



Siege of Namur 1695 by Jan Wyck

*Nine Years War
Grand Campaign
Scenario*

Lace Wars™ Nine Years' War Grand Campaign Scenario

The following is a set of guidelines (NOT rules) to help players assemble and play the entire Nine Years' War using Red Sash Games' quad set of *Army of Roussillon*, *Army of Italy*, *Army of Flanders*, and *Army of the Rhine*. If desired, *Remember Limerick!* and *Pro Religione et Libertate* may also be included.

Within the Grand Campaign each game remains a separate endeavour, joined only at the following few, but important, points: how the scenario ends, who wins, how the various Strategic Events interact, and how forces are to be Transferred between theatres (given that each game covers a single theatre). If the players encounter any procedural challenges not addressed below they must feel free to address them in whatever manner they can agree upon.

1.0 Preparation

1.1 Step One

Have yourself examined by a psychiatrist. If he pronounces you insane, convince him you are harmless and proceed to Step Two. Otherwise, forget about trying to fight the entire Nine Years War on a table top and get on with your life.

1.2 Step Two

Decide what games to include. The following mixes are recommended:

- Option 1: *Army of Flanders (AOF)* & *Army of the Rhine (AORH)*.
- Option 2: *AOF* & *AORH* with *PRL/RL!*. (*RL!* must not be used without the *PRL* expansion.)
- Option 3: *AOF*, *Army of Italy (AOI)*, & *AORH*.
- Option 4: All four games in the quad.
- Option 5: All four games in the quad plus *PRL/RL!* (Again, *RL!* must not be used without the *PRL* expansion.)

1.3 Step Three

Decide on the number of players (this may also inform your choice of games). Each of the games will need only two players — one per Side — who are termed Theatre Commanders (TCs).

1.311 The *French* should also have a Supreme Commander (SC) whose is responsible for all strategic decision making and is the court of final appeal. He can be a separate player or a TC (the *AOF* TC for preference).

1.312 Realistically, the *Alliance* Side should not have a SC, but the players may feel, based on their personalities, that is essential to have one. If so, the *Alliance* SC should definitely also be a TC, and be the TC for either *AORH* or *AOF*.

1.313 Each Side may also want a separate TC to command the Middle Rhine sector, which is defined as the Rhine below Mainz, the Moselle Valley, and all hexes north of the same and east of the Meuse River. (It thus includes terrain on both the *AORH* and *AOF* maps.) If this is desired, then both Sides must have a Middle Rhine TC.

1.314 The following suggestions should be considered if *RL!/PRL* is included:

- The Middle Rhine TCs (if any) could also fight the campaigns in Britain, perhaps serving on the opposite team in that theatre.
- For greater realism, the *AOF* TCs could be forced to play *RL!/PRL* simultaneously, but this may slow the game down.
- If using *AOI*, where the war starts in 1690, those TCs could play *RL!/PRL* (or, for that matter, command on the Middle Rhine). This theatre is a small one, numbers-wise, so the players could probably continue to wear two hats throughout the scenario.
- *AOR* is also a small game, so those TCs could similarly pull double-duty.

Such arrangements will also depend on whether the players in question have access to the other maps.

1.315 In the unusual case of multiple players playing on the same Side in the same theatre, always pick one of them to be the Senior TC for their Side in that theatre. A player may only be Senior TC in ONE (1) theatre. The Senior TC is ultimately responsible for the theatre, and receives a small Prestige bonus (see 5.2).

1.4 Step Four

Decide what Year to start in. In theory, any Year of the war can be chosen, but some start times are better than others.

1.41 All the games should start in the same Year, unless beginning the war at the beginning. In this case, *AORH* and *PRL/RL!* have 1688 start dates, *AOF* and *AOR* have 1689 start dates, and *AOI* starts in 1690. To accommodate the desire for an early start date, the concept of Closed and Open Theatres — see 2.3 below — is suggested.

1.42 It would be historically accurate to have all the players participate in some capacity in 1688 (and/or 1689) and then move to their own games for 1689 (Roussillon/Flanders) and 1690 (Italy). (*For the French at least, the entire nobility was keen to get their ticket punched at the siege of Philippsburg, even if they did not actually do anything besides saying hello to the Dauphin.*)

2.0 Game Flow

2.1 General

For the Grand Campaign, all the games need to be played simultaneously, with Synchronization taking place during the Admin Phase of each Quarterly Turn. *Exception:* Synchronization must also be done at the start of any Turn in which a new theatre Opens (2.3).

2.11 By ‘Synchronization’, the following is meant:

- The players have the opportunity to communicate. This should not be allowed at other times, except between a Senior TC and his subordinate. See 2.2.
- The Opening and Closing of Theatres is resolved. See 2.3.
- Strategic Events (5.0) are resolved. (Random Events only apply to their own theatre/game and continue to be determined using the original tables.) Strategic Events occur ‘simultaneously’. For this reason Events occurring in different theatres do not affect each other in the Turn they occur. Within a theatre, resolve Events in the order required by the game in question.
- Transfers of forces between games takes place. This will occur in the Reinforcement/Withdrawal portion of the Turn, using normal game mechanics. Such troop movements are deemed voluntary and are agreed on by the players or ordered by the SC. See also 3.2. (Other Transfers — i.e., to/from off map locations — continue to be resolved as the various game rules require; do not wait for the Quarterly Turn to resolve them.)
- The end of the Grand Campaign is checked for. As a general rule a Peace Index advances during Quarterly Turns, but there are exceptions. Therefore, if a Theatre could Close on, or the Grand Campaign could end on, a non-Quarterly Turn, the players should switch to Synchronizing on every Turn. This should also be done when a theatre is about to Open.

2.12 Game play can be speeded up in a particular theatre if some players have gone into Winter Quarters or are otherwise enjoying some quiet Turns, but there should always be a pause to Synchronize at the appropriate time.

2.2 Communication

Communication in a general sense falls into TWO (2) categories: that done for the purposes of resolving game mechanics, and that done for the purposes of negotiation. The concept of Communication discussed here only applies to the latter. Anyone can talk to anyone at any time, so long as they strictly limit themselves to a discussion of game rules and mechanics, subjects unrelated to the games, and 'trash talking'.

2.21 Communication between the players in the narrow sense should only take place during Synchronization, except for subordinate TCs talking with their Senior TC, which can occur at any time. Communication does include talking to the opposition. The mode of Communication is up to the players.

2.22 Only SCs can Communicate directly with all TCs on the same Side. They are also permitted to Communicate with the opposing SC, if any.

2.23 TCs may Communicate with their own SC, the Senior (or sole) TC they are playing against, Friendly TCs in Adjoining theatres, and any subordinate(s) in the same theatre. (*In this period, local theatre commanders were almost always empowered to negotiate with their opposite number.*)

2.24 The following theatres are considered Adjoining:

- AOR and AOI for the *French* and *Alliance*.
- AOI and AORH for the *Alliance* (only).
- AOF and AORH for the *French* and *Alliance*.
- RL//PRL and AOF for the *Alliance* only.
- The Middle Rhine sector adjoins AOF and AORH for both Sides.

2.25 If any other TCs wish to Communicate with each other they must do so through their SC, who can relay messages if he so chooses.

2.26 *Clarification:* in cases where the SC is also a TC, he may take advantage of both roles when Communicating.

2.27 Communication for the purpose of negotiation may (and should probably always) be secret.

2.3 Opening and Closing Theatres

An Open Theatre is defined as an active individual game, still in progress. Starting such a game is called Opening the Theatre. A Closed Theatre is an individual game which has been played to completion. A game that is not one of those included in the Grand Campaign is neither Open nor Closed, it is simply not being played.

2.31 The number of Open Theatres will depend on when the players choose to start the Grand Campaign. With a 1688 start only AORH is deemed Open from the very beginning, although RL//PRL Opens later the same Year. AOF and AOR will Open in 1689, and AOI in 1690. For Grand Campaigns starting in 1692 RL//PRL will already be Closed. (That game should be ignored when choosing any start date on or after 1692.) If the Grand Campaign were to start in 1697 (a pointless endeavour) AOI would also be Closed.

2.32 A theatre will Open on its historical start date, which is the first Turn indicated for the earliest start of the Campaign Scenario of that particular game. All forces are set up in that theatre per the instructions for that campaign scenario. (The players may wish to experiment with ways of triggering earlier Opening dates, or, conversely, devising ways of preventing a theatre from ever Opening, but these guidelines intentionally offer no suggestions.)

2.33 A theatre Closes when the Exclusive Rules for that game demand that its own campaign scenario ends. Usually this is through the advancement of the game's Peace Index — as explained in 5.1 below, each game still uses its own Peace Index — but the Sudden Death and fixed date ends given in RL//PRL continue to apply for that game.

2.34 Until a theatre Opens, that game is ignored for all purposes. In particular, extra forces and resources cannot be sent there, nor be taken from it.

2.35 When a theatre Closes, it will require a Permanent Garrison. Such forces are permanently out of play (although players desire they may swap individual items in and out of the Permanent Garrison so long as the numbers are maintained. The Permanent Garrisons for each theatre are defined by the Permanent Garrison Chart supplied with this module. Anything in excess of these requirements can be removed from a Closed Theatre and sent to the remaining Open Theatres, using normal Transfer mechanics. See also 3.2 below.

2.4 Integrating RL!/PRL

The Williamite invasion of Britain adds complexity to the scenario. Fortunately, it is one of the earliest Openings and only lasts until 1691. If the players desire simplicity, use the exact set up given in the *RL!/PRL* game and use the exact set of Reinforcements and Withdrawals (both *Alliance* and *French*) given in that game. But, also use the Williamite Invasion Sites rule from scenario 8.3 in *PRL*.

2.41 If the players desire a more flexible situation, use the same starting set up but allow Reinforcement and Withdrawal compositions to be at the discretion of the players, remembering that there are shipping capacities to observe.

2.42 If the players feel especially daring, they may wish to experiment with alternative deployments, such as having the Williamite invasion force not sail at all, but instead deploy to bolster the anti-French defenses, or having the French invade England (which nearly did happen in 1696). The details will be left to the players, but the following points should be considered:

- If William of Orange does not invade England, there will be no war either in or with Britain, King James will remain king, and all of Britain will 'officially' remain neutral. William will remain Prince of Orange, supreme commander of the Dutch only. Given his nature, however, he should remain one of the twin 'magnetic poles' of the Coalition (the other being Emperor Leopold).
- Of all the indigenous forces obtainable from Britain, the *French* (and NOT the *Alliance*) can expect a small expeditionary corps to aid them on the continent. It could include the Irish raised by Tyrconnel and traded to the French, or the Scots raised by Dundee. There will be no Williamite troops involved at all, because the pre-war army will not disband and convert. It is recommended none of the forces raised during the war by the Williamite regime be employed, since Parliament would not authorise their levying in peacetime. Additionally, the Anglo-Dutch Expeditionary force (4 English Units) which historically aided Spain never assumes that role, and the English never establish a naval presence in the Mediterranean, so that all rules pertaining to the same in *AOR* and *AOI* should be ignored. With regard to the English and Scots Dutch brigades (6 Units in the Dutch OOB), these historically proved very loyal to their Dutch employers and should continue to be used as part of that Contingent for the duration of the scenario. The Danes, Huguenots, etc., which appear in *RL!/PRL* can still be employed by the *Alliance*, either in *AOF* or *AORH* as the players wish.
- William of Orange will never directly invade Ireland or Scotland in lieu of England; he expected a peaceful transition of power and his army was mainly for show. Similarly he will not invade along the French coast (he was not stupid). The best alternative use of his army would be to counter a French advance down the Rhine or to line the border with the Spanish Netherlands. Remember, Spain is not at war with France until 1689, so there is no way Dutch troops can be sent to the Spanish Netherlands or Luxembourg enmasse, although adding Units to the Barrier Forts would be permissible.
- The French will not invade England or send troops to Ireland or Scotland unless the Williamites have succeeded in securing England; in this case (as happened historically), they will only send a small corps (which cannot be larger in BEs than the game originally permitted, due to shipping restrictions) to help King James, but the players should feel free to experiment with a direct counterattack on England, or a descent on Scotland. If there is any fighting in Britain, then under all possible combinations, the indigenous forces provided in *RL!/PRL* will still appear.
- There are also the failed attempts by the French to invade in 1692 and 1696. Using the forces allocated in the *AOF* OOB, with reference to the Master OOBs as well, the players can experiment with these. Again, William of Orange must have invaded Britain. Roughly speaking, King James' private army was to be the core, with several French line regiments in support. In 1692 the destination would have been Ireland; in 1696 it was England. Assume very little help can be expected from the native Jacobites after the Limerick surrender in 1691, and especially by 1696.

2.5 Rules

All the games use the *KR&Os v.3.75 (PRL updates RL! to the same)*. With regard to the Exclusive Rules, there is no combined book for use with the quad (*this was experimented with but found to be too unwieldy*). Instead, simply use the books that came with each game. Only the players of a particular game will need to be familiar with its rules.

2.51 The following Exclusive rules are either not present in all games in the quad, or were modified as the series developed. All the games in the quad should incorporate them, so far as possible (in some cases there will be no reason to do so). Note that some entries below have multiple case references because the numbers vary from game to game.

- Zones of Control (Ex. Rule 3.22). All the games in the quad have this rule, but *AOR* uses an early version; it is recommended that a later version be used in all the games.
- Reconnaissance (Ex. Rule 3.24 or 3.28). This rule was introduced in *AOF* but should be used across all the games in the quad.
- Under the Guns (Ex. Rule 3.25) This rule was introduced in *AOI* but should be used across all the games in the quad.
- Offering Battle (Ex. Rule 3.26). This rule was introduced in *AOF* but should be used across all the games in the quad.
- Stacking and Multi-hex Battles (Ex. Rule 3.27). This rule was introduced in *AOF* but should be used across all the games in the quad.
- Cavalry Superiority (Ex. Rule 3.24 or 3.28). All the games in the quad have this optional rule, but *AOF* expanded it considerably; it is recommended that the *AOF/AORH* version be used in all the games.
- Cannonades (Ex. Rule 3.29). This optional rule was introduced in *AOF* but if employed should be used across all the games in the quad.
- Winter Quarters (Ex. Rule 3.36). This rule was introduced in *AOF* but should be used across all the games in the quad..
- French Field Hospitals (Ex. Rule 3.65). This rule was introduced in *AOF* but should be used across all the games in the quad.
- Designated LoCs (Ex. Rule 4.24 or 4.25). This optional rule was introduced in *AOF* but if employed should be used across all the games in the quad.
- Army Staffs (Ex. Rule 4.34). This optional rule was introduced in *AOF* but if employed should be used across all the games in the quad.
- Councils of War (Ex. Rule 4.35). This optional rule was introduced in *AOF* but if employed should be used across all the games in the quad.

2.52 The rules for *Petite Guerre* (Ex. Rule 4.4) are slightly different in each game. Since each version was tailored to the unique conditions of that theatre, use the version intended for each game as written.

2.53 All the cases above only deal with games in the quad. When including *RL!PRL*, a much older game design, it will be simplest to play it using just the *PRL* rules. However, the following points should be considered:

- Any of the rules listed under 2.51 can be safely incorporated, although many will be irrelevant due to the small armies involved.
- Players should not use any version of the *Petite Guerre* rules in *RL!PRL* unless they intend to experiment with new methods of resolving the low level insurgencies in Scotland and Ireland — the designer encourages this, since the original implementations were rather ‘clunky’, but will not offer suggestions.
- The *AOF* exclusive rules 3.66 (Army of Ireland) and 3.75 (England and Holland Garrisons) should be used as a guide for determining what forces can be or are required to be located on the *RL!PRL* maps.

2.54 The rules for Reinforcements and Withdrawals are modified, although the basic mechanics remain the same, since in many cases 'off map' locations will now be in play. See 3.2 for details.

2.55 Similarly, some Strategic Events affect multiple theatres. Section 4.0 below integrates them all.

2.56 With regard to charts and tables, use those provided with the game they belong to, unless a substitute is provided with this module.

2.57 If matching rules conflict on minor points from game to game, the ones found in the newer games have greater weight. However, bear in mind that each set was designed for that theatre alone and (apart from the exceptions given in 2.51 above) should be applicable to that game as written. Ultimately the players will have to decide for themselves what makes the most sense in any given situation.

3.0 Handling the Counter Mixes

3.1 General

With regard to the counters for each game players have the following choices:

- Create one grand force pool, mixing the counters from all the games, and, if playing the games remotely, doing so at each location (which requires that at least one person at each location has the full set), or;
- Keep the counter mixes for each game as separate as they can be, and have the other counter sets on hand for the times when forces are Transferred between theatres, keeping a record of which counter comes from which game. In this case, it would also be desirable to have multiple complete sets, so that each owner retains possession of all their pieces.
- The third option is to use an online platform, such as Vassal, where it is possible to create a complete set of counters that everyone can use without physically mixing them.

3.11 Necessary tools for any of these options are the Combined Errata booklet, which corrects the counter mixes for each of the games (*AORH* is the supply source for most of the corrected counters) and the Master OOBs, which list every Unit in the game, where it served by Year, when it was raised, and when it was disbanded. Both can be obtained for free on the Red Sash Games website.

3.12 The starting set up for each theatre (game) should be the one provided for the Year the Grand Campaign starts. If a given theatre is not yet Open, use the starting set up for the Year the theatre does Open. Remember, nothing can enter or leave a theatre before it Opens.

- As long as the players properly sort the counter mixes and use the Counter Errata booklet there should be no counter duplication across the games. Famous last words. If a duplication is recorded in the OOB lists for the chosen start date the players must decide for themselves who gets the counter. If it is a multi-battalion regiment, the battalions can be shared.
- Be aware it is possible a given counter will be in a theatre that is not its 'country of origin'. For example, a Bavarian regiment that in 1688 would have set up in Germany might, in a game starting in 1695, begin in Spain.

3.13 Once the game begins, all sorts of counters will wind up in ahistorical locations. The players may wish to restrict Transfers between Open games to the historical ones, so that each game's counter mix can be kept separate, but they should feel free to experiment. See also 3.2.

3.14 **The Reichsarmee.** In most of the games, the smaller German states and even the Imperials are lumped together into the Reichsarmee Contingent or the Imperial Contingent. For the Grand Campaign, it will be ideal if the players use the German counters provided in *AORH*, which have their real 'nationalities'. Not only does this cover some minor errata, by separating the Reichsarmee into its various components it will be possible to determine whether a Leader or Auxiliary is eligible to travel between theatres. (For example, if a Hessian corps is sent from Germany to Flanders, then Hessian Leaders can appear on the *AOF* map, but if the corps is moved to Germany, so are the Leaders.) It will also help determine the availability of forces. (For example, if the Saxons quit the war, those counters can be easily identified and removed.) If this arrangement is not possible, remember that it is only the ideal case, and that the original counters provided with a game can still be used (most of them have their 'nationality' incorporated into their names), but be careful about duplication.

3.2 Reinforcements and Withdrawals

There are two basic kinds of Reinforcements: forces that are newly raised, and forces Transferred from elsewhere. In the Grand Campaign, Transfers may be coming from an Open Theatre or from elsewhere (they will not be coming from a Closed Theatre, regardless of what an individual game's rules and OOBs may suggest). Similarly, Withdrawals can be classified as forces that are disbanded, or forces sent elsewhere. Again, forces sent elsewhere may be travelling to an Open Theatre or not (and will not go to a Closed Theatre).

3.21 Because the OOBs created for each game do not fully distinguish between these categories, it will be helpful to use the Master OOBs as a guide. These show where each Unit (and DP Auxiliary) was on a Yearly basis, and if the unit moved around within the Year.

- The SC (if there is one) should be responsible for keeping track of the appearance and removal of such items, whether they are new, disbanded, or sent out of play. Only in the case of forces Transferred between Open Theatres should the TCs be allowed the flexibility of Transferring whatever they want. Even here, the SC should have final say. In other situations, the exact units need not be selected, but the same quantities and Class should be used, if at all possible.
- Per the Master OOBs some forces were assigned to internal security duties, border or coastline protection 'off map', and to foreign wars. *AORH* supplies counters (mainly *French*) which were not included in any of the games because they served in the internal security role throughout the war. It is recommended such items be given the same role in the Grand Campaign (i.e., fulfilling 'off map' garrison requirements), but the SC can exchange specific items for others, so long as the quantities and Classes are maintained. If the SC decided to employ such forces in the front lines anyway, there should be some sort of penalty (most easily, a loss of Prestige). Peasant unrest or threats by powers outside of the main conflict will be the result of sending security troops to the front.
- If the *Alliance* Side has no SC, each player will be solely responsible for the distribution of forces under his command and will have to negotiate with his neighbours for assistance, following the requirements of Communication. A given TC will be responsible for forces sent to or received from an 'off map' location associated with his game (see also 3.22).

3.22 If an item is received from an 'off map' source, such as Hungary, or Britain (assuming, in the latter case, that *RLI/PRL* is not being used), it arrives in the manner it normally would for that game. Similarly, if an item is to be sent to such a location (Withdrawn), it leaves in the manner required by that particular game. Per the last bullet above, the following *Alliance* TCs (in the absence of a SC) are responsible for the following 'off map' sectors:

- *AOR*: Spain
- *AOF*: British Isles & off map Holland
- *AROH*: Hungary & 'Eastern Front'

3.23 The Reinforcement/Withdrawal tables and schedules provided with each game are still employed in the manner prescribed by the game in question. However, every situation where an item would both be sent from and received by Open Theatres is treated as a 'null' or 'no effect' result. As already explained, TCs (with SC approval) may Transfer the forces under their command at will; this is *not* dependent on receiving a matching result on the appropriate tables.

3.24 There should be some restrictions:

- Limit *Alliance* forces entering and leaving the Spanish theatre (*AOR*) to those Contingents listed in that game (i.e., the small Anglo-Dutch force which is triggered by a Strategic Event and the similarly small German corps, plus the handful of Spanish that historically moved between Italy and Spain).
- *Spanish* forces should not be permitted to Transfer at all, except in those few cases indicated by the original tables. See also the Master OOBs. *Spanish* Personages should not be limited in this manner, but non-Personage *Spanish* Leaders should not be allowed to change theatres.

- *Dutch* and *Danish* forces should not be permitted in *AOI* or *AOR*, and in *AORH* only within the Middle Rhine sector.
- *Alliance* English, including Scots and Irish Units (apart from the Anglo-Dutch corps that might be sent to Spain), should not be permitted in *AORH* or *AOI*, and in *AOR* only as part of the Anglo-Dutch Expedition. Franco-Irish and Scots can serve anywhere; these originally belonged to King James' personal army in France or were Irish regiments and officers who signed on to the French Army. Units of the Anglo- and Scots-brigades in Dutch service count as Dutch.
- *Alliance* Leaders should only Transfer between theatres in the company of the Contingent they belong to.

3.25 The following should also apply:

- Auxiliaries may only be Transferred between Open Theatres if in the Available Box; they arrive in their new theatre in the Recovery Box.
- Eliminated Units can be Transferred, remaining in their eliminated state. Note that it is not necessary that they be rebuilt in their theatre of origin.
- Generic Auxiliary counters should never be swapped between games or placed into a single pool. Named Auxiliaries can be treated like Units; most of them are either DP Units or engineering assets attached to artillery formations that did travel all over the place. But, the quantities of the generic counters were deliberately chosen to match the requirements of each theatre.
- For the same reason, do not swap HQs, Hubs, Depôts, or any generic markers between games, only using them in the theatre for which they were intended.

3.26 A Transit Time Chart is provided in this module. It notes the number of Turns required for an item, once it has exited one theatre, to appear at its destination. In some cases there may be an Attrition Check, and in some cases (i.e., if travelling by sea) the time may be variable. Once an item has initiated a Transfer it cannot be redirected until it has arrived at the other theatre. (This is for simplicity; the players may agree that items travelling by sea which become delayed are 'stuck in port' and could therefore legitimately be returned to their theatre of origin.) The chart also notes theatre 'adjacency'.

3.27 With regard to Units, they will always Transfer using Admin Movement (as is usual for the Grand Campaign); to simulate them 'marching off the map', add ONE (+1) Turn to the required transit time.

3.28 When a theatre Closes activity there ceases; that game is over. But the Grand Campaign may continue. A final Transfer of forces is permitted out of such a theatre. See 2.35.

4.0 Strategic Events

4.1 General

This section provides modifications to all the Strategic Events in the Nine Years War quad, plus *RLI/PRL*, ensuring they fit within the overall framework.

4.11 If an Event is still relevant, it may include an effect on the Peace Index or require the use of a special table. Peace Index effects do apply, as explained in the next section. If a special table was required, the instructions below will note whether the original table is to be used or if a new version of the table has been provided in this module.

4.2 Army of Roussillon

Alter this game's Strategic Events as follows:

- Rule 5.22 **Italian Theatre Requirements**. This rule is used in modified form. All force Transfers between Open Theatres are dealt with by the players. Transfers to and from Closed Theatres are ignored. Transfers to and from other locations are checked for normally. This is in accordance with section 3.2 above.
- Rule 5.23 **Huguenot Unrest**. This Event applies as written. Note that it is independent of any other Huguenot-related Events found in the quad. (*The Coalition made some attempts at coordinated uprisings, but without much success.*)

- Rule 5.24 **Spanish Court Intrigue**. This Event applies as written. With respect to case 5.244 in the AOR Exclusive Rules, if the *Spanish* player expends the required Prestige his teammates are REQUIRED to send him the forces he is entitled to. They will be dispatched using the normal Transfer mechanism and must be sent as expediently as possible.
- Rule 5.25 **The Catalan Revolt**. This Event applies as written.
- Rule 5.26 **The Wider War**. This Event applies almost as written. With respect to the Anglo-Dutch Contingent, the 'English' player is REQUIRED to send the forces in question. They will be dispatched using the normal Transfer mechanism and must be sent as expediently as possible. The 'English' player is defined as either a) the *Alliance* player in the AOF game, or b) the *Williamite* player in *RL!/PRL*. The latter is assumed when a player has such a role, otherwise the former is meant. The Savoy Peace effect (per the *Wider War Table*) is not rolled for; instead, it is automatically applied when the AOI Theatre Closes.
- Rule 5.27 **African War**. This Event applies as written.

4.2 Army of Italy

Alter this games Strategic Events as follows:

- Rule 5.22 **Other Theatre Requirements**. This rule is used in modified form. All force Transfers between Open Theatres are dealt with by the players. Transfers to and from Closed Theatres are ignored. Transfers to and from other locations are checked for normally. This is in accordance with section 3.2 above.
- Rule 5.23 **Huguenot Uprising**, 5.24 **The Lindau Project**, 5.25 **Mandated Huguenot Offensive**. These Events apply as written. Note that they are independent of any other Huguenot-related Events. (*The Coalition made some attempts at coordinated uprisings, but without much success.*)
- Rule 5.26 **Duke Victor's Allegiance**. This Event applies as written. **General Clarification:** the rules and various tables mention an *Allegiance Table*. This is actually the *Allegiance Track*, printed on the AOI map.
- Rule 5.27 **Italian Unrest**. This Event applies as written.
- Rule 5.28 **Contingent Surrender**. This Event applies as written.

4.3 Army of Flanders

Alter this games Strategic Events as follows:

- Rule 5.22 **Other Theatre Requirements**. This rule is used in modified form. All force Transfers between Open Theatres are dealt with by the players. Transfers to and from Closed Theatres are ignored. Transfers to and from other locations are checked for normally. This is in accordance with section 3.2 above.
- Rule 5.23 **The Moselle Campaign**. This Event is not used. (The matching Middle Rhine Event found in *AORH* is used, but only applies to that game.) The AOF TCs may contribute forces to the *AORH* version of the Event, if it is being used (that is, if there are no Middle Rhine TCs). In this case, the Friendly TC who contributes the most forces receives any Prestige reward.
- Rule 5.24 **The War of the Two Kings**. This Event applies as written except when *RL!/PRL* is to be included. In that case, refer to section 4.5 below.
- Rule 5.25 **Dutch Politics**. This Event applies as written.
- Rule 5.26 **Mandated Strategy**. This Event applies as written.
- Rule 5.27 **Invasion Scare**. This Event applies as written except when *RL!/PRL* is to be included. In that case, refer to section 5.5 below.
- Rule 5.3 **Liège** applies as written.

4.4 Army of the Rhine

Alter this games Strategic Events as follows:

- Rule 5.22 **Other Theatre Requirements.** This rule is used in modified form. All force Transfers between Open Theatres are dealt with by the players. Transfers to and from Closed Theatres are ignored. Transfers to and from other locations are checked for normally. This is in accordance with section 3.2 above.
- Rule 5.23 **Mandated Strategy.** This Event applies as written.
- Rule 5.24 **The Middle Rhine Campaign.** This optional rule applies as written except when there are actual Moselle Front players, in which case it is not used.
- Rule 5.25 **The Polish Question.** This Event applies as written.
- Rule 5.26 **Sidelining the Emperor.** This Event is not used. Similar effects are generated through adjustments to the Peace Index as noted in 5.13 below.

4.5 RL/PRL

Alter this games Strategic Events as follows. Always apply the *PRL* version of any Event.

- Rule 5.22 **Fleet Action.** This Event applies as written.
- Rule 5.23 **Holland Threatened.** This Event applies in a modified form. The Event is triggered when any of the following occurs within the *AOF* Theatre: 1) the *French* win a Major Battle, or; 2) the *French* Capture a Grade Six Fortification, or; 3) A *French* Army HQ or Grand Army HQ is located anywhere within the Dutch Netherlands. The Event can only occur ONCE (1) per Quarter. The effects remain the same, except that since the off map box used to store the Holland Garrison in *PRL* represents the Dutch Netherlands, instead of using the box, the TGV for Holland is determined by counting the forces physically occupying the Dutch Netherlands on the *AOF* map.
- Rule 5.24 **Unrest.** This Event applies as written.
- Rule 5.25 **Amphibious Operations.** This Event is not used.
- Rule 5.26 **Invasion Scare.** This Event applies as written. See also 4.51 below.
- Rule 5.27 **Guerre de Course.** This Event applies as written.
- Rule 5.28 **Parliament Calls.** This Event applies as written.

4.51 **French Invasions of the British Isles.** If the players wish to experiment with various invasion options, as suggested under section 2.4, they should incorporate the Fleet Action and Invasion Scare Events as follows: 1) continue to apply the Events as written; 2) *in addition*, if the *French* Side has planned an invasion besides the various troop transfers already scheduled by the game an additional Fleet Action Event is automatically triggered. This special Fleet Action, which will not occur if a normal Fleet Action does so in the same Turn, is resolved normally and takes place in the Event Step of the Turn immediately prior to the French invasion (which must be preplanned for a specific Turn). If the French win any Fleet Action that takes place on the required Turn, they are allowed to invade as planned in the following Turn's Operations Phase; if not, the invasion is cancelled and cannot be attempted again until the following Year. This special Fleet Action can trigger an Invasion Scare in the usual way.

5.0 Completing the Scenario

5.1 Ending the Game

The Peace Index remains the method used to stop play. Each game uses its own Peace Index. Most of the adjustments to the individual tracks remain the same; alterations are listed below. A specific game ends when its own Peace Index indicates it should, and that theatre is deemed Closed. The other games continue normally. The Grand Campaign ends when all the theatres are Closed.

5.11 Players who have completed a game may assist with any continuing games in whatever way they can agree upon. See 2.5 above for Transferring forces out of a Closed Theatre.

5.12 **Important.** The scenario always ends if the *AOF* theatre becomes Closed, regardless of any other games still in progress.

5.13 Changes to the individual Peace Indices are as follows:

- AOR. The *Savoy Signs a Separate Peace* effect occurs only when the *AOI Theatre Closes*. *Clarification*: for simplicity the *Wider War* effect remains unchanged; players may wish to experiment by tying these shifts to the winning and losing of major battles and sieges on other fronts. All remaining Index shifts apply as written.
- AOI. All Index shifts apply as written.
- AOF. The *War of the Two Kings* shift applies as written so long as *RLI/PRL* is not being used; if the British Isles are an Open Theatre, the Index shift of plus ONE (+1) occurs when that Theatre Closes. All remaining Index shifts apply as written.
- AORH. The shift for the *Separate Italian Peace* ordinarily generated by the *Sidelining the Emperor* Event is triggered when the *AOI Theatres Closes*. The Closing of the *AOF Theatre* (which would be represented by a *Separate Anglo-Dutch Peace* in *AORH*) simply terminates the entire scenario. **Optional**. If the players desire additional historical accuracy, they may allow the *AORH Theatre* to remain Open and apply the Index shift of plus TWO (+2) when the *AOF Theatre Closes*; in this case the scenario must still end by the end of the last Turn of the current Year.
- RLI/PRL. This game does not use a Peace Index. The Theatre Closes per *Ex. Rules 2.01 and 2.3*.

5.2 Winning the Game

The player or players with the highest Prestige at the end of the scenario win. Shared wins are possible, even among enemies — they are honourable and worthy opponents.

5.21 The Side with the greatest number of winning players may claim a Side Win.

5.22 Regardless of the starting date, all players begin the game with EIGHT (8) Prestige. All Prestige awards found in the individual games apply within their respective Theatres, except where a particular rule is not being used. The players should feel free to create substitute awards.

5.23 If multiple players are playing on the same Side in the same game, each receives Prestige for his own Campaign Plans. If Prestige is split, the Senior Commander receives any excess point.

5.24 If a player is moving from theatre to theatre (for example, running the Spanish theatre and the British invasion), then where he generates a Prestige award but is NOT Senior Commander he may only earn ONE (1) point of Prestige, and must round DOWN, to a minimum of ZERO (0). The Senior Commander for that theatre receives the rest of the Prestige (rounded UP) even if he had no input into the whatever triggered the award.

5.25 Award the player who was Senior (or sole) Commander in Spain an additional TWO (2) Prestige for Gallantry if his Side lost, and ONE (1) additional point if his Side won. Award the player who was Senior (or sole) Commander in Italy ONE (1) point of Prestige for Gallantry if his Side lost. (The generals commanding in these theatres were usually given the scrapings of the manpower barrel.)

Permanent Garrison Chart

AOR	Both Sides are required to leave as many Units in the Theatre as they started with in the Year the Theatre Closes. Once this quantity has been determined, the <i>French</i> (only) may Transfer ONE die roll's worth (1D10) of Units to any remaining Open Theatres.
AOI	All Italian forces (including Savoy) are required to remain within the Theatre. The <i>Spanish</i> MAY Transfer ONE die roll's worth (1D10) of Units to <i>AOR</i> if it is Open. The <i>French</i> MUST retain TWO die roll's worth (2D10) of Units as a Permanent Garrison. All other forces MUST be Transferred to Open Theatres.
AORH	The <i>French</i> are required to leave as many Units and Auxiliaries in the Theatre as they started with, less TWO die roll's worth (2D10) of Units (including DP Auxiliaries) which may be Transferred to any remaining Open Theatres. The <i>Alliance</i> is required to retain all forces within the Theatre except for the following items: 25% of any <i>Imperial</i> Contingent forces may be Transferred to <i>AOI</i> if it is Open. Those elements of the <i>Huguenot</i> , <i>Dutch</i> , <i>Danish</i> , <i>Hessian</i> , <i>Brandenburg</i> , and <i>Brunswick</i> Contingents that are available for use may be Transferred to <i>AOF</i> .
AOF	Usually, when <i>AOF</i> Closes the game is over. If it has been agreed that play will continue in other Theatres until the end of the current Year, both Sides are required to leave as many Units and Auxiliaries in the <i>AOF</i> Theatre as they started with in the Year the Theatre Closes.
RL!/PRL	The <i>French</i> must Transfer all of their forces out of the Theatre. The <i>Alliance</i> must retain a number fo Units equalling the England Garrison Value recorded in the <i>Alliance</i> Side's scenario booklet (this value changes Year by Year). See also <i>AOF Ex. Rule</i> 3.75.

Notes: the term 'Units' on this chart includes DP Units, and Auxiliaries that are not generic, and Batteries.

Transit Time Chart				
Between?	By Land	By Sea	Sea Delay?	Allowed?
<u>AOF-AORH</u>	1 Turn to/from on/north of row 18 on AORH map	NA	NA	French, all German, Huguenot, Dutch, Danish
	2 Turns to/from south of row 18 on AORH map	NA	NA	French, all German
Dutch & Danish forces should not be allowed south of Row 17 on the <i>AORH</i> map. For simplicity, apply the transit delay even though the maps do physically join along the northern part of <i>AORH</i> .				
<u>AOF-Middle Rhine</u>	cost of leaving map, or 2 Turns from General Reserve	NA	NA	French, all German, Dutch, Huguenot, Danish
This only applies if the Middle Rhine section of <i>AORH</i> is being treated as an off map box. Follow the rules given in <i>AOF</i> .				
<u>AORH-Middle Rhine</u>	cost of leaving map	NA	NA	French, all German, Huguenot
This only applies if the Middle Rhine section of <i>AORH</i> is being treated as an off map box. Follow the rules given in <i>AORH</i> .				
<u>AOF-AOI</u>	3 Turns	NA	NA	French
<i>Alliance</i> forces cannot transit directly but must pass through the <i>AORH</i> Theatre.				
<u>AOF-AOR</u>	2 Turns <i>French</i> only	4 turns <i>Alliance</i> only	0-5	French, English, plus Spanish Personages
<i>French</i> always transit by land, <i>Alliance</i> by sea. <i>English</i> forces are limited to the Anglo-Dutch Expedition cited in the <i>AOR</i> rules. This force may depart also from the British Isles with the same transit time. No Spanish should be permitted to transit to or from <i>AOR</i> except Spanish Personages.				
<u>AORH-AOI</u>	2 Turns	NA	NA	French, all German, Huguenot
<u>AORH-AOR</u>	3 Turns	NA	NA	French
<i>Alliance</i> forces cannot transit directly but must pass through the <i>AOI</i> Theatre.				
<u>AOI-AOR</u>	2 Turns French only	2 Turns	0-4	French, Alliance
Alliance forces should be limited to the Contingents and quantities named in <i>AOR</i> & <i>AOI</i> ; actual names may differ.				
<u>AOF-RLI/PRL</u>	NA	1 Turn Alliance 2 Turns French	0-7	English, Dutch, Huguenot, Danish, French
French transit time includes 'overland' movement to and from ports in Normandy; Alliance forces arrive and depart from on-map ports on the Channel coast.				
General Notes: the numbers listed in the Sea Delay column is the chance of arrival at the destination. Apply a cumulative minus ONE (-1) DRM per Turn after the first. Continue to apply the map entry rules pertaining to each game for the specifics of departures and arrivals (e.g., where to enter or leave the map).				