



And They cried  
Sancta Maria

# White Mountain

8th November 1620

# And they cried “Sancta Maria!”: White Mountain, 8<sup>th</sup> November 1620

## 1.0 Historical Background

White Mountain was the first decisive battle of the so called Thirty years war, ending the Bohemian Phase of the war and to the dream of Czech independence. Notwithstanding a superior position, the Bohemian army was less trained and not so well lead by his commander, Christian of Anhalt, and the League army, with Tilly as one of the leader, won the day in less than 3 hours of serious struggle.

## 2.0 Set up and components

Each command has a color coded location on the map. Each player may set up units inside that command as he wants in the allocated spaces (infantry units must be put on an infantry symbol, cavalry units on a cavalry symbol). Leaders may be put on a unit of player's choice of the same command. Artillery units has to be put in the same hex of infantry units of the same faction.

Each combat unit represents from 300 to 2000 soldiers, and it is rated, from left to right, for combat morale and movement. Each infantry strenght point is around 200 men, each cavalry strenght point around 100 men.

Each leader is rated for Command (indicating how many activation chits that leader has) and Movement.

Each hex is about 100 meters.

Each turn is half on hour.

### Duration

The historical scenario lasts only 6 turns (from 11.30 to 14.30). Using the early starts rules, game starts 4 turns before (at 9.30).

## 3.0 Sequence of play

### 3.1 Activation Phase

**3.1.1** At the start of each turn all the leader activation chits are put in a cup or other opaque container. Both players then alternate drawing from the cup. The drawn leader may be activated (Only once per turn - if an already activated leader chit is drawn, it is put aside and another draw is made).

**3.1.2** The phase is ended when all the chits less one are drawn from the cup; so it is possible that one leader would not be activated in a turn.

**3.1.3** Once activated the units belonging to that leader may perform the following two actions:

- Movement [4.0]
- Combat [5.0]

*NOTE: A player may choose not to activate a leader when his chit is drawn. In the case of a leader with multiple activation chits, this leader may be activated when another chit is drawn, but it's a risky business, as he may not be activated if his is the last chit to remain in the cup.*

## 3.2 Rally Phase

Both players check at the same time for their disordered and routed units. Each unit rolls separately to see if it recovers or not as per Morale and Rally [6.0].

## 3.3 Victory Check

Both players check to see if their armies are routed or not as per Determining Victory [8.0].

# 4.0 Movement

Units and leaders move one at a time, expending a single movement point for every hex entered as modified by the Terrain Effects Chart (TEC). There are no Zones of Control (ZOC). In the standard game there are no Command Radius or Facing rules (**Note:** Command Radius and Facing may be added with the Optional Rules, see below).

## 4.1 Stacking and moving through friendly units

In this game the only units that may stack (with a single infantry unit) are artillery. No stacking is permitted between infantry/infantry, infantry/cavalry, cavalry/cavalry, cavalry/artillery or artillery/artillery.

Leader units may stack freely on any infantry or cavalry unit under their command, or simply friendly.

Moving through friendly unit is possible, but both units (the moving through and the static one) must check immediately for Morale. If the roll fails, the failing unit becomes disordered. If already disordered stay so (it is not routed).

## 4.2 Terrain Effects

In this battle all the terrain is considered clear (no modification for movement or combat), with only hexsides as modifiers.

Slope hexsides cost +1 movement point (MP) to cross both ways for infantry and +2 for cavalry. Attacking uphill gives the attacker a -1 die roll modifier. No charge is possible over a slope. *Clarification:* slope hexsides do not follow exactly the contour of the hex. So use common sense to define if an hex is considered uphill or still downhill (normally, to be considered uphill at least 2/3 of the hexside should have the hill contour).

Redoubt hexside costs +2 MPs for infantry and are impassable for cavalry. Attacking into a redoubt for infantry costs 2 column shift to the left of the CRT; cavalry cannot charge inside a redoubt and only dragoon may attack with 3 column shift and -1 die roll modifier. Only infantry and artillery units may occupy a redoubt.

Star Palace is considered as a redoubt, but all the six hexsides of the hex are considered redoubt.

Stream hexsides costs +2 for infantry and +3 for cavalry. Attacking through a stream costs 1 column left shift for infantry and 2 column shift for cavalry.

# 5.0 Combat

## 5.1 Basic Combat Rules

**5.1.1** Combat takes place after the completion of movement for all units belonging to the active

leader.

**5.1.2** Combat is resolved between adjacent units and **is** mandatory. An attacking unit must do so against all adjacent enemy units except those that are disordered or routed.

**5.1.3** Both players sum the total points of the units involved and refer to the Combat Results Table (CRT) for the ratio found, applying the following modifiers:

- Terrain modifiers as per the TEC.
- "2" leaders add 1 to the die roll for the attacker.
- "3" leaders add 2 to the die roll for the attacker and subtract 1 if defending.
- Morale differential (based on the best morale for each side of the units involved in the combat) is added or subtracted from the roll, depending on whether the attacker or the defender has the better morale.

## Combat Results Table (CRT)

Die	1-3	1-2	1-1	1, 5-1	2-1	3-1	4-1	5-1	
0	Ae	Ar	Ad	Ad	Dx	Ne	Ne	Dx	<b>Ae/De:</b> Attacker or defender eliminated
1	Ar	Ad	Ad	Dx	Ne	Ne	Dx	Dd	<b>Ar/Dr:</b> Attacker or defender routed
2	Ar	Dx	Dx	Ne	Ne	Dx	Dd	Dd	<b>Ad/Dd:</b> Attacker or defender disordered
3	Ad	Ne	Ne	Ne	Dx	Dd	Dd	Dr	<b>Dx:</b> Disordered exchange: the defender and one of the attackers (owner's choice) is disordered
4	Ne	Ne	Ne	Dx	Dd	Dd	Dr	Dr	
5	Ne	Ne	Dx	Dd	Dd	Dr	Dr	De	
6	Ne	Dx	Dd	Dd	Dr	Dr	De	De	<b>Ne:</b> no effect (but see dragoons, 5.3.3)
7	Dx	Dd	Dd	Dr	Dr	De	De	De	
8	Dd	Dd	Dr	Dr	De	De	De	De	

## 5.2 Combat Results

**Disorder:** A Disordered unit may only defend, with the same combat value but one less morale than the printed one, and may move only 1 hex per turn until recovered. A second Disordered result Routs the unit.

**Rout:** A Routed unit immediately retreat three hexes toward its map hedge. If attacked, it is automatically eliminated.

**Eliminated:** The eliminated unit is removed from the map.

*NOTE: Combat results are cumulative: so a disordered unit that suffers a rout result is eliminated instead.*

## 5.3 Charge and dragoons

**5.3.1:** A cavalry unit marked with an asterisk after its strenght value may charge other cavalry units if it starts its movement no more than 4 hexes but at least 2 hexes away from the target. Such units double their combat factors and add 1 to their morale rating. At the end of the charge they are

disordered.

*NOTE: If they suffer an adverse combat result, they have to add this automatic disorder to the result rolled.*

**5.3.2** Cavalry may not charge out of or into woods, nor across a slope (both downhill and uphill), nor against a redoubt

**5.3.3** Cavalry units without asterisks are considered dragoons. They cannot charge, but they may fire against target infantry or cavalry units (normal attack) and retreat one hex after the combat resolution (even if the result of the attack is NE).

## 5.4 Leaders in combat

**5.4.1** Each time a leader is involved in combat roll two dice: if the result is "2" or "12" the leader is killed and is eliminated from play.

**5.4.2** If a leader is killed, leave only a single chit for him in the draw.

**5.4.3** When that counter is next drawn, only one unit of the dead leader's command may be activated. When doing so place a replacement leader counter on that unit (Use a blank counter).

**5.4.4** On second and following turns, when the dead leader's chit is picked for activation then ALL units in that command are activated. You may still choose not to activate but since this is the only chit, it will be wasted.

*NOTE: This simulates the formation taking time to adjust to a new leader taking command.*

**5.4.5** The Command Value of a replacement leader is zero.

**5.4.6** A leader otherwise is never eliminated. **Exception:** If a leader is alone in a hex he must make the elimination check each time an enemy unit moves into his hex. If he survives, put him with any of the units in his command.

## 6.0 Morale and Rally

**6.1** In the rally phase, Disordered units automatically recover if not adjacent to an enemy unit.

**6.2** If adjacent to an enemy unit, the owner rolls a die, subtracting one if the unit is stacked with/adjacent to its leader or a friendly unit with good morale. If the result is equal/less than the morale value of the unit, the unit recovers.

**6.3** A Routed unit may recover only if at least 3 hexes away from the nearer enemy unit. The owner rolls a die, subtracting the command value of any one leader stacked with/adjacent. If the result is equal/less than the morale value of the unit, the unit becomes Disordered.

**6.4** If the roll fails, the unit is moved two more hexes towards its map edge. If the unit routs off the map it is eliminated.

**6.5** If the routed unit is forced to pass through a friendly unit, the latter becomes disordered or if already disordered routes.

*NOTE: A leader stacked with a unit routing off the map is not eliminated but simply placed on another unit of his command (owning player's choice).*

## 7.0 Optional Rules

These rules add a little more realism to the system, with significant variations both to gameplay and to the time necessary to complete a game. They are recommended for competitive play and after a

couple of tries with the basic system they should always be used.

## **7.1 Command Radius**

**7.1.1** To move its full movement allowance, each unit must start its turn no more than 4 hexes away from its leader (Including the hex the unit is in, but excluding the one there the leader is).

**7.1.2** A unit out of Command Radius has its movement allowance halved (rounding down) and cannot attack. It defends normally.

*NOTE: The rules for Command Radius still apply to replacement leaders.*

## **7.2 Facing**

**7.2.1** Each unit must be put on the map facing a hex corner, so that it has a front (2 hexsides), 2 flank hexes and 2 rear hexes.

**7.2.2** Each unit may only move and attack through its frontal hexsides.

**7.2.3** During the movement phase, each unit may change orientation at the cost of 1 movement point.

**7.2.4** When attacking, a unit must attack all enemy units that are in its two front hexes, unless another friendly unit could attack at least one them. Anyway, all units inside the front hexes of anyone unit must be attacked that turn.

**7.2.5** If a unit is attacked through a flank hexside, the attacker shifts 1 column to the right on the CRT.

**7.2.6** If a unit is attacked through a rear hexside, the attacker shifts 2 columns to the right on the CRT.

*NOTE: If multiple attackers assault a unit through more than one such hexsides, use the better differential for the attacker (without adding them).*

## **7.3 Artillery**

**7.3.1** These are fixed counters. They may not move but in a turn that they do not fire may change facing to any orientation the owner chooses.

**7.3.2** To fire, an artillery unit must have a clear Line of Sight (LOS) to the target. This LOS is blocked by any other unit (friendly or enemy), wood hexes, slope hexes (other than the first hex uphill) or hedge hexsides falling between the artillery unit and its target.

**7.3.3** Light artillery has a fire range of 3 hexes. Heavy artillery has a range of 6 hexes. The only effect they may have on a unit is Disorder. They have no effect on an already disordered unit.

**7.3.4** Artillery units may be activated only once per turn by any leader with at least one infantry unit in his command.

**7.3.5** To fire, the player rolls 4 dice if the target is adjacent, 3 dice if the target is 2 hexes away, 2 dice if the target is 3-4 hexes away and 1 die if the target is 5-6 hexes away. Note: Light artillery rolls 2 dice if adjacent to target, and 1 die if the target is 2-3 hexes away.

**7.3.6** An infantry target is Disordered if the attacking player rolls a "6".

**7.3.7** A cavalry unit is Disordered if the attacking player rolls a "5" or more.

### **7.3.8 UNMANNED ARTILLERY**

a) An artillery unit firing against an adjacent cavalry unit has to be stacked with an infantry unit. If not, it is instead unmanned (put a blank counter over it to note this).

- b) An unmanned artillery unit may regain its operative status in a following turn, if a friendly leader is stacked or adjacent to it and the nearest enemy unit is at least 3 hexes away.
- c) Only 1 infantry unit may stack with an artillery unit. If the infantry is forced to retreat because of a combat result, the artillery becomes unmanned (see above).
- d) An enemy cavalry unit moving through or ending its movement on an artillery unit eliminates the artillery from play.
- e) An enemy infantry unit moving through an artillery unit also eliminates the artillery from play. If the infantry unit ends its movement on the enemy unit, the artillery is captured. The following turn, that player may replace the enemy artillery unit with one of his own and use it.

## 8.0 Determining Victory

**8.1** Players earn Victory Points (VPs) for eliminating or routing enemy units and leaders as follows:

- Each eliminated or routed leader counts as 2 VPs x command value.

*NOTE: There are no VPs earned for eliminating replacement leaders.*

- Each eliminated or routed combat unit is worth a total equal to its combat value.

**8.2** During the Victory Check phase total the number of VPs lost by each side. When one side exceeds its rout level the other side wins.

**8.3** If both sides exceed the rout level on the same turn the game is a draw. If no side has routed by the end of the last game turn the game is a draw, unless the Catholic League player has occupied all the redoubts or the Star Palace. In this case, he is the winner.

### Rout levels

Catholic League: 96 on 140

Bohemians: 88 on 132

## Variant: Early Start

If both players agree they may start the game 4 turns before (at 9.30). Rules are the same, but for the first 3 turns, before the start of the turn, one player roll a die to see if fog and bad weather limitates the action. If the result is 1-4, fog and bad weather obstacle the correct deployment of the armies and the reception of commands. To simulate this, artilley fire is prohibited, movement is limited to 2 MPs for infantry and 4 for cavalry, and all the leader put only 1 activation chit inside the cup.

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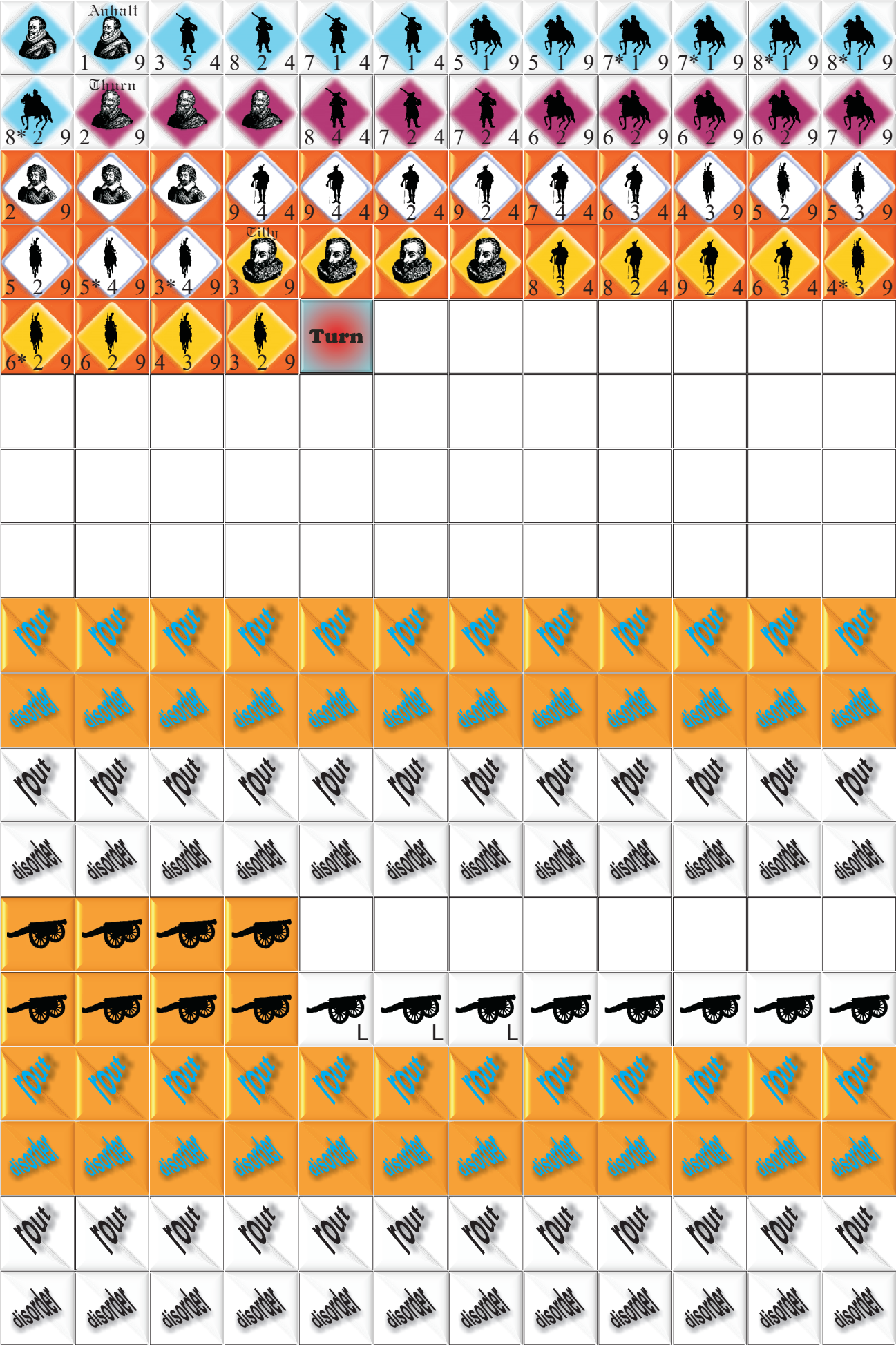
### Credits

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Sincere thanks to all the people who have supported my ECW series and made possible this one. I've used all of their suggestions and encouragements.

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Star  
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