

*THE
ART OF
SIEGE*

Lille

*The Classic
Vauban Siege, 1708*

RULES OF PLAY

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[1.0] INTRODUCTION

Siege of Lille is a battalion level simulation of the Dutch-Anglo-Allied siege of Lille, the capital of French Flanders, during the War of Spanish Succession, 1708. The city of Lille and its defenseworks constituted a classic Vauban-age fortress, and as such Lille represented one of the finest defenseworks in Europe. The French genius of siege warfare, Marshal Sebastien la Prestre de Vauban — who died a year before the siege of Lille — had considered Lille his crowning achievement. Besieged by Prince Eugene's Dutch and German Confederation forces, which were screened from the main French Army by the Duke of Marlborough's covering force, Lille fell to the Dutch-Anglo-Allied force at a cost of over 16,000 casualties.

[2.0] HOW TO PLAY THE GAME

The Players Set-up their Units. After it has been decided who will play the French and who will play the Allies, the Players set-up the pieces ("counters") representing their infantry and artillery units on the map. French units are deployed within Lille; Allied units are set-up outside the city in Covering and Cavalry Foraging Boxes and behind the Allied Start Line. At the start of the game, none of the one-inch long siegework counters are deployed on the map.

The Players Resolve Siege Battery Fire. Both Players possess a number of siege battery units. From Turn to Turn, each Player must keep track of his available ammunition, measured in "rounds". Each Game-Turn, after the Planning Phase, each Player may have his siege battery units fire up to the limit of his available rounds. Generally, the Allied Player will use siege battery fire to weaken the strength of Bastion Positions that he intends to assault and to eliminate French units deployed in Bastion Positions. The French Player will use siege battery fire to damage key sections of the Allied siegework system and to eliminate Allied units involved in its construction or repair. Since siege battery-caused damage can be repaired, Players will occasionally find it useful to save up ammunition for a concentrated effect.

The Allied Player Executes Siegework Construction and Repair. The Allied Player must devise a strategem that permits him to successfully assault Bastion Positions within the French fortifications. Because of the effectiveness of French field artillery, he cannot simply launch an assault from one of the Allied Start Lines; his troops would be annihilated prior to reaching the walls. Allied troops are less vulnerable to artillery fire when in the siegeworks, and so the Allied Player must build a siegework system that reduces the open ground that must be traversed during an assault.

The Allied Player builds a siegework system composed of zig-zag approaches (saps) and wide trenches parallel to the enemy fortifications (parallels). When doing so he uses Construction Points available from Cavalry Foraging for material, plus possible bonus points provided by engineers. Experience had shown that siegeworks had to be built according to strict precepts if the besieger wished to avoid excessive casualties. The axioms and theorems of the "art of fortification" are reflected in the rules regulating how siegework counters are arranged for the purposes of play. The Allied Player may both construct new siegeworks and repair any damaged by French siege battery fire.

The Allied Player Conducts Operational Movement. "Operational Movement" consists of troop movements within the limits of the siegework systems (movement network). The Allied "movement network" consists of the Allied Start Line, Covering and Forage Boxes, and any siegework counters that are connected to the Allied Start Line, either directly, or indirectly by means of other intervening siegework counters. In conducting operational movement, the Allied Player redeploys any units within his movement network as he pleases. Operational movement may be used to deploy artillery units at a closer range to Lille and to deploy infantry units in positions from which an assault is possible. This Phase is omitted from the first Game-Turn.

The Allied Player May Conduct Assaults. Assaults are rare, because it takes a long time for the Allied Player to construct a siegework system close enough to the city to make success likely. Eventually, however, the Allied Player must assault; siege battery fire and siegework construction alone would never lead to the capture of the city. In this game, the dynamics of assault are simulated in a series of "turns-within-a-turn". In any turn in which the Allied Player determines he is ready, he announces an assault. The normal course of the Game-Turn is interrupted and the Allied assault is resolved on a tactical level. The Allied Player initiates an assault by moving units out of the parallels and, with the aid of the Range Finder, through "open terrain," towards the French fortifications. The French Player responds by attempting to destroy or rout Allied units through his Field Battery artillery fire. Allied units that have succeeded in reaching an Assault Position immediately adjacent to a French Bastion Position may be used to conduct Melee attacks against French units in that Bastion Position. Successful attacks allow the Allied Player to advance his units into the Bastion Position. The French Player may then conduct Melee attacks against Allied units. In turn, each Player has five opportunities to conduct Melee attacks, after which the assault is considered to have ended.

The French Player Conducts Operational Movement. The French Player re-deploys his infantry and/or artillery units anywhere within his movement network. The French movement network consists of all Bastion Positions and the French Sortie Box.

The French Player Executes Siegework Construction and Repair. The French siegeworks consist of the connected Bastion Positions of Lille. The French Player must strive to keep his Bastion Positions sufficiently fit to repel any Allied storming attempts. With the aid of his engineers, the French Player can repair damage from Allied siege guns on Bastion Positions up to their original strength. The French repair rate is determined by the availability of French engineer units.

The French Player Conducts Sorties. The French Player may utilize infantry units and Leaders deployed in the French Sortie Box to sortie against Allied units within an Allied Covering Box.

The Game-Turn Ends. The actions described above constitute a complete Game-Turn. The Players proceed to conduct as many more Game-Turns as required until either Player wins.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 34" mapsheet displays a detailed period engraving of Lille and the surrounding areas at the time of the siege. The map has been reproduced to

the scale of 100 yards to the inch. The following features have been added to the original map to regulate play of *Siege of Lille*.

Allied Start Line: This line portrays the original siege lines which were constructed prior to the "active" siege of Lille. Allied units are placed behind this line at the beginning of the game.

Assault Position: An Assault Position is a dot outside Lille which is connected to a Bastion Position within Lille (see Terrain Key on map). Assault Positions have only one line attached to them.

Bastion Position: The defensive perimeter of Lille comprised a number of Bastion Positions (dots and stars on the map). Each Bastion Position is connected to other Bastion Positions within Lille and Assault Positions outside Lille (see Terrain Key on map).

Major Terrain Types: There are a number of terrain types on the map outside Lille which are signified by color

Siege Areas: The Allies have two Siege Areas behind the Allied Start Lines to the left of the Dyle River and to the right of the Dyle River.

Covering Boxes: There are four Covering Boxes on the map which represent the off-map lines of Circumvention which the Allies used to surround Lille. Allied Infantry and Cavalry Units may be placed in these Boxes, cutting Lille off from Supply.

Cavalry Foraging Box: This Box is utilized to display the number of Allied Cavalry units employed in Foraging for Material for siegework construction.

French Sortie Box: French units are placed in the French Sortie Box for use in Sorties against the Allied Units in Covering Boxes.

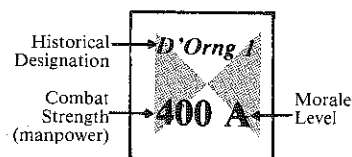
Star Bastion Positions: Star Bastion Positions are considered Bastion Positions for all purposes except for movement to and from the French Sortie Box and for Victory Conditions.

[3.2] THE PLAYING PIECES

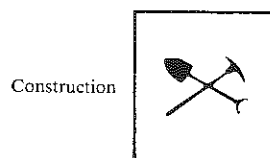
The playing pieces (or units) represent the infantry battalions, squadrons of cavalry, the artillery batteries, and the historically important leaders who participated in the siege. The numbers and symbols on the pieces are the type of unit represented by the piece, the number of men and Morale level for the Infantry, and the number of Squadrons for the Cavalry. These playing pieces are referred to as *units*. There are also several informational markers such as Bastion Strength Markers, Ammunition Supply markers, and double-sized Siege Construction Markers.

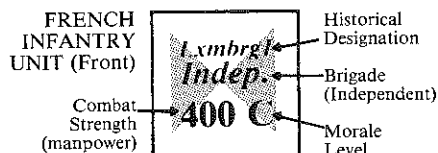
[3.21] How to Read the Units

ALLIED INFANTRY UNIT (Front)

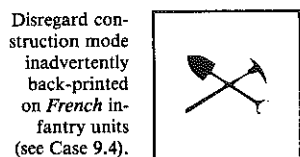


ALLIED INFANTRY UNIT (Back)

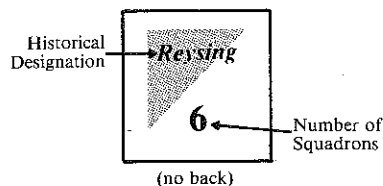




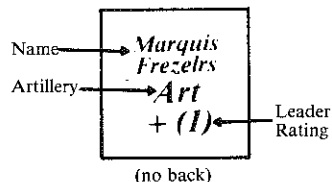
FRENCH INFANTRY UNIT (Back)



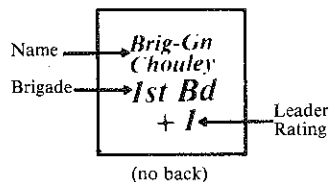
ALLIED CAVALRY UNIT (Front)



FRENCH ARTILLERY LEADER (Front)



BRIGADE LEADER (Front)



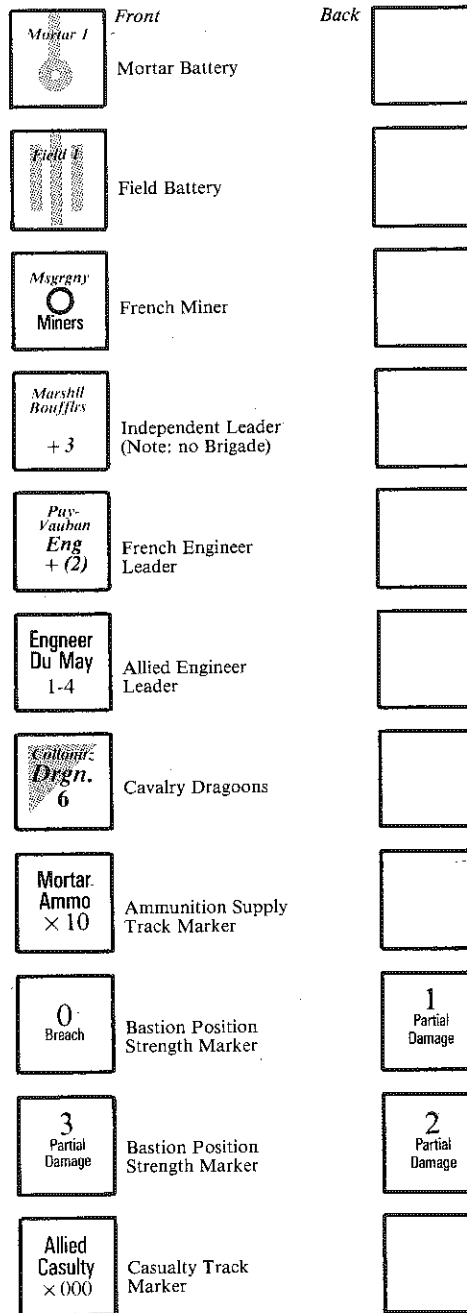
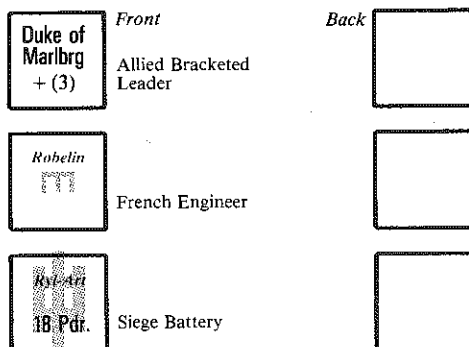
Unit designations are the actual historical names of each unit. Allied unit designations are Battalion names. In addition, French unit designations show the brigade that the unit is a part of. Artillery units are merely numbered.

[3.22] Unit Values

Combat Strength: The relative value of a unit when attacking or defending.

Morale Level: The relative ability of a unit to withstand the rigors of combat, taking into account both training and *elan*. "A" level units are guards or the equivalent; "B" are first line units; "C" are second line units.

[3.23] Sample Units



[3.3] INITIAL SET-UP

At the Start of play, all French combat units, artillery units, and leaders are placed anywhere on the map within the French Movement Network. For the Allies, all combat units and leaders are placed in either a Covering Box, a Foraging Box (Cavalry only), or behind the Allied Start Line (Infantry and non-parenthesized Leaders only). All units for both sides are deployed at the start of play — there are no reinforcements.

[3.31] Dutch-Anglo-Allied At-Start Set-Up

English:

Infantry: Derby, Hamilton, Rowe, Ingoldsby, Marlborough, Prince Rose. **Cavalry:** Cadogan. **Leaders:** Duke of Marlborough, Brig-General Temple.

Dutch:

Infantry: Wilkes, Varenne, Wirthoehls, Godfry, Mellville, Idsinga, Hebron, D'Orange 1, D'Orange 2, Belling, Du May 1, Du May 2, Sebbin, Medraal 1, Medraal 2, Blawe Guard, Rechteren, Stallmeester, Schmidt. **Cavalry:** Van der Nath (Drgn.), Haan (Drgn.), Tellen, Voght,

Bonard (Drgn.), Elst (Drgn.), Westerloo, Anspach, Athlone, Schlippenbach, Erbach. **Leaders:** Prince of Orange, Lt. Gen Wilkes, Lt. Gen Arnheim, Des Roques.

German Confederation:

Infantry: Exter, Aurox, Boiset, Tastien 1, Tastien 2, Baden 1, Baden 2, Paltz Garde Grenadier 1, Paltz Garde Grenadier 2, Iselbech, Luebeck, Fechenbach 1, Fechenbach 2, 1st Guard Hesse 1, 1st Guard Hesse 2, 2nd Guard Hesse 1, 2nd Guard Hesse 2, 3rd Guard Hesse 1, 3rd Guard Hesse 2, Voelckershoffen, Sax Mining 1, Sax Mining 2, Spiegel, Fusiliers, Grenadiers, Freudenberg, Sechendorf, E. Prinz Hessen 1, E. Prinze Hessen 2, Anhalt-Zerbs, Dehnhoff, Sallo, Prussian Royal, Prussian Gd., Hessen Gd. **Cavalry:** Aurox, Reysing (Drgn.), Palfy, Prince Cassel (Drgn.), Wittgenstein (Drgn.), Feiniger, Spiegel, Wurtenburg, 1st Feltz (Drgn.), 2nd Feltz (Drgn.), Colonitz (Drgn.), Prussian Royal, Prussian Lieb, Hess-Homburg, Homburg, Hessen, Hatzfeld, Falkenstein, Oost Friesland. **Artillery:** Siege Batt. 1-9, Mortar 1-2. **Leaders:** Prince Eugene, Lt.-Gen Sparr, Lt.-Gen Holsbeck, Du May.

[3.32] French At-Start Set-Up

French Infantry: Touraine 1/1, Touraine 1/2, Coetquen 1/1, Coetquen 1/2, Du Thil 1, Chateaufnef 1, Perigord 3, Spanish Fusiliers 3, Villars-Gd. Swiss 3, Pfiffer Swiss 3, Pratemonto Spanish 3, D'Angennes 4, Razilly 4, De Foix 4/1, De Foix 4/2, De Rannes D, Flanders D, Belle-Isle D, Poyannes Ind/1, Poyannes Ind/2, Caramant Ind, Invalides Ind, Luxemburg Ind/1, Luxemburg Ind/2, Brancas Ind, De La Fond Ind. **Leaders:** Marshal Boufflers, Lt-Gen Surville, Maj-Gen Tournin, Brig-Gen Chouley, Brig-Gen Massol, Brig-Gen Mesmes, Brig-Gen Rannes, Marquis Frezeliers (Artillery), Puy-Vauban (Engineer), Brig-Gen De Valory (Engineer). **Engineers:** Robelin, Mainberg, Aubry, Freville, Foulon, Rousseau (Miner), Mesgrigny (Miner). **Artillery:** Siege Batt. Marine, Siege Batt. Malard, Siege Batt. Royal Artill., Siege Batt. de Real, Field Batt. 1, Field Batt. 2, Field Batt. 3, Field Batt. 4, Field Batt. 5, Field Batt. 6, Field Batt. 7, Mortar 1, Mortar 2.

[3.4] GAME CHARTS AND TABLES

Various visual aids are provided to simplify and illustrate certain game functions. These aids include the Intervention Attempt Tables, Attrition Table, Ammunition Determination Chart, Terrain Effects Chart, Melee Combat Results Table, Siege Battery Fire Table, and Morale Effects Table.

[3.5] GLOSSARY OF GAME TERMS

Allied Movement Network: The Allied Movement Network consists of the Covering and Cavalry Forage Boxes and any portion of the game map which is behind the Allied Start Line. In addition, the Allied Movement Network extends out from the Allied Start-Line through contiguous siegework counters which are constructed by the Allied Player.

Parallel Line: A Parallel Line is one parallel counter or more which has been placed "in line" with front corners touching and adjacent to one another.

Repair: If a French Bastion Position is damaged it may be rebuilt up to and including a Bastion Position Strength Level of 4. All Bastion Positions with no Bastion Damage Level Marker present are considered to have an intrinsic Bastion Position Strength Level of 4.

French Movement Network: The French Movement Network consists of all the interconnected Bastion Positions within Lille and the French Sortie Box.

Range-finder: The Range-finder is used for calculating ranges for Artillery fire. The Range-finder is printed on the base of the counter sheet and must be cut out before play.

Siege Battery: Siege Battery is a term which is used to refer to mortar, and Siege Gun Artillery units as a group.

Siegework Position: Siegework Position is a term which is used to refer to saps, parallel or gun gallery counters.

Communications Trench: A Communications Trench is one or two sap counters placed end to end which connect one parallel line to another.

Stacked (with): If more than one unit is placed on top of another it is "stacked" with that unit (see Case 10.36).

[3.6] PARTS INVENTORY

A complete game of *Lille* contains:

One rules booklet

One 22" x 34" game map

200 die-cut single-size and 100 die-cut double-size counters

One sheet charts and tables

One plastic die

One game box assembly

If any of the above parts are damaged or missing, write:

Customer Service

Simulations Publications, Inc.

44 East 23rd Street

New York, N.Y. 10010

[3.7] RULES QUESTIONS

Questions concerning the rules for *Siege of Lille* will be answered if phrased in such a way that a simple yes or no reply will suffice and if the questions are accompanied by a stamped, self-addressed envelope. Mark the envelope "Rules Questions: *Siege of Lille*."

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

Siege of Lille is played in sequenced Turns called Game-Turns, each of which represents a period of six days. There are 12 Game-Turns in a complete game. Each Game-Turn is composed of six separate Phases. Each of these Phases is broken down into a number of Segments. All action must take place in the following sequence of Phases and Segments.

SEQUENCE OUTLINE

1. PLANNING PHASE

A. French Field Army Intervention Segment: During certain Game-Turns, the French Player attempts to relieve Lille. Refer to Field Army Intervention (Section 5.0).

B. Replacement Segment: Both Players determine what Replacements are available and place them on the map (Section 6.0).

C. Attrition Segment: During certain Game-Turns (as indicated on the Game-Turn Record/Reinforcement Track), each Player must roll the die to determine losses from weather and disease, as outlined in the Attrition Rules (Section 7.0).

2. SIEGE BATTERY PHASE

A. Ammunition Supply Segment: Both Players determine how much ammunition is available for their siege gun and mortar units.

B. Siege Battery Fire Segment: The Players may now fire their siege batteries (Section 8.0).

3. ALLIED SIEGE CONSTRUCTION AND OPERATIONAL MOVEMENT PHASE

A. Allied Siege Construction Segment: First, the Allied Player "flips" any of his units which were used for construction during the previous Game-Turn. Then the Allied Player may have his units construct or repair any number of saps, parallels, or gun galleries up to the limit of his available Construction Points (Section 9.0).

B. Allied Operational Movement Segment: The Allied Player may move all, some, or none of his units utilizing operational movement, providing that each unit moved was not used to construct or repair siege works in the preceding Segment. This segment is skipped during Game-Turn One (Section 10.0).

4. ASSAULT PHASE

The Assault Phase occurs only if the Allied Player wishes to conduct assaults during the current Game-Turn. If he does not wish to do so, the Assault Phase is omitted. An Assault Phase consists of up to five assault impulses, each of which may be considered a "turn within a turn."

ASSAULT IMPULSE OUTLINE

A. Initiative Segment: The Allied Player determines the number of Allied units which may assault by determining the initiative of each Allied commander-in-chief (Section 11.0).

B. Allied Tactical Movement Segment: Utilizing Tactical Movement assaulting units in the forward parallels may be advanced out of the trenches. Units assaulting in rear parallels may be moved forward one parallel. Units in a Bastion Position may be moved using intra-Bastion Position movement. (Section 12.0).

C. French Field Battery Segment: The French Player resolves field artillery attacks against the assaulting units (Section 13.0).

D. French Tactical Movement Segment: The French Player may now move his units.

E. Allied Melee Segment: Allied units deployed in Bastion and/or assault Positions may melee (attack) French units in adjacent Bastion Positions. Melee assault results are applied immediately (Section 14.0).

F. French Melee Phase: French units may melee (attack) adjacent units. Results are applied immediately.

The Players execute Segments "A" through "F" once and then Segments "B" through "F" up to four more times; each time through constitutes one Assault Impulse.

5. FRENCH OPERATIONAL MOVEMENT AND SIEGE CONSTRUCTION PHASE

A. French Operational Movement Segment: The French Player may move all, some, or none of his units.

B. French Siege Construction Segment: The French Player may have his engineer units repair Bastion Positions (see Section 9.0).

C. French Sortie Segment: French units within the French Sortie Box may sortie against Allied Units in an Allied Covering Box (see Section 15.0).

6. GAME-TURN INDICATION PHASE

The Game-Turn Marker is advanced one space on the Game-Turn Record Track to signal the passage of one Game-Turn, unless the Allied Player has fulfilled his victory criteria, in which case the game is over.

[5.0] FRENCH FIELD ARMY INTERVENTION

GENERAL RULE:

During the French Field Army Intervention segments of Game-Turns 3 and 8, the French Player resolves intervention by his off-map Field Army.

PROCEDURE:

On Game-Turn 3 the French Player resolves Vendome's Intervention Attempt (see Case 5.1). The French Player throws two dice and cross-references the result with Column I on the table. Depending upon the die roll the Allied Player applies a strict Historical Result, or proceeds to Column II or Column III on the Vendome Intervention Table. If the Historical result does not occur, the French Player rolls two dice again and cross-references the number rolled with the appropriate column on the table. The result obtained indicates the number of squadrons of Cavalry and Battalions of Infantry the Allied Player must remove from the map, and the number of turns these units must remain off-map.

On Game-Turn 8 the French Player resolves Luxembourg's Intervention Attempt (see Case 5.2). The French Player determines which of his squadrons are successful in entering Lille (with Gunpowder and Replacements) one by one, in the order listed on the chart. The French Player throws two dice for each unit. If that number equals the number listed on the Suspicion Column for that Squadron, all subsequent Squadrons on the table are suspected. If the number rolled for a subsequent (suspected) Squadron is the number listed under the Suspicion Column for that unit then that Squadron and all remaining Squadrons on the Table are detected.

[5.1] VENDOME'S INTERVENTION ATTEMPT

Throughout the entire siege of Lille, Vendome's defeated army was positioned astride Marlborough and Eugene's line of operations. In early September Vendome, spurred on by the orders and threats of Louis XIV, marched on Marlborough's army. For three days the hostile armies faced each other and battle appeared imminent. Marlborough withdrew a substantial force from Eugene's operations. Seventy-two squadrons of cavalry and twenty-six battalions of infantry marched to join Marlborough. The French lost heart and withdrew.

[5.11] Vendome's Intervention Attempt Table

DIE	Column I	Column II	Column III
2	Proceed	30/00/1	50/16/1
3	to	30/15/1	57/21/1
4	Column II	40/16/1	64/23/1
5		45/18/1	72/26/1
6		52/20/1	74/28/1
7	Historical	58/22/1	76/30/1
8	Results	66/24/1	80/36/1
9		72/26/1	80/40/1
10	Proceed	78/28/1	72/26/2
11	to	72/26/2	80/32/2
12	Column III	80/32/2	84/40/2

[5.12] Explanation of Results

Historical Results: The Allied Player must remove 72 squadrons of cavalry and 26 battalions of in-

fantry from the map for one Game-Turn, to be returned to the map during the next Planning Phase.

#/... Indicates the number of cavalry units that must be removed from the map.

.../#/... Indicates the number of infantry units that must be removed from the map.

.../#/...# Indicates the number of Game-Turns the above specified number of units must remain off the map.

All units are returned to the map during the Planning Phase of the Game-Turn following the prescribed number of Game-Turns off-map (see Case 10.23).

[5.2] LUXEMBOURG'S INTERVENTION ATTEMPT

On the 28th of September the Spirited Chevalier de Luxembourg succeeded in sneaking 1600 men carrying munitions past gullible sentries. That he was able to do so was largely due to the coolness of a certain Colonel Sandreski, a Silesian baron, who kept the sentries amused with idle Flemish chatter while the French squadrons slowly trotted past the Dutch sentry lines. The last two squadrons of Cavalry were detected when a French officer gave an order in French. The Squadron was blown into the air when they were fired upon — much to the surprise of the Allied Sentries who had no idea that they were carrying gunpowder.

[5.21] The French Player does not have to use these replacements in the turn that they are earned. They may be saved to any future Game-Turn.

[5.22] For each squadron that enters Lille undetected the French Player receives one round of Siege Ammunition. These rounds of ammunition should be recorded on the Ammunition Supply Track.

[5.23] Luxembourg's Intervention Attempt

Squadron Suspicion Dice Roll

Allemagne	12
Anglais	12
Pelabre	11
Parapaille	11
Sauve-Gardes	10
de la Reine	10
Bourgogne	9
St. Aignon	9
La Bertoche	8
Macteville	8
Fontaine	7
Forsat	7
Tourot	7

[5.24] Explanation of Results

For every three squadrons that enter Lille undetected as a result of Luxembourg's Intervention Attempt the French Player may replace one combat unit that has been eliminated from play.

[6.0] REPLACEMENTS

GENERAL RULE:

Both Players are allotted by nationality a number of replacement units each Game-Turn. For each allotted replacement unit, a Player may return to play one infantry unit which, in a previous Game-Turn, was destroyed either by combat or attrition. The number of replacement units allotted each nationality depends on that nationality's replacement rate.

PROCEDURE:

During each Replacement Segment, the Players determine what replacements are due and deploy all such units either on the map or in a Covering Box.

CASES:

[6.1] DEPLOYMENT OF REPLACEMENTS

[6.11] Allied reinforcements and replacements are placed behind the Allied Start Line or in a Covering Box.

[6.12] French replacements may be placed anywhere within the French movement network.

[6.13] Only destroyed infantry units of the appropriate nationality can be utilized as replacements. Replacements are not transferrable between the German and Anglo-Dutch armies.

[6.2] REPLACEMENT RATE

Each nationality's replacement rate indicates the number of infantry units of that nationality which may be replaced per Game-Turn.

[6.21] At the start of the game, the French Player receives one replacement unit each Game-Turn.

[6.22] The Allied Player receives one German replacement unit each Game-Turn.

[6.23] The Allied Player receives one English or Dutch replacement (Allied Player's choice of nationality) each Game-Turn.

[6.24] If there are no eliminated units of a given nationality available as replacements, those replacements are lost (they may not accumulated from Game-Turn to Game-Turn). Exception: French Field Army Intervention Table (5.21).

[7.0] ATTRITION

GENERAL RULE:

During the Attrition Segment of Game-Turns 9-12, infantry units may be lost through attrition, which reflects the combined effects of desertion, disease, and seasonally inclement weather.

PROCEDURE:

During the Attrition Segment, the die must be rolled once for each nationality, and the result cross referenced with the appropriate column on the Attrition Table (7.2). Results are applied immediately.

CASES:

[7.1] HOW ATTRITION IS APPLIED

[7.11] The die is rolled separately for the French, the German states, then the Dutch (English Army units do not suffer attrition) to resolve attrition, and any resulting losses are applied immediately against units of that nationality (only).

[7.12] The owning Player selects which particular units are to be eliminated from among any infantry units of the appropriate nationality currently deployed on the game-map or in a Covering Box. Note: Only infantry units may be eliminated by attrition.

[7.2] ATTRITION TABLE (see chart sheet)

[8.0] SIEGE BATTERY SUPPLY AND FIRE

GENERAL RULE:

There are three types of siege battery units: French siege guns (18 Pdrs.), Allied siege guns (24 Pdrs.), and mortars. Each Game-Turn the Players have the opportunity to stockpile a certain number of additional rounds of ammunition (as listed on the Ammunition Determination Chart, 8.14) for each type of siege battery unit. Any and all siege battery units which are in supply and deployed in firing position are eligible to fire. Targets must be in range (700 yards) as measured by the Rangefinder. Generally, the shorter the range, the more effective the fire. Siege battery fire reduces the strength of Bastion Positions and damages siegeworks; siege battery fire may also destroy infantry units deployed in Bastion Positions and in siegeworks. Note: Field artillery units may not be fired during the Siege Battery Fire Segment.

PROCEDURE:

During the Ammunition Supply Segment, both Players check the Ammunition Supply Chart to determine the additional ammunition to be received (if any is due). Both Players' markers on the Ammunition Supply Track (8.15) are then adjusted to reflect any additional ammunition received. During the Siege Battery Fire Segment, both Players may fire all, some, or none of their eligible siege battery units. The Allied Player first has any of his eligible units fire rounds until he chooses to cease fire (or runs out of ammunition). Then the French Player has any of his eligible units fire rounds. The procedure for each individual round is as follows.

Step 1: The firing Player selects an eligible siege battery unit to fire and a target, using the Rangefinder to determine the range.

Step 2: The firing Player rolls the die and modifies the result to account for range considerations.

Step 3: On the Siege Battery Fire Table (8.77) the horizontal line corresponding to the modified die roll result is cross referenced with the vertical column corresponding to the target's Siegework Strength Level to find the result (if any) of that round. Note: The horizontal line corresponding to a particular die roll on the Siege Fire Table varies depending on the type of the firing unit.

Step 4: All results are applied immediately.

Step 5: The firing Player adjusts the marker on his Ammunition Supply Track to reflect the expenditure of one round of ammunition.

CASES:

[8.1] AMMUNITION SUPPLY

Ammunition Supply is measured in rounds and is kept track of separately for siege guns and mortars. A round is expended each time a siege battery unit is fired; the number of currently available rounds is displayed on the Ammunition Supply Track.

[8.11] Each Game-Turn the markers on the Ammunition Supply Track are adjusted to reflect the addition of the indicated number of rounds (by type).

[8.12] A siege battery unit may not fire unless one or more rounds are available (as displayed on the Ammunition Supply Track). Only rounds of the appropriate type may be fired (e.g., a Dutch-Anglo-Allied mortar unit may not fire if no Dutch-Anglo-Allied mortar rounds are available).

[8.13] Unused rounds may be accumulated from Game-Turn to Game-Turn indefinitely.

[8.14] Ammunition Determination Chart
(see chart sheet)

[8.15] Ammunition Supply Track
(see map)

[8.2] WHEN A SIEGE BATTERY UNIT IS IN SUPPLY

[8.21] An Allied siege gun or mortar unit is in supply if one or more Allied siege gun rounds (respectively) are available *and* if a path of contiguous siegework counters (which are not damaged) can be traced between the gun gallery in which the siege gun or mortar unit is deployed and the Allied Start Line (or the siege gun or mortar itself is behind the start line).

[8.22] French siege gun or mortar units are in supply if (respectively) one or more French siege gun or mortar rounds are available, and a path of contiguous Bastion Positions (which are not connected to a Bastion Position containing an Allied unit) can be traced between the Bastion Position the French Siege Battery occupies and a Bastion Position which is represented by a star.

[8.3] WHICH SIEGE BATTERIES ARE ELIGIBLE TO FIRE

[8.31] Any French siege gun or mortar unit which is in supply and is deployed in a Bastion Position.

[8.32] Any Allied siege gun or mortar unit which is in supply and is deployed in a gun gallery or behind the Allied Start Line may be fired.

[8.33] Only siege battery units that are in supply (see Case 8.2) may fire. **Note:** There is no limit on the number of available rounds any one siege battery unit may fire in any one Game-Turn.

[8.4] WHICH TARGETS MAY BE FIRED UPON

[8.41] Supplied French siege guns and mortar units may fire at Allied siegeworks (parallels, saps or gun galleries) which are within range.

[8.42] Supplied Allied siege guns and mortar units may fire at French Bastion Positions which are within range.

[8.43] Infantry units, artillery units, and leaders *per se* may never be fired upon by siege battery units. Only siegeworks, and Bastion Positions may be fired upon. Note, however, that infantry and artillery units may be affected by siege battery fire (see Case 8.7, Siege Battery Fire Table and its effects).

[8.5] HOW TO USE THE RANGE-FINDER FOR ARTILLERY

The edge of the Rangefinder is placed against the map such that it touches both the Range Point of the sighting unit and the Range Point of the target. The "0 yards" indication is lined up with the Range Point of the firing unit. Players determine the point along the Rangefinder on which the target lies. The range is the next highest indicated value on the Rangefinder. Printed on the Rangefinder are segments which delineate the effects of Range on Artillery Fire (Siege, Mortar, and Field). These effects are represented in terms of Modifications to die roll results. For example, any die roll result for a Siege Battery Fire resolution at a range of 500 yards would be decreased by 1.

[8.51] When firing a Siege Gun or Mortar unit deployed in a Bastion Position, the *French Player* calculates the range from the Bastion Position to the Range point of the Target siegework counter.

[8.52] When firing a Siege or Mortar unit deployed in a gun gallery or behind the Allied Start Line, the *Allied Player* calculates the range from the center of the firing Siege battery unit to the center of the target Bastion Position.

[8.6] EFFECTS OF RANGE ON SIEGE BATTERY FIRE

[8.61] Mortar fire only effects Infantry units. It has no effect on Siegeworks or Bastion Positions.

[8.62] The maximum range of mortar units is 300 yards, with the effectiveness of the fire decreasing as the range is increased.

[8.63] The maximum range of siege guns is 700 yards, with the effectiveness of the fire decreasing as the range is increased.

[8.7] SIEGE BATTERY FIRE TABLE AND ITS EFFECTS

Each result on the Siege Battery Fire Table is composed of two numbers. The first number indicates damage to the siegeworks, expressed in terms of Siegework Strength Levels destroyed (if the fire is directed at an Allied Siegework counter, a "D" result may occur indicating that it is damaged. The current Construction Strength of each bastion is always indicated with a Siegework Strength marker level (see Case 9.4). The second number indicates how many infantry units have been destroyed.



[8.71] The Strength level of a French Bastion Position may be reduced only by Allied fire directed at that Bastion Position. French infantry units deployed in a Bastion Position may be destroyed by artillery fire. The level of a Bastion Position may never be reduced below zero.

[8.72] Leaders, engineers, and French artillery units are never affected by Allied siege battery fire.

[8.73] Only Allied units deployed in siegework positions may be destroyed by French siege battery fire.

[8.74] Allied siegeworks may be damaged by French siege battery fire. The counter representing the damaged siegework position is inverted in place on the map to indicate this status. Such siegeworks must be repaired before any new construction can take place within that Siege Area (see Case 9.3). No unit may be moved through a damaged Allied siegework position during Allied operational movement. Allied units may not be deployed in a parallel during operational movement if that parallel has been repaired during the preceding Allied Construction Segment. (A parallel which has been repaired during the preceding Allied Construction Segment is evidenced by the presence of an inverted unit.)

[8.75] Any Allied artillery unit deployed in a gun gallery which is subsequently damaged is placed behind the Allied Start Line. Allied artillery units can never be destroyed by French siege battery fire.

[8.76] Surviving Allied infantry units deployed in a siegework position damaged by siege battery fire must be placed in the nearest Allied siegework position that satisfies the following two conditions.

- unoccupied by any Allied units.
- nearer to the Allied Start Line than to the damaged siegework positions.

Should no such siegework position exist, the units are placed behind the corresponding sector of the Allied Start Line.

[8.77] Siege Battery Fire Table
(see chart sheet)

[9.0] SIEGEWORK CONSTRUCTION

COMMENTARY:

Siegeworks construction represents the actual digging of siegeworks and sapping toward the French defense positions. Siegeworks are constructed in order to move combat units and artillery closer to Lille so that the casualties taken by the assaulting troops are reduced as the distance between the "jump off" position and the Enemy defense position is reduced. Artillery was moved closer to be more effective in blasting breaches for Friendly assault troops to enter. Siege construction also represents the repair by engineers of Bastion Positions weakened by Enemy fire.

GENERAL RULE:

Both Players have the capacity to construct and repair siegeworks. This capacity is measured in terms of Construction Points. The Allied Player expends Construction Points to build saps, parallels, and gun galleries and to repair those which have been damaged. The French Player seeks to repair his Bastion Positions. Construction and repair require, for the Allies, the presence of troops to do the digging, as well as Construction Points. French repair requires the presence of an engineer. Engineers may provide "bonus" Construction Points for the Allies. Allied construction is limited by the requirements that systematize the construction of siegeworks, and also by terrain considerations.

PROCEDURE:

During the Allied Siege Construction Segment, the Allied Player first "flips to the front side" any infantry unit counters which were utilized for construction during the previous Game-Turn. He then determines how many Construction Points he is due from cavalry foraging for materiel. He then rolls the die for each engineer officer to determine if his Construction Points are augmented by that engineer's Initiative Bonus. He then expends Construction Points as he chooses to repair any destroyed parallels, gun galleries, or saps. Then he may expend Construction Points to construct new saps, parallels, and gun galleries in accord with the restrictions of Case 9.3. As each new sap, gun gallery, or parallel counter is placed on the map, the Allied Player must deploy two infantry units on the counter and flip them to their backside to indicate that they are engaged in construction. Units engaged in construction and repair (inverted to their backside) may not engage in operational movement or assault during that Game-Turn.

During the French Siege Construction Segment, the French Player may repair Bastion Positions in which engineer units are deployed.

CASES:

[9.1] ALLIED CONSTRUCTION POINTS AND CONSTRUCTION COSTS

[9.11] The expenditure of Construction Points is always optional. The Allied Player is never required to expend Construction Points. However, unused Construction Points may not be accumulated from Game-Turn to Game-Turn.

[9.12] Each Game-Turn, the Allied Player is limited to the number of Construction Points accrued through cavalry forage for materiel (plus any engineer Initiative Bonus; see 9.2). For every three cavalry squadrons which are in the Cavalry Foraging Box, the Allied Player receives one Construction Point (all fractions are lost). The Allied Player may never expend more Construction Points in any Game-Turn than are available to him.

[9.13] The basic cost to *construct* a sap or parallel siegework position is 2 Construction Points; the basic cost to *construct* a gun gallery is 4 Construction Points. The basic cost may be increased, depending upon the terrain (see Case 9.6, Construction Point Costs Chart). If any part of a siegework counter is placed in a terrain type other than "flat" the construction rates for the less advantageous terrain are used. There is a 1 Construction Point cost to repair a sap or parallel, and a 2 Construction Point cost to repair a gun gallery, regardless of terrain.

[9.14] A gun gallery Siegework Position may be constructed on the site of an existing undamaged parallel at a cost of 2 Construction Points. In this case, the parallel is removed and replaced with a gun gallery counter.

[9.2] ALLIED ENGINEER INITIATIVE BONUS AND ENGINEER'S EFFECTS ON SIEGEWORK CONSTRUCTION

The Allied Player has two engineers (one Dutch and one German). Each Game-Turn, a die is rolled once for each engineer to try to obtain the engineer's "Initiative Bonus".

[9.21] On a die roll of 1 through 4, the Allied Player may use the Du May Engineer's 4 bonus Construction Points in the Siege Area in which the engineer is deployed (only). On a roll of 5 or 6, the bonus Construction Points may not be used.

[9.22] On a die roll of 1, 2, or 3 the Allied Player may use the Des Roques Engineer's 3 bonus Construction Points in the Siege Area in which the engineer is deployed (only).

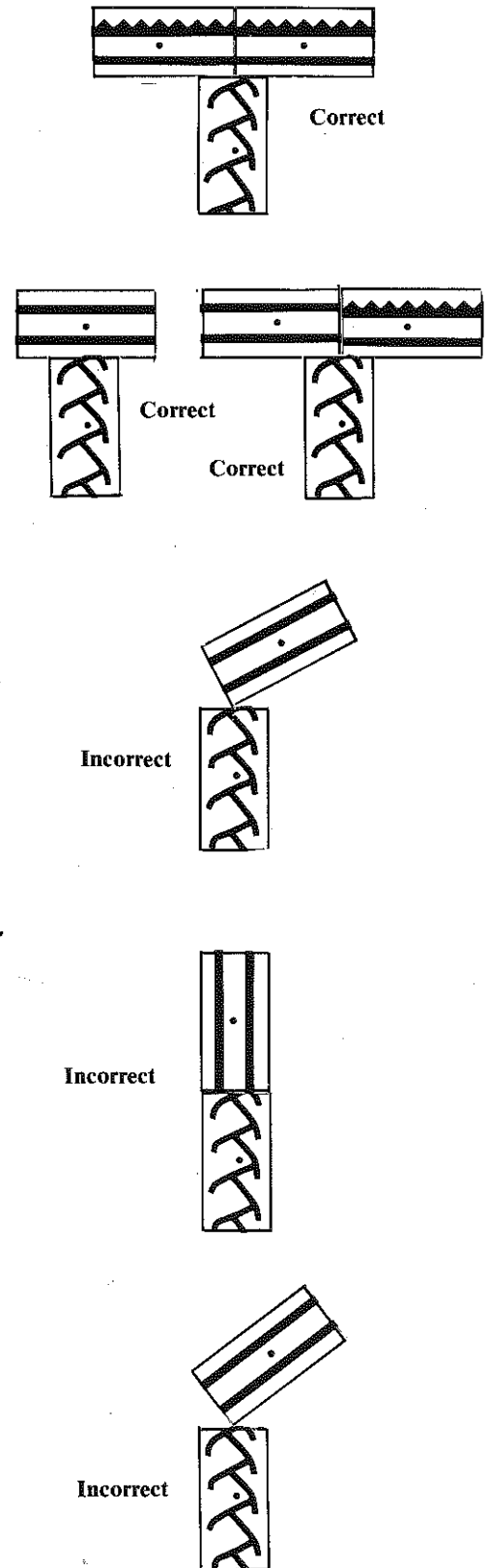
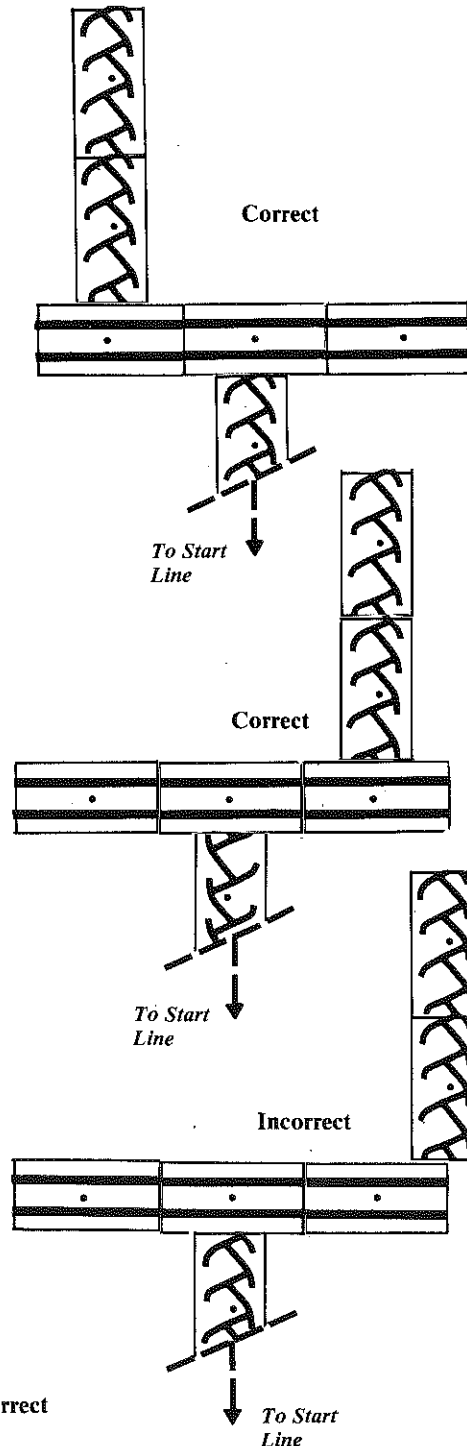
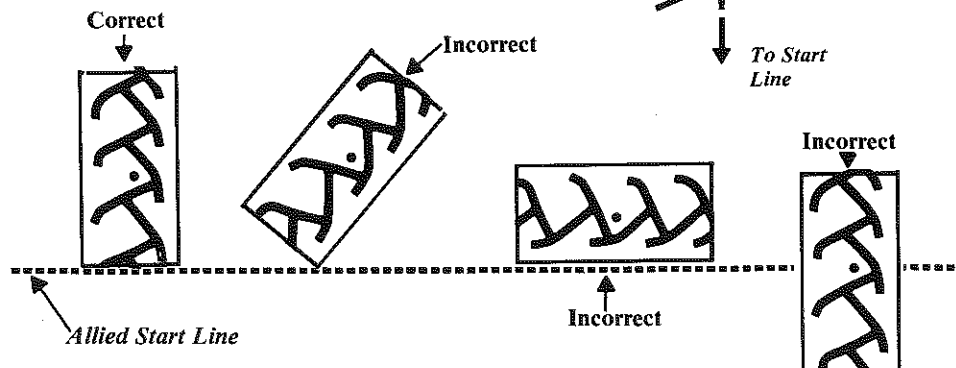
[9.3] RESTRICTIONS ON CONSTRUCTION AND REPAIR OF SIEGEWORK POSITIONS

Allied siegework positions are constructed in a series of lines joined to one another by perpendicular communication trenches. A *parallel line* consists of one or more contiguous parallel or gun gallery counters. A *communication trench* consists of one or two contiguous sap counters. Only the Allied Player may expend Construction Points to construct saps, gun galleries, and/or parallels. Before any new Allied construction may take place in a given Siege Area during the Allied Siege Construction Segment, all damaged siegework positions in that Siege Area must be repaired.

[9.31] Any number of saps may be constructed from the Allied Start Line (see Case 3.1). One end of each sap counter is placed parallel to the Start Line, such that the counter juts out from it at a 90° angle. *See Example Below*

[9.32] A sap may also be constructed from a line of three or more parallel or gun gallery counters, provided that there is a contiguous path of undamaged siegework counters between the line and the Allied Start Line. However, see Case 9.35. One additional sap (only) may be constructed directly end to end with a sap that is perpendicular and adjacent to a line. *See Example Below*

[9.33] One parallel and one gun gallery or two parallels or gun galleries may be constructed at the end of a sap counter. The parallel or gun gallery counter(s) are placed adjacent and at right angles to the sap counter. *See Example Below*



[9.34] A parallel or gun gallery may be constructed adjacent to another parallel or gun gallery counter. At least one front corner (furthest from the Allied Start Line) of each counter must touch the front corner of the adjacent counter. However, see Case 9.36. *See examples to the right.*

[9.35] Only one communication trench (one or two saps end to end) may be constructed from a given line for every three parallel or gun gallery counters in that line at the time of construction. That is, a minimum of three parallels or gun galleries must be constructed in one line before a sap can be constructed from that line; a line must consist of at least six parallels to allow the construction of two saps, and so forth. No more than six parallel counters may be constructed from any one communication trench. That is, for a line to consist of more than six parallels and/or gun galleries, it must be connected to at least two communication trenches. All such "supporting" communication trenches must be closer to the Allied Start Line than the line is.

[9.36] A parallel or gun gallery may not be constructed from (or adjacent to) the Allied Start Line. A sap may not be constructed adjacent to another sap counter (exception, see Case 9.32).

[9.37] In each siegework position (sap, gun gallery, and/or parallel) constructed during the Allied Siege Construction Segment, the Allied Player must deploy two infantry units (the unit counters inverted on the siegework counters). In each siegework position repaired, one infantry must be deployed inverted.

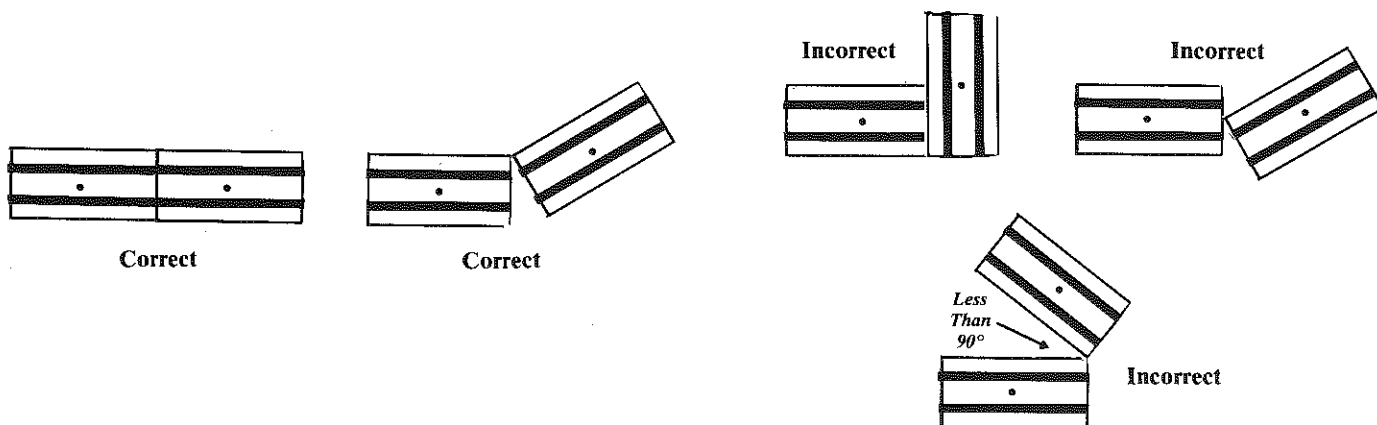
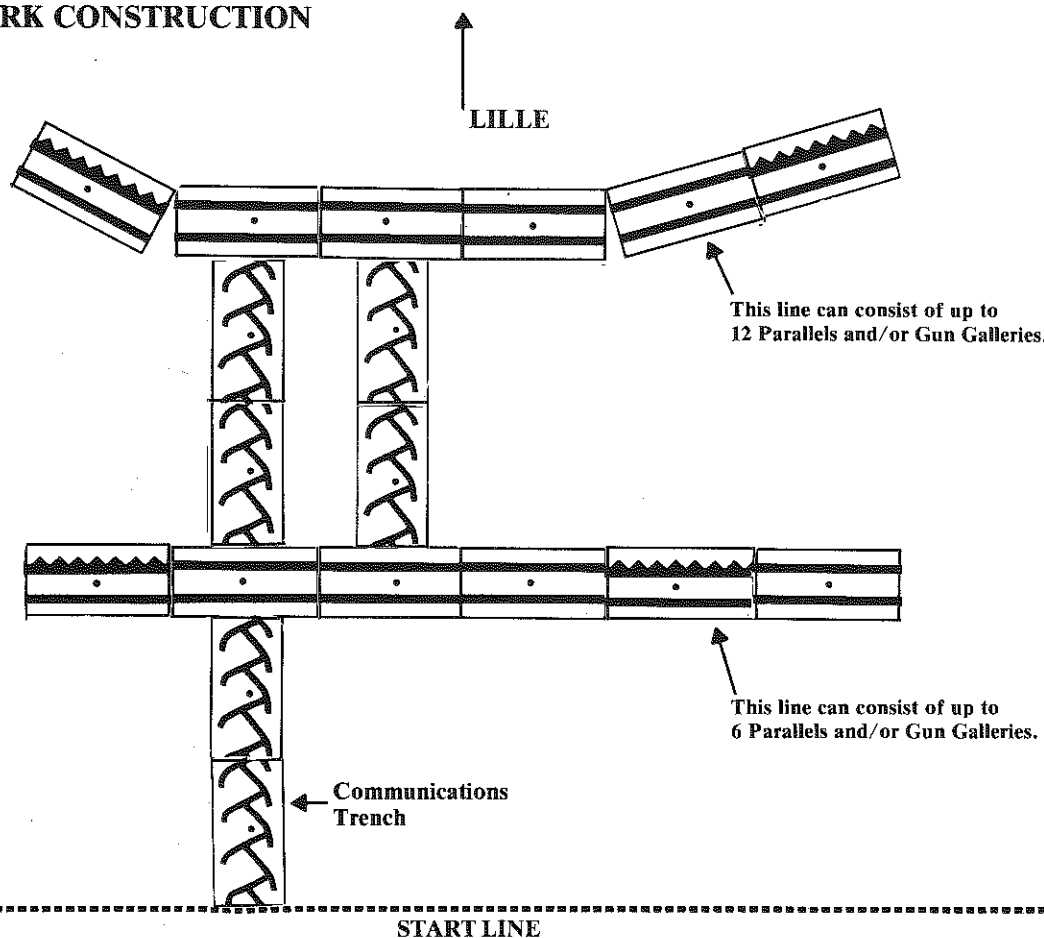
[9.38] Any Allied infantry unit on the map may be deployed to satisfy the requirements of Case 9.37 except units in any Covering Box. No unit used for construction and/or repair (inverted on a siegework

work counter) may be moved during the Operational or Tactical Movement Segments.

Note:

The Allied Player may utilize Siegework Positions newly constructed or repaired in a given Game-Turn to "build on" to the contiguous line which he must trace to the Allied Start Line (see Case 9.32). In other words, a Siegework counter may be built connecting to a Siegework counter which has just been placed on the Game-map during that turn, and in turn another Siegework counter may be connected to that Siegework counter once it is placed on the map.

VALID SIEGEWORK CONSTRUCTION



[9.4] BASTION REPAIR

The French Player may repair Bastion Positions by utilizing his engineer and engineer leaders. The current Strength Level of each Bastion Position is indicated with a Strength Level marker, which is placed on the game-map on that Bastion Position.

[9.41] All Bastion Positions begin the game with a siegework Strength Level of 4. If no Strength marker is present, the Bastion Position Strength is 4.

[9.42] If, during the French Siege Construction Segment, a French engineer unit is present in a Bastion Position with a strength of less than 3, the strength of that Bastion Position is increased by one. If an engineer officer is present with the engineer unit, the Bastion Position strength may be further increased by a number of levels equal to the rating of the engineer officer (see Case 9.44). Only one engineer officer or unit may contribute to the repair of one Bastion Position. An engineer officer has no effect if he is not in a Bastion Position with an engineer unit. Example: If the Puy-Vauban engineer officer were present in a Bastion Position with an engineer unit, that Bastion Position could be repaired from a level of 0 Breach to 3 Partial Damage.

[9.43] Any engineer unit or engineer officer that has been moved into a Bastion Position during a previous Operational or Tactical Movement Segment may be used to satisfy the requirements of Case 9.42 for that Bastion Position only. Such units' movement in subsequent French Tactical or Operational Movement Segments is never restricted.

[9.44] No Bastion Position may be repaired to a Strength Level greater than 3.

[9.5] CONSTRUCTION OF THE FIRST LINE

No other siegework construction may be undertaken by the Allied Player until the First Line has been constructed. To construct the First Line, the Allied Player must extend 18 parallels end to end from point A to point B on the map. As part of the First Line (only), parallels may be constructed attaching to point A and point B. Once constructed, the First Line is considered an Allied Start Line for purposes of siegework construction (only). Parallels of the First Line may be damaged by French siege gun fire and may, if undamaged, be converted to gun galleries (see Case 9.14). This Case is an exception to Cases 9.35 and 9.36.

[9.6] CONSTRUCTION POINT COSTS CHART (see chart sheet)

[10.0] OPERATIONAL MOVEMENT

GENERAL RULE:

The Players may utilize Operational Movement to move infantry, mortars, siege guns, and (for the French) field gun units anywhere within their respective movement networks (see Case 3.5). Operational Movement occurs during the Operational Movement Segments (only) and is limited to the movement network — see Section 12.0, Tactical Movement, for an explanation of movement outside the network. Terrain has no effect. There are limits to the number of units that may be deployed in any one Bastion Position or siegework.

PROCEDURE:

During the Operational Movement Segment, each Player may move all, some, or none of his units

deployed on the map that are eligible to move within his movement network. Unit by unit, he picks up each counter and places it on the map in the desired location.

CASES:

[10.1] HOW TO MOVE ALLIED UNITS

[10.11] The Allied Player may move any infantry units deployed in any of his Covering Boxes, behind the Allied Start Line, or deployed in any siegework position. **Exception:** Any infantry unit used to construct or repair siegeworks during the current Game-Turn (inverted) may not be moved.

[10.12] The Allied Player may move any siege gun or mortar units deployed behind the Allied Start Line or in any gun gallery. Artillery may be moved through, but not deployed in, parallels and saps.

[10.13] The Allied Player may move any cavalry unit from a Covering Box to the Forage Box and vice versa. Allied cavalry units may be moved from one Covering Box to another.

[10.14] No more than two infantry units may be deployed in any one parallel. No more than one infantry and one siege gun or mortar unit may be deployed in a gun gallery. It is possible to deploy only one infantry unit (or no units whatsoever) in a parallel. It is possible to deploy only one siege gun, mortar, or one infantry unit (or no units) in a gun gallery.

[10.15] No unit may be deployed in a completed sap. (Note that units constructing saps may not be moved and therefore must remain there during the Game-Turn the sap is constructed).

[10.16] The Allied Player must move units so that it is possible to trace a line of contiguous siegework counters and/or the Allied Start Line between the initial position of the unit (at the start of the Operational Movement Segment) and its new position. A unit cannot be moved to positions to which it is impossible to trace a line from the unit's initial position. **Exception:** See Case 10.21.

[10.2] ALLIED OPERATIONAL MOVEMENT BETWEEN SIEGE AREAS AND COVERING BOXES

[10.21] Allied units behind the Allied Start Line or deployed in siegework positions (to which a line of contiguous siegework counters may be traced from the start line) may be moved to any Allied Covering Box and vice versa. **Exception:** If the First Line has not been constructed (see Case 9.5), only Allied units deployed in the Left Siege Area at the beginning of the Operational Movement Segment may be moved to the Lezennes and Mons en Baroeul Covering Boxes, and only Allied units in the right Siege Area may be moved to the Lambertart and Chau du Moulin Covering Boxes and vice versa.

[10.22] There is no limit to the number of units which may be placed in a Covering Box.

[10.23] Allied Cavalry units may be moved during operational movement from any Covering Box to another Covering Box or from a Covering Box to the Cavalry Foraging Box and vice versa. Cavalry may only be deployed in Covering and Foraging Boxes. *Cavalry may not be moved during the Operational Movement Segment of the Game-Turn in which Cavalry are returned to the map from Vendome's Intervention Attempt.*

[10.3] RESTRICTIONS ON FRENCH OPERATIONAL MOVEMENT

French units (infantry, engineers, field batteries, siege guns, and mortars) deployed on the Game-Map may be moved through operational movement to any Bastion Position, or (for infantry) to the French Sortie Box, providing that:

A. Any Bastion Position moved to contains no Allied unit.

B. It is possible to trace a path of connected Bastion Positions from the unit (at the start of the Operational Movement Segment) to its new position which does not include a Bastion Position that is adjacent to a Bastion Position containing an Enemy unit.

[10.31] There is no limit to the number of French infantry units that may be placed in the French Sortie Box.

[10.32] Only one infantry or field artillery unit may be deployed in each Bastion Position (French units may attack into but never enter an assault position).

[10.33] A French infantry unit which is in a Star Bastion Position or which can be moved to a Star Bastion Position during its operational movement may be placed in the French Sortie Box. A French infantry unit in the French Sortie Box may be moved to a Star Bastion Position (but no further) during its operational movement.

[10.34] French siege gun and mortar units may be deployed in and moved through Bastion Positions during the French Operational Movement Segment. One siege gun or mortar unit may be deployed in a Bastion Position (in addition to one infantry or field battery unit).

[10.35] French field battery, siege gun, and mortar units may be fired during the Game-Turn following operational movement.

[10.36] One infantry or field battery unit, plus one mortar or siege gun unit, may be deployed in a Bastion Position. In addition, one Leader and/or one Engineer may be placed in that Bastion Position. This Case applies to Allied units as well.

[10.4] MOVEMENT OF LEADERS

All Leaders and Engineers are treated exactly as infantry units of their respective countries for purposes of operational movement (however, see Case 10.36).

[10.5] GARRISON OF PARALLELS

At the end of the Allied Operational Movement Segment, and at the end of an Assault Phase (see Case 11.2), the Allied Player must garrison his six forwardmost parallel counters in each Siege Area. To garrison a parallel, at least one Allied infantry unit must occupy the parallel (units used to construct the parallel may be used). If the garrison requirements are not met in a given Siege Area for any reason at the end of the Operational Movement Segment or Assault Phase, four Allied infantry units are eliminated (Allied Player's choice of specific units) and the four forwardmost parallel counters in that Siege Area are damaged (simulating a French night sortie). This process could occur twice in a Game-Turn, once after Operational Movement and once at the conclusion of an Allied assault.

[10.6] GARRISON OF LILLE

At the end of the French Sortie Segment, the French Player must have 10 French Infantry units within Lille (positioned on Bastion Positions). If the French Player does not or cannot fulfill the garrison requirements, the Allied Player is considered to have captured Lille (see Section 20.0).

[11.0] THE ASSAULT PHASE

COMMENTARY:

Siege of Lille employs two time scales. The first time scale concerns the operational "business" of

the siege, i.e., construction, siege battery fire, operational movement, ammunition supply, etc. These are activities which encompass the six-day periods of time shown on the Game-Turn Record Track. However, major assaults were undertaken rarely as they required much preparation and resulted in many casualties. The other time scale represents the events of a day and is represented abstractly by the Assault Phase. The five Impulses which comprise the Assault Phase enable five successive waves of infantry or columns of infantry to move across the map to assault Enemy positions or to counter-attack such assaults.

GENERAL RULE:

The Assault Phase consists of five Impulses, each of which is broken down into six segments (see the Sequence of Play, 4.0). Each Impulse may be considered a "turn within a turn". The Assault Phase is not mandatory and takes place only if the Allied Player announces that he wishes to conduct an Assault. During the Assault Phase the Allied Player may utilize Tactical Movement (Section 12.0) and Melee (Section 14.0) to move Activated Units (Case 11.1) out of the forwardmost parallel to capture (Case 11.2) one or more French Bastion Positions. In turn, the French Player uses Tactical Movement, Field Battery Fire (Section 13.0) and Melee to reinforce and defend his threatened Bastion Positions.

CASES:

[11.1] ACTIVATION OF ALLIED UNITS

Whenever the Allied Player decides to conduct an Assault, he must determine how many of his units he can utilize for it. Depending upon which leaders are in command of the British, Dutch, and German Armies (see Section 16.0), a certain number of infantry units from each will be "Activated" during the Initiative Segment of the first Impulse.

The Allied Player may select any particular infantry units from among those on the map up to the limits listed in Section 16.0. Those units — and only those units — which are selected during the Initiative Segment may be utilized by the Allied Player during the Assault Phase. In addition, the English may be activated only twice per game.

[11.2] HOW AN ASSAULT ENDS

[11.21] At the end of the fifth Impulse of an Assault Phase all Allied units which are not used to garrison a captured Bastion Position are placed behind their respective Allied Start Lines. Then as needed, Allied units are placed in the forwardmost parallels to satisfy garrison requirements. (Case 10.5).

[11.22] During the Allied Tactical Movement Segment the Allied Player may select to abort his Assault. If he selects this option place the Allied units as per case 11.21.

[11.3] CAPTURE OF A BASTION POSITION AND ITS EFFECTS

[11.31] A Bastion Position is considered "Captured" if at the end of the fifth Impulse of an Assault Phase it contains an Allied unit. If, at the end of the fifth Impulse of an Assault Phase, an Allied infantry unit is not in a Bastion Position, that unit is placed behind the Allied Start Line as per Case 11.21.

[11.32] If at the end of an assault a Bastion Position is captured, that Bastion Position is considered a part of the Allied movement network for all purposes. A captured Bastion Position may be fired upon by French siege battery units firing at -1 on the die roll using the Siege Battery Fire Table.

[12.0] TACTICAL MOVEMENT

GENERAL RULE:

During his Tactical Movement Segment, the Allied Player may move infantry units (only) out of parallels and across the open field utilizing the Rangefinder. He may also move infantry units utilizing parallel line (Case 3.5) to parallel line movement. And he may move infantry units that are deployed in Bastion Positions, subject to limitations imposed by the presence of French units.

During his Tactical Movement Segment, the French Player may move infantry units only (artillery may not be moved) that are deployed in Bastion Positions to other Bastion Positions, subject to the limitations imposed by the presence of Allied units.

PROCEDURE:

Each unit is moved individually. To move a unit across the open field, the Allied Player lines the "0 yards" marker on the range finder with the forward edge of the unit's counter and advances the unit such that the edge is lined up with the "100 yards" mark. To move a unit deployed in a Bastion Position, the owning Player moves the unit from the Bastion Position along the lines connecting them up to two Bastion Positions until the unit is deployed satisfactorily (or has to stop due to the presence of an Enemy unit). To move a unit deployed in a rear parallel line, the Allied Player moves it forward to any parallel counter within the next parallel line. A unit may not be moved to or from Forage, Sortie, or Covering Boxes during Tactical Movement.

CASES:

[12.1] OPEN FIELD MOVEMENT (Allied Units Only)

[12.11] Only Allied units activated for an assault (see Cases 11.1) may be moved by Open Field Movement.

[12.12] Activated Allied units deployed in a Parallel (even a rear Parallel), plus any units already sent over the top in the current Assault Impulse may be moved by open field movement. However, once a unit has utilized open field movement during an Assault Impulse that unit may not be moved using Parallel Line to Parallel Line movement during the rest of that Assault Impulse.

[12.13] In any Tactical Movement Segment in which an Allied unit is moved such that its counter or any part of its counter is deployed on an Assault Position, the unit is immediately centered on that Assault position.

[12.14] Terrain lines have no effect on Open Field Movement.

[12.15] Units may be moved only 100 yards each Tactical Movement Segment.

[12.16] French units may never be moved by Open Field Movement.

[12.17] No Allied infantry unit may ever be placed on top of another Allied infantry unit during Open Field Movement.

[12.2] PARALLEL LINE TO PARALLEL LINE MOVEMENT (Allied Units Only)

[12.21] During the Allied Tactical Movement Segment Allied units which are in a Parallel or gun gallery counter of a rear Parallel line (further away from the enemy) or behind the Allied Start Line may be moved forward into any Parallel or gun gallery counter of next forward Parallel Line.

[12.22] Units may be moved forward one Parallel Line each Tactical Movement Segment.

[12.23] When moving a unit utilizing Parallel Line to Parallel Line Movement the Allied Player must trace a line of undamaged Parallels, gun galleries and/or Saps between the units original position and the Parallel or gun gallery the unit is moved to.

[12.24] Allied units which are in a Parallel or gun gallery counter of a Parallel Line may be moved to a Parallel or gun gallery counter within the same Parallel Line during the Allied Tactical Movement Segment (subject to Case 12.23).

[12.25] The limitations on the number of units which may be deployed in one siegework position (see Case 10.13) must be observed during the Tactical Movement Segment.

[12.3] INTRA-BASTION POSITION MOVEMENT

[12.31] Only infantry units which begin the Tactical Movement Segment deployed in a Bastion Position which is not connected to a Bastion Position in which an Enemy unit is deployed may be moved from one Bastion Position to another (exception: see Case 12.34).

[12.32] Movement of units must be from one Bastion Position to another directly connected Bastion Position. A unit may be moved up to three Bastion Positions in one Tactical Movement Segment, so long as each Bastion Position is directly connected to the last.

[12.33] A unit moved to a Bastion Position directly connected to a Bastion Position occupied by an Enemy unit must stop and may be moved no further that Tactical Movement Segment.

[12.34] Bastion Position stacking limitation (10.36) remains in effect during the Tactical Movement Segment. An Allied unit may be moved into a Bastion Position containing only French siege gun, mortar, Leader, and/or Engineer units (miners are not considered Engineers) eliminating them.

[13.0] FRENCH FIELD BATTERY FIRE

GENERAL RULE:

The French Player has a number of field batteries which may be utilized to fire at Allied Combat units during the Assault Phase. Unlike siege batteries, field batteries are not fired during the Siege Battery Phase and their fire has no effect on siegeworks. All French field batteries deployed in Bastion Positions are eligible to fire. Targets must be within range (500 yards) as measured on the Rangefinder. Field batteries may fire only at Allied units deployed in Assault Positions or in open terrain. Field battery fire is resolved using the 2-1 column on the Melee Combat Results Table taking into account the terrain (see Terrain Effects Chart, 9.6) that the target unit is in. **Note:** Field battery units may be fired only during the French Field Battery Fire Segment of the Assault Phase.

PROCEDURE:

During the French Field Battery Fire Segment, the French Player may fire all, some, or none of his eligible field battery units. To be eligible to fire, a field battery must be deployed in a Bastion Position. The procedure for firing is as follows:

Step 1: The French Player selects a field battery to fire and an Allied Combat unit within range (500 yards) as a target using the Rangefinder to determine the range.

Step 2: The French Player rolls the die and modifies the result to account for range considerations.

Step 3: The modified die roll result is referenced to the 2-1 column of the Melee Combat Results Table and resolved according to the rules for Melee Combat (see Cases 14.2 and 14.3). **Exception:** When engaging in field battery fire, field batteries are never affected by adverse combat results.

When calculating the Range between the Field Battery and the target unit, the Range is calculated from the center of the field battery counter to the center of the target unit.

If any part of the counter of the target unit of a French Field Battery Fire is located in a Rough (see Terrain Key on map), the Field Battery may fire twice at the unit.

If any part of the counter of the target unit of a French Field Battery Fire is located in a Marsh (see Terrain Key on map), the Field Battery may fire three times at the unit.

When resolving French Field Battery Fire, the die roll may be modified by Cases 14.32 and 14.33.

[14.0] MELEE

GENERAL RULE:

During each Player's Melee Segments, he may have Friendly infantry units attack Enemy units deployed in Bastion or Assault Positions. Units which are involved in Melee Combat may be eliminated, routed, or forced to retreat. When a unit is retreated or eliminated as a result of Melee Combat, the victorious Player may occupy the vacated Bastion Position with one of his units which was involved in the combat.

PROCEDURE:

The Player whose Melee Segment is in progress is termed the attacking Player. The attacking Player determines what attacks (combats) he will conduct and proceeds to resolve them one-by-one in any order he chooses. For each combat, the attacking Player totals the Strength Points of all his attacking units and compares it to the Strength Point value of the defending unit. This comparison is expressed as a mathematical ratio of attacker to defender. For example, if two units with a total combat Strength Point value of 800 attacked one unit with a combat Strength Point value of 400, the ratio would be 8-4. The ratio is then reduced to one of the simplified ratios found on the Melee Combat Results Table (14.25). For example, the 8-4 ratio would be reduced to 2-1; 16-4 would be reduced to 4-1. The attacking Player then rolls the die and adjusts the result if required (see Cases 14.21, 14.22, and 14.23). The die roll result (as adjusted) is cross referenced with the simplified ratio on the Melee Combat Results Table. The result will indicate whether either (or both) the attacking unit(s) and/or defending unit are subject to incurring an adverse morale effect as a result of the combat. For each unit subject to an adverse morale result, the owning Player rolls the die once for each such unit and refers to the appropriate column(s) of the Morale Effects Table (depending on the unit's Morale Class, see 3.22), adjusting the die roll for Cases 14.32 through 14.34). Any elimination, rout, and/or retreat effects are applied immediately, and victorious units may then be advanced. All such effects must be applied, and any advances conducted prior to the resolution of the next combat.

CASES:

[14.1] WHICH UNITS MAY ATTACK AND WHICH UNITS MAY BE ATTACKED

[14.11] During a given Player's Melee Segment, only Friendly infantry units in Bastion or Assault Positions may attack.

[14.12] A Player may have one of his units attack an Enemy unit if and only if his unit is deployed in a Bastion Position or Assault Position directly connected to the Bastion or Assault Position in which the Enemy unit is deployed.

[14.13] A Player may combine any number of units in an attack against an Enemy unit so long as each attacking unit is deployed in a directly connected Bastion or Assault Position in accordance with Case 14.12. Remember that only one unit may be deployed in any one Bastion Position or Assault Position at any one time.

[14.14] No more than one Enemy unit may be attacked in any one combat.

[14.15] No unit may attack, nor may any unit be attacked more than once in any one Melee Segment.

[14.16] Melee combat is voluntary for the attacking Player. During his Melee Segment, a Player is never required to conduct Melee attacks. He conducts as many attacks as he desires involving whatever units he desires in accordance with the restrictions listed in this Section.

[14.17] French field battery units deployed in Bastion Positions may be attacked by Allied infantry units and defends at a strength of 100. Such units cannot perform melee attacks. See Case 14.25 for the effects of Melee combat on field artillery units.

[14.18] An Engineer or Leader stacked with a field battery or infantry unit suffers the same combat result as the unit with which it is stacked (see Case 12.34). A French siege or mortar unit stacked with a field battery or infantry unit which suffers a retreat is eliminated.

[14.2] THE MELEE COMBAT RESULTS TABLE

[14.21] One is added to the die roll result for any melee attack made against an Allied unit in an Assault Position.

[14.22] One is subtracted from the die roll result for any melee attack made against a French unit with a Bastion Position Strength level of 2 or greater.

[14.23] Whenever an infantry unit is the object of an attack and receives a result, the Morale Effects Table (14.35) is consulted in accordance with this Section's Procedure.

[14.24] Whenever a French field battery unit is the object of an attack and receives a result, the unit is removed from the map and returned during the next Planning Phase. Note that field battery units may be fired during the French Field Battery Segment utilizing the 2-1 column of the Melee Combat Results Table; see Section 13.0.

[14.25] **Melee Combat Results Table**
(see chart sheet)

[14.3] THE MORALE EFFECTS TABLE

[14.31] There are four columns on the Morale Effects Table, each one corresponding to a Morale Class (see Case 3.22). The die roll for each affected unit is cross referenced with the column representing the unit's Morale Class.

[14.32] If a unit is defending in a Bastion Position, that Bastion Positions' Strength level is added to the morale die roll if that unit is Melee Attacked.

[14.33] One is subtracted from any morale die roll result which applies to a unit that has been retreated once previously in that Assault Phase. (Players must note on a separate sheet of paper which units have been routed or retreated.)

[14.34] Additions and/or subtractions made to a die roll result for Morale Effects are *cumulative*. Thus, for example, 3 would be subtracted from the morale die roll result for a previously retreated French unit defending in a Bastion Position with a Bastion Position Strength level of 4.

[14.35] **Morale Effects Table**
(see chart sheet)

[14.4] MORALE EFFECTS

Possible morale effects include E, R, 1, 2, and C. Note that only infantry units are subject to morale effects; see Case 14.24 for the effects of Melee combat on field artillery units.

[14.41] An E results in the permanent elimination of the unit in question for the remainder of the game. It is removed from the map. Note that an advance may be possible (see Case 14.6).

[14.42] A R effect results in a unit being rendered useless for the duration of the current Assault Phase. Routed French infantry units are removed from the map and automatically returned during the Replacement Segment of the next Game-Turn. These units do not count towards the replacement rate. Routed Allied units are placed behind the Allied Start Line and may not be moved again that Assault Phase. Note that an advance may be possible.

[14.43] A 1 or 2 effect results in the compulsory retreat of the affected unit (see Case 14.5). An advance may be possible. Note that unlike routed units, retreated units may be moved and attack during subsequent Tactical Movement and Melee Segments of the current Assault Phase.

[14.44] A C effect results in the unit in question cowering under fire. When a unit receives a C result, the die is rolled again on the Morale Effects Table, subtracting one (in addition to the usual modifiers) from the die. If the unit receives a C result on this second die roll, it is eliminated. Any other result on the second die roll is immediately applied to the affected unit.

[14.5] RETREAT OF INFANTRY UNITS

A unit incurring a 1 or 2 effect must be retreated by the owning Player to either an unoccupied Bastion Position (or Assault Position for Allied units only) or to the nearest unoccupied parallel (Allied units only).

[14.51] A unit may never be retreated into (or through) a Bastion or Assault Position if that position is occupied and/or directly connected to a position occupied by an Enemy infantry or field battery unit.

[14.52] A French unit to which a 1 effect applies must be retreated to a Bastion Position directly connected to the position it is deployed in.

[14.53] A French unit to which a 2 effect applies must be first retreated one position in accordance with Case 14.52. If the unit is retreated to a second Bastion Position, it must once again be retreated to a third Bastion Position, again in accordance with Case 14.52. The third (final) Bastion Position must *not* be directly connected to the unit's original position. If the unit cannot be so retreated, it is eliminated.

[14.54] An Allied unit to which a 1 effect applies must be retreated to a Bastion or Assault Position directly connected to the position it is deployed in. Alternately, if the unit is deployed in an Assault

Position, it may be retreated to the nearest unoccupied (or occupied with one unit) parallel. If the unit cannot be so retreated within the restrictions of Case 14.51, it is instead eliminated.

[14.55] An Allied unit to which a 2 effect applies must first be retreated in accordance with Case 14.54. If the unit is retreated to a parallel, its retreat is considered completed. However, if the unit is retreated to an Assault Position, it must then be retreated to the nearest unoccupied (or occupied with one unit) parallel. Or, finally if the unit is retreated to a second Assault Position, it must then once again be retreated to a third position, as in Case 14.53. The unit is eliminated if such a retreat is not possible.

[14.6] ADVANCE AFTER COMBAT

In any Melee combat in which one Player's unit(s) is eliminated, routed, or retreated and the other Player's unit is not affected, the second Player's victorious unit may be advanced into the vacated position of the eliminated, routed, or retreated unit.

[14.61] Units may only be advanced into Bastion Positions.

[14.62] The victorious Player has the option of advancing any *one* victorious attacking unit in the event that more than one is eligible to occupy a vacated Bastion Position.

[14.63] If a unit suffers a 2 result the Victorious Player has the option of Advancing a unit which participated in the attack into the second Bastion Position vacated and another unit which participated in the attack into the first Bastion Position Vacated. An advancing unit may advance into or through a Bastion Position which is directly connected to a position occupied by an Enemy unit.

[14.64] An Allied unit may never be advanced into the French Sortie Box.

[14.65] A French unit may never be advanced into an Assault Position.

[14.66] If, at the end of the Allied Movement Segment, an Allied unit occupies an Assault Position which is connected to an unoccupied Bastion Position, that Allied unit may be advanced into that Bastion Position.

[15.0] FRENCH SORTIES

GENERAL RULE:

During the French Sortie Segment, the French Player may utilize infantry units and leaders deployed in the French Sortie Box to Sortie against (attack) Allied units deployed in one of the four Covering Boxes. The sortie process is resolved off-map utilizing the Sortie Table (15.1).

[15.1] PROCEDURE FOR SORTIE

During the French Sortie Segment, the French Player declares if he wishes to sortie, and the Allied Covering Box he wishes his units to sortie against. If a sortie is undertaken, the Players resolve the Sortie in the following steps:

1. Off-map, the rule book (or a sheet of paper) is held up between the Players for use as a screen by both Players. The Allied Player takes all the units and Leaders from the Covering Box and places them behind the screen. He then deploys all of his infantry units side by side from left to right directly behind the screen and tells the French Player how many infantry there are.

2. If there are any Allied Leaders present, the Leader with the highest Leader rating becomes the *Strategic Leader* and is placed a few inches behind his infantry units. If there are any additional

leaders (Tactical Leaders) each Leader may be assigned to lead any two infantry units of his nationality which are adjacent to each other in the lines (this is noted by placing the Leader counter directly behind the units with the Leader counter touching both units). All Allied cavalry units are placed in a reserve behind the line.

3. The French Player places all the units and leaders he wishes to use from the Sortie Box behind his side of the screen. First, he makes a line of infantry with an equal number of units as the Allied Player (if he has that many units) directly behind his side of the screen. He then deploys any additional infantry in a second line 5 inches behind the first line.

4. If there are any French Leaders present, the Leader with the highest Leader rating becomes the *Strategic Leader* and is placed a few inches behind the first line. If there are any additional Leaders (Tactical Leaders) each Leader may be assigned to lead any two infantry units in either line which are adjacent to each other and of the same Brigade as the Leader. If the Leader has no Brigade rating he may be assigned to any two adjacent units.

5. The screen is then removed and the sortie is resolved. The French first line with its Leaders is moved directly adjacent the Allied Line. For each three squadrons of cavalry or two squadrons of Dragoon Cavalry the Allied Player may screen off (place back in the French Sortie Box) any French units in the second line. If there is no second line or the Allied cavalry screens off the entire second line and still has additional cavalry units, units may be screened from the French first line. If an Allied infantry unit is not faced by a French unit or vice versa, that unit is placed 5 inches behind the line. At this point the Allied cavalry are returned to the Covering Box and the sortie is resolved.

6. For each infantry unit in the front line two dice are rolled using the French Sortie Table to determine if the Enemy unit to which it is adjacent is eliminated. This combat is considered to be simultaneous.

7. Once the first line combat is completed, any infantry units which are in a second line may attack using the Flanking section of the Sortie Table. If a unit is successful the defending Player must eliminate a friendly infantry unit of his choice.

[15.2] SORTIE TABLE

(see chart sheet)

[16.0] LEADERS

GENERAL RULE:

Leader counters representing individual historical leaders have been provided with the game. Each Leader has a leader rating which may affect sortie combat, melee combat, activation of units for assault, bastion strength repair, and artillery fire. Some Leaders may have only one effect (i.e., only Artillery fire), and some leaders may have more than one effect.

CASES:

[16.1] ALLIED LEADERS AND THEIR EFFECTS

[16.11] Allied Leaders may be placed in a Covering Box and utilized as *Strategic or Tactical Leaders* during French Sorties (see Section 15.0). All Allied Leaders may be placed in Covering Boxes. Allied Leaders with a parenthesized () rating may be deployed *only* in Covering Boxes.

[16.12] During the Allied Initiative Segment of the Assault Phase, the Allied Player may activate five infantry battalions deployed in siegeworks or

behind the Start-Line for each point of the single highest Leader's rating deployed behind the Allied Start-Line or in a siegework. For example, Prince Eugene, with a rating of 3, is the highest rating of any Allied Leader and is deployed in a siegework. He may activate 15 infantry units for an Assault Phase. Only Activated units may be utilized for an assault.

[16.13] During the Assault Phase, each Allied Leader may be stacked with an infantry unit of his nationality. During melee combat, that Leader's rating may be added to the die roll on the Melee Combat Results Table (if attacking) or Subtracted from the die roll (if defending).

[16.2] FRENCH LEADERS AND THEIR EFFECTS

[16.21] French Leaders may be placed in the French Sortie Box and utilized as *Strategic or Tactical Leaders* during French Sorties (see Section 15.0). French Artillery and Engineer Leaders may not be utilized for this purpose.

[16.22] During the Assault Phase, each French Leader which is within two Bastion Positions (free of Enemy units) of an Infantry unit that shares the same brigade may contribute aid to melee combat conducted by that unit. His Leadership rating is added to the die roll on the Melee Combat Results Table (if the unit is attacking) or subtracted from the die roll (if the unit is defending). Artillery and Engineer Leaders may not be utilized for this purpose. French Leaders with no Brigade designation use their Leadership rating to modify any melee combat die roll involving a Friendly unit within two Bastion Positions (free of Enemy units).

[16.23] The French Artillery Leader may subtract his rating from the die roll each time that a siege or mortar unit he is stacked with is fired.

[16.24] The French Engineer officers may affect the repair of Bastion Positions.

[16.3] LEADER LOSS

If at any time during melee combat (during the Assault Phase) the die is rolled for a melee in which a unit is receiving leadership from a Leader (Allied or French) and a natural 6 is rolled (die roll modifications do not apply) that Leader (or Leaders) is injured. If this occurs, the die is rolled again and halved (fractions being dropped), and the Leader is removed from play for that number of Game-Turns.

If at any time during a French sortie a natural 12 is rolled the *Strategic Leader* for the side rolling the dice is injured. One die is rolled as with melee combat Leader losses and halved, with the Leader being removed for the specified number of Game-Turns at the end of the Sortie Segment.

[17.0] COUNTER-MINES

The French Player has two miner units. During the French Operational Movement Segment they may be placed on any Assault Position. Once placed, they are considered completed and may not be moved. At the end of any Allied Tactical Movement Segment, completed mines may be exploded. If an Allied unit is present in the Assault Position when the mine is exploded, the Allied Unit Cowers (see 14.44) and any leader present is placed behind the Start-Line. Once exploded the Miner unit is removed from play for the remainder of the game.

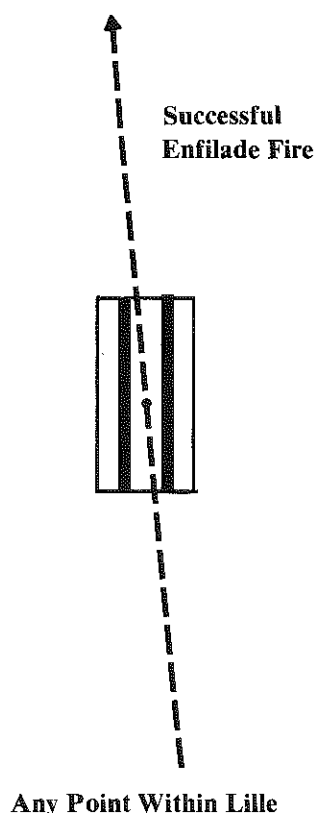
[18.0] LIMITED INTELLIGENCE

The Allied Player may place units (or one unit on top of a stack of units) face down in Covering and Foraging Boxes. The French Player may know the number of units in a Covering or Foraging Box but not the specific composition of the units in the box.

[19.0] ENFILADE FIRE

The Parallel siegework is so named because the trench is built parallel to the enemy position, thus guarding from enfilade fire. If a trench were built such that the enemy artillery could fire along its length, the "bowling alley" effect would destroy everything in the siegework.

If, at the end of any Allied Siege Construction Segment, the French Player can trace a line from any point within the parallel lines printed on the parallel counter and out the other side of the counter, and the entire parallel is within 700 yards of that point, the parallel counter and the units constructing it are destroyed (removed from the map) with no siege battery ammunition expenditure. (It would take very few rounds to destroy the parallel.) Saps are immune to enfilade fire.



[20.0] VICTORY CONDITIONS

GENERAL RULE:

As in any siege, victory rests on the besiegers' success in capturing the enemy fortress. In order to procure victory, the Allied Player must capture one Star Bastion Position before the end of the game. The French Player wins if the Allied Player has failed to capture a Star Bastion Position by the end of the game.

HISTORICAL NOTES

The Strategic Situation

The Duke of Marlborough and Eugene, the Prince of Savoy, by an unexpected victory over the French at Oudenarde, July 11, 1708, had gained a strategic domination of Flanders. The French army under the Duc de Vendome, forced to retire behind the maze of canal works linking Bruges with Ghent, was in an unenviable position. The victorious Allied army now stood between the French army and its homeland.

Sensing that the French will to fight was finally destroyed, Marlborough sought desperately to administer the *coup de grace* that would end the war. Marlborough proffered a plan that would guarantee a successful conclusion of the war with the closing of the current campaign. The Allied army was to march into the heart of France, ignoring the border fortresses, to Abbeville where it was to be joined by General Erle and his 6000 men from the Isle of Wight. On this occasion Eugene, Marlborough's trusted and talented colleague did not sanction the Duke's plan. Eugene reasoned that Marlborough's plan would not be feasible until one of the border fortresses was captured. The captured fortress would serve as a *place d'armes*, protecting the "line of operations" of any invading Allied army. Marlborough deferred to his colleague's opinion.

Mons, Lille and Tournai were all suitable fortresses, from the Allied point of view. Mons and Tournai had the advantage of being more easily accessible to a besieging army. Lille was considered by all military authorities to be the most awesome of Vauban's fortresses. Vauban had poured all his energy and genius into converting the prosperous former Dutch town of Rijssel into Lille, the keystone of the French defensive fortress network along the Northern frontier. Eugene and Marlborough finally selected Lille as the site of the projected operations. Both believed that a stroke at the strongest link in the chain would be the action least expected by the French command.

To Eugene fell the task of commanding the actual siege operations. Under his command were 53 battalions of infantry and 90 squadrons of horse amounting to approximately 40,000 men. This figure does not include the thousands of laborers that were hired in the months to come.

Marlborough's relations with the Dutch deputies who accompanied the military operations was at a low point. Consequently, Marlborough out of necessity rather than inclination took upon himself the task of commanding the "covering" army comprising 69 battalions and 140 squadrons, a force exceeding 55,000 men.

Both Marlborough and Eugene adhered to Vauban's theories on how to conduct a siege. The earlier Italian school of thought argued that the entire army of the besieger should remain between the lines of circumvallation and countervallation much like the siege of Acre. A relieving army would have to attack the besieging army defended by ditches, pits and earthworks out of which the line of countervallation was composed. As excellent as this appeared in theory, the numerous Spanish defeats of the mid-seventeenth century convinced Vauban of the folly of continuing this practice. Vauban advocated dividing the besieging army into two unequal parts: the larger of the two, the "covering army", was given the duty of intercepting and defeating any army sent to relieve the fortress under siege. In the case of the siege of Lille, Marlborough and his covering army had to observe the motions of Vendome's remnant army and an army that had just recently arrived in the Flanders theatre of war. This army, though much

smaller in size, was led by the capable and wily Duc de Berwick. In the coming months Marlborough would have to use all his ingenuity to foil the stratagems of Berwick and Vendome.

Lille was protected by six hornworks while the citadel was an ideal five-bastion fortress replete with numerous ravelins, tenailles, wet ditches and all the other defensive engineering aids seventeenth century genius could devise. When designing Lille, Vauban had indicated that 9000 men and a spirited commander would be required for its defense. Louis Francois Duc de Boufflers, Marechal du France, begged Louis XIV for the privilege of guarding the city. Boufflers, the hero of Namur and destined to become Marlborough's nemesis at Malplaquet, was more than ready to meet the challenge. Spending money from his own purse, he worked ceaselessly to bring the city to the proper state of readiness. Finding men in diverse quarters, including rounding up stragglers from Vendome's army, Boufflers just barely managed to gather up the required establishment.

In retrospect, it is probably fair to say that Boufflers outwitted Marlborough and Eugene. When all others believed Mons to be the target of attack, Boufflers, a septagenarian, sped towards Lille in the days following the ignominious French defeat at Oudenarde. Boufflers was certain of Allied intentions. Boufflers realized that Lille was like a hypnotic gem. Marlborough and Eugene would buy that gem, but Boufflers was determined that they would be penniless afterwards. Probably Boufflers alone understood the significance of the imminent siege. If Lille fell during the summer months, neither army nor defensive network remained to oppose an Allied march on Paris. Only if Lille held out till late in the campaigning season when the elements by themselves would prohibit the movement of any hostile army would France be given a chance to recoup its forces during the winter months. If only Lille could hold out, France might yet escape paying dearly for the Vendome's folly during the 1708 campaign.

The Course of the Siege

The Allied commanders anticipated a brief siege lasting no longer than two weeks. All evidence suggests that both commanders felt that the city would fall quickly to escalade or "general assault." With this end in mind, nearly one hundred artillery pieces of assorted types were amassed and positioned in front of the La Madeleine and Saint Andre hornworks.

On the afternoon of the 27th of August, the Allied artillery commenced firing. An estimated seven thousand projectiles were fired at the besieged city and by evening, two breaches were made in the fortifications. However, the engineers and Eugene had gravely miscalculated. The Allied artillery display was premature. The Allied siegeworks were insufficiently advanced to permit a general assault.

Learning from their mistake, the Allies spent the next ten days extending their siegeworks. Every night saw frenzied activity in both camps. Ten to 12 Allied battalions led by a Lieutenant-General would enter the trenches and feverishly push forward about 100 yards every night. The French in turn would sortie and attempt to destroy the most advanced siegeworks.

By the close of the first week in September, the siegeworks reached the extremities of the fortifications. Eugene intended to take the city's fortifications by general assault. Activity by Berwick and Vendome forced Eugene to turn his attention to the safety of Marlborough and the covering army. Twenty-six battalions and seventy-two squadrons were stripped from the besieging army and sent to

Marlbrough bringing his total effective force up to about 80,000 men. To entice the French army into a general battle, Marlborough allowed the French to deploy on an open plain with easy access to the Allied army. But the French, rent with bitterness and confusion among the highest ranks and defeatism among the lower, had no desire to fight and, two days later on September 8th, they retreated from the general vicinity of Lille.

On September 7, Eugene was able to mount a general assault. By launching an all-out attack, he hoped to be the master of the entire countescarp between Saint Andre to La Madeleine. Allied batteries maintained a continuous fire between 3 and 7 p.m. At 7:30, two columns of assault made their way out of the trenches, one heading towards each of the hornworks. The French, however, were in high spirits and were very ready for any hand-to-hand fighting that might be necessary to protect their city. The defenders set off 14 mines and brought the fire of no less than forty-five cannon down upon the assailants. A fierce melee raged along the countescarp for three hours, but in the end the Allies were for the most part thwarted. Only lodgements in the outermost salients of each of the hornworks were held. In return, the Allies suffered 2667 casualties, over ten percent of the entire besieging army.

A second general assault delivered on the 21st met with about the same degree of success. Some additional lodgements along the outer countescarp were gained. The Allies lost a further 2000 men. The French suffered comparatively little; 400 casualties were sustained in the vigorous defense. The most significant casualty was Eugene himself. Always found in the van of any assault he commanded, Eugene was frequently exposed to the greatest dangers. On this occasion, he was shot in the forehead and forced to retire. For several days it was uncertain whether he would live and the Allies had the greatest anxieties about the continuation of the siege.

The next day, in an effort to raise the morale of the troops, Marlborough led a third assault. The Duke hoped to surprise the enemy during a heavy rain-storm. Though the defenders were well prepared for the attack, the Allies were able to occupy a substantial part of the outer fortifications.

The Allies found themselves in a difficult situation. The stout resistance of the French had cost the Allies most of their ammunition. To make matters worse, the regular autumnal rains were expected. Should it rain before additional supplies were received, the siege would have to be raised. This course of action was already being advocated by the Dutch deputies attached to the Allied army. Only with the greatest difficulty did Marlborough convince the equivocating deputies to agree to a continuation of the siege.

The French were facing similar problems. By the closing days of September, Boufflers and his garrison had withstood three general assaults. On their part, the besieged had engaged in innumerable desultory sorties, inflicting casualties, damage, and general inconvenience upon the Allied army. However, at the end of September, Boufflers was advised that his magazines of ammunition were running desperately low. A plan calling for the introduction of supplies by a detachment of 2000 men was proposed by Chamillart, a French minister. Though the project was coldly received by the governor of Lille, the Chevalier de Luxembourg volunteered for the hazardous venture and with his youthful enthusiasm won Louis' approval for the attempt.

Under the cover of darkness on the night of September 28, Luxembourg led a column of 2000 horses out of Douai. Each trooper bore up to six-

ty pounds of munitions and flints. English and Dutch soldiers in the employ of the French had been drafted and placed at the front of the column. Luxembourg led his detachment to the besieging army posing as Allied reinforcements from Marlborough's covering army. As the French column neared the Allied sentries, Sandreski, a Silesian baron, rode out and greeted the Dutch sentries with "Holland! Regiments of the army of Marlborough bringing munitions to the besiegers." Seeking to allay the suspicions of the sentries, Sandreski explained their precipitous approach by relating how the column had been spotted and chased by French cavalry. Sandreski dismounted, lighting a pipe, coolly struck up a conversation inquiring about the latest gossip. The idle chatter continued as horse after horse slowly filed by the sentries. Hours passed and the eleventh of thirteen squadrons cleared the sentries. An officer attempting to close up the formation as it approached the sentries inadvertently shouted the orders in French. The already suspicious sentries sprang to their feet and fired at the column. Sandreski managed to mount a horse and join the troops that had cleared the sentries. Within moments, 60 horses carrying explosives were destroyed.

Luxembourg and his followers had reached the Portes des Malades. The garrison, suspecting a trap, refused to open the gates. The situation of Luxembourg and his men was becoming increasingly perilous: the Prince of Hesse-Cassel had got his Palatine dragoons of Wittgenstein to horse. Finally at the last moment, the garrison responded to "Vive Bourgogne" and opened the gates. Luxembourg had succeeded in leading 1500 men into Lille bearing 50,000 pounds of powder and 1200 muskets.

Unfortunately for the French, they were not the only ones to secure supplies. That very day, September 28, La Motte's army from Bruges had attempted to destroy a large Allied convoy. Six thousand men under Webb decisively defeated a French force of about 12,000 men led by a hesitant La Motte. The Allies were guaranteed their much needed munitions, and the continuance of the siege became a certainty.

The Allies worked steadily: bit by bit they encroached upon the outer-side of the fortifications between La Madeleine and Saint Andre. In order to minimize the effect of enemy artillery, all open attacks had been conducted during the evening or the night. Marlborough, hoping to surprise the enemy, commanded an assault at noon October 3rd. The attack caught the French sentries literally asleep, and the Allies managed to win a ravelin, a vital part of the inner fortification works. Despite the gravity of their situation, the French continued desperately to resist every effort of the Allies. From the 5th onwards, Boufflers and his men subsisted on horseflesh.

By the 4th of October Eugene resumed command of the besieging army. The moat was drained and forward batteries of artillery were constructed. From these positions the Allied artillery began to play upon the inner fortifications. At 8 a.m. on the 21st, fifty-six cannon and thirty-four mortars and howitzers opened fire. The fire was maintained for twenty-four hours, and by the morning of the 22nd it became evident the city itself would soon be exposed.

Boufflers had been instructed by the king that the city was not to be subjected to an assault; accordingly, that afternoon Boufflers arranged for an armistice offering to surrender the city. Eugene, impressed with the heroism of Boufflers and his garrison, allowed Boufflers to draw up the terms of surrender. The city was to be delivered to the

Allies; Luxembourg's men were to retire to Douai while the remainder of the garrison retired to the citadel. Ironically, the rain which the French had prayed for fell during two of the days of the armistice.

Eugene, unsuccessful in convincing Boufflers to surrender the citadel as well as the city, started operations against the former on the 29th of October. The struggle for the citadel resembled in tenacity and desperation the earlier fight for the city. Periodically the Allies would storm a position taking heavy casualties but always gaining ground. By the 7th of December a breach into the heart of the citadel had been effected. Eugene warned Boufflers that if another Allied assault was necessary all the garrison would be made prisoners of war. Boufflers finally capitulated on the 11th of December.

LEADERS

John Churchill, Duke of Marlborough: Tutored under the great Marshals, Luxembourg and Vauban, Marlborough developed into the greatest military strategist of his time. A great statesman, Marlborough devoted as much of his energy to keeping the Anglo-Dutch alliance intact as he did to developing strategems to defeat the French. Marlborough was cold and calculating in diplomatic and strategic matters; however, he was bold to the degree of rashness on the battlefield. His tactical performance was sometimes questionable, and he was lucky that few leaders of quality were left among the French.

Louis Francois Duc de Boufflers, Marechal du France: A companion of Turenne, Luxembourg, and the other great military leaders Louis XIV drew upon early in his reign, Boufflers was the last of his generation. Chivalrous, courageous, but self-effacing, Boufflers ranks as one of France's unheralded heroes. Twice during the war of Spanish Succession it appears that he alone stood between Marlborough and decisive Allied victory. Before Lille, and a year later in the forest of Malplaquet, Boufflers proved to be Marlborough's nemesis.

Puy Vauban: Leader of the Engineers, and a nephew of the designer of the Lille defenses. Puy Vauban distinguished himself both in the French war council and in the hasty repair of the threatened breaches.

Prince Eugene of Savoy: An exiled Frenchman, despised by Louis' court, the infirm and frail Eugene, fled Paris to seek his fortunes against the Turks. Upon learning of Eugene's departure, Louis participated in one of the great ironies of the time when he facetiously remarked "How many victories will the petit abbe deprive us of?" Despised because of his personal deformity, Eugene devoted his energy and talent towards military science. Completely adopting Austria as his new home, Eugene became its greatest military leader. The continuance of the Hapsburg Empire during the next century was probably due in great part to the relentless exertions of this one man.

Marquis Frezeliere: Marshal of the French Artillery, the Marquis was released from prison (where he was being held by a local official for debauchery) by Boufflers to direct the artillery within Lille.

Colonel Sandreski: A gentleman of Silesian extraction he is noted for the coolness with which he handled the Dutch sentries during Luxembourg's daring entry into Lille, Sept. 28, 1708.

Augustus the Strong, Elector of Saxony, King of Poland: Father of Augustus the Weak, his only legitimate child, and three hundred and sixty four illegitimate children, the legendary Augustus was

famous for the manner in which he courted women (he would bend a horseshoe with his right hand while holding a large purse of golden ducats with his left). Although he participated in the Allied War council before Lille, he did not participate in the military aspects of the siege.

FRENCH ORDER OF BATTLE AT THE SIEGE OF LILLE

Garrison Command

Marshal de Boufflers

Lieutenant General de Luxembourg

Lieutenant General Surville

Senior Brigadier General

Major General de Tournin

1st Brigade

Brigadier de Chouly

Regiment de Touraine (2 bns)

Regiment Chateaufort (1 bn)

Regiment du Thil (1 bn)

Regiment de Coetquen (2 bns)

3rd Brigade

Brigadier Massol

Regiment de Perigord (1 bn)

Swiss Battalion, Villars-Greder

Swiss Battalion, Pfiffer

Spanish Regiment, de Pratemonto (1 bn)
Spanish Fusiliers (1 bn)

4th Brigade

Brigadier de Mesmes

Regiment d'Angennes (1 bn)

Regiment de Razilly (1 bn)

Regiment de Foix (2 bns)

Dragoon Brigade

Brigadier de Rannes

Dragoon Rannes Regiment

Dragoons de Belle-Isle (Col. Fouquet)

Dragoons of Flanders (Col. d'Aubusson)

Independent Units

Regiment de la Fonds-La-Ferte (1 bn)

Regiment de Poyannes (1 bn)

Regiment de Brancas (1 bn)

Regiment de Caraman (1 bn)

Invalids Battalion

Artillery

Marshal of Artillery Marquis Frezelieres

King's Artillery

Royal Artillery

Naval Artillery

de Malard Artillery

Engineers

Lieutenant General Puy-Vauban

Brigadier de Valory

Robelin Engineer Company

de Freville Engineer Company

Aubry Engineer Company

Foulon Engineer Company
Mainbert Engineer Company
Rousseau Miner Company
Mesgrigny Miner Company

DESIGN CREDITS

Game Design: David Werden

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development: Brent Nosworthy

Quadrigrade and Game Development:

David Werden

Playtesting: Ken Mativier, Tom Hamilton, Leon

Magdzinski, Frank Radford, Montreal

Wargamers Association

Rules Editor: Brad Hessel

French Translation: David Isby

Dutch and German Translation:

Anthony Buccini

Research Assistance: Royal Dutch Army War

College, Arthur Pigg

Map Research: John Butterfield

Production: Karen Cantor, Robert A. Degni,

Andrew Grossman, Kate Higgins, Ted Koller,

Manfred F. Milkun, Bob Ryer

Lille CHARTS & TABLES

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[7.2] ATTRITION TABLE

Number of Units Lost			
DIE	French	German Confederation	Dutch
1	0	1	1
2	0	1	2
3	1	1	2
4	1	2	2
5	1	2	2
6	2	3	3

[8.14] AMMUNITION DETERMINATION CHART

GAME-TURN	Allies		French	
	SIEGE GUNS	MORTARS	SIEGE GUNS	MORTARS
Aug 12-17	-	-	74	11
Aug 18-23	35	6	-	-
Aug 24-29	-	-	-	-
Aug 30-Sep 4	18	3	-	-
Sep 5-10	4	1	-	-
Sep 11-16	16	3	-	-
Sep 17-22	-	-	-	-
Sep 23-28	-	-	See Case 5.22	
Sep 29-Oct 4	42	9	-	-
Oct 5-10	11	5	-	-
Oct 11-16	8	2	-	-
Oct 17-22	-	-	-	-

Numbers represent the number of rounds available to unit types of specified nationalities.

[8.77] SIEGE BATTERY FIRE RESULTS TABLE

		Parallel, Sap Gun Gallery	Bastion Strength of . . .				
			4	3	2	1	0
SIEGE BATTERIES: DIE							
MORTARS: DIE	-1	-/-	-/-	-/-	-/-	-/-	n/-
	0	-/-	-/-	-/-	-/-	-/-	n/-
	1	-/-	-/-	-/-	-/-	-/-	n/-
	1 2	-/-	-/-	-/-	-/-	1/-	n/1
	2 3	-/-	-/-	-/-	1/-	1/-	n/1
	3 4	-/-	-/-	1/-	1/-	1/1	n/1
	4 5	-/-	1/-	1/-	1/-	1/1	n/1
	5 6	-/1	1/-	1/-	1/1	1/1	n/1
	6 7	D/1	1/-	1/1	1/1	1/1	n/1
	7	n/2	n/-	n/1	n/1	n/1	n/1

= Effect on siegeworks and Bastion Positions/infantry battalions eliminated. D = Damaged; 1 = one battalion eliminated; 2 = two battalions eliminated; n = not applicable. Mortar fire has no effect on siegeworks — only on infantry units positioned in siegeworks.

[9.6] CONSTRUCTION POINT COSTS CHART

Terrain	Cost for...	
	Parallels and Saps	Gun Galleries
Water outside		
Lille/Rough/Marsh	4	6
Flat	2	4

Construction of parallels, saps, and gun galleries is prohibited in Lille fortifications, Allied Start Line, parallels, saps, gun galleries, Assault Positions and Bastion Positions.

[15.1] SORTIE TABLE

First-line to First-line Combat

Basic Dice Roll Range to Eliminate Opposing Enemy Unit:

2-4

Modifiers:

Add 1 if the Morale Rating of the sortying unit is one level higher than the Enemy (i.e., an A morale against a B morale would roll with a dice range of 2-5).

Add 2 if the Morale Rating of the sortying unit is two levels higher than the Enemy (i.e., an A morale against a C morale would roll with a dice range of 2-6).

Subtract 1 if the Morale Rating of the sortying unit is one level lower than the Enemy.

Subtract 2 if the Morale Rating of the sortying unit is two levels lower than the Enemy.

Compare Friendly unit's Strategic Leader rating to Enemy Strategic Leader rating and apply that number (positive or negative) to the dice roll range for elimination.

Compare Friendly unit's Tactical Leader rating to Enemy Tactical Leader rating and apply that number to the dice roll range for elimination.

Flanking Combat

Basic Dice Roll Range to Eliminate Enemy Unit of Opposing Player's Choice:

Morale Rating of Sortying Unit	Dice Roll Range
A	2-7
B	2-6
C	2-5

Modifiers:

Compare Friendly unit's Strategic Leader rating to Enemy Strategic Leader rating and apply that number (positive or negative) to dice roll range for elimination.

Add Tactical Leader rating (if any) to dice roll range for elimination.

[14.25] MELEE COMBAT RESULTS TABLE

Combat Ratio
(Attacker to Defender)

DIE	1-1	2-1	3-1	4-1
-1	A	A	A	A
0	A	A	A	A
1	A	A	A	A
2	A	A	B	B
3	A	B	B	B
4	B	B	B	D
5	B	B	D	D
6	D	D	D	D
7	D	D	D	D

A = Attacker affected; D = Defender affected; B = Both Attacker and Defender affected. Affected Player must roll die on Morale Hit Table (14.37). **Note:** Field batteries fire on the 2-1 column; no Defender results apply in field battery fire.

[14.36] MORALE EFFECTS TABLE

Morale Level

DIE	A	B	C
-1	E	E	E
0	C	E	E
1	C	C	E
2	R	C	C
3	2	R	C
4	1	2	R
5	-	1	2
6	-	-	1
7	-	-	-

E = unit eliminated; R = unit routed; C = unit cowers; 1,2 = retreat (see Case 14.5); - = no effect.

ART OF SIEGE WARFARE

ADDENDA as of October 1979

TYRE

Counters

(*correction*) The Grstrts and Enllus ABS leader counters should be printed white.

Map

(*addition*) Beach hex 4909 should have a ground-
ing number rating of 1.

Rules

[3.32] (*correction*) The sample Bireme unit is mislabelled Quinquereme, and vice-versa. Naval units with no bands printed on the counter are Biremes, units with 1 band are Quinqueremes, and units with 2 bands are Triremes.

[3.5] (*correction*) There is no separate chart sheet included with the game. All the charts and tables needed for play are printed in the rules or on the mapsheet.

[6.13 *illus.*] (*correction*) The target unit in the illustration is incorrectly faced. It should be faced to the left or right towards a hexside. Each unit has four broadside hexes. The hexes adjacent to the top and bottom of a naval unit counter are non-broadside hexes.

[6.26] (*correction*) "...in beach or home port hex." should read "in a beach/home port hex."

[6.32] (*clarification*) A disrupted unit may not ram.

[8.21] (*addition*) A damaged naval unit may transport one land combat unit. If two land combat units are being transported on a full strength naval unit and that naval unit is damaged, then one land combat unit is eliminated (the Macedonian Player's choice).

[8.3] (*addition*) This section refers to beach and port hexes. Port hexes within the Tyrian harbors are assumed to have a grounding rating of zero.

[9.28] (*clarification*) It costs one Movement Point for a Tyrian unit to enter a secondary wall hex from a non-wall hex.

[11.24] (*correction*) Fire-Melee units are not considered Fire Combat units for purposes of retreat.

[11.5] (*correction*) "Secondary" should read "Any."

[12.31] (*correction*) "Walls" should read "city".

[13.41] (*addition*) If a catapult is fired at a ship during the Tyrian Bombardment Segment of the Amphibious Assault Phase, it may not be fired during the subsequent Simultaneous Fire Combat Segment.

[14.31] (*addition*) Only four engineer points may be allocated to Boulder Mining per turn.

[15.0] (*correction*) Gonzus of Tyre has no naval leader rating.

[15.41] (*correction*) A leader is killed only if a 6 is rolled twice in succession; the Leader Loss procedure on page 16 is correct.

[17.3] (*addition*) Alexander the Great may command all contingents (land or naval, depending on mode). The leader Pyntgrs enters the game with the Cyprus Naval forces and may command all Macedonian Allied naval units.

SEVASTOPOL

Game-Turn Record Track

The Engineer initiative is 4, as per Case 9.23, when an asterisk is indicated on the Game-Turn Record Track.

Rules

[3.0, Major Terrain Types] (*correction*) All references, in the rule to the Terrain Effects Chart, should be to the Construction Points Cost Chart (9.6).

[6.33] (*correction*) The Russian unit Grand Duke Michael enters during Game-turn 8 (March). This is not noted on the Turn Record Track.

[7.14] (*correction*) "For Game-Turns 8 and 13" should be "Game-Turns 8 through 18."

[8.98] (*correction*) "May destroy" should be "must destroy."

[8.99] (*clarification*) After "Asterisk =" delete the words "chance of."

[9.23] (*addition*) The presence of Engineer Initiative is indicated on the Game-Turn Record Track by the presence of an asterisk next to a nationality's construction points.

[10.32] (*correction*) There are 10 Bastion Positions at the Mast Bastion, not 8. In addition, the Russian Engineer does not count as a unit for purposes of deployment.

[10.5] (*clarification*) This section refers to undamaged parallels.

LILLE

Counters

(*correction*) All French combat units should not be backprinted.

Map

There are 10 incorrect Star Bastion Positions on the map which should only be Bastion Positions. These incorrect Star Bastion Positions may be recognized by three characteristics: 1) They are not adjacent to the inner city of Lille, 2) each is connected to 5 other Star Bastion Positions, and 3) they are not within the Citadelle.

Rules

[3.5, Repair] (*correction*) Bastion Positions may only be repaired to a Bastion Strength level of 3.

[5.11] (*clarification*) All results are listed in terms of Cavalry Squadrons and Infantry Battalions.

[6.24] (*correction*) The case reference should be to Case 5.11, not 5.21.

[10.5] (*clarification*) This section refers to undamaged parallels. Forwardmost parallels are defined as the parallels which are closest to any French Bastion Position using the rangefinder to sight from the ranging points.

[10.6] (*addition*) Routed French units within Lille may be counted towards the garrison requirement.

[11.1] (*addition*) If an Assault is initiated, all English units which are currently garrisoning a French Bastion Position *must* be activated first. English units which are garrisoning French Bastion Positions may be replaced before the beginning of an Assault Phase by other Allied units which are in covering boxes, or behind the Allied Start-Line. Since English units may only be activated for an assault twice, if the English have been used to Assault twice, the Allies may not initiate an Assault until there are no English units garrisoning French Bastion Positions (since all garrisoning units must be activated in an Assault).

[12.0] (*correction*) Procedures: "up to two Bastion Positions" should read "up to three Bastion Positions;" Case 12.32 is correct.

[13.0] (*correction*) General Rule reference to "(see Terrain Effects Chart, 9.6)" is irrelevant and should be dropped.

[14.25] (*correction*) No *attacker* results apply in field battery fire.

[14.55] (*addition*) A unit may displace a friendly unit from a Bastion Position which is in its line of retreat, which may displace another unit as long as Case 14.51 is not violated.

[14.66] (*addition*) If a Bastion Position is occupied by French siege artillery and/or French Leaders only, an Allied infantry may be advanced into that Bastion Position during movement (the French units are retreated).

[15.0] (*addition*) At the end of the French Sortie Phase (whether or not the French Player has sortied that turn), if there is a Covering Box with no Allied Infantry Battalions in it, the French Player receives 8 Rounds of Siege Ammunition.

[20.0] (*addition*) The game is over if an Allied unit occupies a Star Bastion Position at the end of an Assault Phase. Alternatively, if, at the end of a Game-Turn, the Allied casualties exceed the French casualties by 12,000 men, the French Player is declared the winner.

ACRE

[4.3] (*correction*) The Assault, Repair and Regrouping Phase should read the Assault and Regrouping Phase.

[5.27] (*correction*) There should be no filled foss hex listed on the Terrain Key. There are no filled foss hexes at the beginning of the game. (*correction*) Non-Enemy-Controlled Wall/Tower hex should be listed as Friendly Occupied Wall/Tower hex.

[8.3] (*addition*) If more than one engineer point is allocated to wall repair, and the damage level is reduced, all later engineer points use the new (repaired) damage level column on the wall repair table.

[9.23] (*clarification*) If a unit is disrupted by fire combat and then disrupted again in the Melee Segment it is retreated. In addition, since all fire combat is simultaneous, the statement "Disrupted units cannot engage in fire combat" is not applicable.

[9.24] (*addition*) All units which are retreated are disrupted at the end of the retreat.

[10.34] (*addition*) Ladder assaults may be made from inside the city (in an Acre street pattern hex) out onto the walls.

[10.72] (*addition*) Leaders may not advance after combat unless they are stacked with a combat unit which participated in the attack.

[12.2] (*clarification*) A wall hex with a damage level of 6 from giant catapults may be repaired.

[13.12] (*correction*) The Regrouping Segment occurs at the end of every Game-Turn for purposes of foss unfilling during both the Planning and Assault Phases.

[17.0] (*correction*) The harbor tower hex is hex 2104 not 1951.

ENGLISH

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Duke of Marburg + (3)	Brig-Gen Temple + 1	Deby 400 B	Hamlin 400 B	Rowe 400 A	Prince of Orange + (2)	Lt-Gen Wilkes + 2	Lt-Gen Arnhem + 1	Engineer de Rqs. 1-3	Wilkes 400 A
Imelsky 400 B	Marburgh 400 A	Pen. Rose 400 B	Cadogan 2	IMPULSE	Varene 400 C	Wythoohl 400 C	Goofy 400 B	Melville 400 C	Isdinga 400 C

DUTCH

Hebron 400 C	D'Orng 1 400 A	D'Orng 2 400 A	Belling 400 B	Du Moij 1 400 A	Du Moij 2 400 B	Sebbin 400 C	Madral 1 400 C	Madral 2 400 C	Blwe Gid 400 A
Rechten 400 C	Slmest 400 B	Schmidt 400 C	Vn North Drgn. 3	Huan Drgn. 3	Tellen 3	Voght 2	Bonard Drgn. 1	Eist Drgn. 3	Westloo 3

Ainspach 1	Athlone 2	Schleperb 1	Erbach 1	Prince Eugen + 3	Lt-Gen Sparr + 2	Lt-Gen Hot-Bek + 1	Engineer Du May 1-4	Exter 400 C	Boiser 400 B
Aurox 400 C	Testers 1 400 C	Testers 2 400 C	Bader 1 400 B	Bader 2 400 B	Pitz Grl 400 A	Pitz Grl 2 400 A	Iselsoch 400 B	Luebeck 400 B	Volkrahn 400 C

GERMAN CONFEDERATION

Rehob 1 400 B	Rehob 2 400 B	IGHesrl 400 A	IGHesrl 400 A	IGHesrl 400 A	IGHesrl 400 A	IGHesrl 400 B	IGHesrl 400 B	IGHesrl 400 B	IGHesrl 400 B
Spiegel 400 B	Fustlers 400 B	Gendler 400 A	Frauhg 400 B	Selendf 400 C	Pen Herl 400 B	Pen Herl 400 B	Achil 2b 400 C	Denthoff 400 C	Salle 400 B

Penus Ryl 400 A	Penus Grl. 400 A	Hean Grl. 400 A	Aurox 4	Reysing 6	Pafls 6	Prus Leb 2	Prus Ryl 2	Pen Cass Drgn. 4	Spiegel 1
Wierstuf 3	Fehnger 2	Wierbng 2	Hes-Himb 1	1st Felz Drgn. 6	2nd Felz Drgn. 6	Collonitz Drgn. 6	Hombg 2	Hessen 2	Hatzfeld 3

Lille Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 2.

Morschl Bouffts + 3	Mouris Prezits Art + (1)	Lt-Gen Surville + 2	Mag-Gen Tourmin + 1	Brig-Gen Chouley 1st Bd + 1	Brig-Gen Massol 3rd Bd + 1	Brig-Gen Mernes 4th Bd + 1	Brig-Gen Dgn + 1	Puy-Eng + (2)	Brig-Gen De Viry Eng + (1)
Tourne 1 1st Bd 400 B	Tourne 2 1st Bd 400 B	Ciquen 1 1st Bd 400 A	Ciquen 2 1st Bd 400 A	Du THd 1st Bd 400 B	Chineuf 1st Bd 400 B	Perigord 3rd Bd 400 B	Son Fual 3rd Bd 400 B	Vfr Swiss 3rd Bd 400 B	Mf Swiss 3rd Bd 400 A

FRENCH

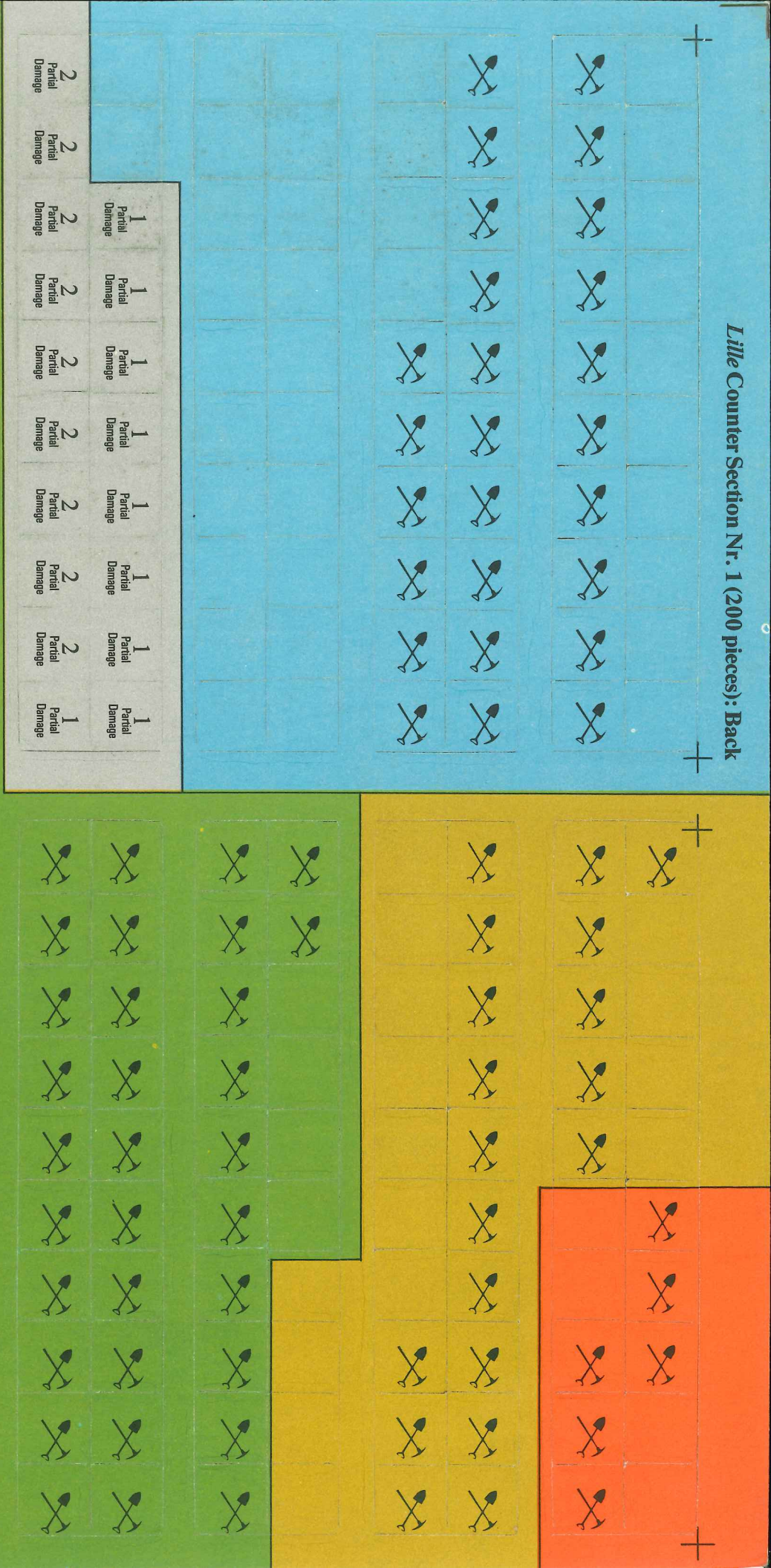
Sou Prrn 3rd Bd 400 C	D'Amens 4th Bd 400 B	Razilly 4th Bd 400 B	De Fois 1 4th Bd 400 A	De Fois 2 4th Bd 400 A	De Rims Drgns. 400 A	Flauders Drgns. 400 B	Blle-Isle Drgns. 400 A	Poyneuf Indep. 400 B	Poyneuf Indep. 400 C
Cougnat Indep. 400 B	Invuldes Indep. 400 C	Lymbg 1 Indep. 400 C	Lymbg 2 Indep. 400 C	Boungas Indep. 400 B	D'U. Fird Indep. 400 B	Maland 18 Pdt.	Ry-Art 18 Pdt.	Marine 18 Pdt.	De Reul 18 Pdt.

Robelin	Maubert	Aubry	Freuille	Foulon	Roussseau Miners	Margery Miners	Field 1	Field 2	Field 3
Field 4	Field 5	Field 6	Field 7	Mortar 1	Mortar 2	Mortar Ammo × 1	Mortar Ammo × 10	18 Pdt. Ammo × 1	18 Pdt. Ammo × 10

0 Breach	0 Breach	0 Breach	0 Breach	0 Breach	0 Breach	0 Breach	0 Breach	0 Breach	0 Breach
0 Breach	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage	3 Partial Damage

Ost Eind 2	Falkner 6	Allied Casulty × 00	Allied Casulty × 000	Mortar Ammo × 1	Mortar Ammo × 10	24 Pdt. Ammo × 1	24 Pdt. Ammo × 10	Mortar 1	Mortar 2
Siege 1 24 Pdt.	Siege 2 24 Pdt.	Siege 3 24 Pdt.	Siege 4 24 Pdt.	Siege 5 24 Pdt.	Siege 6 24 Pdt.	Siege 7 24 Pdt.	Siege 8 24 Pdt.	Siege 9 24 Pdt.	GAME-TURN

Lille Counter Section Nr. 1 (200 pieces): Back



2
Partial
Damage

2
Partial
Damage

2
Partial
Damage

2
Partial
Damage

2
Partial
Damage

2
Partial
Damage

2
Partial
Damage

2
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2
Partial
Damage

1
Partial
Damage

1
Partial
Damage

1
Partial
Damage

1
Partial
Damage

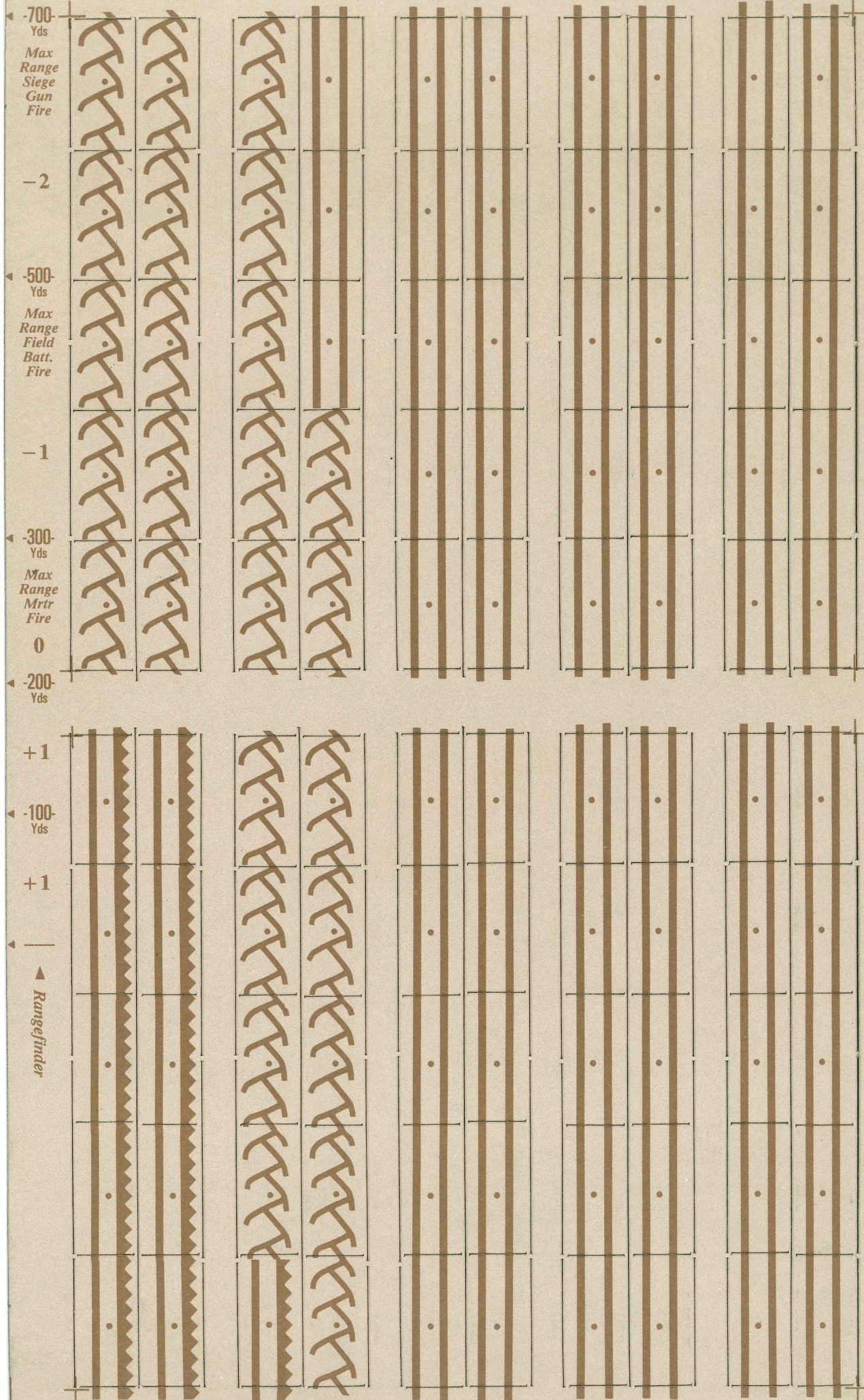
1
Partial
Damage

1
Partial
Damage

1
Partial
Damage

1
Partial
Damage

1
Partial
Damage



GAME-TURN RECORD TRACK

1 12-17 Aug	
2 18-23 Aug	
3 24-29 Aug Vendome Intervent	
4 30 Aug-4 Sep	
5 5-10 Sep	
6 11-16 Sep	
7 17-22 Sep	
8 23-28 Sep Luxmbrg Intervent	
9 29 Sep-4 Oct Attrition	
10 5-10 Oct Attrition	
11 11-16 Oct Attrition	
12 17-22 Oct Attrition	

AMMUNITION CASUAL RECORD TRAC

Mons en Baroeul Covering Box

SEQUENCE OF PLAY

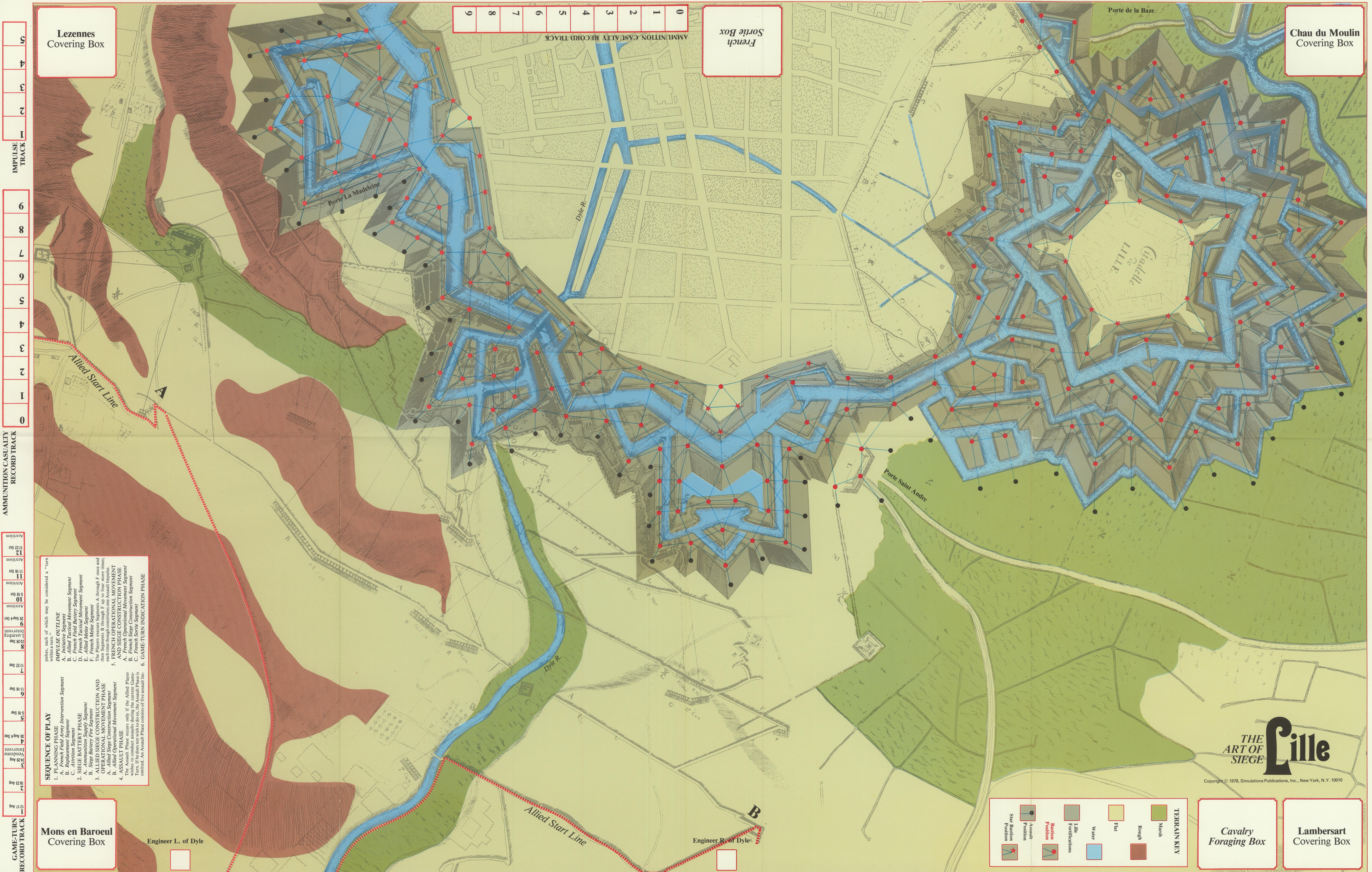
1. PLANNING PHASE
 - A. French Field Army Intervention Segment
 - B. Replacement Segment
 - C. Attrition Segment
2. SIEGE BATTERY PHASE
 - A. Ammunition Supply Segment
 - B. Siege Battery Fire Segment
3. ALLIED SIEGE CONSTRUCTION AND OPERATIONAL MOVEMENT PHASE
 - A. Allied Siege Construction Segment
 - B. Allied Operational Movement Segment
4. ASSAULT PHASE

The Assault Phase occurs only if the Allied Player wishes to conduct assaults during the current Game-Turn. If he does not wish to do so, the Assault Phase is omitted. An Assault Phase consists of five assault Im-

pulses, each of which may be considered a "turn within a turn."

IMPULSE OUTLINE

- A. Initiative Segment
 - B. Allied Tactical Movement Segment
 - C. French Field Battery Segment
 - D. French Tactical Movement Segment
 - E. Allied Melee Segment
 - F. French Melee Segment
- The Players execute Segments A through F once and then Segments B through F up to four more times; each time though constitutes one Assault Impulse.
5. FRENCH OPERATIONAL MOVEMENT AND SIEGE CONSTRUCTION PHASE
 - A. French Operational Movement Segment
 - B. French Siege Construction Segment
 - C. French Sortie Segment
 6. GAME-TURN INDICATION PHASE



Lezennes
Covering Box

Chau du Moulin
Covering Box

French
Sortie Box

Mons en Baroeul
Covering Box

Cavalry
Foraging Box

Lambersart
Covering Box

54321IMPULSE TRACK

6876543210AMMUNITION CASUALTY RECORD TRACK

123456789101112Any

123456789101112Any

SEQUENCE OF PLAY

1. PLANNING PHASE

A. French Field Army Intervention Segment

B. French Field Artillery Segment

C. French Field Engineer Segment

2. SIEGE BATTERY PHASE

A. Ammunition Supply Segment

B. Siege Battery Fire Segment

3. ALLIED SIEGE CONSTRUCTION AND ASSAULT PHASE

A. Allied Siege Construction Segment

B. Allied Operational Movement Segment

4. ASSAULT PHASE

A. Assault Segment

B. Assault Segment

5. FRENCH OPERATIONAL MOVEMENT AND SIEGE CONSTRUCTION PHASE

A. French Siege Construction Segment

B. French Siege Construction Segment

6. GAME-TURN INDICATION PHASE

IMPULSE OUTLINE

A. Initiative Segment

B. Allied Tactical Movement Segment

C. French Field Artillery Segment

D. French Field Engineer Segment

E. Allied Mele Segment

F. French Mele Segment

The Assault Phase occurs only if the Allied Player has a valid assault position at the start of the turn. If the Allied Player does not wish to do so, the Assault Phase is omitted. An Assault Phase consists of five assault impulses, each of which may be considered a "turn".

0123456789AMMUNITION CASUALTY RECORD TRACK

TERRAIN KEY

Marsh

Rough

Water

Lille Fortifications

Star Bastion Position

Assault Position

THE ART OF SIEGE Lille

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