

The War of the Austrian Succession



*The Battle of Fontenoy, 1745: The French and Allies Confronting Each Other
by Henri Philippoteaux*

**An unofficial expansion for
*Hold the Line***

By Sean Chick

The War of the Austrian Succession is a marginalized conflict among English speaking historians. Left in the shadows of the War of the Spanish Succession and Seven Years War, its importance is too often forgotten. However, it was the beginning of Prussia's rise at the expense of Austria's decline, while the Thirty Years Peace between Britain and France was shattered. Thus began a titanic struggle that did not end until the repulse of Napoleon's Imperial Guard at Waterloo. Arguably it was also the first true world war, as the conflict spread into India and North America. The ongoing War of Jenkins' Ear, a colonial struggle between Britain and Spain, was incorporated into the wider conflict, much the same way the French and Indian War became entangled in the Seven Years War. Still, the War of the Austrian Succession remains an untapped source for both historians and wargamers, and I hope these scenarios can redress some of this imbalance. I have created 15 scenarios covering all of the famous battles of this war, such as Mollwitz, Fontenoy, and Culloden, as well as others. I have tried to be as accurate as possible in setting the terrain and unit positions within the parameters of the system from *Hold the Line*. These scenarios are not hyper accurate and nor can they be, but I hope they give people pleasure as well as knowledge about this conflict.

Unit Designations:

The Austrians use British pieces and the Prussians and Jacobites use American pieces, except for British rangers and French regulars. The French use American cavalry for their army.

Special Rules:

Prussian Army

At the beginning of their turn, the Prussian player may improve the morale of 1 unit by 1, even if it is adjacent to the enemy. These units may not move or fire that turn.



Prussian Infantry charge the field at Mollwitz

Highlanders

Use the ranger units and treat them as infantry except that they may force march without a leader at a cost of 2 CP, charge an adjacent enemy for close combat at a cost of 1 CP, or move 1 hex and charge into close combat at a cost of 2 CP. They have a range of 1 hex and hit on a 6, but in close combat they hit on a 3-6. If the target unit is eliminated or retreats due to a morale failure, then 1 CP may be spent for the highlanders to make a normal 1 hex attack on an adjacent unit.



Highlanders at Prestonpans

Cavalry

It costs 2 CP to charge, and thus bring on close combat. The charging cavalry unit cannot be adjacent to any enemy units, and they may only charge units in open or hill terrain. The charge distance includes the hex containing the unit being attacked.

Charging cavalry hit on a roll of 4-6 in close combat. Morale tests are taken after combat, not before. If the unit that is charged does not break or is not eliminated, then the charging cavalry takes 1 morale hit. If the target unit is eliminated, 1 CP may be spent for the cavalry to make a normal 1 hex attack on an adjacent unit.

If charging cavalry, the target may withdraw 1 hex and avoid battle if the charging cavalry is 2-3 hexes away. Otherwise it may withdraw only through a successful morale check. If the cavalry chooses not to withdraw, then a successful morale check will allow them to counter-charge. If successful, both sides roll close combat dice with hits being simultaneous.

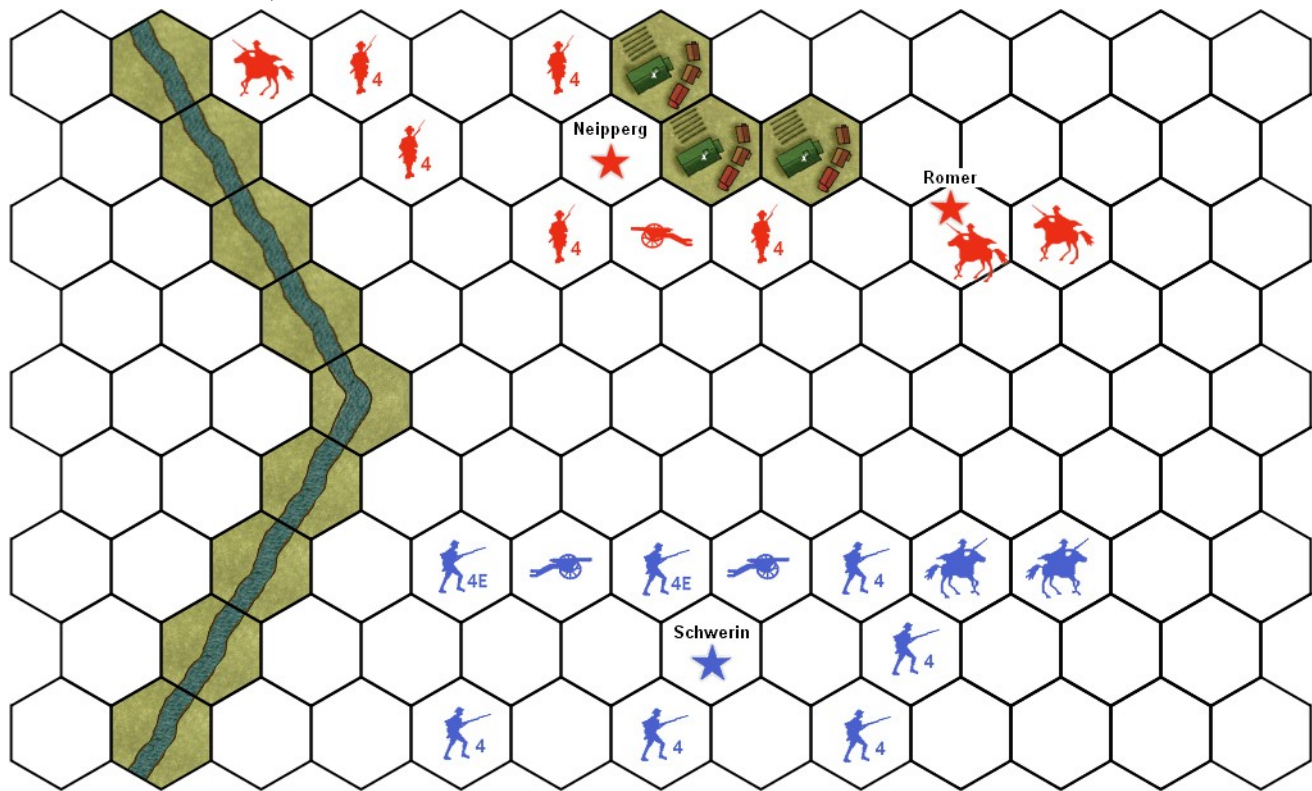
Austrian Cavalry

They receive a +1 to morale for any rolls made.



Third Dragoons at Dettingen

Mollwitz – April 14, 1741 – Schwerin Preserves Prussia's Honor



The young Frederick II touched off the War of the Austrian Succession with his invasion of Silesia. However, Maria Theresa was determined to regain her lost province, and she sent an army under Neipperg. At Mollwitz, Frederick surprised Neipperg, but instead of attacking he decided to slowly deploy his army. Neipperg quickly gathered his forces and attacked Frederick's flank with his cavalry. At first all seemed lost and the inexperienced Frederick II panicked, prompting the veteran general Kurt von Schwerin to send Frederick away, lest the troops lose heart. The day was won through, because of the resolve of the superbly trained Prussian army and the generalship of Schwerin, who, when asked to withdraw, replied, "We'll retreat over the bodies of our enemies." Mollwitz temporarily secured Silesia for Frederick, but Maria was not yet willing to give up the game.



Kurt Christoph Graf von Schwerin

PRUSSIAN UNITS:

- (2) 4MP Elite Infantry
- (5) 4MP Infantry
- (2) 2MP Artillery
- (2) 2MP Cavalry
- (1) Leader (Schwerin 2/1)
- Prussia goes first
- Command Action Points: 3

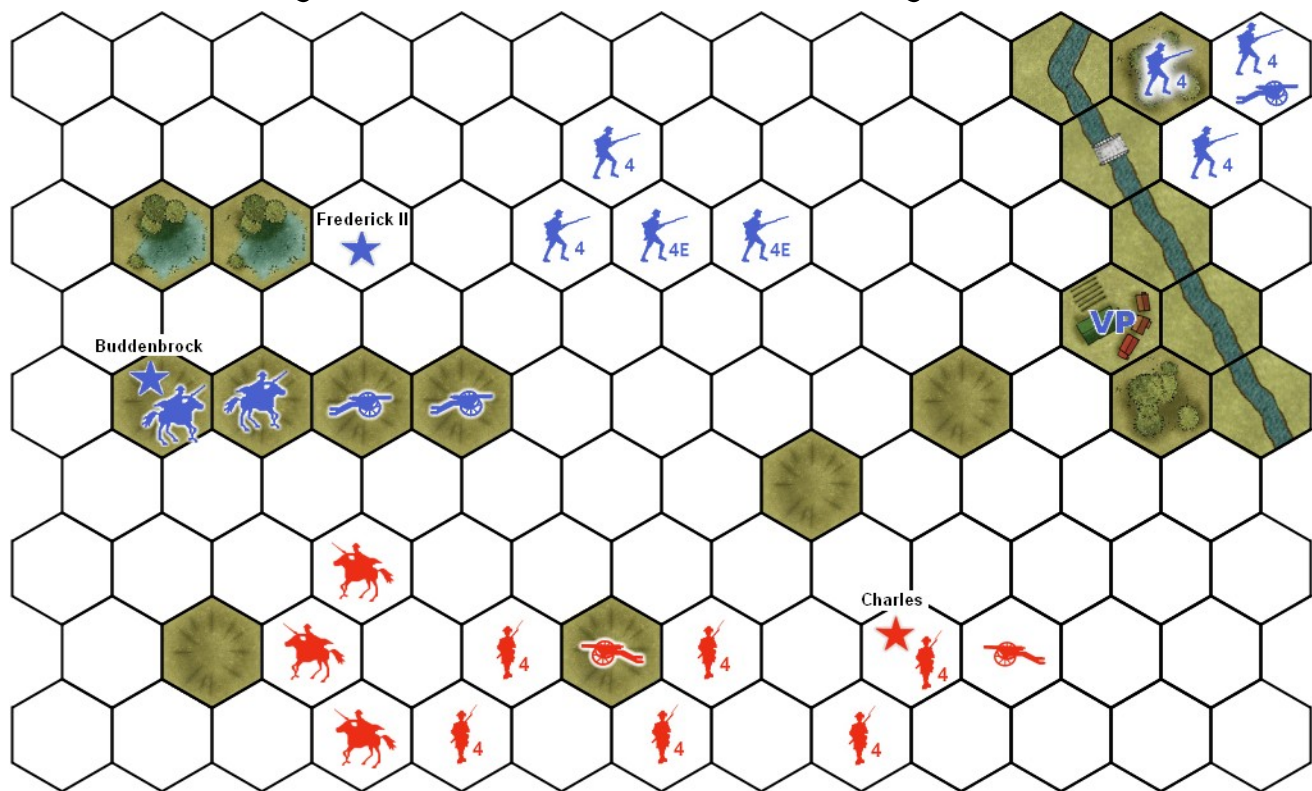
AUSTRIAN UNITS:

- (5) 4MP Infantry
- (1) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Neipperg 1/2, Romer 2/1)
- Command Action Points: 2

VICTORY CONDITIONS:

- Prussian: 6 VPs in 24 turns or less.
- Austrian: 6 VPs or avoid Prussian victory.

Chotusitz - May 17, 1742 - Frederick's First Victory



The hapless Prince Charles, an influential Hapsburg, was sent by Maria to retake Prague. After failing to destroy Frederick's scattered army in detail, Charles confronted the Prussians near Chotusitz. Although Frederick's army was not fully deployed, a cavalry attack unhinged the Austrian left, even though Charles made progress in his attack on Chotusitz. Nevertheless, the arrival of Prussian troops and a coordinated Prussian infantry attack on the Austrian left won the day. Although not a brilliant victory, Frederick had not panicked and his tactical plans were justified with a victory. More importantly, the battle gave him leverage in the ongoing peace negotiations, which resulted in the treaties of Breslau and Berlin that granted Prussia most of Silesia. Although not brilliant, the victories at Mollwitz and Chotusitz were arguably the most important of Frederick's career.



Prince Charles Alexander of Lorraine

PRUSSIAN UNITS:

- (2) 4MP Elite Infantry
- (5) 4MP Infantry
- (3) 2MP Artillery
- (2) 2MP Cavalry
- (1) VP Counter
- (2) Leaders (Frederick II 2/2, Buddenbrock 1/1)
- Command Action Points: 3

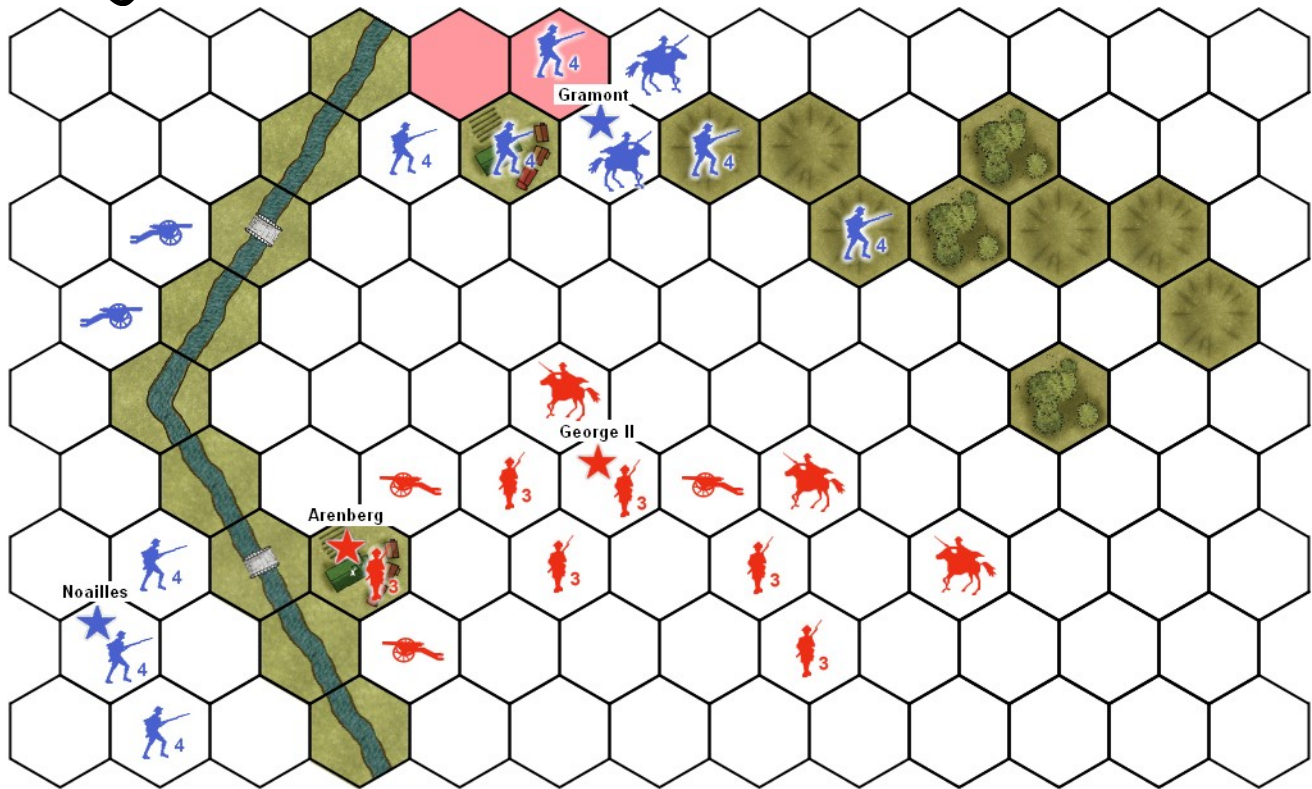
AUSTRIAN UNITS:

- (6) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (1) Leader (Charles 1/1)
- Austria goes first
- Command Action Points: 3

VICTORY CONDITIONS:

- Prussian: 6 VPs in 24 turns or less.
- Austrian: 6 VPs or avoid Prussian victory.

Dettingen – June 27, 1743 – The Luck of George II



Although France and Britain were not at war, George II supported the Pragmatic Army, a collection of Austrian, Dutch, and Hanoverian troops that defended the Low Countries from attacks by either France or Prussia. George took command of the main army as it entered Bavaria, bringing with him desperately needed British and Hanoverian cavalry. However, the French under Noailles, through skillful maneuvering, had trapped the Pragmatic Army near Dettingen. All seemed lost until Gramont launched an attack, which failed and allowed a breakout. France's best chance to end the war at a stroke had passed, and by 1744 a vengeful Noailles, now foreign minister, was pushing for a wider war with Britain. George had not only been lucky, but he was also the last British monarch to lead troops into battle.



George II at Dettingen

FRENCH UNITS:

- (8) 4MP Infantry
- (2) 2MP Artillery
- (2) 2MP Cavalry
- (2) Leaders (Noailles 1/1, Gramont 1/1)
- France goes first
- Command Action Points: 3

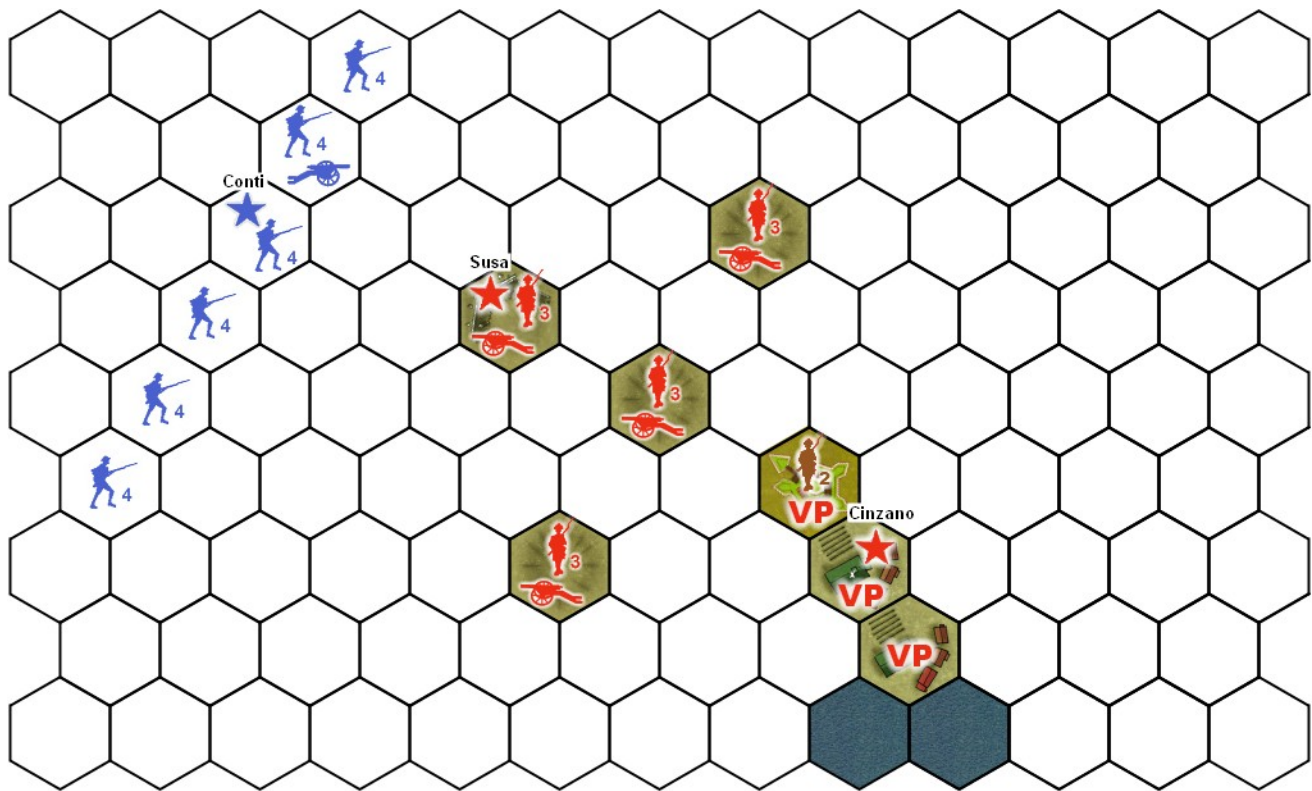
PRAGMATIC UNITS:

- (6) 3MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Arenberg 1/1, George II 2/1)
- Command Action Points: 4

VICTORY CONDITIONS:

- French: 6 VPs or avoid Pragmatic victory.
- Pragmatic: Exit George II and at least 3 infantry off the map in the 2 hexes behind Dettingen in 24 turns or less.

Villafranca – April 20, 1744 – Sardinia's Defiant Stand



Following the costly Spanish victory at Campo Santo in 1743, the French sent a small army under the capable Prince of Conti to merge with the Spanish and invade Lombardy. First, Conti had to retake Villafranca from a Sardinian force. Although outnumbered 3 to 1, the Sardinians held a fortified position and had over 80 artillery pieces, mostly delivered by the nearby British fleet. Despite initial success, Conti's men were thrown back by a furious counterattack. Nevertheless, the Sardinians paid a high price, and the position was abandoned. Conti could claim a hard fought victory, but the Sardinians would again prove their valor at Casteldelfino in July 1744 and at Assietta in 1747.



Prince of Conti

FRENCH UNITS:

- (6) 4MP Infantry
- (1) 2MP Artillery
- (1) Leader (Conti ½)
- France goes first
- Command Action Points: 3

ALLIED UNITS:

- (4) 3MP Infantry
- (4) 2MP Artillery
- (1) 2MP Militia
- (3) VP counters
- (2) Leaders (Suza 1/1, Cinzano 2/1)
- Command Action Points: 2

SPECIAL RULES:

- The Royal Navy was deployed in force near Villafranca. Therefore, French units adjacent to sea hexes may be fired upon for 1 CP, hitting on 5-6.

VICTORY CONDITIONS:

- French: 4 VPs in 24 turns or less.
- Allied: 6 VPs or avoid French victory.

Fontenoy - May 11, 1745 - Maurice's Triumph



Maurice de Saxe, who had proven himself in taking Prague in 1741, was given the main French army and charged with the invasion of the Low Countries. As he besieged Tournai, the Pragmatic Army marched to its relief. Maurice built up his position at Fontenoy and dared the Duke of Cumberland to attack. Cumberland did just that, and after failing to roll up the flanks, Cumberland tried to mimic Marlborough by smashing the center with his elite troops. The attack almost worked, but after a desperate counterattack the day was won. Maurice's victory allowed him to seize most of the Austrian Netherlands, while Cumberland and most of the depleted British army had to return to Britain when the Jacobites seized Scotland. For the Wild Geese, Irish soldiers in the pay of France, it was their finest hour. For the Black Watch, not yet a legendary regiment and recently disgraced by mass desertion, it was a terrible baptism by fire, but like many of the British and Hanoverian regiments, they had proved their worth.



The Black Watch at Fontenoy

FRENCH UNITS:

- (1) 4MP Elite Infantry
- (6) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (1) Leader (Maurice de Saxe 2/1)
- Command Action Points: 3

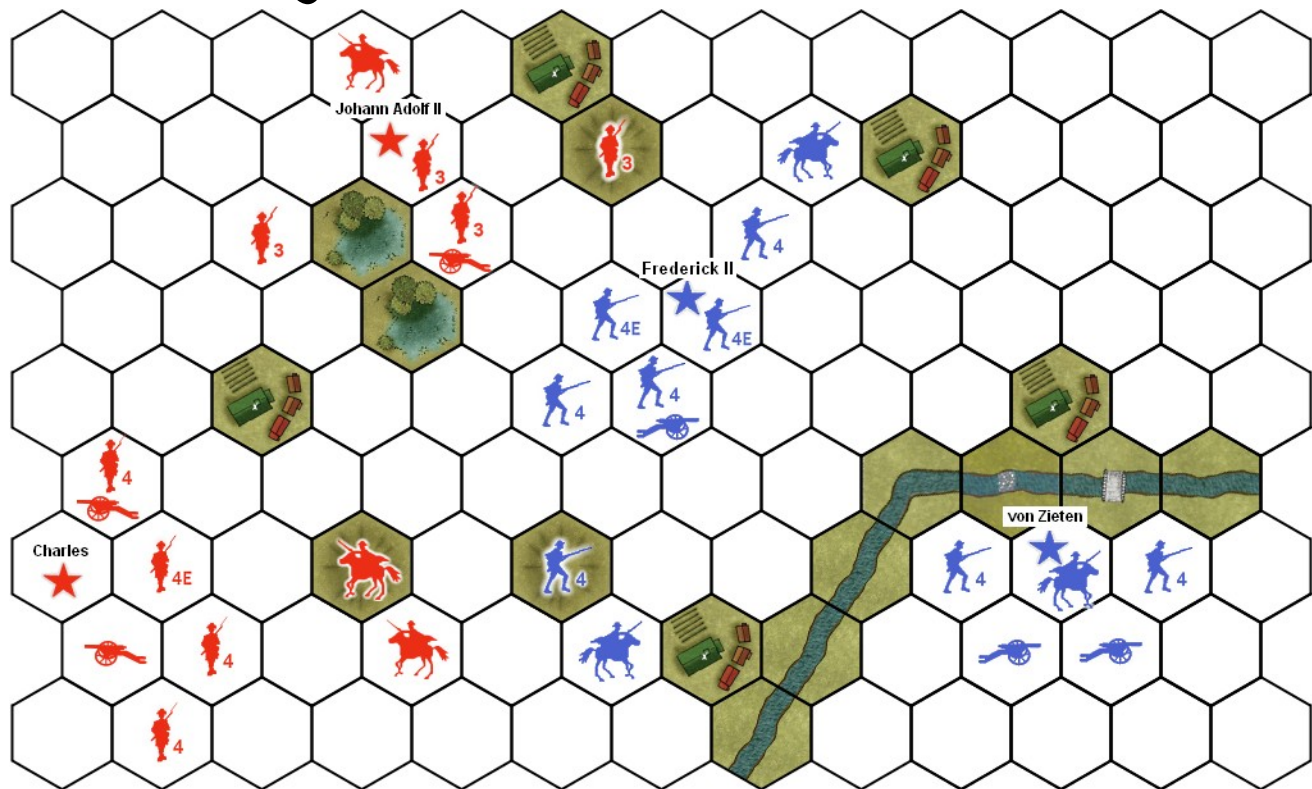
PRAGMATIC UNITS:

- (3) 4MP Elite Infantry
- (4) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Cumberland 1/2, Waldeck 1/1)
- Pragmatic goes first
- Command Action Points: 3

VICTORY CONDITIONS:

- French: 6 VPs or avoid Pragmatic victory.
- Pragmatic: 5 VPs in 20 turns or less.

Hohenfriedberg – June 4, 1745 – Frederick's First Great Victory



Frederick II reentered the war at the behest of Louis XV of France, and as was his style, he launched an offensive in 1744, but he was out-maneuvered by the skilled Otto von Traun. However, it was Charles who was selected to retake Silesia with a large army of Austrians and Saxons. Frederick made a sudden attack, and although the terrain forced Frederick to assault with only part of his army, he nevertheless destroyed the Saxons, and then bested the Austrians. Once again, the Prussian army proved to be a fine instrument of war, but Frederick had changed. He had overcome his earlier failings, and was becoming known as Frederick the Great. The battle was studied by Prussian officers well into the twentieth century and the great Hohenfriedberger March, supposedly composed by Frederick himself, became a mainstay of Prussian military music.



Prussian infantry charge the field

PRUSSIAN UNITS:

- (2) 4MP Elite Infantry
- (6) 4MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Frederick II 2/2, von Zieten 1/2)
- Prussia goes first
- Command Action Points: 4

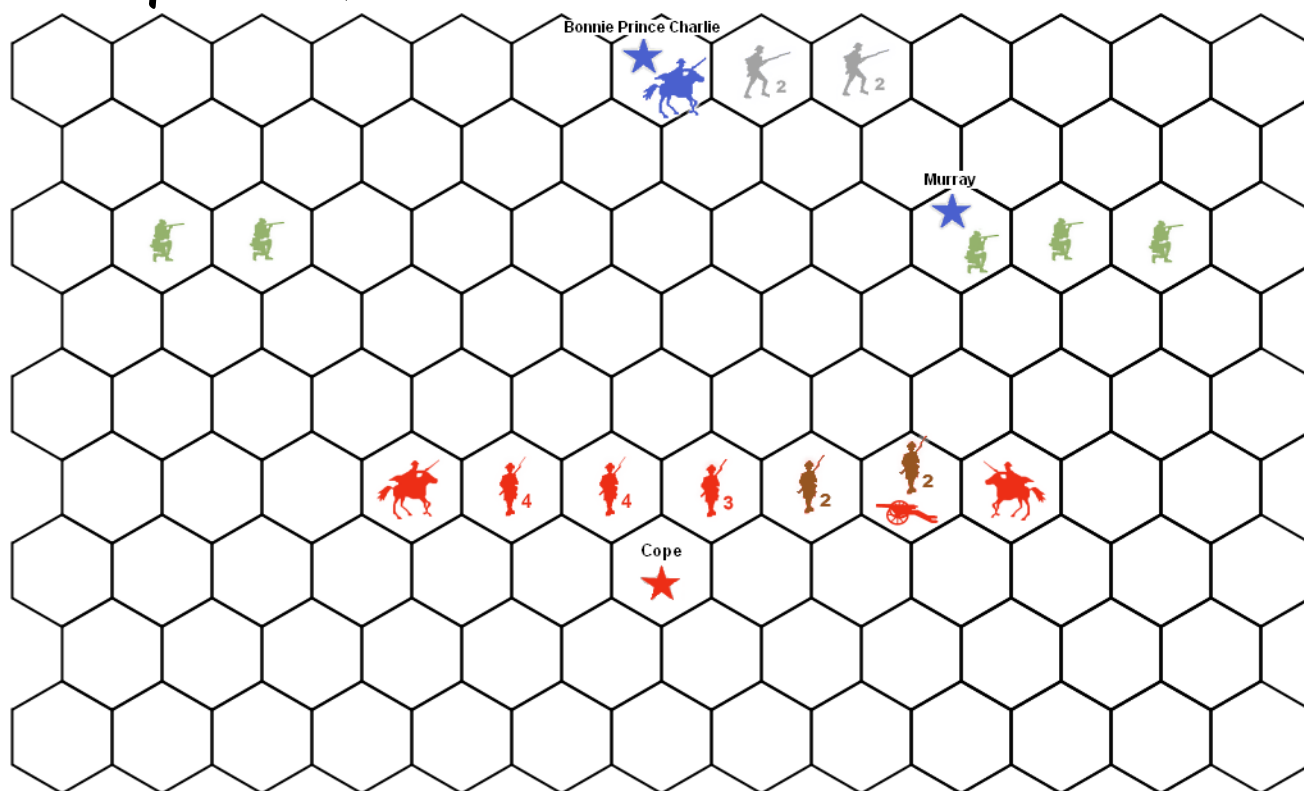
ALLIED UNITS:

- (1) 4MP Elite Infantry
- (3) 4MP Infantry
- (4) 3MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Charles 1/2, Johann Adolf II 1/1)
- Command Action Points: 2

VICTORY CONDITIONS:

- Prussian: 8 VPs in 24 turns or less.
- Allied: 6 VPs or avoid Prussian victory.

Prestonpans – September 21, 1745 – Bonnet and Cockade



After Fontenoy, Charles Edward Stuart, son of “James III & VIII,” decided the time had come to lead a highland uprising that would restore the Stuarts to the British throne. Against all advice, and without the blessing of Louis XV, “Bonnie Prince Charlie” landed in Scotland. At first the news of Charlie’s arrival was treated as a tall tale, giving him time to gather his forces and seize the highlands as well as Edinburgh. At Prestonpans the Jacobites confronted a force under the mediocre John Cope. Although Cope’s dragoons managed to detect their flank march, in the confusion the Jacobite line became separated, and they overwhelmed Cope’s weak flanks when the dragoons fled. This “accidental Cannae” allowed “the Young Pretender” and his rag tag army to invade England. The race for London was on.

SPECIAL RULES:

- If the British dragoons ever fail a morale check, they must then pass a morale check in order to fire upon the enemy. This check is made at the cost of 1 CP.



Bonnie Prince Charlie

JACOBITE UNITS:

- (5) 2MP Rangers (Highlanders)
- (2) 2MP Militia
- (1) 2MP Cavalry
- (2) Leaders (Bonnie Prince Charlie 1/2, Murray 2/1)
- Jacobites go first
- Command Action Points: 3

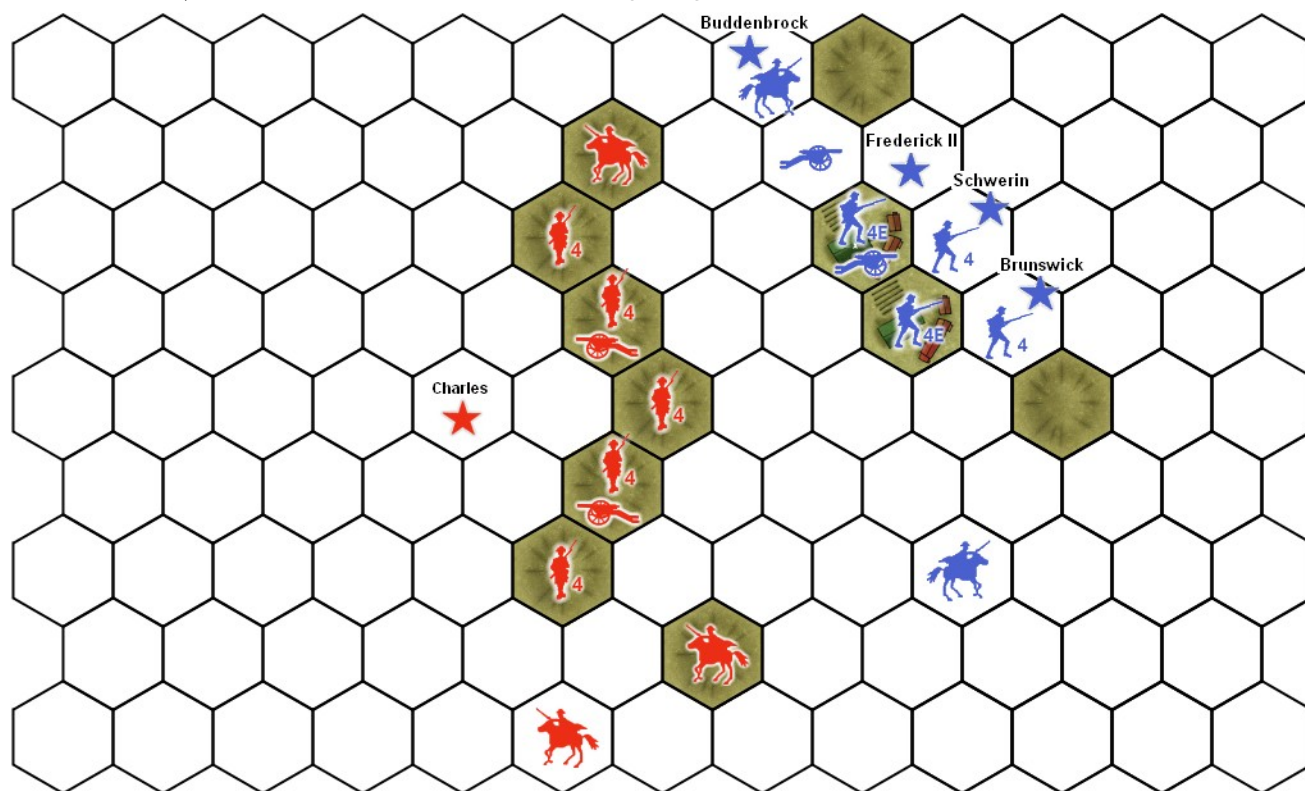
BRITISH UNITS:

- (2) 4MP Infantry
- (1) 3MP Infantry
- (2) 2MP Militia
- (1) 2MP Artillery
- (2) 2MP Cavalry
- (1) Leader (Cope 1/1)
- Command Action Points: 1

VICTORY CONDITIONS:

- Jacobite: 6 VPs in 18 turns or less. Bonnie Prince Charlie must survive.
- British: 6 VPs or avoid Jacobite victory.

Soor - September 30, 1745 - Victory Against All Odds



Charles, in a move of surprising boldness, marched on Frederick's camp in Bohemia, occupying the hills that Frederick, in a lapse of judgment, had failed to fortify. Frederick was undeterred. He formed his forces in columns and lunged at Charles. The initial attack of cavalry and grenadiers was thrown back, but the second line, under the promising Brunswick, carried the day. Frederick's victory was not brilliant, but the Austrians took heavier losses as they were forced off the heights. The real honors belonged to the soldiers of Prussia, who braved withering fire of musket and heavy guns, and through stubborn determination saved Frederick from a seemingly hopeless situation. The Prussian Army had now proven beyond all doubt that it was the finest in all of Europe. After Soor, Frederick successfully halted the Austrian and Saxon drive on Berlin. Maria was now on the brink of giving up the struggle.



Frederick II

PRUSSIAN UNITS:

- (2) 4MP Elite Infantry
- (2) 4MP Infantry
- (2) 2MP Artillery
- (2) 2MP Cavalry
- (4) Leaders (Buddenbrock 1/1, Brunswick 1/1, Frederick II 2/2, Schwerin 2/1)
- Prussia goes first
- Command Action Points: 4

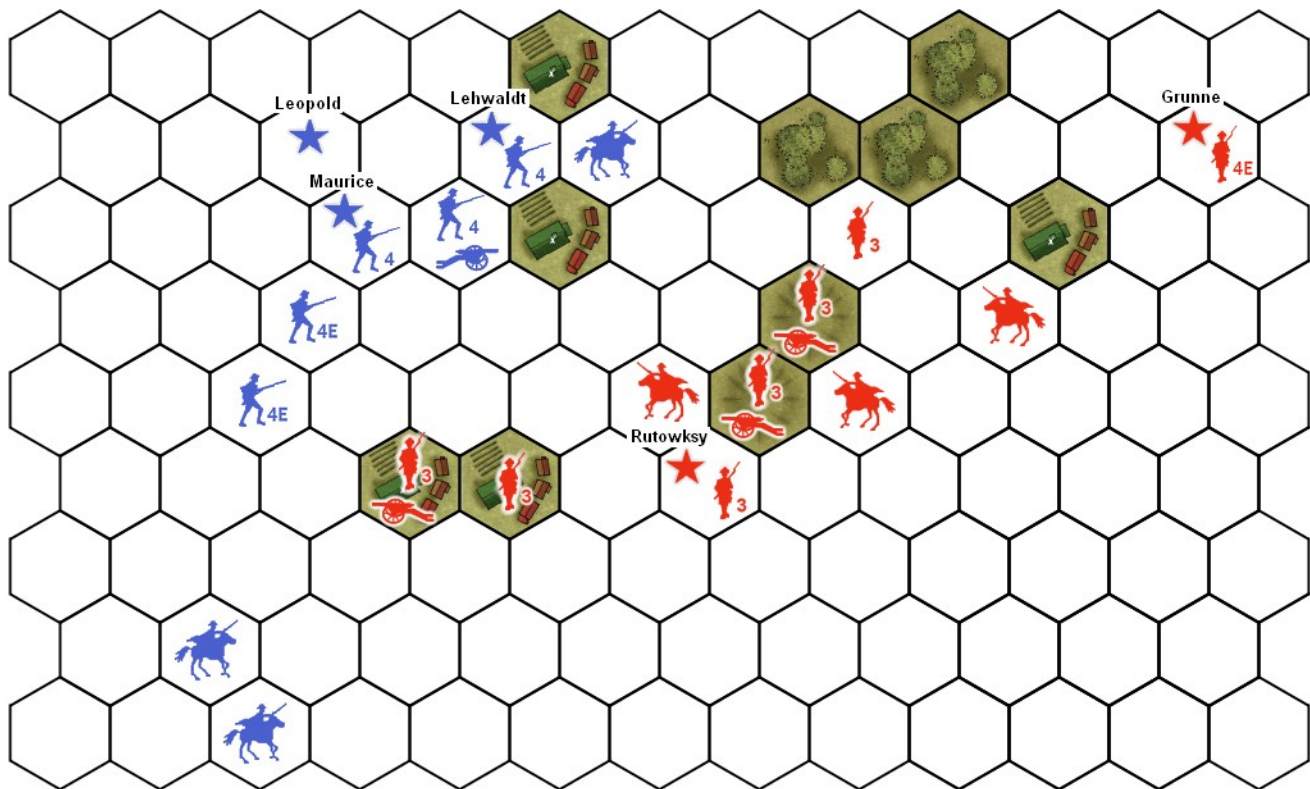
AUSTRIAN UNITS:

- (5) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (1) Leader (Charles 1/2)
- Command Action Points: 2

VICTORY CONDITIONS:

- Prussian: 6 VPs in 20 turns or less.
- Austrian: 6 VPs or avoid Prussian victory.

Kesseldorf - December 15, 1745 - Last Hurrah for "the Old Dessauer"



In the advance upon Dresden, Frederick divided his army into two columns, one led by himself, and other by Leopold von Dessau, the famed Prussian drillmaster. Dessau confronted a Saxon Army, reinforced by 7,000 Austrians, at Kesseldorf. Although the Saxons had the high ground and over 80 field guns, Dessau decided that by taking Kesseldorf he could flank their line. After initially being thrown back, the Prussian seized the town and turned the Saxon flank. The Saxons, who up until then had been fighting with determination, now broke and fled. Charles, whose nearby Austrian army had reached Dresden, was willing to fight on, but the Saxons continued their retreat. On Christmas day 1745, the Treaty of Dresden was signed. Frederick's ownership of Silesia was again confirmed, and Saxony had to pay him war reparations, but Maria did force Frederick to recognize Francis I as Holy Roman Emperor.



Leopold von Dessau

PRUSSIAN UNITS:

- (2) 4MP Elite Infantry
- (3) 4MP Infantry
- (1) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Leopold 2/1, Maurice 1/2)
- Prussia goes first
- Command Action Points: 3

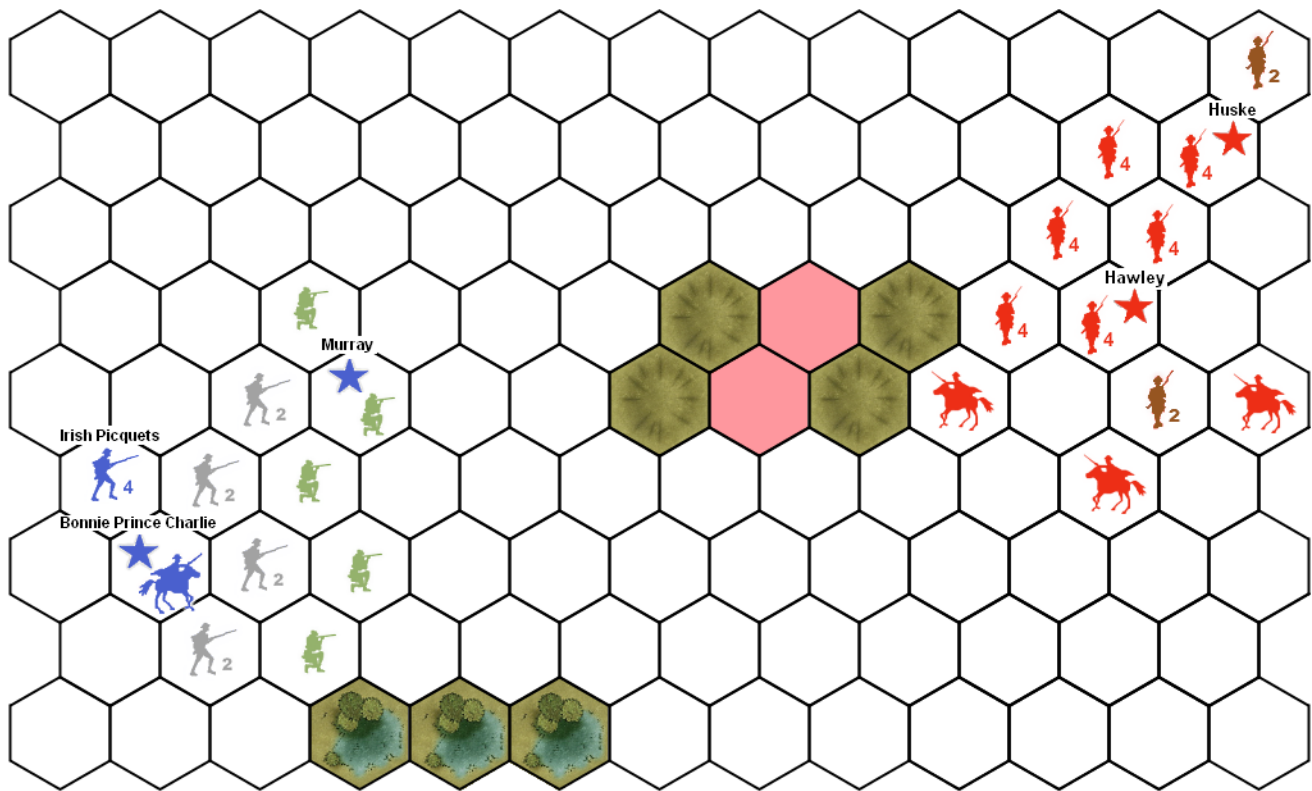
ALLIED UNITS:

- (1) 4MP Elite Infantry
- (6) 3MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Rutowsky 1/2, Grunne 1/1)
- Command Action Points: 1

VICTORY CONDITIONS:

- Prussian: 6 VPs in 20 turns or less.
- Allied: 5 VPs or avoid Prussian victory.

Falkirk – January 17, 1746 – Last Chance for the Jacobites



After driving within 50 miles of London and turning back, the Jacobites returned to Scotland. At Falkirk they surprised a force under Henry Hawley. The dragoons charged the highlanders, but they were adept at defeating horsemen, and the dragoons were shattered. The rain made it hard for the British to fire a strong volley, and the British left gave way, while a desperate flank attack was driven back by the Irish Picquets. The British withdrew, but the Jacobites failed to pursue and soon fled to the Highlands, where they encamped at Inverness, driving back a force under Loudon. Nevertheless, the British were massing regulars in Scotland, and the Jacobites now needed a miracle.

SPECIAL RULES:

- The British go from 2 CP to 1 CP on turn 5.
- Treat the Irish Picquets as an elite unit.
- Any unit firing beyond a range of 1 hex suffers a -1 penalty.
- The shaded area cannot be entered from any adjacent hill hex, nor can a unit move onto a hill hex from the shaded area.
- If British dragoons charge a unit of highlanders, then the highlanders simultaneously roll a close combat attack.

JACOBITE UNITS:

- (1) 4MP Infantry (Irish Picquets)
- (5) 2MP Rangers (Highlanders)
- (4) 2MP Militia
- (1) 2MP Cavalry
- (2) Leaders (Bonnie Prince Charlie 1/2, Murray 2/1)
- Jacobites go first
- Command Action Points: 3

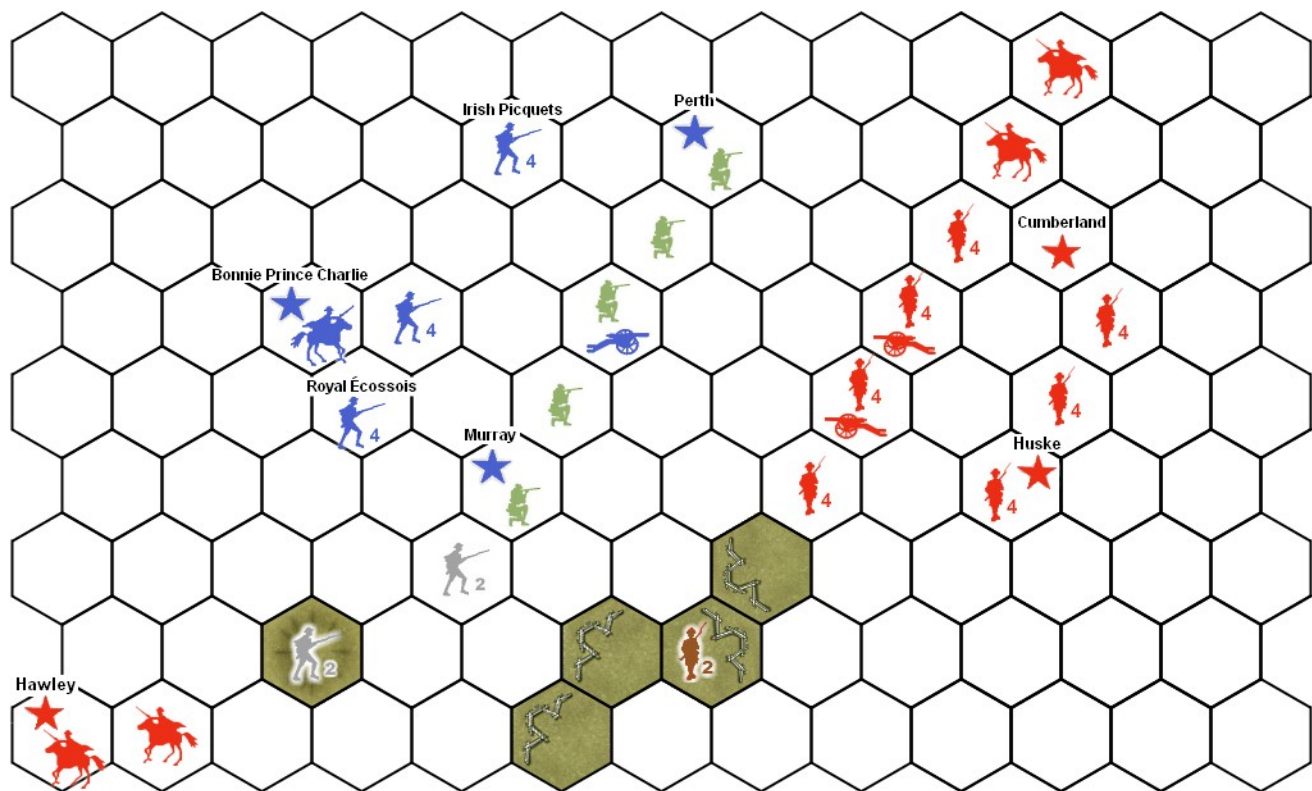
BRITISH UNITS:

- (6) 4MP Infantry
- (2) 2MP Militia
- (3) 2MP Cavalry
- (2) Leaders (Hawley 1/1, Huske 2/1)
- Command Action Points: 2 (reduce to 1 on turn 5)

VICTORY CONDITIONS:

- Jacobite: 6 VPs in 20 turns or less. Bonnie Prince Charlie must survive.
- British: 6 VPs or avoid Jacobite victory.

Culloden - April 16, 1746 - The Last Highland Charge



Through the winter Cumberland massed an army at Aberdeen, and then marched on Inverness. Charlie chose to meet them head on. After Murray failed to carry out a night attack the British marched on the Jacobite encampment at Culloden Moor. The battle opened with an effective artillery barrage into the Jacobite army. The highlanders charged, and although initially successful in breaking Cumberland's left, they were driven back at heavy cost. Hawley and his dragoons then struck the rear, and the army broke. Only the disciplined stand of the Royal Écossois prevented the capture of Charlie and even more of the army. Charlie fled to France, becoming an alcoholic who brooded upon his loss until his dying day. Some of the Highlanders fought on, prompting the British, already executing many rebels, to respond with more brutality. Over the next 100 years the British government supported repressive measures that culminated in the Highland clearances. The clans were broken, and as in Ireland, the desperately poor immigrated, joined the British army, or tried to survive on the edge of starvation. No British unit would claim honors for Culloden.



Last charge of the highlanders

JACOBITE UNITS:

- (3) 4MP Infantry
- (5) 2MP Rangers (Highlanders)
- (2) 2MP Militia
- (1) 2MP Artillery
- (1) 2MP Cavalry
- (3) Leaders (Bonnie Prince Charlie 1/2, Murray 2/1, Perth 1/1)
- Command Action Points: 3

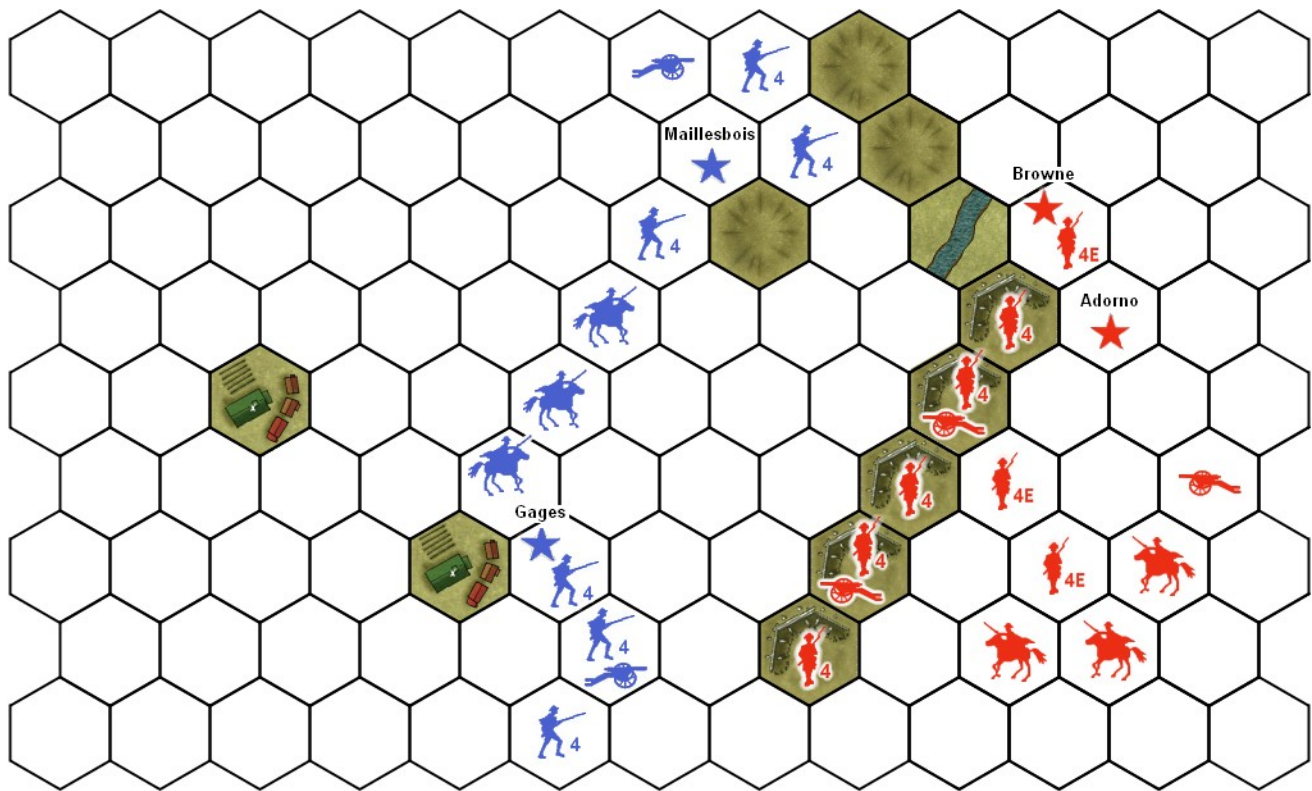
BRITISH UNITS:

- (7) 4MP Infantry
- (1) 2MP Militia
- (2) 2MP Artillery
- (4) 2MP Cavalry
- (3) Leaders (Cumberland 1/2, Hawley 1/1, Huske 2/1)
- British go first
- Command Action Points: 3

VICTORY CONDITIONS:

- Jacobite: 4 VPs in 20 turns or less. Bonnie Prince Charlie must survive.
- British: 7 VPs in 20 turns or less.
- If neither side achieves victory, then it's a draw.

Piacenza – June 16, 1746 – Austria Ascendant



Maria, freed from the conflict with Prussia, turned her forces upon Italy, where they managed to push the Spanish out of Milan. Gages and his Spaniards fell back to Piacenza and merged with a French army under Maillebois. The two bickered, with Gages favoring a defensive plan, but Maillebois got his way, and an attack was planned. The French part of the attack was thwarted by Count Browne, who blocked the French flank march. Gages' own assault was at first successful, only to be shredded by a cavalry charge. The battle secured Lombardy for Austria, although Maillebois skillfully escaped the Austrian pursuit. The subsequent revolt in Genoa prevented Austria from gaining lands along the Alps, while Spain would manage to claim Parma. Nevertheless, Maria could claim victory in Italy, which kept Austria afloat as a major power.



Maximilian Ulysses Browne

FRENCH UNITS:

- (6) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Gages 1/2, Maillebois 1/1)
- France goes first
- Command Action Points: 3

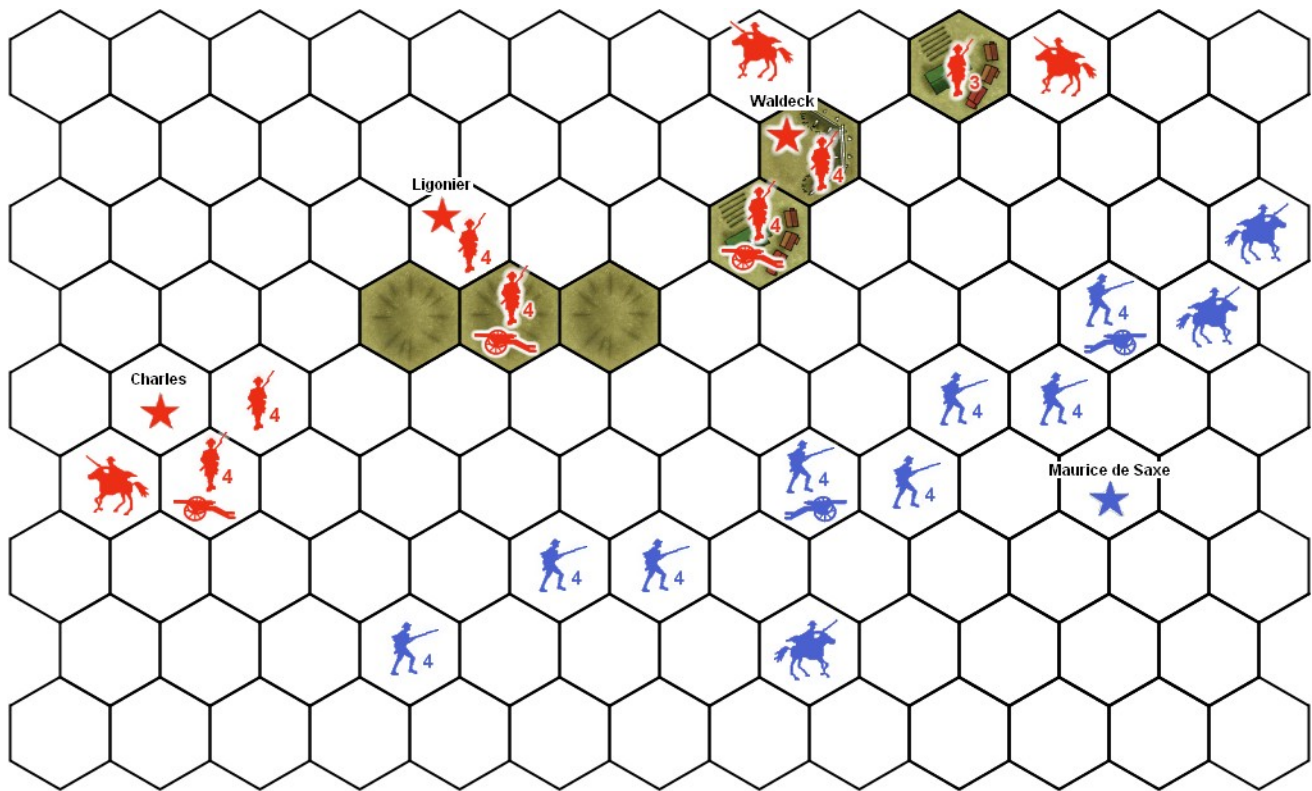
AUSTRIAN UNITS:

- (3) 4MP Elite Infantry
- (5) 4MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (2) Leaders (Adorno 2/1, Browne 2/2)
- Command Action Points: 2

VICTORY CONDITIONS:

- French: 4 VPs in 24 turns or less.
- Austrian: 6 VPs or avoid French victory.

Rocoux - October 11, 1746 - The Fate of Liège



As Maurice drove on Liège with a horde of some 120,000 men he was confronted by the Pragmatic Army, led by the hapless Charles. The command situation was almost hopeless, and Charles' army, although massive, was still outnumbered by the French. Maurice struck Charles' left, held by the Dutch who were covering Liège. After hard fighting the Dutch were thrown back and Charles refused to strike the weak French left. John Ligonier led a rearguard that prevented a rout, but Maurice had won the day and Liège fell. The door to Holland was open, while the Breda peace talks between France and Britain ground on.



Maurice de Saxe

FRENCH UNITS:

- (8) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (1) Leader (Maurice de Saxe 2/1)
- France goes first
- Command Action Points: 3

PRAGMATIC UNITS:

- (6) 4MP Infantry
- (1) 3MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (3) Leaders (Charles 1/2, Ligonier 2/1, Waldeck 1/1)
- Command Action Points: 1

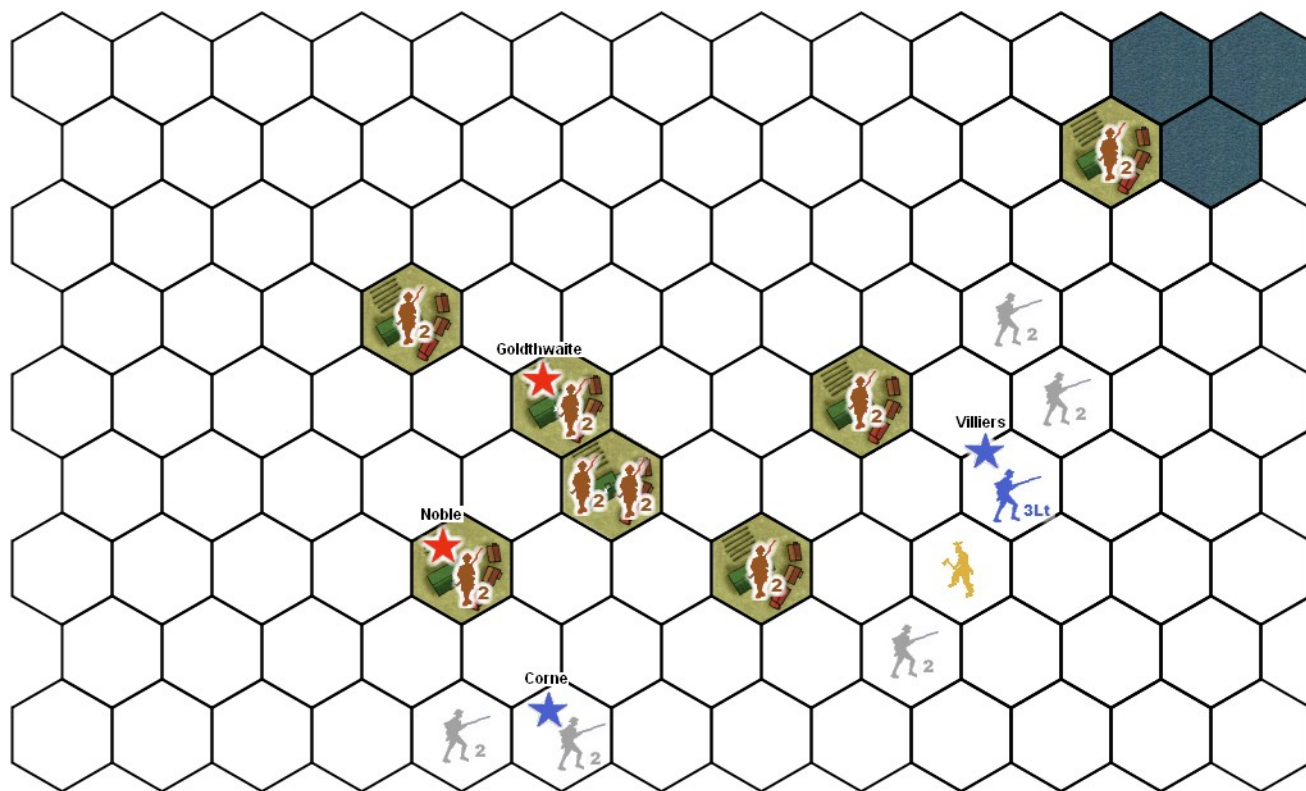
VICTORY CONDITIONS:

- French: 6 VPs in 24 turns or less.
- Pragmatic: 6 VPs or avoid French victory.

SPECIAL RULE:

- Units starting the game within 1 hex of Charles must first be activated at the cost of 1 CP. They may then be activated like normal.

Grand Pré - February 10-11, 1747 - The War in Acadia



After the fall of the great French fortress at Louisbourg in 1745, William Shirley, governor of Massachusetts, sent several hundred New England militia to Acadia. Jean Ramezay, leading a force of Canadians and Indians into Acadia, dispatched half his force to retake Grand Pré. The French attacked at night in a blinding snowstorm that disorganized them, but also allowed them to gain complete surprise. The New England militia were also low on supplies, and had failed to bring ammunition for their artillery. The New England troops, many huddled about stone walls in the snow, surrendered with full military honors the following day. Although a substantial victory, the French did not retake Acadia.



William Shirley

FRENCH UNITS:

- (1) 3MP Light Infantry
- (5) 2MP Militia
- (1) 2MP Indians
- (2) Leaders (Corne 1/1, Villiers 2/1)
- France goes first
- Command Action Points: 3

BRITISH UNITS:

- (8) 2MP Militia
- (2) Leaders (Goldthwaite 1/2, Noble 1/1)
- Command Action Points: 2

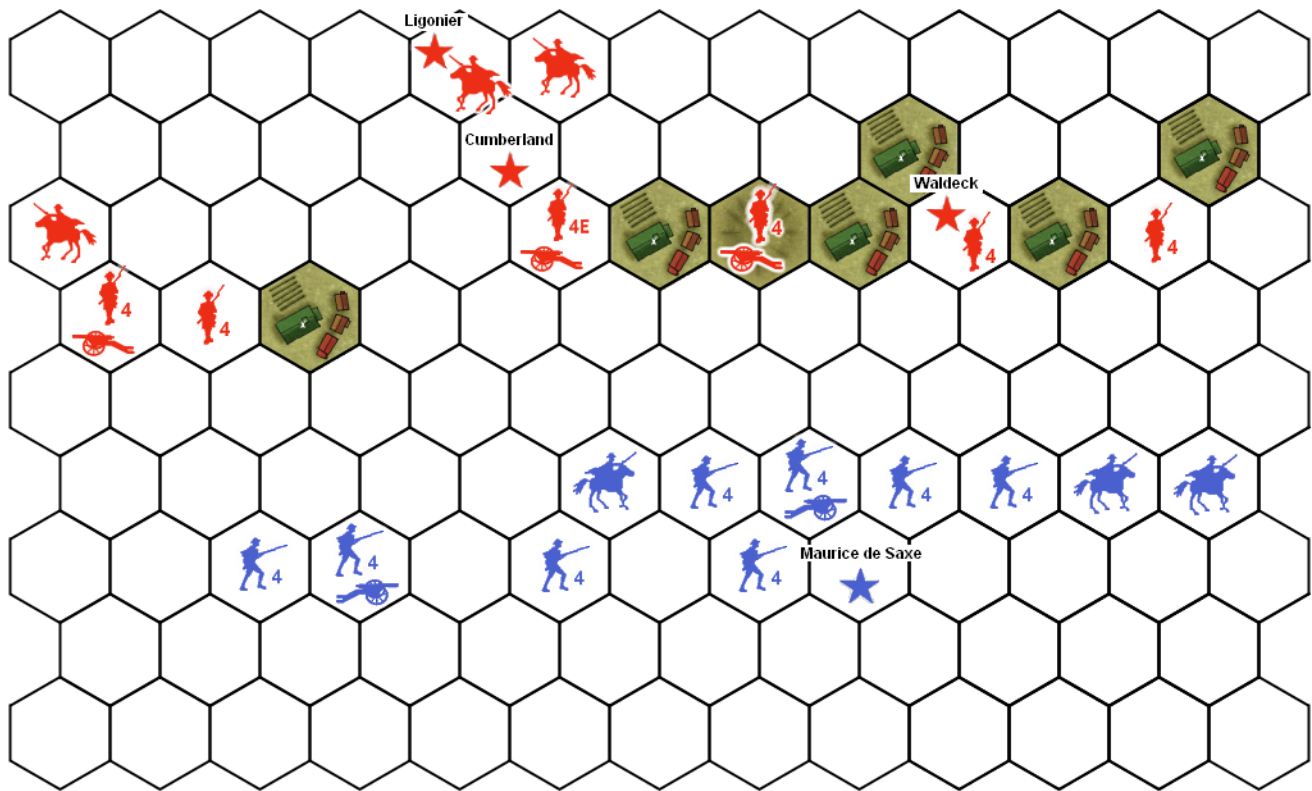
VICTORY CONDITIONS:

- French: 6 VPs in 24 turns or less.
- British: 4 VPs or avoid French victory.

SPECIAL RULES:

- Two units may stack in each town hex.
- No unit may fire beyond a range of 1 hex, and when firing they suffer a -1 penalty until turn 6. This penalty does not apply to close combat.

Lauffeld - July 2, 1747 - The Last Great Field Battle



Maurice now threatened Maastricht, and Cumberland marched his army to face his old nemesis. Cumberland failed to occupy a line of towns, and Maurice successfully attacked the Dutch, holding the left, while the Austrians on the right, once again did not move. As the situation came apart Ligonier led a desperate cavalry charge, the greatest of the war. Cumberland and his army escaped destruction as Ligonier's horsemen were cut down, but the Pragmatic Army had been hopelessly smashed. In 1748 Maurice took Maastricht after a brief siege and Britain sued for peace. For Maurice it was his last victory. He would die in 1750, depriving France of its best general. He would be sorely missed in the Seven Years War.



Maurice giving orders at Lauffeld

FRENCH UNITS:

- (8) 4MP Infantry
- (2) 2MP Artillery
- (3) 2MP Cavalry
- (1) Leader (Maurice de Saxe 2/1)
- France goes first
- Command Action Points: 4

PRAGMATIC UNITS:

- (1) 4MP Elite Infantry
- (5) 4MP Infantry
- (3) 2MP Artillery
- (3) 2MP Cavalry
- (3) Leaders (Cumberland 1/2, Ligonier 2/1, Waldeck 1/1)
- Command Action Points: 2

VICTORY CONDITIONS:

- French: 6 VPs in 24 turns or less.
- Pragmatic: 6 VPs or avoid French victory.

SPECIAL RULE:

- Units starting the game not within 1 hex of a leader must first be activated at the cost of 1 CP. They may then be activated like normal.

NOTES:

In making these scenarios I realized the excellent rules in *Hold the Line* could not accurately simulate highlanders, cavalry charges on the plains of Europe, or the special strengths the Prussian army. Even these rules are not capable of simulating the impact of cavalry, who are perhaps too weak in this game. Nevertheless, I think they work well enough.

MOLLWITZ

In my opinion this was Frederick's most important victory, even if he had little to do with this triumph of Prussian arms. This scenario is straightforward and a great introduction to the cavalry and Prussian rules.

CHOTUSITZ

Both armies are a bit out of position, which makes this one of the most competitive scenarios.

DETTINGEN

It is doubtful the French player will make Gramont's notorious mistake, and with the victory conditions set as they are, this battle is usually a meat-grinder.

VILLAFRANCA

I was not able to find a map for this battle, so I had to make my best guess with the sources at hand. To do it justice, I needed to set up many more pieces of terrain, and I encourage players to do just that. That being said, I could not pass up the chance to create this interesting battle.

FONTENOY

Among my favorite battles to study, this scenario is tough on the Pragmatic Army, but certainly not impossible. Cumberland's battle plan was actually pretty good, and can be used. I also encourage using Waldeck and his Dutch troops. Maurice's lines are thinner in front of the Dutch. Another option is to make more aggressive use of the cavalry. The lower VP needed for a Pragmatic victory is both a balancing issue and for historical flavor. Maurice's army was not in the best of spirits, and it was only after Fontenoy that French morale improved.

HOHENFRIEDBERG

This is my favorite scenario of the bunch because both sides are challenged. The Austrians and Saxons are out of position, but for Frederick to win and become "the great" he must crush his enemies.

PRESTONPANS

This is a straightforward fight, and thus a great introduction to using highlanders, but not the most fun or challenging. Still, it is a famous victory and it seemed wrong to leave it out. I thought of using the marsh terrain, but it seemed like overkill for a field that was more muddy than anything else.

SOOR

This battle is for Frederick what Marengo was for Napoleon and Shiloh was for Grant. Frederick did not perform brilliantly, but his will to win played a key role in the victory. This one is still tough for the Prussians. They face an Austrian army on the high ground, but fortunately they have a good shot at shattering Charles' left. Still, I am setting the bar high here, in part to simulate just how hard this fight was for the Prussians.

KESSELSDORF

This is another favorite of mine. The Prussians have a strong attacking position. The key to a Saxon victory is good artillery rolls, judicious use of cavalry, and getting Grunne's men into place.

FALKIRK

Falkirk might be the strangest battle of all, hence the plethora of special rules. For most of these battles I decided to set up at the point of contact. For Falkirk I thought it would be fun for both armies to march forward and confront each other. Some sources claim the Jacobites won the day, others state that it was at best a minor victory. I'm inclined to accept that they won a great tactical victory, but the weather and their disorganized command structure prevented it from being anything more, and they desperately needed it to be something more.

CULLODEN

Sometimes thought of more as a massacre than a proper battle, Culloden was an apocalyptic event in Scottish history that led to repressive policies that remind me of the British occupation of Ireland. I tried to make this bad situation as playable as possible for the hard pressed Jacobites, and I think I did a good job. While their chances of victory were low, a Jacobite win against a large professional force might have been enough to keep the cause going. That being said, I chose to set this one up right at the action, but I encourage players familiar with the battle to try other situations.

PIACENZA

I confess my map and unit dispositions are based upon educated guessing, and the situation is nearly hopeless for the French and Spanish. I just could not pass up a chance to simulate one of the largest battles of the war. I do encourage players to try Gages strategy, in which the Austrians were to be enticed into making an attack on prepared positions. Simply set up defensive positions on the other side and change up the victory conditions.

ROCOUX

This might be the most stereotypical battle of the age: a large set piece engagement which did not end in a decisive victory. Also, considering the number of men present on the field casualties were light. One thing players can add is a VP marker at the top most city. This represents the outskirts of Liege, which is Maurice's real target.

GRAND PRE

I had to simulate one of the battles in North America and use at least use 1 Indian unit. Louisbourg, although famous, was a siege, and would not work. Grand Pre offered everything I could want. I think I did a good job considering the scarcity of resources that were readily available, and the scenario is competitive too.

LAUFFELD

I admit this battle almost comes down to the first few CP die rolls. If the French get better the rolls and the Pragmatics do not, or vice versa this can be a short battle for the side rolling lowest. Otherwise, it can be a lot of fun.

BIBLIOGRAPHY:

I consulted many books, but these in particular are the ones I leaned upon.

The War of the Austrian Succession – Reed Browning

- The best book on the conflict.

The Military Life of Frederick the Great of Prussia – Trevor Nevitt Dupuy

- My introduction to both Frederick and this war. There are better books, but few of them are as concise and lucid. This is an excellent place to start.

Fontenoy: France Dominating Europe – Denis Gandihon

- Osprey Publishing has failed to properly chronicle this war, but thankfully this book is done in the Osprey style. The translation is rough but there is a wealth of detail here.

Mes Reveries – Maurice de Saxe

- Maurice's thoughts on the military art are still relevant, and give one a direct understanding of his forgotten genius. Admirers of this book include Nathanael Greene, Napoleon I, and Bernard Law Montgomery.

Culloden 1746 – Stuart Reid

- In attempting to dispel Jacobite romanticism, Reid becomes apologetic for Britain's war crimes. Maps and details are excellent, as is to be expected from Osprey.

Rules, scenarios, and format designed by Sean Chick

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