

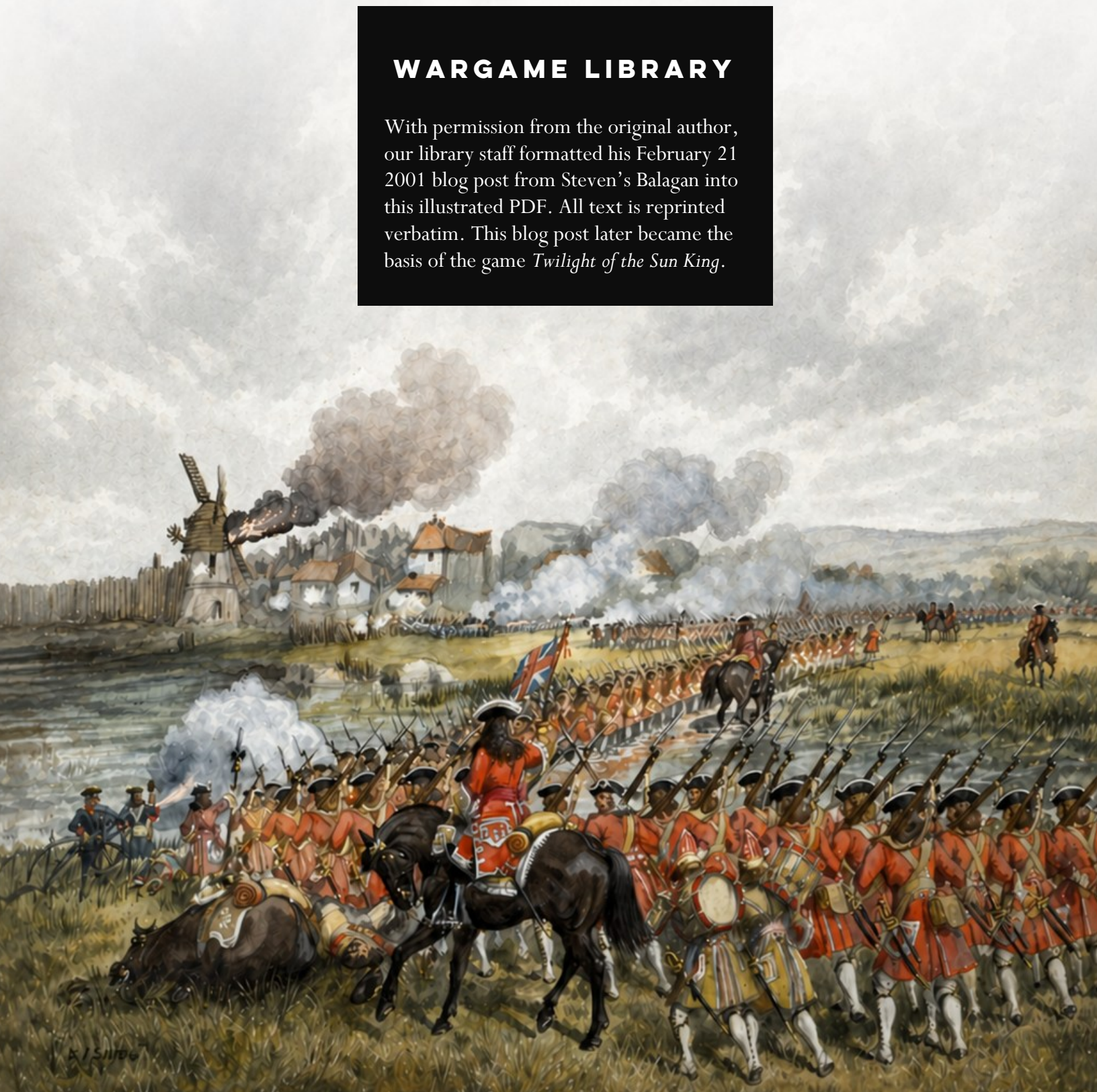
Steven Thomas

BALAGAN'S *Marlburian* RULES

FAST-PLAY RULES FOR THE WAR OF SPANISH SUCCESSION

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With permission from the original author, our library staff formatted his February 21 2001 blog post from Steven's Balagan into this illustrated PDF. All text is reprinted verbatim. This blog post later became the basis of the game *Twilight of the Sun King*.



Basic Rules

SOME HISTORY AND THANKS

This is the original version of the rules I published in 2001. Andrew Coleby took these as a basis, refined them through play testing, and arranged for them to be published. I'm grateful to Andrew for publishing the rules and coming up with the great title. I also have to thank Stephen Simpson for the inspiration and most of the rule mechanisms. They have since appeared as:

Coleby, A. and Thomas, S. (2005). Malplaquet Scenario: Including Fast-play Marlburian Rules. *Miniature Wargames*, 271, 20-24.

Coleby, A. and Thomas, S. (2008-10). *Twilight of the Sun-King: Fast-play rules for the Marlburian Period*. The Pike and Shot Society.

TROOPS: TYPES, UNITS, FORMATION

All troops are organised into units (brigades) of 2 elements (each 4 cm x 2 cm), either Foot, Horse or Artillery. Horse and foot can form into single line (adjacent elements), double line (one behind other, with a small gap), or column of march (one behind other, with a large gap). Artillery has 1 gun element and 1 train element, both face toward the short end; when limbered the train is in front of the guns, otherwise behind. Dragoons are Horse who can dismount with 1 foot element in front of 1 element of mounts; when dismounted they move and fight as Foot in single line.

INITIAL ARMY DEPLOYMENT

Each army rolls 1d6: 1-3 all units are in column or limbered; otherwise as you wish. The two armies start in zones 2000p apart; each zone is 1000p deep and 4000p wide. 100 paces (p) is 1cm.

TURN SEQUENCE

Sides alternate bounds, during which:

- (1) Own units test morale if in combat.
- (2) Own units may move or try an action.

Each bound is approximately 15 minutes.

COMBAT: FIRING AND MELEE

If a unit is in contact with an enemy unit then they are in **melee**. Artillery can't charge. Foot in line and unlimbered artillery are assumed to be **firing** if facing enemy and within range. Range is 200p for foot and 1000p for artillery. A unit in melee cannot be shot at, nor can units exposed after a melee because their opponents routed. An element can count in combat against only one enemy; if an element can combat more than one enemy, the player picks one. Determine results of both firing and melee by testing morale.

MORALE

For any unit under fire or in melee, total the tactical factors, add 1d6. If the score is less than 4 then place a morale counter with the unit. Tactical factors are:

- +1 Defending favourable terrain (shot at entirely in buildings; uphill in melee)
- +1 Only shot at by artillery at 200+p
- 1 In column or limbered
- 1 Unsupported (supported units include foot in double line, and any unit with a second unit within 200p behind)
- 1 Horse or limbered artillery under fire
- 1 Horse or limbered artillery, in melee in bad going
- 1 Bound after being charged for first time
- 1 For each element in combat with over two
- 1 Foot or artillery in melee with any horse
- 1 In combat with any enemy element entirely behind flank or rear
- 1 Dragoon

Units rout and are removed when they fail multiple morale tests: Foot 4, Horse (including Dragoons) and Artillery 2.

At the end of the bound in which half your army's units have routed, and each bound in which another unit routs, roll 1d6: 1-3 lose battle because remaining units rout.

MOVEMENT

100 paces (p) is 1cm. A free normal move is straight ahead. Bad going slows movement. For example, x2 means each cm counts as two. Bad going includes woods, marsh, buildings, steep slopes and rivers. Units can't interpenetrate.

FORMATION	GOOD	BAD
HORSE		
Column	2400p	x4
Line	1200p	None
FOOT		
Column	1200p	x2
Line	600p	x4
ARTILLERY		
Limbered	800	x4
Unlimbered	None	None

ACTIONS

Actions take one bound and replace movement. Throw 1d6 die for each attempt: 1-2 do nothing; 3-6 action successful. -1 to roll if failed morale test this bound. Possible actions are:

Change formation and then move up to half the new movement allowance.

Withdraw from a melee or follow up those who withdrew last bound.

Charge into contact if in line.

Move including a wheel or a 180° turn.



Optional Rules

GENERALS

A division is a group of 3 to 7 units with a general in command. The general is rated as -1 or 0 or +1 and this number is added to all morale tests and attempts at actions for units in the division that they have joined. The army also has an overall Commander-in-Chief (CinC); CinCs operate as other generals but can join any unit.

A general can be **killed** if the unit he is with has to take a morale test; on an unmodified score of 1 he is killed. A new general automatically takes his place and is rated by throwing a d6 die; a roll of 1, 2 or 3 means a rating of -1, while a roll of 4, 5, or 6 means a rating of 0. Generals **move** as horse in column and can't shot, be shot at or melee.

ORDERS AND COMMAND CONTROL

If there are generals on the battlefield then this rule can be used to represent the difficulty of controlling an army in the middle of a battle. Each unit and/or division begins the battle with an order counter.

Advance: objective is to advance to combat distance of nearest enemy (shooting range for Foot and Artillery; charge distance for Horse);

Hold: objective is to prevent the nearest enemy occupying their current location;

Retreat: objective is to move away from all enemy.

These basic orders have to be adhered to and can only be changed in the following circumstances: (i) automatically, when a general or his messenger reach a unit or a brigade; (ii) a general can change his own orders by throwing a 5 or 6 on a d6 after adding his own rating; (iii) if a general with a unit or division is killed, then a d6 is rolled and the orders are changed as follows: 1 or 2 means advance, 3 or 4 means halt, while 5 or 6 means retreat.

Messengers move as horse in column and can't shot, be shot at or melee; they are killed if a 1 on 1d6 is rolled in any bound they are moving; a replacement may then be sent.

Optional Rules

FOG OF WAR

If a unit fires, then indicate the “fog of war” in front of it. This is 50 paces wider than the unit and extends out 50 paces. If the unit stops firing, the fog is removed at the end of their next bound. Horse may get extra movement when charging entirely through such fog. After they move, they throw 1d6 for extra movement: 1-3 none; 4-6 add 200p to their move.

The chargers must be obscured by the fog at all times during the charge.

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The following notes are transcribed from a February 21 2001 blog post on Steven’s Balagan titled “Design Notes for Twilight of the Sun King.” They are included here for additional development context.

Design Notes

When writing Twilight of the Sun King (specifically the 2001 version) I kept in mind these principles:

KEEP IT SIMPLE

When I wrote the rules my requirements were:

- Simple – one or two A4 pages
- Quick, fun and exciting
- Only use d6
- No bookkeeping
- Use elements
- Cost effective with 6mm figures

SIMULATION: THE FEEL OF THE PERIOD

The setting is the War of Succession in Spain (1702-1713). This section lists a number of facts and thoughts about the period which input into the rules:

- Spanish, French, Portuguese, English, Dutch, troops were involved and had different attributes.
- Troops were divided into horse, foot, artillery, and dragoons. Dragoons were horse that would/could dismount.
- Units were typically at 80% of their nominal strength.
- Units deployed into line to fight.
- Foot were organised into similar sized battalions. Spanish and English 750/600, French 690/552. Spanish and Portuguese tercios are slightly bigger – Portuguese 1000/800 (pre-1707) . A deployed English battalion was three deep with a frontage of 810 feet, and if French, four deep and 486 feet.
- Horse were organised into similar sized regiments. French 432/345, English Horse 400/360, English Dragoons 480/384.
- Each gun was serviced by 10+ men.
- Units deployed into lines to fight, but approached in column.
- Armies deployed in successive lines.
- Battles had 2,000-40,000 men total.
- Musket had an effective range of 50 yards and artillery 800 yards.
- At Blenheim the Allies had to “deploy” after crossing the river. Tallard was criticised for not attacking while they were deploying.
- At the Schellenberg, the French had guns firing from woods.

JUSTIFICATIONS & EXPLANATIONS

Brigades were chosen as the tactical unit to allow grand tactical battles. They are assumed to contain 3 to 4 foot battalions or about 10 squadrons of horse.

- Horse ~ 1,000 men
- Foot ~ 2,000 men
- Artillery ~ 8 guns with 80 crew

Dragoons are neither horse nor foot. Poor visibility due to the fog of war made infantry vulnerable to mounted attacks.