, Hvy, Trot (Pist in WAS)	Elite, Hvy, Gal
Royal Carabiniers	- Elite, Arm, Pist	Elite, Hvy, Trot (Pist in WAS)	Elite, Hvy, Gal
Cuirassiers du Roi	- Elite, Arm, Pist	Elite, Arm, Trot (Pist in WAS)	Elite, Arm, Gal
Heavy Horse	- Regular, Arm, Pist	Regular, Hvy, Trot (Pist in WAS)	Regular, Hvy, Gal
Dragoons	- Regular, Lt, Pist	Regular, Lt, Trot (Pist in WAS)	Regular, Hvy, Gal
Hussars	- Elite, Lt, Irrg	Regular, Lt, Trot (Pist in WAS)	Regular, Lt, Gal
Volunteer Cavalry	- Conscript, Lt, Irrg	Regular, Lt, Trot (Pist in WAS)	Regular, Lt, Gal
French Guards	- Regular, NonCad, FBR	Regular, Cad, FBR	Regular, Cad, Plt
Swiss Guards	- Elite, NonCad, FBR	Elite, Cad, FBR	Elite, Cad, Plt
Grenadiers	- Elite, NonCad, FBR	Elite, Cad, FBR	Elite, Cad, Plt
Ancien Vieilles Bandes	- Elite, NonCad, FBR	Elite, Cad, FBR	Elite, Cad, Plt
Petite Vieux	- Regular, NonCad, FBR	Regular, Cad, FBR	Regular, Cad, Plt

Notes and Comments:

The Age of Honor

The Lace Wars in Miniature based on Fire and Fury

Tables and Charts

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement
- Tactical movement
- Move detached leaders

Volley & Cannonade (2nd) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

March Table

		Disorder	EFFECTS Good Order	Reserve Movement
DIE RESULT	10 or more	Elan. Brigade rallies and moves normally	A la Bayonette. Brigade moves normally	Success. Units move normally. Non-Irregular units rally.
	7, 8, 9	Rally. Brigade rallies, and moves half, but cannot change formation.	En Avant. Brigade moves normally.	Partial Success. Units move half, Non-Irregular units rally.
	5, 6	Shaken. Brigade rallies but cannot move or change formation.	Cautious. Brigade may move half but cannot change formation.	Partial Failure. No movement but Non-Irregular units rally.
	3, 4	Wavering. Brigade remains disordered and cannot move or change formation.	Hold Ground. Brigade cannot move or change formation.	Failure. No change in unit status.
	1, 2	Broken. Brigade retreats a full move disordered and loses 1 stand.	Retire. Brigade retreats beyond enemy musketry range.	Failure. No change in unit status.
	0 or less	Routs. Entire brigade removed from play.	Fall Back. Brigade retreats a full move disordered.	Failure. No change in unit status.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
NonCadence Infantry	5/8"	10/16"	x 1/2	-2/-3"
Cadenced Infantry	6/9"	12/18"	x 1/2	-2/-3"
Light Infantry	8/12"	12/18"	x 1	-1/-2"
Cavalry	12/18"	15/21"	x 1/3	-2/-3"
Foot Artillery	6/9"	9/12"	x 1/3	-3/-5"
Horse Artillery	9/15"	12/18"	x 1/3	-3/-5"
Leaders and Staff	12/18"	15/21"	x 1/3	-2/-3"

Movement = 15mm/25mm"

- Minus 3 (5) inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to dismount/remount Dragoons.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in or out of Square, Urban Area, etc.
- Minus half move to Face to the Flank.
- Light Infantry is NOT penalized when moving thru Rough Terrain (Movement Rate x 1).**

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/ +3	Each Attached Leader/ Charismatic Leader. Max 4 pts
+1	Unit in March Column or Square
+1	Unit is Prussian infantry in the WAS or SYW
+2/-2	Unit is Fresh/Spent
-1	Unsecured Flanks
-2	Unit Disengaging (moving into Reserve Zone)
-3	Unit is Disordered Cavalry moving into Charge Combat

French Pistolier Cavalry – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

RESERVE MOVEMENT MODIFIERS

+3	Marlborough with Eugene, Charles XII, Frederick, etc Commanding
+2	Villars, Eugene, Vendome, etc
+1	Bouffler, Daun, Ferdinand, etc.
0	No Effect – d'Estrees, Saltykov, etc.
-1	If any General other than above or below
-2	Duke of Burgundy, Duke of Cumberland, etc Commanding, or Army Commander committed elsewhere or dead
+4	If Army Commander Attached to Brigade or Superseding Command
+6	First Turn of Game
+6	Successful Reserve Movement Previous Turn
Reserve Movement Failure on:	
+1	Previous Turn
+3	Two Previous Turns Ago
+5	Three or More Previous Turns Ago
-1	Unit Disordered

Use first six Reserve Movement Modifiers for initiative die roll.

Volley & Cannonade

	RANGE				
	2/3"	4/6"	8/12"	12/18"	18/27"
Russian Artillery	13/11	10/7	8/6	6/5	5/4
French/Austrian Arty	12/10	9/6	7/5	5/4	4/3
Other Artillery	11/9	8/5	6/4	4/3	3/2
Light Infantry	1	Heavy/Light 15mm/25mm"			
Shock or Ottoman Foot	1				
Fire by Rank Foot	1.5				
Platoon Fire/Linear Foot	2				
Prussian First Fire	3				
Light or Pistolier Horse	0.5				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, at Square, Masse or March Column
x 1/2	Firing Unit Disordered, in Masse/Field Column or a Damaged Battery

DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, or About Facing
-1	Target is Light Infantry
-1, -2, -3	Target in Cover (per Scenario)

FALLEN LEADER TABLE

EFFECTS		
DIE RESULT		
6 or more	Leader Survives	
5 or less	Leader disabled and replaced after one full turn	

DIE ROLL MODIFIER

-2 Charismatic Leader

EFFECT ON TARGET	Desultory Fire: No Effect!	Lively Fire: Disordered <u>or</u> 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost <u>or</u> 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost <u>or</u> 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost <u>or</u> 1 Battery Wrecked
	---	---	---	---	---
Less than 1	---	---	---	---	---
1	10 or less	11 or more	---	---	---
2	9 or less	10 or more	---	---	---
3	9 or less	10 or more	---	---	---
4	8 or less	9 or more	---	---	---
5	7 or less	8, 9, 10	11 or more	---	---
6, 7	7 or less	8, 9	10 or more	---	---
8, 9	6 or less	7, 8, 9	10 or more	---	---
10, 11	5 or less	6, 7, 8	9 or more	---	---
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	---
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	---
20-24	2 or less	3, 4, 5	6, 7	8 or more	---
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	---	-1 or less	0, 1, 2	3, 4	5 or more

DIE RESULT

NOTES:

- Prussian First Fire** – Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Platoon Fire.
- Changing Movement Mode** - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- Galloper Cavalry** – **NO** die roll modifier for melee, positive or negative.
- Irregular Troops** – Permanently Disordered for movement, fire and melee.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square from less than 5" distance
-3	Or from 5" or greater distance.
-1	One or more Brigades are Trotting Horse
-2	One or more Brigades are Pistolier Horse
-1	Pistolier Horse plus Other Horse Type in Melee
+1	One or more Brigades are Heavy Horse
+2	One of more Brigades are Armored Heavy Horse
+2	One or more Brigades are Shock Foot
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers not cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender Outflanked
+3	Defender already in Square & attacked by Horse
-1	If already in Square and attacked by Foot
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

EFFECTS		
DIE ROLL DIFFERENCE		
7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. ATTACKER: Mandatory breakthrough charge a half move towards closest enemy.	
4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present ATTACKER: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.	
1 2 3	Withdrawal! DEFENDER: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) ATTACKER: Occupy enemy position.	
0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate modifiers and fight again.	
-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 2" (3" for 25 mm) from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.	
-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.	
-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.	



Scenario map for the Battle of Hastenbeck

Age of Honor

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