

# "Paris is Worth a Mass" [Ben Hull]

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## 0 GENERAL

### Introduction

#### 0.1 Abbreviations and definitions

##### Cavalry

- G = Gendarmes**, about 200 men, French and Walloon, Lance equipped, armored
- C = Cuirassiers**, 400 - 500 men French, Pistol Equipped, armored, Pistols are used in Close Combat
- R = Reiters**, 400-500 men, Germans, Pistol equipped, armored, Pistols are used are longer range (Offensive and Defensive Fire)

##### Infantry

- A = Arquebusiers**, 200 - 300 men, Various Nationalities, Arquebus/Carbine equipped, lightly armored Infantry
- S = Swiss**, 1500-2000 men, 90 % Pikemen, 10 % Arquebusiers
- L = Landsknechts**, 1500-2000 men, 80 % Pikemen, 20 % Arquebusiers
- T = Tercio** (Spanish), 1200-1800 men, 70 % Pikemen, 30 % Arquebusiers
- F = French Regulars**, 1000 - 1500 men, 50 % Pikemen, 50 % Arquebusiers
- H = Huguenot Militia**, 1000 - 1500 men, All arquebusiers
- E = Enfants Perdu**, about 200, All arquebusiers

Wing: all units are assigned to a wing, an army has 2 or more wings

Orders: Each wing has at all times one of three Orders. They are in precedence order Charge, March, and Rally.

Leader: Each army has one Army Commander and a Wing Commander for each wing.

Unit Each unit (Infantry or Cavalry) has a Status: Status that is denoted by either the unit being flipped to its back side or a Status marker. The Status are: **Normal** - Counter front, **Disordered** - Counter Back, **Shaken** - Status Marker Front, **Broken** - Status Marker Back

The game uses a 10 sided die with **0 equals 0**, not 10.

#### 0.2 Scale

A turn is 20 to 30 minutes. A Hex is 150 meters Units can be 200 - 2000 men depending on the type

## 1 SEQUENCE OF PLAY

### 1.0 Summary Sequence of Play

#### 1.1 Initiative

#### 1.2 Activation Phase

- (A) Preemption Attempt (Voluntary)
- (B) Change Order Attempt (Voluntary)
- (C) Perform Actions - Move or Rally
- (D) Close Combat
- (E) Continuation Attempt (Voluntary)

#### 1.3 Rout Movement

#### 1.4 End of Turn

### 1.1 Initiative

Determine which player will be able to activate a wing first. The Player with the most wings of the higher precedence orders goes first. If there is a tie, the side with the best (-2 Leader is better than a -1) Leader goes first. If that is a tie, then roll, high roller goes first. Players alternate activating their wings (1.2) until all Leaders are finished, as long as All Orders of a higher precedence are Finished before activating a wing with a lower precedence.

### 1.2 Activation Phase

#### (A) Preemption Attempt (Voluntary)

Once a wing is activated the inactive player may attempt to preempt this activation. To do so the inactive player chooses a Wing and consults the Continuation / Preemption table

finds the attempting Wing's current order and finds the number that he must roll equal to or less to succeed (There are Die Roll Modifiers included with the Chart). If he succeeds he may activate that wing and perform actions and attempt continuation. The wing that has been preempted is marked as bypassed and will be activated immediately after the preempting wing is Finished. A Preempting wing cannot be preempted. A Wing that has successfully continued may also be preempted, if the attempt is successful the Wing that is preempted is not bypassed, but Finished. If a Preemption attempt fails the leader is marked No Continue and is ineligible for Continuation. A Wing Commander marked No Continue may not attempt a preemption.

**(B) Change Order Attempt (Voluntary)**

An activated Wing Commander may attempt to change his orders. He cross references his current order and the desired order and find the number he must roll equal to or less to succeed (There are Die Roll Modifiers included with the Chart).

**(C) Perform Actions - Move or Rally**

Each unit of the activated wing may perform 1 Action (Move or Rally) based on the restrictions of his current order. The Wing Commander may perform Action. These actions may be undertaken in any order the player desires. Certain actions may allow the inactive player to react (Reaction Movement or Defensive Fire).

**(D) Close Combat**

Active units with enemy units in their frontal hexes may designate Close Combat. Inactive units that have not been designated as the defender in a Close Combat attack and with Active units in their frontal hexes may designate Reaction Close Combat Attacks. Once all Close Combat and Reaction Close Combats are designated. Reaction Close Combats are resolved first followed by Active Close Combat attacks.

**(E) Continuation Attempt (Voluntary)**

A wing may attempt to continue - go again. The player finds the Wing's current order on the Continuation/Preemption table and rolls adding all applicable modifiers, if the result is equal to or less than the number the wing is activated again. If the attempt fails or the player does not wish to attempt continuation the wing commander is flipped to his Finished side.

**1.3 Rout Movement**

Units that are broken must move their full movement allowance toward or to exit off the friendly map edge .

**1.4 End of Turn**

Flip Leaders and Artillery to their front.

**2 COMMAND AND CONTROL**

**2.1 Leaders**

**A General**

If a unit stacked with a leader is eliminated in Close Combat the Leader is removed from play. After Close Combat each leader that participated must roll and if a 9 is rolled, the leader is removed from play. If a hex containing a leader is fired on and is hit, the leader must roll and on a 9 is removed from play. Leader Modifiers are used for Close Combat, Morale Checks, Continuation, Preemption, Orders Change and Interception. Leader modifiers are cumulative (so both a Wing Commander and an Army Commander could combine their modifiers). When attacking in close combat the leader modifier is converted to a positive number, then applied, otherwise it is always a subtraction from the die roll. Leaders are eligible for Reaction Movement. For advance after Close Combat and retreats the Leader must remain with the unit with whom he is stacked.

**B Wing Command**

Must stack with a unit of his wing. Under Charge orders he must move with a unit of his wing per 2.2. When under March orders he may Move OR if any unit

in the same hex or adjacent rallies per 2.2 he may not move. When under Rally orders he may move OR use his modifier to aid in the rally attempt of any adjacent unit. If a Wing Commander is removed from play per 2.1 A before the wing is activated, the wing does not get the chance to activate. A replacement is noted in the scenario. The replacement always enters with the same order as his predecessor. If all units of the wing are eliminated then there is no replacement and the wing is not considered for activation.

## 2.2 Orders

### Order Restrictions

Units when active are subject to the following restrictions based on the Wing's current Orders:

- A **Charge** - Must end movement closer to the closest enemy unit. If adjacent to an enemy unit it may not move away from it, but may change facing and/or perform offensive fire. May NOT attempt rally.
- B **March** - May not move adjacent to an enemy unit. May Rally if Stacked with or adjacent to the Wing Commander (If ANY units attempt rally in this manner the Wing Commander may not move).
- C **Rally** - Cannot end movement any closer to an enemy unit and all units may attempt to Rally.

## 2.3 In Command

A unit must be in command to the point it attempts to move or rally. If it is not in command it may only move to bring itself into command or do nothing. Out of command units may initiate close combat. To be in command a unit must be stacked with or adjacent to its Wing Commander or trace a Line of Command through friendly units to the Wing Commander. The range from one unit to the next in line is 1 hex for infantry and 2 hexes for cavalry.

## 3 MOVEMENT

### 3.1 Orientation

Unit must face a hex juncture. The top of the counter has 2 frontal Hexes, 2 flank and 2 rear. When moving

units may only enter a front hex.

Artillery may never move.

Cavalry may change facing 1 vertex for 1 MP; Infantry may change facing 1 vertex for 2 MPs and Artillery may change facing any number of vertices by flipping to its fired side.

Units may Counter-March (Change facing 180 degrees) at 2 MPs for Cavalry and 4 MPs for Infantry.

### 3.2 Stacking

Stacking is limited to Artillery and Enfants Perdu. Any unit may stack with or pass through an artillery unit, only Cavalry may stack with or pass through Enfants Perdu. If an enemy unit enters a hex with an artillery unit it is removed from play. If a Friendly unit retreats through a hex occupied by an artillery unit it is removed from play. When units are stacked both may fire normally and maintain their own facing. For Fire combat if the target hex is "Hit" then each unit must take its own Morale Check. For Close Combat the Enfants Perdu and Artillery are ignored and share the fate of the unit they are stacked with. Each unit moves independently. Stacking may not be violated for any reason. If a unit is called on to retreat and cannot for stacking, he must consult the Unable to Retreat table.

Leaders may stack with any unit and move when that unit moves, retreat when it retreats. There is no stacking restriction for Leaders.

### 3.3 Reaction Movement

Only Normal or Disordered units and Leaders are eligible for reaction Movement. Units may only perform reaction movement if their Movement Allowance (including the effects of Disordered) is the same or more than the unit they are reacting to. Units may only perform / attempt reaction movement once per enemy activation. A unit that uses Reaction Movement may not perform defensive fire at the same action that triggered the reaction move.

- A **Facing Change** - If an enemy unit expends movement points or rallies within 2 hexes, the unit may change facing 1 vertex if Infantry or 2 vertices if Cavalry.

**B Withdrawal** - If an enemy unit expends movement points or rallies within 2 hexes the unit may expend its entire movement allowance. This is only available to units under Rally orders, Army Commanders alone in a hex, or Cavalry approached by Infantry.

**C Interception** - (For Cavalry Only) - If an enemy unit enters a hex in the interception zone, the unit may attempt to intercept once per enemy activation by rolling on the Interception Table. If the modified roll is equal to or less than the number listed then the intercepting unit is moved adjacent and movement for the intercepted unit must cease, the intercepting unit is marked with an intercept marker and the intercepted unit loses any charge bonus in the ensuing Close Combat phase. The interception zone is the three hexes adjacent to the two frontal hexes, at a 2 hex range.

## 4 COMBAT

### 4.1 Fire Combat

Fire Zone of Infantry and Cavalry are its Front and Flank hexes, for artillery it is any hex in its cone of fire extending 10 hexes from its frontal hexes.

Fire combat is asynchronous and results are applied immediately. Offensive Fire is a function of movement. To Fire costs 2 MP, but a unit may expend up to 2 additional MPs to gain a favorable DRM (+1 per additional MP). Defensive Fire (Reaction Fire) An inactive unit may fire when an active unit enters a hex in its Fire Zone, chances facing in its Fire Zone, Rallies in its fire zone, or is fired upon from within its Fire Zone. A Unit may use defensive fire an unlimited number of times based on how many times the conditions are met. Thus if a unit enters his reaction zone, he may fire and if the same unit then fires, he may return fire.

Artillery may only fire once per turn Offensive or Defensive, once fired flip it to its Fired side. Since Artillery may not move it requires no MP expenditure, and does not have to be in command. If the target is within 3 hexes of the firing artillery, then all 3 hexes along the line of fire are attacked.

To resolve Offensive or Defensive Fire find the To Hit number on the Fire Table based on the firing unit's type. If the number or higher is rolled the target unit must take a Morale Check. The Morale Check is modified by the number rolled minus the to hit number. If the To Hit # is 6 and the Player rolls a 9 then  $9-6 = 3$  so 3 is added to the Morale Check die roll. For artillery, find the range in hexes to the target to find the To Hit # and use the same procedure.

### 4.2 Close Combat

Per 1.2 D - The Unit that initiates Close Combat is the Attacker, the designated target is the defender. Multiple hexes may attack one hex. In this case the attacker chooses the Lead Unit and any other units are the Supporting Units. The Lead Unit is used to calculate the Melee Modifiers, the Supporting units only add to multi-hex and flank/rear modifiers. It is the Lead Unit that must advance after combat if called for by the result. The Attacker rolls one die and applies the modifiers listed and applies the results immediately.

The formula for calculating Close Combat modifiers

**Modifier =**

**Attacker Morale**

- *Defender Morale*

+ **Unit Type Interaction**

+ **The number of supporting units**

+ **The number of Flank or Rear Hexes attacked from**

+ **Attacking Leader Modifier**

- *Defending Leader Modifier*

+ **Defenders Terrain**

+ **Charge Bonus**

**Melee Results:**

A or D refers to Attacker/Defender. The first Number is the number of Status levels the unit is reduced and the number after the R is the number of hexes the unit is to retreat.

E.g.: A1 D2R2 = Attacker Reduced by 1 Level, Defender reduced by 2 and retreats 2 hexes

If the unit is reduced more levels than it has, it is removed from play.

When the defender retreats the attacker **MUST** advance into the vacated hex. If the Attacker retreats the

defender MAY advance. Advancing units may change facing 1 vertex after they occupy the vacated hex.

Disordered and Shaken units retreat and retain their original facing. Broken units retreat and face their map edge. If a unit is unable to retreat for stacking restriction it must check the unable to retreat table and a Stand result means the retreat requirement is vacated and the Status is improved by 1 level, but no higher than Disordered. Otherwise the unit is eliminated.

### **Special Cases:**

Broken units may not initiate Close Combat.

A Shaken unit may initiate Close Combat against another shaken unit, only. The reductions for both attacker and defender are reduced by one (thus an A2 or D2 or better result is necessary for gain a reduction - an A1 D2R2 = A0 D1R2) All retreats are handled normally.

Infantry may not initiate Close Combat with Cavalry, they may only engage them with fire combat.

Enfants Perdu / Artillery may not initiate Close Combat and if alone in a hex and attacked by any other type of unit, it is automatically eliminated and the Attacker must advance into the vacated hex.

Once a Gendarme unit is reduced it may never be rallied past Disordered Status (This represents the use of their lance, which is a single use weapon and the fragility of their en haye (hedge) formation).

Charge Bonus - if Gendarmes or Cuirassiers move into Close Combat without changing facing 2 hexes they gain a bonus of +2. All other types may do the same for a bonus of +1. A successful interception cancels the use of a Charge Bonus.

Passthrough - if the Close Combat result calls for a Passthrough the losing unit does not retreat, the winning Cuirassier or Gendarme unit advances through the unit to the hex opposite. The Advancing unit may change facing one vertex on the other side. If the opposite hex is occupied or impassible to Cavalry, then the losing unit must check on the unable to retreat table. Cuirassiers and Gendarmes are eligible for passthrough if they used a Charge Bonus or successfully intercepted.

## **5 UNIT STATUS**

### **5.0 Morale Checks**

Units may be called on to take a morale check by rallying or fire combat. Roll the die and if the result, modified by any Leader stacked with the unit, is equal to or less than the current morale the unit passes. A unit that fails a morale check is immediately reduced 1 level. A Broken unit that fails is removed from play.

### **5.1 Effects**

A. Normal- Unit Front - Full Movement and Morale

B. Disordered - Unit Back - Half Movement and Morale -1, -1 To Fire

C. Shaken - Marker Front - No Movement and Morale -2, -2 To Fire (Defensive Fire Only)

D. Broken - Marker Back - Route Movement Only, Morale -5, No Fire

### **5.2 Rally**

Units eligible to Rally may improve their status 1 level if either they are stacked with either their Wing Commander or pass a morale check.

### **5.3 Broken Units**

When a unit becomes Broken from a failed morale check, it must retreat two hexes, if it cannot it must check the Unable to Retreat table. Broken units that fail a Morale Check or otherwise reduced are eliminated. When Broken units retreat, they automatically face their map edge. The Broken units in the Route Movement Phase use their full original movement allowance to move along the path of least resistance to ultimately exit off the friendly map edge. Once they exit they are considered eliminated for victory purposes.

### **5.4 Artillery**

Artillery only has 1 Status, if it fails a morale check it is eliminated.