

Pub Battles

Rules of Play TM

3.2

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Table of Contents

Introduction	1	Artillery	4
The Map	1	Bombardment	4
The Units	1	Line of Sight	4
The Turns	1	Spotting	4
Scale	1	Flanking	4
Detachments	2	Envelopment	4
Militia	2	Rally	4
Regulars	2	Baggage Trains	4
Elite	2	Ineffective	4
Artillery	2	Resolving Combat	5
Cavalry	2	How to Fire	5
Baggage Trains	2	Fire Modifiers	5
HQs	2	Cover	5
Sequence of Play	2	Flanking	5
Alter Turn Order	2	Applying Hits	5
Delay	2	Unit Quality	5
Jump	2	Retreat	5
Real Maps	3	Cavalry Withdraw	5
Distance	3	Multiple Piece Combat	5
Majority Rules	3	Example	6
While Moving:	3	Move Examples	6
Pieces can....	3	Victory	7
HQs	3	Rout	4 x 7
Army Commanders	3	Broken	3 x 7
Command Range	3	Forced Back	2 x 7
Reduced -difficult terrain	3	Night Turn	7
Road Column	3	Supply	7
Hidden Reserves	3	Free Game	7
Field of Fire	3	Design Notes	7
Restrictions:	3		
Disengaging	3		
How to Attack	4		
Support	4		

Introduction

Pub Battles es un sistema de reglas para recrear los conflictos de la época de los mosquetes a escala de gran batalla. Con un mapa de lona resistente y un tamaño reducido, se puede jugar en cualquier lugar: el parque, un restaurante o un pub.

La gran escala y el tiempo de juego rápido, le permite configurar y luchar a cabo batallas enteras, en una hora o dos.

Aunque rápido de jugar y fácil de recordar, Pub Battles es un estudio-wargame serio, basado en una extensa investigación, datos y métodos de la época.

Este sistema se centra en el Mando. ¿Qué sabían o no sabían los comandantes? ¿En qué podían influir? ¿Qué estaba fuera de su alcance? En lugar de calcular las probabilidades de ataque perfectas y realizar movimientos perfectos, este juego consiste en mantenerse flexible. Las batallas son caóticas y tensas. Como en la guerra, las cosas no siempre salen como uno quiere. Debes planificar las contingencias, estar preparado para reaccionar ante los desastres y aprovechar las oportunidades. Mientras apagas los fuegos caóticos del momento, no pierdas de vista tu plan estratégico para la batalla. Para ganar, debes mantener la concentración y gestionar ambas cosas. Pub Battles también es un sistema excelente para jugar con miniaturas. Puede acomodar fácilmente a varios jugadores, pero también funciona muy bien en solitario.

The Map

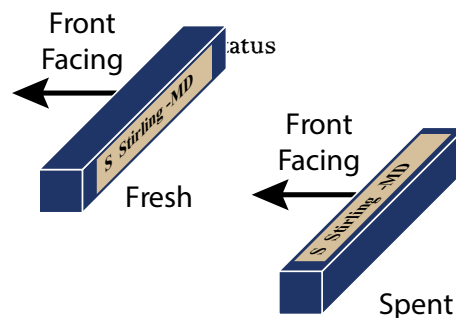
En lugar de tableros de juego con hexágonos o áreas, Pub Battles utiliza mapas reales como el Kriegsspiel prusiano original. Los mapas reales pueden ser difíciles de leer. A veces pueden ser frustrantes y confusos. Requiere un poco de trabajo extra, pero es tiempo bien invertido. No sólo estás aprendiendo un juego, sino una habilidad de mando del mundo real: la lectura de mapas. Es mucho más fácil con un poco de práctica.



No proporcionamos una "clave de mapa", ya que utilizamos gráficos e iconos de mapa estándar que son universalmente reconocibles. Hay muchos detalles en el mapa que no afectan al juego: campos, granjas, vallas, etc. Los principales tipos que afectan al juego se resumen en la tabla Efectos del terreno. Cualquier terreno especial o inusual se tratará en las reglas del Escenario.

The Units

Tus tropas son los bloques oblongos. Coloca cuidadosamente las pegatinas como se muestra en las reglas del Escenario - Orden de Batalla. Las unidades normalmente se colocan en posición vertical con sus pegatinas mirando hacia su jugador propietario. Esto permite a los jugadores mantener el tipo exacto de unidad, calidad y formación ocultas al enemigo hasta que puedan ser localizadas. Las unidades tienen en cuenta el encaramiento, por lo que puedes ponerlas boca abajo si quieres mantener la identidad oculta a tu oponente, mientras encaras en ángulos expuestos. Las tropas normalmente comienzan la batalla Frescas. Pueden gastarse al recibir impactos en combate. Gíralas con la cara adhesiva hacia arriba para mostrar que una unidad está Gastada. Esto significa que las tropas están agotadas y desorganizadas. Todavía pueden moverse y luchar, pero son vulnerables y más fáciles de destruir. Pueden Recuperarse más tarde si están al alcance de un Tren de Equipaje amigo.



Mando: normalmente un Cuerpo o Ala. Tiene un Cuartel General, la correspondiente Ficha de Mando y una serie de unidades de combate, normalmente Divisiones o Brigadas.

The Turns

Hay 8 turnos regulares en un día, seguidos de 1 Turno Nocturno. Utiliza el dado negro de 8 caras para saber el número de turno actual.



Las reglas del escenario te darán el turno de inicio de la batalla.

En lugar de que los jugadores alternen turnos para mover todas sus fuerzas y luego atacar, ambos bandos mueven 1 Mando cada vez durante la fase de movimiento en orden aleatorio por tirada de dados.

Los jugadores pueden intentar alterar la tirada de dados con sus HQ tirando para retrasar su movimiento o adelantarse. El combate se resuelve de una vez al final del turno, cuando no quedan fichas.

Alterar el momento de la maniobra puede ser fundamental. ¿Es mejor moverse primero o último? Depende de la situación y de cómo encaje con tu plan. ¿Qué intentas conseguir? ¿Estás a la ofensiva o a la defensiva? ¿Te estás quedando sin tiempo o intentas retrasarlo? ¿Necesitas ocupar terreno clave, reunirte y golpear al enemigo mientras está desequilibrado? ¿O forzar al enemigo a moverse primero antes de comprometer tus reservas?

Scale

Cada turno de un día normal representa aproximadamente 1,5 horas.

La escala de Pub Battles es: 16.000:1. Una milla equivale a 3 3/4 pulgadas. Es el doble de la escala Kriegsspiel, (8.000:1) para acomodar fácilmente una batalla entera.

Esto también hace que sea fácil de convertir a Kriegsspiel. Incluso se pueden utilizar bloques de Kriegsspiel para jugar: 4 bloques de Kriegsspiel alineados equivalen a 1 bloque largo de Pub Battles Division. Si quieres un juego más largo con más detalle y precisión, puedes jugar Pub Battles a escala Kriegsspiel con nuestras reglas Battalion Scale. Esto te permite usar bloques estándar de Kriegsspiel. Tenemos un creciente catálogo de escenarios de Kriegsspiel perfectos para éste o los juegos estándar de Kriegsspiel.

Las piezas son bloques de madera llamados unidades. Cada unidad de infantería suele representar entre 1.500 y 7.200 hombres. Es una extensión considerable. Recuerde que en la escala más pequeña, los pequeños bloques de 450 hombres Kriegsspiel puede apilar 4 de profundidad. El apilamiento variaba pero las maniobras como formaciones de 4 bloques de ancho, se mantenían muy constantes. Así, por ejemplo, una brigada de la época colonial de 1.800 hombres cubriría el mismo frente que una gran división de 7.200 hombres de la Guerra Civil estadounidense. Su mayor concentración numérica tendía a verse compensada por la mayor letalidad en el cierre contra armas de mayor alcance.

Detachments

Pequeñas unidades de infantería que luchan en formación de escaramuza. Son ideales para proteger y retrasar al enemigo. También puedes usarlas para farolear: hacer que parezca que eres más fuerte de lo que realmente eres. -No hay que confundirlas con las líneas de escaramuza reales que aparecen en el FoF. Puedes asignarlas al despliegue o entrar con cualquier Mando.



Militia

Unidades de infantería de baja calidad. Son unidades de tamaño completo pero son tropas verdes con poca experiencia o milicias mal equipadas. Son buenas para llenar un hueco en la línea y 1 buena andanada pero no cuentes con ellas para una lucha sostenida.



Regulars

Infantería regular. Tu unidad de combate básica y la columna vertebral de tu ejército.



Elite

Estas tropas de alta calidad están mejor entrenadas y equipadas y pueden seguir avanzando bajo fuego intenso. Las pegatinas doradas representan Guardias. En algunos escenarios, pueden tener habilidades especiales.



Artillery

Suponemos que la mayoría de las unidades de infantería llevan consigo un puñado de cañones de artillería. Estas unidades de artillería representan concentraciones de baterías mantenidas en reserva para bombardeos. Se pueden utilizar para ablandar al enemigo antes de un ataque crítico. En defensa, pueden desatar un fuego devastador sobre cualquier atacante.



Cavalry

La caballería se mueve más rápido. Son ideales para cubrir o amenazar los flancos y saquear trenes de equipaje. La caballería en masa puede destrozarse la línea enemiga y derribar

Unidades gastadas. Los dragones luchan desmontados en formación de escaramuza. Son buenos para proteger y retrasar. Las reglas del escenario especificarán otros tipos de Caballería o reglas especiales.



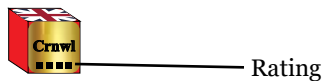
Baggage Trains

Librar una gran batalla supone un enorme compromiso logístico. Para ser eficaces durante un combate prolongado, tus tropas necesitan suministros. Los trenes de equipaje son fundamentales para la victoria. Tus tropas los necesitan para Reagruparse, pero desabastecerlos también te hace vulnerable a la derrota.



HQs

Para atacar, tus tropas también deben estar al alcance de su Cuartel General. -Ver Alcance de Comando- Los HQs pueden esconder fuerzas fuera del mapa en su carta de Reserva. -Ver Reservas Ocultas- También pueden intentar Alterar la secuencia del turno.



Sequence of Play

Resolve each turn as follows:

Step	Action
1	Place all active Chits in a pool.
2	Pull 1 Chit randomly.
3	Allow any Fresh HQs to Alter roll.
4	Move units from that Command.
5	Repeat Steps 2 - 4 until pool is empty.
6	Resolve Combat.
7	Rotate all HQs back to Fresh.
8	Rotate Black Turn die to next turn.
9	Start a new Turn.

Cuando saques fichas, es mejor mantener oculto el Cuerpo real para que el enemigo no pueda estar seguro de quién se ha movido y quién queda. No tienes que mover ninguna unidad cuando aparezca tu ficha.

Para mantenerla oculta, sólo tienes que mirar el color del lado mientras mantienes el número real del Cuerpo oculto por tu dedo, y luego dáselo al jugador apropiado.

Alter Turn Order

After you pull a chit, any Fresh HQ may attempt to Alter the sequence.

Delay

If your chit was pulled and you do not wish to move now, you can attempt to Delay your move: Roll 1 die **less than or equal** to your HQ rating. If successful, randomly draw a new chit to move next instead of yours, THEN return your chit to the pool. If your roll fails, you must move now as drawn.

Jump

If you want to move before the pulled chit, you can attempt to jump ahead and move first: Roll 1 die **less than or equal** to your HQ rating. If successful, draw your chit to move next. Leave the pulled chit out. It will move immediately after you, and before you pull a new chit.

If your roll fails, leave your chit in the pool. The pulled chit will move as normal.

Successful or not, flip your HQ to the Spent side (flag up) after an attempt.

After an Alter attempt, other Fresh HQs may roll to Alter. Conduct Alter rolls in the order announced. There is no limit to the number of Alter attempts per pull as long as players are willing and have Fresh HQs remaining.

Spent HQs function normally in all other ways. It just means they have already tried to Alter this turn.

The Army Commander can also roll for one of his subordinate HQs, if he is within Command Range of them. (1/3 Cav move) He can do this on the same chit pull, even if the subordinate HQ just failed their roll.

Real Maps

If you're used to hex and area games, moving directly on the map may seem a bit daunting at first. It is actually much easier once you get used to it.

Distance

How far your troops can move depends on the unit type. Infantry, artillery and baggage trains move at Foot speed. Cavalry and HQs move at Mounted speed. The range card shows the maximum move possible.

Majority Rules

Where is your piece? What if it is defending in or moving through 2 types of terrain, clear and woods? In cases like this we use the majority rule. If most of the terrain under a piece is woods, then we treat the unit as if it were in the woods. Try to move your pieces to make your intent clear, not to confuse the game.

While Moving:

Pieces can....

- **Move where the majority of the piece can fit.**
- Only be in 1 type of terrain: the type under the **majority of the piece.**
- Not stack on top of each other.
- Move through friendly pieces but not enemy.
- Change their facing for free, once at any time during their move (rotate from the center point). Each additional facing change costs **1/3** of their movement.
- Must move in the direction they are Facing and maintain their Facing while moving, or:
- Move obliquely up to a **45°** angle.



HQs

HQs cannot attack, be attacked or overrun and do not block movement.

Simply push enemy HQs back towards their lines as you move.

Army Commanders

Army Commanders often do not have a Chit or any troops to command. If this is the case, they can move once per turn, with any other friendly chit pull. Army Commanders can command attacks for all units in their army, hide Reserves and roll to Alter the turn sequence for any of their subordinate's chits.

Command Range

To attack, troops must begin their move in command range: **1/3 Mounted move** of a commanding HQ. **Move HQs first**, THEN determine the command range. -This range just needs to touch the piece, not extend through the majority.

Reduced -difficult terrain

If you move through any or all of the difficult terrain types, (See Terrain Effects) reduce your movement by 1/3. This is NOT cumulative. So if you cross a stream and march through the woods you still only lose 1/3 of your movement, not 2/3.

This 1/3 cost for terrain IS in addition to costs for changing into and out of Road Column and extra facing changes.

Note: The Reduced penalty for crossing a bridge or ford is to account for formation changes like this. As long as you are not attacking across a bridge or ford, you can march across if already in road column with no cost at all.

Road Column

Pieces in Road Column can move faster (**x2**) but become stretched out and vulnerable to attack. Troops must pay 1/3 move to change into or out of Road Column formation. Turn the piece lengthwise along the road. The length pieces become stretched out varies per scenario.

While moving in column along the same road:

- Ignore terrain and facing changes.
- You cannot move through friendly pieces.
- You cannot move within 1/3 Foot move of the enemy.

Hidden Reserves

You can use your HQs to hide troops in Reserve. Carefully cut out and fold the Reserve Cards (1 for each HQ). The Reserve Cards remain off board and act as a screen to hide your pieces from the enemy.

Your pieces can move into Reserve, by moving to the HQ. Pieces can move

out of Reserve and onto the board when they want, just make sure you account for the HQ's movement. You cannot use the Reserve to move any further than the piece normally could.



Pieces can begin the game in Reserve.

While in Reserve, your pieces are located as shown behind the HQ.

If moving along a road, the reserve pieces will be in road column, trailing behind in order. The HQ marks the spot of the most forward piece.

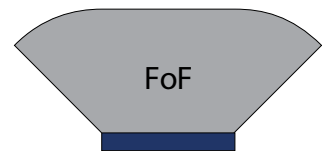
If your HQ is Spotted by the enemy, you must immediately move all pieces in Reserve, onto the board. Shift the HQ near by so it is not stacked on top.

If your HQ is directly behind a piece, you can count the first piece in Reserve as Support.



Field of Fire

Infantry, Dragons and Artillery project a Field of Fire (FoF) out to their **front**, within a **45°** arc, to a range of 1/3 Foot move, limited by Line of Sight.



FoF accounts for skirmishers as well as canister range.

Restrictions:

You cannot end your move with the majority of your piece in an enemy FoF, unless you advance to Attack. (or support an attack)

It is ok to be in several enemy FoFs at once, as long as you attack one enemy piece.

If you begin your move in an enemy FoF, you can remain there IF:

You are under Cover. -see Terrain Effects OR;

Another friendly piece Attacks (bombardments count) that enemy, this move.

If you cannot remain, you **MUST**:

Advance to Attack (any enemy piece) OR move so that you are no longer in it.

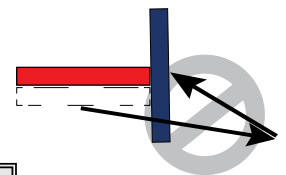
Disengaging

If you begin your move in contact with the enemy, you **CAN**

- Stay in contact but change your facing.
- Move away and Attack a different enemy piece.

- Avoid Combat by moving away and out of that FoF.

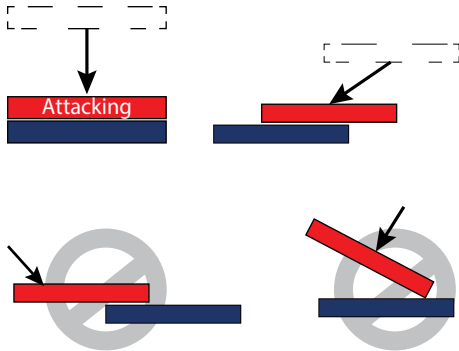
You cannot run away, turn and Attack that enemy piece again.



You can disengage because movement is simultaneous.

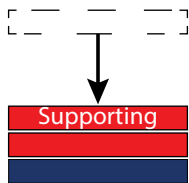
How to Attack

Simply move your piece forward to make contact with a defending piece. You must be able to move so that the majority of the pieces are in contact.



Support

One piece (not more) may move up behind another in Support.



Only the lead piece counts for Combat. IF the lead piece is destroyed, disengages or retreats, (including from bombardment and voluntary retreats) the Supporting piece may retreat OR advance to take its place and continue the combat -same terrain benefits apply.

Artillery can be Supported but it cannot Support.

Artillery

Artillery CAN Defend (even without Support) but it cannot advance to attack. In the **first round only**, defending Artillery **Fires First**: Apply losses to the attacker immediately. If they survive, they can return fire. If the lead attacker was destroyed or retreated by this, a supporting attacker may move up and return fire for the first round.

While in contact with the enemy, artillery can only Retreat IF it has Support.

A Retreat result on unsupported Artillery will Destroy it.

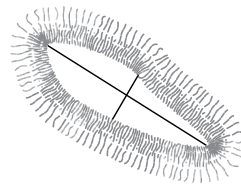
Bombardment

Instead of moving, **Fresh** artillery, **not in contact**, can change facing and fire

once at a target, out to a **range of 1 full foot move**. Fire and apply hits normally with terrain effects. **Bombardment** can force pieces to retreat but **cannot destroy them**. A Detachment hit by a bombardment will simply retreat.

Line of Sight

To Bombard, artillery must be able to 'see' their target. Woods, Buildings, Hills block line of sight. You can see into Woods and Buildings up to the thickness of a piece: 3/8". You can see through pieces but you **cannot fire through / over friendly pieces**. You can see onto a Hill up to the crest: the center point between slopes.



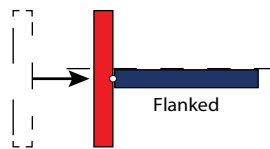
While on a Hill, you can see over Woods, Buildings or a lower Hill IF you are closer to those blocking objects than the target.

Spotting

You can spot units out to a range of 1 full foot move in your Line of Sight in clear weather. If you can see a piece, the enemy must tell you the unit **type** (foot, mounted or artillery) upon request. You cannot see the Quality until contact. You cannot see the Quality of the Supporting enemy piece.

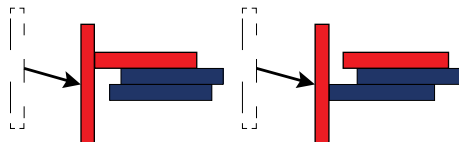
Flanking

You can attack the enemy's flank for advantage. The center of the attacker must be behind the front of the defender as shown.

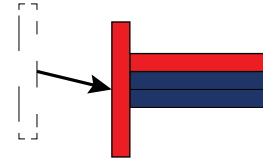


Pieces do not have to be perfectly aligned to make a flank attack.

Resolve Situations Like This:



Exactly the Same as This:



Envelopment

When a supported defender is attacked from the front and rear, the support is broken. Treat this as 2 separate combats, with both defenders as flanked.



Rally

Instead of moving, a piece may Rally (rotate to Fresh status) IF it is within 1/3 Mounted move of any friendly, **unpacked** Baggage Train. -This range just needs to touch the piece, not extend through the majority.

Cavalry do not require Baggage Trains to Rally.

You cannot Rally if you or a piece you are Supporting is in contact with the enemy.

While Rallying, you may change facing.

*"Amateurs study tactics.
Professionals study
logistics."*

Baggage Trains

Baggage Trains in contact with the enemy at the beginning of Combat are automatically destroyed. Bombardment does not affect Baggage Trains.

Baggage Trains can only Rally troops IF they are Unpacked.

Unpacking or Packing a Baggage Train does not cost movement. So it could move, Unpack and immediately Rally a piece in range. Rotate the Train so that the label is facing down (touching the map) to show that it is Unpacked.

Unpacked Baggage Trains cannot move.

Re-packing and moving a Baggage Train ends the battle: see Victory.

Ineffective

A Command that has suffered 50% losses (killed pieces) is Ineffective.

Result: The pieces from this Command can no longer Rally.

Resolving Combat

Opposing pieces in contact form a combat. Resolve all combats one at a time **until all contact is broken**, BEFORE you start the next turn. The Scenario will specify which side chooses the order. This is usually the side with the better Command Ratings.

The Attacker is the piece that moved creating the contact.

Resolve the Combat in Rounds as follows:

Step	Action
1	The lead piece for the Defender and Attacker in contact Fire. Apply Hits simultaneously.
2	Defender decides to Retreat or stay for another round.
3	Attacker decides to Retreat or stay for another round.
4	Repeat until contact is broken.

Tip: A common new player mistake is to stay and fight in EVERY round. You don't have to! You can manage your luck and greatly reduce losses by voluntarily retreating.

How to Fire

To Fire a piece, simply roll dice as follows:

Piece	# of Dice	Hits on Results of
Infantry, Cavalry & Artillery	3	4, 5, 6
Dragoons	2	4, 5, 6
Detachments	1	4, 5, 6

Modifiers may apply. -see Terrain Effects.

Note that unit Quality or Status (Fresh / Spent) does not impact the way it fires.

Alternatively, use our custom Pub Battles Dice. Based off Prussian Kriegsspiel methods, they are quicker and easier to use.

Fire Modifiers

Some situations can modify the die rolls. -See Terrain Effects.

Attackers firing at a Defender in **Cover**, suffer a -1 modifier.

Firing at a Defender on a Hill and in the Woods is still -1, not -2, as this is still just Cover.

Firing into the **Flank** of a unit gives you a +1. Firing at a unit flanking you is a -1.

Firing into the flank of a unit that just attacked across a river, is still +1, not +2, as this is still just flanking fire.

Flanking (including river and road column effects) is in addition to Cover effects. So Flank attacking a Defender in the Woods would be +1 -1 = 0 for the Attacker. The Defender would still fire at -1.

Applying Hits

Apply hits you score to the lead enemy piece as follows:

# Hits	Fresh unit	Spent unit
1	Becomes Spent	Must Retreat
2	Becomes Spent and Retreats	Eliminated
3	Eliminated	Eliminated

Apply these hits per round. For example: if a Fresh unit takes 1 hit in the first round, it starts the second round Spent, so 2 hits would then destroy it.

Excess hits are wasted. Do not apply them to supporting pieces.

Unit Quality

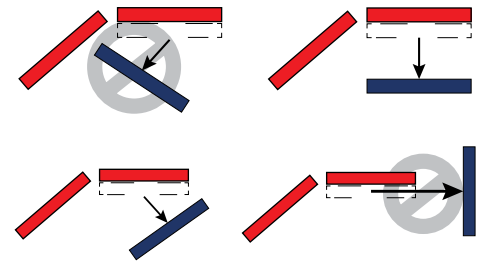
Quality of a unit affects the way it takes hits:

- **Elite** troops absorb the first hit **in a combat** with no effect. If the unit absorbed 1 hit from a bombardment earlier in the turn, it will still absorb the first hit in a combat. It does not carry over. *Example: a Fresh elite unit that takes 2 hits in round 1 would only become spent. 1 hit in round 2 would then force it to retreat.*
- **Green/Militia** troops count their first hit **in a combat** as 2 hits. *So 1 hit to a Fresh militia would make it spent and retreat in round 1. 2 hits would destroy it.*
- **Detachments** only roll 1 die **in a combat** and are destroyed with 1 hit. They are not destroyed if hit by a bombardment. They will simply retreat.

Watch our Tutorial videos for examples of how to play on YouTube.

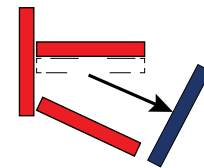
Retreating

The piece must turn about and make a 1/3 move, **ignoring terrain costs**, back and away from the combat and enemy positions.

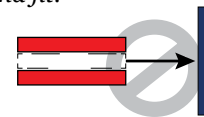


- If unable to do this because of enemy pieces or impassible terrain, it is destroyed.
- Friendly, **non supporting** pieces in the way become Spent and are pushed back ahead of the retreating piece.
- You CAN retreat through Baggage Trains. They do not get pushed back.
- A Fresh unit that voluntary retreats becomes Spent.
- Detachments CAN voluntarily retreat.

This piece can retreat because the majority of the piece can fit between the enemy pieces.



This piece can't retreat because it cannot turn 90° and fit.



After you resolve all Combat, any piece in enemy FoF, without Cover, that did not participate in Combat, **MUST** immediately Retreat.

Cavalry Withdraw

Defending Cavalry may retreat before combat IF in contact with Infantry.

Spent Dragoons and Cavalry in Road Column cannot Withdraw.

Multiple Piece Combat

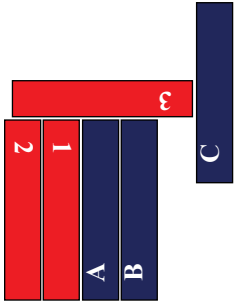
Though rare, it is possible to have multiple pieces involved in a contact together.

Resolve these as 1 combined combat.

Start with the 2 pieces initially in contact.

Additional pieces fire in the order they became involved.

Pieces decide to stand or retreat in this same order, then start a new Round.



Example

Red pieces 1 and 2 advanced to attack Blue defenders A and B. 3 then moved to attack their flank. Later, C moved up to attack 3's flank.

Round 1

- The initial contact pieces 1 and A fire first, simultaneously. A scores 3 hits. 1 would have been destroyed but

he is an elite, so he flips and retreats. 1 scores 1 hit. A flips to spent. 2 decides to advance and take 1's place rather than retreat.

If 1 destroys or retreats A, does 3 fire at B? Yes, if B stays and advances to take A's place.

2 decides to advance and take 1's place rather than retreat.

- 3 fires next. He can fire at A with +1, or at C with -1. He cannot fire at B because B is only Supporting. 3 fires at A, inflicting 2 hits. This destroys A. B now advances to take A's place rather than retreat.

- C fires last. He fires into 3's flank with a +1. He only scores 1 hit. 3 flips to spent.

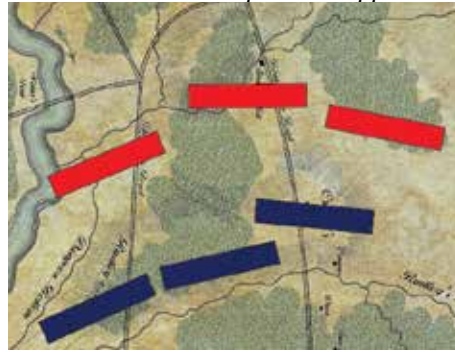
Each piece announces whether it will stand or retreat in the following order: B, 2, 3, C. 3 retreats. The rest stand.

Round 2

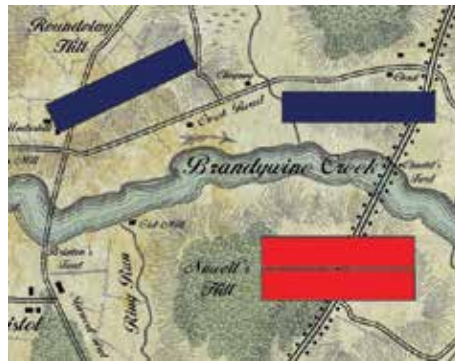
- Initial contact pieces 2 & B fire simultaneously. 2 takes 1 hit and flips. B takes 2 hits. He flips and retreats.

Move Examples

The center Red piece is in clear terrain. It can attack the center Blue piece because the majority of the piece can fit past the right Blue piece. It cannot flank attack the right Blue piece because the majority of the piece cannot fit there. The right 2 Red pieces could attack the right Blue piece in support. The left 2 Red pieces could attack the center Blue piece in support.



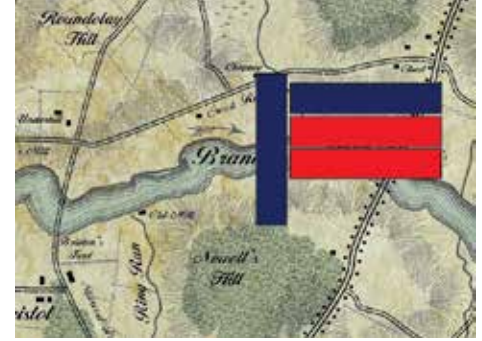
Can the Red attack across the river?



Yes! Simply move them forward as shown.



Can the Blue flank the Red?



No. There is not enough room. Majority of piece is in or past river.

Now let's assume the blue was further back, so that there was actually room to flank the red attackers. The Blue piece to the front would get a +1 flanking bonus but only for round 1. The flanking Blue piece would get a +1 flanking bonus for all rounds, not a +2.

Victory

You collect points for each enemy piece you destroy as follows:

This Piece...	Is Worth This Many Points...
Detachments	1
Green / Militia	2
Infantry	3
Elite Infantry, Artillery, Dragoons	4
Cavalry & Guards	6

You can win the battle at the end of any turn in 3 ways. Defeating the enemy like this, multiplies your total points as shown:

Rout 4 x

Inflicting 50% **infantry** losses on the enemy, while keeping your own losses below this level, at the end of any turn. Count blocks, not points. Do not count Detachments. Count starting forces and all reinforcements, up through the end of the current day for the total.

Broken 3 x

Destroying an enemy Baggage Train.

Forced Back 2 x

Making the enemy Pack up an Unpacked Baggage Train.

If none of these have occurred by nightfall, both players secretly write down if they will stay to fight another day or withdraw from the field.

If you withdraw, the battle is over. You lose. Compare straight points with no multiples.

Note that it is possible to 'win' the battle but still come up short in points: a Pyrrhic victory.

If both players stay, conduct a Night Turn and fight another day.

Night Turn

Pull chits and move as usual, except: No attacks or bombardments.

You cannot move closer to the enemy than 1/3 infantry move.

Each side recovers stragglers during the night: 50% of your destroyed pieces (round up) return to the game. Count blocks, not points. Count Detachments as a separate group. *So if your losses for the day were 2 Detachments and 2 Regulars, you would recover 1 of each, not 2 Regulars.*

Place recovered casualties near their HQ.

Permanently remove pieces not recovered during the night.

Supply

To Rally pieces, an Unpacked Baggage Train must be in supply. It must be able to trace a clear route off the board along a Line of Communication (LoC). (see Scenario Setup) To count as Clear, no enemy combat unit can be within 1/3 Foot move of this route.



Pieces that cannot trace supply count as destroyed for victory at the end of the game.

Free Game

Playing games over again is fun and a great learning exercise but real generals only fight battles once.

One of the biggest things you can do to make the game more 'realistic' is to play free games: with an unknown OB. This is one of the best types of Fog of War. What does the enemy have? Is this a probe, distraction or serious attack? A delaying action or a committed defense? How many reinforcements will the enemy bring on? Where will they go? What do they have?

In a Free Game, you can make up your own starting force and reinforcement schedule. Bring in more reinforcements quicker or none at all. Make your total army smaller or bigger. You can reassign pieces to other Commands, etc. Just write down your OB before the battle. The force totals do not matter.

We recommend allowing one player to pick the map and setup on it. The other player decides which edge he will enter from.

The same Victory rules work for a Free Game. Victory depends on how well you use the force you have. Even if badly outnumbered, you can still win! Just fight a delaying action: inflict more damage on the enemy than you take, then safely march off the field without unpacking.

Bitter End

Some players just want a quick game with a quick result: who won? That's perfectly fine. If you do that the extra time and interest, it can be fascinating to continue the game to it's final conclusion: Until 1 side marches all his forces off the map along his LoCs.

So let's say one of your Baggage Trains got sacked. Ok, you lost but the battle isn't over. You still have to fight a rear guard action while you struggle to get what remains of your army away safely! How long

until night fall? How many more units will you lose as the enemy pursues you? Let the points keep racking up for both sides until you get all your pieces off.

Now don't take advantage of this. You can still fight an aggressive rear guard action. You may need to in order to get the most units out safely but your primary mission should be to evacuate, stop fighting and minimize further losses.

How do you put that into a clear rule that players can't abuse somehow without an umpire? We're not sure. If you think you know how, send it to us!

What difference does it make if I lose by 5 points or 120? It may not to some players. That's fine. It is a good way to measure performance over a series of games. Sure, we each won a game but when I won, I beat you by 120 points! Imagine if we were playing for money? Every point is worth \$5. It would matter to you then wouldn't it?

Train like it IS real.

Design Notes

Pub Battles is about the battle in a strategic sense. It doesn't get bogged down in all the details about the individual units, weapons and generals. The focus stays large. Why are we here? What are we fighting for? What is the best way to win the battle from this position? How hard do we want to fight and where? Where should we form our line? What do we do if that line is broken? What ground do we need to hold or take? How do we get supplies to the men at the front when they need it? When and where will they need it? How do we organize the traffic flow and manage the congestion so that we can bring maximum force to bear efficiently, rather than wasting it bottled up in the rear?

It's about the chaos of war and uncertainty. Fog of war. We know roughly what we have and we have a plan for what we want to happen but we can't be sure of exactly when our troops will move. While waiting for our orders to be executed, (the chit pull) what is the enemy doing? Will they preempt our attack and strike first? Will they regroup and bring up reinforcements? Will they fall back and run away before we can get to them? What do they even have? We can't be sure but we do have some idea. Are they running out of fresh reserves or are we completely outnumbered here, we just

don't know it yet?

What is the game? It is about planning in the face of chaos. That requires extensive contingency planning. It didn't go down the way we wanted. Now what can we do? It is a game that presents players with constant, critical questions. There are always lots of tough decisions to make.

Pub Battles works like a miniatures game but it does not come from miniatures. It is actually patterned after Kriegsspiel. We loved the Kriegsspiel look. It makes for a great visual. Many generals actually marked troop positions on real maps like this with wooden blocks during battles. This prompted us down the road of: what would the army commander know or not know? etc. This naturally leads to uncertainty and fog of war.

The biggest trouble we've had with this design is the long blocks. They are a fantastic visual. We loved the look of long lines on the map. Unfortunately, this length also makes them cumbersome. How do you deal with flanking and fitting into certain spaces? The easiest solution is to use smaller pieces. Fine but now you're back to a game that takes 4x longer or more to play and now you need more rules for stacking and moving in formation, etc. It's a trade off. This works and we have streamlined and clarified much of the confusion along the way.

The other biggest 'trouble area' we've had since release is combating rules bloat! We have a good, clean foundation of a game here. There is always a temptation to add lots of chrome. We get lots of great suggestions for more rules to add with more detail. We have held a very firm line with Pub Battles on this. Much of its beauty and appeal is its minimal approach. Someone commented the other day that Pub Battles was a 'breath of fresh air'. There already are lots of games with tons of chrome. If you like and want that, it is pretty easy to start adding in rules for it. A firmly stated primary design goal with Pub Battles was to keep it simple and fast. For this design anyways, we are committed to keeping it that way.

At such a large scale, we are painting with a very broad brush in this design. We have the long blocks. Now exactly how many men are in there? How do you cram a detailed OB into a big scale like this and make it work somehow? We don't have that many blocks. Some units get combined and grouped together with others. Some get cut all together. Some end up being bigger than what they should. It is a very tough call to pull all

this together and keep it balanced with the enemy forces and make it all come together and work like it should for the historical battle. It's the paradox of game design: It is very simple and easy to make a complicated game. It is extremely difficult to make a simple game. —One that is still a good model of history.

What does the game do best? It captures the imagination. It pulls you in and makes it easy to imagine being the army commander on the field. Often games start that way but then keep pulling you out of the story to do gamey work. We tried to keep that to a minimum. We were shooting for maximum immersion for the players with this design. As I mentioned earlier, it is also great at confronting the players with tons of difficult decisions. There is always something to fret and agonize over in this game. Almost too much! I remember feeling overwhelmed when I first started to play. It fries your brain!! Not with the complexity and rules you have to learn and remember like most games but with possibilities and decisions. Like: Ok, now if I move first, I'll be able to rally these guys like I need to but I won't be able to fall back and escape with those guys. I also won't be able to occupy this ground here if the enemy just runs away later, so now what do I do?! Should I try to speed things up and move quickly, or delay and see what the enemy does first? Fun stuff! With a little practice, you do start to adjust and get used to it. It can be a heavy mental work out.

Do we play to learn about and simulate the history or to win a challenging competition? A bit of both usually. There is nothing wrong with competition but it does tend to ruin many games. If winning is the most important goal, then all games start getting really warped. Out come the rules lawyers.

"Ok, fine. I'm going to do this."

"What?! You can't do that! They could have never done that historically."

"True but the rules don't say I can't, so there ya go. Take that!"

Sure, game designers could write rules to cover all those crazy stunts but then the rulebooks would start to look like the IRS tax code. Who would want to read or play that? There's got to be a balance here, right? You can't or shouldn't make rules for 'everything'. That is bad design and bad rule writing. Kriegsspiel has a great advantage here with live umpires. Summary judgment: "No, you can't do that. Why? Because I'm the umpire and say so. It wouldn't work in the real world." Done.

That is actually a great way to think while playing. Before I make a move, I first look at the situation and imagine that this is a real battle. What would I do then? If you start with this a premise, the game goes much smoother. Well, if this were a real battle, I'd like to do this. Check the rules. Do they allow that? Fine. Sometimes I find myself not making moves that are technically possible. Why? It just doesn't feel right. I don't think any commander would have ordered real troops to do something like that. Playing with this governor, instead of an "anything to win" mentality can greatly improve your experience.

Terrain Effects

Combat

Cover for Defender.

Cover for Defender. Defenders cannot be Flanked.

Cover for Defender if Attacker moved from lower ground.

No effect.

Treat pieces attacking across a River as Flanked for 1st round only.

No effect.

Treat as Flanked for combat.

*+1 to die rolls if firing at the flank of a piece.
-1 to die rolls if firing at a piece on your flank.*

Movement

Woods Reduced.

Buildings Pieces in Buildings become Spent and cannot Rally.

Hills Reduced to cross a slope.

Streams Reduced to cross.

Rivers Reduced. Cross only at bridges or fords.

Marsh Reduced. No Artillery, Cavalry or Baggage Trains.

Road Column Pay 1/3 move to change. 2x

Flanking NA

*Command and Rally Range: 1/3 Mounted Move. -needs only to reach piece.
Reduced: -1/3 in addition to Road Column & Facing changes.*

*Cover -1 to Attacker's die rolls.
You can see through but not fire through Friendly units.*

Rates of March

Foot

Mounted