**C.O.B. WSS Campaign Outline**

**Set Up**

**The Allied Army**

 63sp which can deploy in Bremen, Hanover, Brunswick, Hameln, Munster and/or Lippstadt

All Allied Generals should be placed with a force, each force must have at least 1 general (A force is always commanded by the highest ranking General)

The Maximum number of Allied forces allowed at any one point in the game is 5, plus 2 Dummy forces (Total of 7)

The smallest force allowed by choice is 10sp and the maximum size for a force is 30sp.

The Imperial Field Army (Takes a ‘Withdrawal’ role each turn)

15sp at Erfurt and must be commanded by General Maxamillian von Hanover

This force can never be consolidated with any other force, if it is on the same dot as any other force it is considered stand alone.

 In the same way it cannot be Split.

Withdrawal Role - Role a D6 each turn for this force and on a score of 6 it is removed as Eugene requires it in Italy, should this happen the force will not return for the entire campaign (This role still takes place even if the Main Imperial army has arrived), it should be seen as misunderstood orders).

The Main Imperial Army

If at the end of any turn a Franco force is on the road between Erfurt & Magdeburg role a D6, on the score of 6 Eugene will arrive at Erfurt with an army of 6 x Davg. This army may be Split into 2 commands with the smallest force allowed by choice being 10sp and the maximum is 30sp (Eugene must command the largest force)

If generated the army will remain in play until the end of the campaign.

This force can never be combined with any other force, if it is on the same dot as any other allied force it is considered stand alone.

This force can be split in the same way as any other force.

Neither of the Imperial forces count against the maximum number of Allied forces, however there can never be more than 3 Imperial Forces (Including the Field Army while it is present).

**French Army**

6osp which can be deployed in Wessel, Dusseldorf and/or Cologne

30sp which must be at Frankfurt

All French Generals should be placed with a force, each force must have at least 1 general (A force is always commanded by the highest ranking General)

The Maximum number of French forces allowed at any one point in the game is 5, plus 2 Dummy forces (Total of 7).

The smallest force allowed by choice is 10sp and the maximum size for a force is 30sp.

Spanish Army – (Role each Turn)

5 x Davg sp will arrive at Fulda. At the beginning of each turn role a D6, on a 6 the force will arrive and may be activated this turn. Both Spanish generals will accompany the force which can at any time be split into 2 forces of any size.

This force does not count against the maximum number of French forces allowed in the campaign.

This force can never be combined with any other force, if it is on the same dot as any other French force it is considered stand alone.

**Movement**

To activate a force –

* Role a D6 and add the strategic value of the highest ranking general in the force ; a score of 6 or greater is required.
* A dummy Force will always move on a score of 1 - 5

France always goes first, choosing any of its forces.

Play then passes between each side until all forces have been accounted for.

Split a force – There must be 2 or more commanders with the force and it must be in supply

1. Choose the new General, who will command the ‘splitting force’
2. The new general attempts a ‘Command’ role for the splitting force (This is the same as an activation role)
	1. If successful
		1. He then has to role again to activate the new force, if he fails to do this the force will remain on the dot it is currently on but is still a stand alone force from its original parent.
		2. What remains of the original force then attempts to activate itself, if it fails the force will remain on the dot it is currently on but is still a standalone force from the original.
		3. NB If the role is successful but the both forces fail their activation roles refer to the ‘Combine with another force’ rule.
	2. If unsuccessful the whole force is deemed to have failed an activation for this turn and can do no more

Activated Force Options – when a force is in Supply

1. Stay in the same place (This will allow stragglers from a previous forced march to return to the force)
2. Normal Move
	1. Up to 3 Dots [Movement always halts on contacting an enemy force]
3. Forced March – This will result in possible stragglers and have an impact on any field battle.
	1. 1 additional dot declared
	2. 2 additional dots declared
4. Combine with another force –
	1. This takes place after the end of all movement for all forces and is automatic (Players have no choice in the matter)
	2. Any forces that end there move on the same dot as an allied force will automatically combine to create a single force. This force will be commanded by the senior ranking general.

Stragglers – This occurs when a force undertakes a forced march.

1. 1 Dot forced March
	1. Role a D6 : 1-2-3 = The number of SP temporally removed from force : 4-5-6 = No effect
	2. In battle the force is considered Fatigued
		1. All Withdrawal checks Add + 1 D6
		2. No guns on the field, role D6 each turn and on a 1-4 a limbered gun will arrive (Light first then field etc)
2. 2 Dot forced March
	1. Role a D6 : The result is the number of SP temporally removed.
	2. In battle the force is considered Worn
		1. All Withdrawal checks Add + 2 D6
		2. No guns on the field, role D6 each turn and on a 1-2 a limbered gun will arrive (Light first then field etc)

**Supply**

To be considered in Supply a force must be able to trace an unbroken line of Non enemy controlled dots to a Supply base.

Note that Dot is Neutral until a force moves through it, therefore a Dot is controlled by the last force to move through it.

Supply Bases

Allies draw supply from Bremen, Hanover, Brunswick, Hameln, Munster and Lippstadt

Imperial Field Army draws supply from Magdeburg or the route on the map that exits via Erfurt

The Main Imperial Army draws supply from Frankfurt

The French army draws supply form Wessell, Dusseldorf and Cologne

The Spanish army draws supply from Fulda

The Effects of being out of Supply (Attrition)

1. A force will loose 1sp per turn for the first 3 turns it has been out of supply
2. A force will loose 2sp per turn if it is out of supply for four or more turns

Movement – (A normal force Activation role is still required)

1. A force that is out of supply may move 1 dot per turn
2. Breakthrough movement of 2 dots is allowed, this permits a force to pass through an enemy force without stopping to fight but the following must apply
	1. The intended dot being moved to must not be enemy controlled
	2. The force will receive ‘Double’ Pursuit Fire from the force it breaks through.

Effects to unsupplied forces in a field battle

1. In it’s first field battle out of supply there are no additional effects
2. In a second of subsequent battle
	1. Create the force as normal
	2. Role a D6 against each gun available for the force – On a score of 1,2,3 the gun is removed from the battle rosta
	3. Set up the battle as normal, including placing troops on the table
	4. Role a D6 for each unit – On a score of 1,2,3 that unit is downgraded 1 morale status.

Pursuit Fire

At the end of a field battle the looser will have to take pursuit fire –

1. Total the remaining number of Cavalry figures still on the table divide this number by 12
	1. Round down if .5 or less, round up if .6 or greater
	2. Multiple the number by the initiative of the highest surviving commander
	3. This gives the Pursuit number
2. If the looser has a higher pursuit number than that of the winner there is no Pursuit Fire
3. If the winner has a higher Pursuit number than the looser, deduct the losers Pursuit number from the winner and role that many D6 - for each natural 6 that is rolled a further 1sp casualty is inflicted on the loosing force.

NB – In the case of a Draw there will be no Pursuit fire

Breakthrough Pursuit Force

To calculate the variance between the two forces work out the maximum number of Cavalry that would be available to each force and multiply by the highest ranking generals initiative, if the side attempting the breakthrough is outnumbered follow rule 3 above but double the number of D6 rolled.

**Battle Notes**

1. All battles will be 12 turns
2. If one of the forces has not moved this turn it can be considered a defending force and will receive 9” of Earthworks for each complete 10sp (Min is 1 Earthwork).
3. If there is more than 1 Senior Commander with the force, the sp’s should be broken down as per the army rosta and wings of separate command should be created. The senior Commander however must command the most Brigades.
4. Siege battles, if the battle is to take place on a fortress dot then the defender will receive two full redoubts with space for a siege gun and a single infantry unit.

Battle Fatigue – Applied if fighting battles on consecutive turns

1. If fighting a second battle in consecutive turns there is no effect
2. If fighting a third battle in consecutive turns follow the rule for Stragglers 1Dot except all guns will be present
3. If fighting a fourth (or more) battles in consecutive turns follow the Stragglers rule for 2 Dots except all guns will be present but with 2 x D Avg rounds of Ammo.

**Post Battle**

Work out the total loss for each side in sp’s by dividing the number of casualty’s by 12.

1. Allied forces will always round up to the nearest whole number
2. The French will
	1. Round down if .5 or less
	2. Round up if .6 or more

Apply retreat fire to the loser at the end of the battle

Movement

Forces will remain were the battle took place until the following turn.

All post battle movement should be done before any ‘Normal’ movement

No Initiative check is required for a force to move after battle

1. Winners remain on the Dot that the battle took place for 1 turn
2. Losers move 1 Dot away from the enemy, the dot they intend to move to must not be under enemy control.
	1. If this is not possible, the force may move 2 dots if this can get them to a non enemy controlled dot (Treat as a BreaKthrough and apply Pursuit fire).
	2. If this option is taken the number of SP lost in retreat fire is doubled
	3. If the looser cannot retreat to a non enemy dot under any circumstances defined above it will be considered captured along with any senior commanders.
3. Drawn Battle
	1. Each force has the option to move 1 dot to a non enemy controlled dot
	2. Remain on the same dot
	3. Each side declares his choice, the allied commanders always have to choose first.
	4. If both forces opt to remain on the same dot another battle will be fought in the following turn – Refer to battle fatigue before fighting this battle.

**Winning the Campaign**

French Decisive victory – No Supplied Allied units West of the River Weser or the route Magdeburg to Erfurt

French Substantial victory – Hold any 3 of Minden, Hameln, Lippstadt or Munster

Allied Victory – avoid the French victory conditions.

**Battle Phase**

The battle phase is started after ALL movement is complete.

Battle set up –

Defender set up zone = 18” onto the table, ignores 12” on each flank

Encounter set up zone = As per defender but one flank may be occupied

Attacker set up zone is 24” onto the table, chooses 1 flank which is ignored to 12”

**Round 0**

1. Force Declaration

Each side declares their SP status –

|  |  |
| --- | --- |
| 1 | 0 – 10sp |
| 2 | 11-20sp |
| 3 | 21-30sp |
| 4 | 31 or more sp |

However if one side has a maximum cavalry % of 2:1 cavalry advantage the side with the lower number force declares –

|  |  |
| --- | --- |
| 1 L | 0 – 5sp |
| 1 H | 6 – 10sp |
| 2 L | 11-15sp |
| 2 H | 16-20sp |
| 3 L | 21-25sp |
| 3 L | 26-30sp |
| 4 | 31 or more sp |

AND should one side have a maximum cavalry % of 3:1 advantage the lower number force declares the exact sp for the battle and the side with the higher number declares as per 2:1 advantage.

1. Each side then declares their intent, Retreat before Battle or Fight
	1. If both sides retreat then both forces move back 1 dot away from the enemy (This should follow their line of advance if possible)
	2. If One side opts to retreat and the other opts to fight
		1. The side retreating follows Point A movement
		2. The side retreating is subject to 50% of normal retreat fire based on Max cavalry %’s
		3. If the side opting to Fight still has movement left they can follow up the retreating force and Round 0 begins again.
	3. If Both sides declare they wish to fight, move to Round 1

**Round 1 of Pre battle Manoeuvre (PBM)**

Each side makes a Battlefield role, a single D6 plus the strategic value of the highest ranking officers in the force

If the roles are equal fight a field battle as below

1. Generate a battle map from the AOR supplement book 1
2. Make another battlefield role (No draw, re role until one side wins), with the winner choosing which side of the field he will deploy on
3. Both sides will set up as per Encounter battle set up
4. If one side didn’t move this turn it is still considered a defender and can deploy earthworks as per battle notes
5. Deployment is at the same time (Use cards or a screen down the middle of the table etc)

If one side roles higher than the other, the winner will

1. Generate 6 random tables and choose 3 of them for the battle
2. Then role a D6 to decide the final battlefield–

|  |  |  |
| --- | --- | --- |
| Battlefield Number | Option | Dice Role |
|  | 1 | 1 or 2 |
|  | 2 | 3 or 4 |
|  | 3 | 5 or 6 |

1. The winner will then choose which side of the battlefield he would set up on
2. The looser then announces if he will accept the battle on these terms
3. If the looser accepts the Battlefield, the winner has the option of accepting or not
	1. If the battlefield is accepted fight a field battle –
		1. If both sides moved this turn
			1. Both sides will set up as Encounter battle set up
			2. The winner will have decided which side he will deploy on
			3. Deployment is at the same time (Use cards or a screen down the middle of the table etc)
		2. If one side didn’t move this turn
			1. The set up will be as an Attacker for the side moving
			2. The set up will be as a defender for the side not moving (Will receive Earthwork allocation).
			3. The side setting up as a Defender will deploy his forces first
			4. The winner of PBM will already have decided which side he will deploy upon
		3. If neither side moved
			1. Both sides will set up as Encounter battle set up
			2. The winner will have decided which side he will set up on
			3. Deployment is at the same time (Use cards or a screen down the middle of the table etc)
			4. Neither side will qualify for earthworks
	2. If the battlefield is rejected by either side move to Round 2

**Round 2 of Pre Battle Manoeuvre**

Each side can again declare their intent, Retreat before Battle or Fight

1. If both sides retreat then both forces move back 1 dot away from the enemy (This should follow their line of advance if possible)
2. If One side opts to retreat and the other opts to fight
	1. The side retreating follows Point A for movement
	2. The side retreating is subject to full retreat fire based on Max cavalry %’s
	3. If the side opting to Fight still has movement left they can follow up the retreating force and Round 0 begins again.
3. If Both sides declare they wish to fight, follow Round 2 PBM

Round 2 PBM

Each side makes a Battlefield role, a single D6 plus the strategic value of the highest ranking officers in the force

The side who won PBM round 1 will receive +1, there cannot be a draw : re role until a winner is established

A side that accepted the Battlefield in PBM 1 will receive +1

The winner will then -

1. Generate 6 random tables and choose 2 of them for the battle
2. Then role a D6 to decide the final battlefield–

|  |  |  |
| --- | --- | --- |
| Battlefield Number | Option | Dice Role |
|  | 1 | 1 or 2 or 3 |
|  | 2 | 4 or 5 or 6 |

1. The winner will then choose which side of the battlefield he would set up on
2. The looser then announces if he will accept the battle on these terms
3. The winner then has to accept the battle
	1. If the battlefield is accepted fight a field battle –
		1. If both sides moved this turn
			1. Both sides will set up as Encounter battle set up
			2. The winner will have decided which side he will deploy on
			3. Deployment is at the same time (Use cards or a screen down the middle of the table etc)
		2. If one side didn’t move this turn
			1. The set up will be as an Attacker for the side moving
			2. The set up will be as a defender for the side not moving (Will receive Earthwork allocation).
			3. The side setting up as a Defender will deploy his forces first
			4. The winner of PBM will already have decided which side he will deploy upon
		3. If neither side moved
			1. Both sides will set up as Encounter battle set up
			2. The winner will have decided which side he will set up on
			3. Deployment is at the same time (Use cards or a screen down the middle of the table etc)
			4. Neither side will qualify for earthworks
	2. If the battlefield is rejected -
		1. The retreating side will move back 1 dot away from the enemy (This should follow their line of advance if possible)
		2. The side retreating is subject to Double retreat fire based on Max cavalry %’s
		3. If the side opting to Fight still has movement left they can follow up the retreating force and Round 0 begins again.