

Getting Started – War of the Austrian Succession

Welcome to **Musket & Pike: War of the Austrian Succession**, we will use the abbreviation WAS as needed going forward. This guide is intended to get you playing quickly.

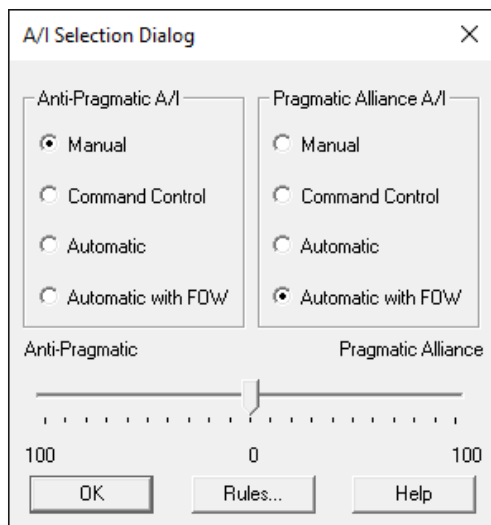
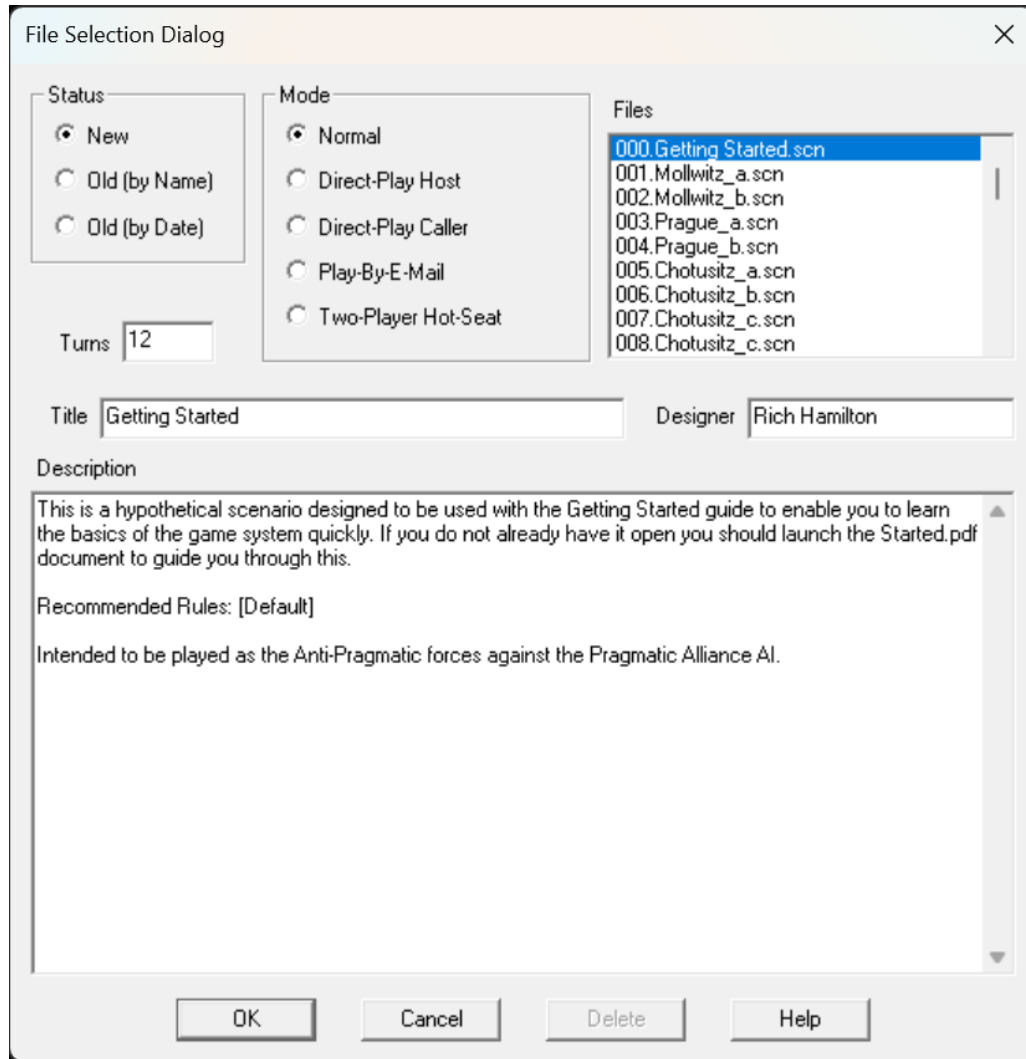
The image below gives you a quick overview of the game screen, and the various parts of it. We'll be referring to these parts as we step through this tutorial. Do note that this is customizable using the “Settings” and “View” menus in the game and will adjust to fit your desired window size and layout.



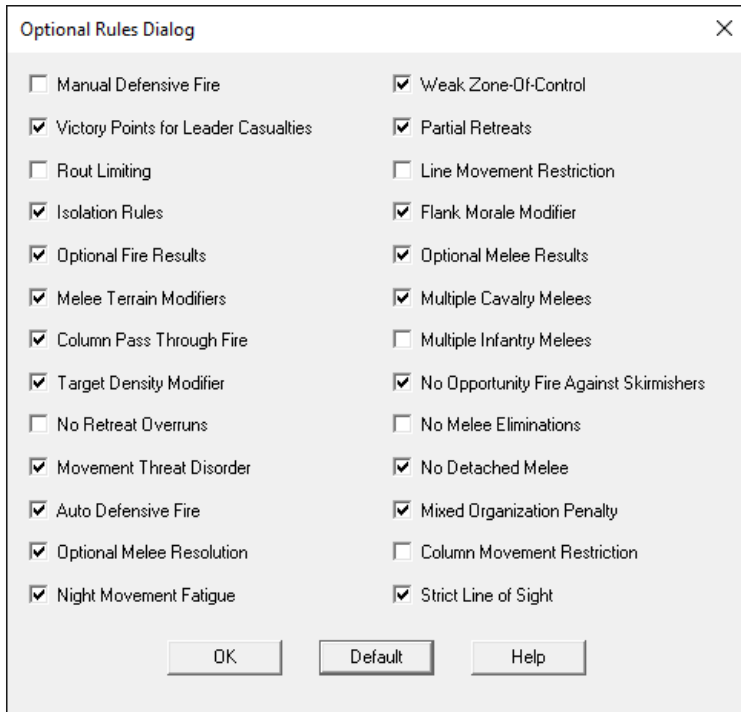
This document is not meant to be exhaustive however, so a thorough reading of all the documentation for the game is a must to gain a full understanding of the system. The Design Notes (Notes.pdf) document is especially useful for period specific details. This is accessible from the Help menu in the game, and in the \Manuals folder.



If your game isn't currently running, select the Main Program icon in your game folder, or the icon created on your desktop during installation. You will be taken to the File Selection Dialog. The first scenario is titled "000.Getting Started.scn", select this and then click OK.



This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purpose of this tutorial, select Anti-Pragmatic A/I "Manual" for yourself, and "Automatic with FOW" for the Pragmatic Alliance A/I. FOW (Fog of War) is the normal mode you will play in as this hides the A/I's moves from you for units not within your field of view (called Line of Sight, or LOS). However, you may choose to play without FOW if you so desire.



The Rules button brings you to a page listing all the optional rules available to you. We will be playing with the “Default” rule set here, but as you gain experience you may want to experiment with these. These rules are explained in detail in the Main Program section of the User Manual, section 9.20. You can access this at any time during game play by pressing the F4 key, or from the Help Menu.

These can be revisited in future games, but bear in mind that they can only be set when you first begin the scenario. If you change them over time in subsequent games and later want to return to the default set simply click the Default button on this screen.

There are 4 methods in which the game can be played:

- Turns, with distinct melee sub-phase (default).
- Turns, which allows everything to take place in any order within the same turn.
- Phases, with automatic defensive fire.
- Phases, with manual defensive fire.

Both of the “Turns” options use what is called “Opportunity Fire” which allows the units from the opposing force to react to your units’ actions and conduct ranged defensive fire. A single unit can possibly do this fire multiple times within a given turn based on what unfolds – but this fire is at 50% effectiveness to offset this. Both “Phases” options allow for more discrete control of each segment with the last requiring the most amount of file transfers if playing by email (PBEM). The default method of play gives the best overall balance of play versus realism while also keeping the action moving along. Setting up each style is controlled by the optional rules selected at the beginning of a scenario and is covered in more depth inside section 2.3 of the User Manual.

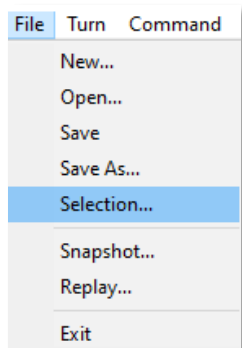
Click OK to close the rules window. Then, click OK to get the game underway.



The map will appear along with a dialog announcing the current turn. Click it to close. (A left-click will clear the dialog box for this turn, but it will be reappear for acknowledgement for all future turns. If you right-click then it will display briefly and then clear on its own in future turns.)

Note: A turn in Musket & Pike represents 15 minutes of real time and a hex covers 100 meters across.

The Getting Started scenario gives us a small battle in which to touch on the various elements of the game system without having too complex of a situation. This is not a historical scenario. Here we have a French contingent coming upon what appears to be a British force waiting for them on a hill outside of a small village.



A few details on deployment are not necessarily period tactics but are set to help explain game mechanics. We will examine those as we progress.

As you step through this introduction you will find things don't always go as planned. If desired you can start the scenario over from the beginning by going to the File menu in the top left-hand corner and choosing "Selection..." – this will open the File Selection Dialog Box where you can start over.

Now a few details about viewing and moving around the game.



HotKey 1

2D Extreme Zoom Out



HotKey 2

2D Zoom Out



HotKey 3

2D Normal



HotKey 4

3D Zoom Out



HotKey 5

3D Normal

There are 5 views within the game, pictured here.

They can be cycled through with your wheel mouse, the Zoom-In & Zoom-Out buttons on the toolbar, or the hotkeys listed next to each picture.



Feel free to use these views according to your taste in order to better see your objectives, your forces, and the action around you as you play.

Note: It doesn't matter which map view you choose, in this tutorial we will often be using 2D Zoom Out.

(Tip: Auto Scroll is the default and will move the map when you move your mouse to the edge of your display. If you prefer to use manual scroll bars, you can do so by de-selecting Auto Scroll from the Settings menu).



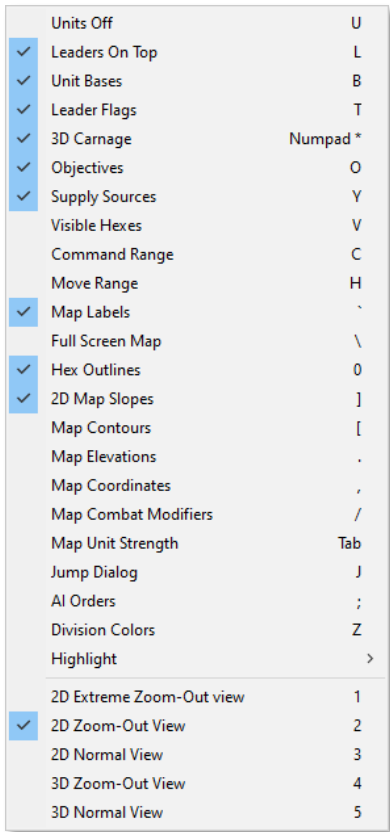
Note: You can also use the Jump Map to display a reduced sized image of the entire battlefield. Clicking to any point on this map will cause the game screen to "jump" there. This is exceptionally helpful in games played on very large maps. Use the button on the Toolbar or press the J hotkey.

Let’s take a look at the map now. Your forces in this scenario are deployed in the west. The enemy’s forces are located due east.



The compass is displayed in the top left-hand corner of the map when Map Labels are on (which they are by default) and then only in the 2D Zoom Out view.

(Tip: To see map localities press the ` key or use the Toolbar button.)



Again, you can control what is displayed on the screen to meet your preferences, for example this is the View menu, and you can see a wide variety of options are displayed. The > symbol on the same line as an entry indicates that a further sub-menu exists (see Highlight for example).

The other letters or symbols listed on the right are the Hot Keys associated with those commands. So, if we press the letter “O” on the keyboard the “Objective” symbols will be turned off... and in this case that would be the British flag pictured below.



You can even hide all the units from the map (Units Off) if you want to get a clearer view of the underlying terrain.

When you click on a hex it is surrounded by a red hexagon. This indicates the current **Hot Spot** hex which in turn controls the information displayed in the Hex Info Area and the ability to assign commands to units.

For this scenario the map likely does not take up your whole game window. This can vary widely based on the scenario being played – some actions focus on a tiny area of the battlefield; others cover huge sprawling areas that will have you scrolling and scrolling to get from side to side (and using the Jump

Map feature a lot).

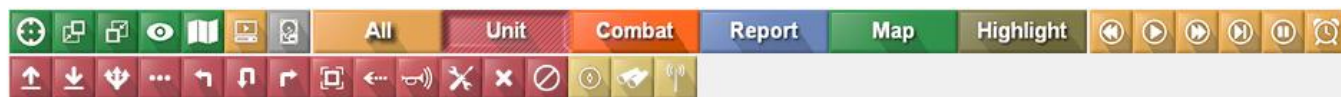
There are many stacks of Anti-Pragmatic (French) troops (white counters) and three British objectives in front of us and a fair number of British troops (red counters). We may not be seeing the entire British force, however. This is because we have FOW in effect and so will only see units within our Line of Sight (LOS). We can tell the time of day or any special weather conditions by looking at our status bar. If those details don’t display, there for you click on any empty hex. When in 3D view the symbols with letters near them represent leaders, the letters are for their command level, in the example at right this leader is commanding a Brigade.



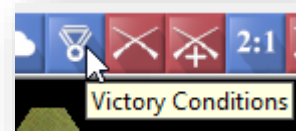
12:00N May 11 1745, Anti-Pragmatic Turn, Turn 1 of 12, Day (Visibility: 18 hexes), Clear (Move Cost: 100%, Art. Fire: 100%, Non Art. Fire: 100%, Attack Mod: 0%)

Let's take a moment and look at the Toolbar in more detail. In addition to HotKeys, this is the most common way you will interact with the game.

Note: There is a detailed document breaking out each button, the command associated with it and the hotkey. Press F1 to access this in game, or you can go to the Manuals folder and find the **mpb.pdf** file.



The Toolbar is dynamic to help meet your needs. You can click on one of the large buttons to display only a certain group of buttons – in the above example we have selected the Unit section. This gives us access to the various commands which allow us to change formations, facing, or position in the hex. If you hover your mouse over a specific button a tool tip will be displayed telling you what it does (and its associated HotKey).



Your Objective for this scenario is to dislodge the British forces from the positions in front of you, capturing the objectives and inflicting more casualties than you take.



Now click on each objective hex and look at the Terrain Box in the Hex Info Area. The Terrain Box shows that this objective is worth 50 victory points in clear hex (24,11). The other objectives are worth 50 & 100 points each.

Note: the hex location is displayed in the far-right corner of the Status Bar at the bottom of your screen.

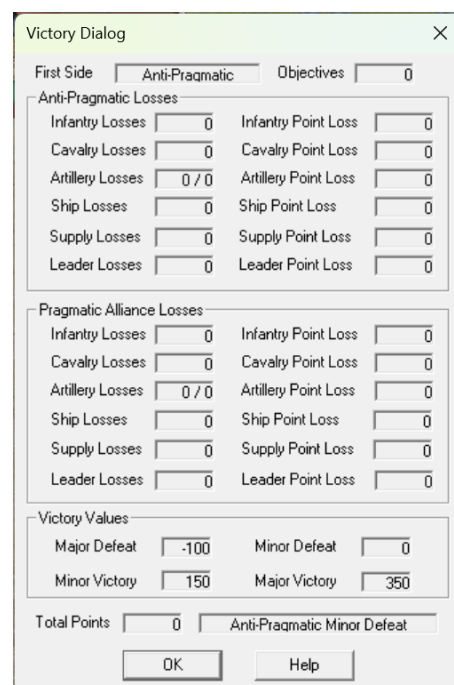
(24, 11)

Next click on the “Victory Conditions” button on the Toolbar and we’ll see the Victory Dialog which shows the current status of the game. These values will be updated as play progresses, but we see it is currently an “Anti-Pragmatic Minor Defeat”. So, the burden is on you to attack and change that situation or face the displeasure of your king!

If you can take and hold the territorial objective hexes and inflict greater losses on the British than you take, you will obtain a Minor Victory for sure. However, if you take those hexes, but take a brutal beating in the process, you will not obtain a victory.

As you can see from this screen, you gain points for inflicting losses, but you also have points deducted from you for losses you suffer. The 0/0 display for artillery represents guns destroyed / captured.

Keep in mind, as combat progresses, your troops will suffer losses, gain fatigue, and have a reduction in morale. All of this will cause them to be more “brittle” – which means they may, or may not, execute the commands you issue them. They may even run away! Watching fatigue levels, maintaining command and control, and maintaining solid



formations are all significant keys to your success. Again, once you get the basics of play down you will want to give the **User Manual** a thorough reading as this will provide ample details on these topics and more. This and other reference material is accessible from the “Help” menu within the game, or by pressing the F4 hotkey, or by browsing to the \Manuals folder where the game is installed on your computer.

For the purpose of this tutorial we are going to focus mainly on game mechanics – so you can get right in and begin to play. As you progress though you will want to learn details of how battles were fought during this time period, allowing the different “arms” of your Army to complement each other – softening up targets with artillery or infantry volleys, bringing home a cavalry charge, and then following up with close infantry support. The game engine is designed to reward good tactics and penalize poor ones but not prevent you from doing things that were not done historically.

Very Important: A unit must be Selected in order to accept any orders you give it. Its background will be “highlighted” or become brighter when it is selected.



In Musket & Pike, infantry may maneuver in Column, Line, Block, Shortened and Extended Line. To alternate between these formations, use the Change Formation (Ctrl+C), Change Block (Ctrl+D) and Change Extended Line (Ctrl+E) buttons on the Toolbar. The associated Hot keys are listed in parentheses.

Artillery may be Limbered or Unlimbered. To alternate between these formations, use the Change Formation button on the Toolbar (or Ctrl+C).



Most Cavalry and Leaders are always Mounted, with the exception of Dragoons who may also dismount. Cavalry may also Charge. To alternate between these formations, use the Change Charging (Ctrl+B) button on the Toolbar.

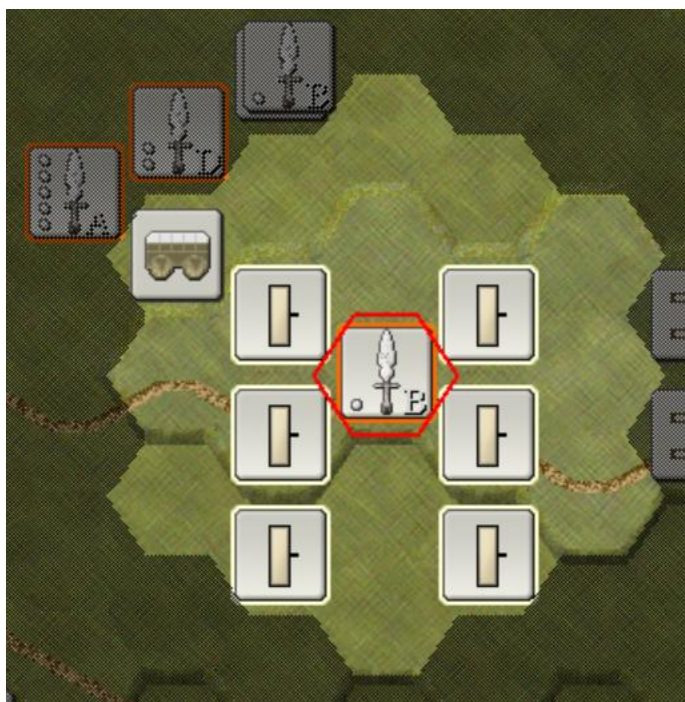
Supply Wagons always move in Column formation.

Some units may also deploy skirmishers or squadrons. More later.

This is the age of “Linear Tactics” – where armies fought primarily in Line formation under tight control of their officers. The Brigade operated as a cohesive unit, and the Division as a collection of Brigades. Accordingly, you should not detach individual regiments and send them all over the map doing different things. There will be

consequences. For example, on the turn following a unit departing from the Command Radius of its Brigade Commander it becomes “Detached”. With the default rule set this unit will not be able to initiate melee until it returns to the command radius of its commander and that sides next turn Command Check is run the following turn. Additionally, it will not be able to take control of an objective hex. If a unit becomes Detached and then Disordered or Routed it will be very difficult if not impossible for them to return to good order. Individual units simply did not operate independently like this in the 1740’s. When a detachment did take place, it was to guard and hold a town or to escort a supply column – not venture off on offensive operations by itself.

The following image will display the tools available to you to help maintain Command & Control. In this image the Brigade leader is selected, and then the menu View > Command Range (C) option is selected – which shades everything outside of that.



Additionally, the menu View > Highlight > Organization command (Q) is used which surrounds all his troops, but also places the alt highlight (orange) around his superiors in the chain of command – pictured here is his Divisional and Army commanders.

You can repeat the process, but this time select the Division commander, and you will see that all of his Brigade leaders start the scenario inside of his command radius.

Note: If a Brigade leader gets Detached from his superior it only impacts his ability to pass command checks. It does not impart the same Detached effects to his troops as when they detach individually. See the User Manual section 5.4 for an in-depth discussion on command checks so you can grasp the importance of the chain of command.

Let’s jump into the scenario then and learn how to interact with our pieces – so we can get our command doing what we want them to do.

In this scenario your side moves first so we will do some movement examples. As I mentioned earlier, **don’t worry if you click something wrong**, you can always restart the scenario to do it again.

Surveying our situation, we see we have several groups of troops. We have a core of infantry formations in our center and then cavalry detachments out on each flank. We also have a small amount of artillery.

Before we go any further we want to explore methods of issuing commands to our troops. To start with, Movement. You can choose to either control units one by one, hex by hex, or you can control entire commands at once. Taking the infantry brigade on the right flank, we have six units with the Brigade leader in the center. We are going to use a form of movement we dub “Attack Movement” which allows us to move an entire command towards the attack as one cohesive unit with minimal mouse clicks. Double-click hex 12,10 in the center of the

formation (the leader) – then **press and hold** the Shift key and right click one of the hexes with an artillery battery in it, in front of the formation. When you do the entire brigade moves as one – see the image below for illustration.



While certainly not required, this method allows you to advance your force very efficiently with minimal mouse clicks and retains their formation. If you repeat this process with the brigade on the left flank you will notice a bit different behavior – as that artillery battery is too large for the regiment to pass through it – so it has to go around.

This method of movement is primarily useful in wide open spaces, away from significant obstacles.

The direction a unit faces is important. Select (double-click) the 2/Regt. D'Eu (infantry regiment) in hex 11,7 in your Infantry's center, 2nd row. Click Clockwise on the Toolbar. If it possesses sufficient movement points, the icon will turn reflecting its new facing and its Unit Box will show its Line formation pointing southeast (or down-right). (Tip: Facing is important during combat. A unit may only fire at a target that it faces. Also, fire taken outside a unit's facing causes a severe "enfilade" penalty).



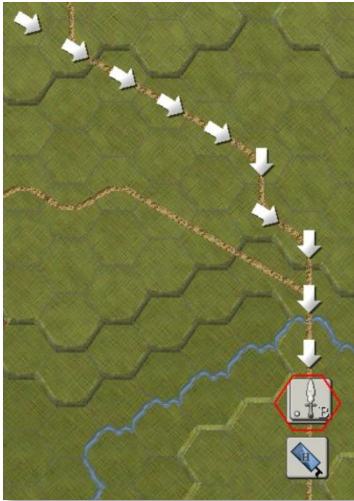
The second style of formation movement I want to point out is "Travel Movement". For this we are going to use the formation of cavalry on our left flank. To perform this movement, double-click the right most unit at 11,3. Then **press and hold** the Alt key and right-click in 15,3 ... you will see the entire command move in single file.



This is an exceptionally easy way to bring reinforcements up towards the action or move around the battlefield. There's a variety of caveats with execution, but this will work on any terrain (not just roads) and for any size of command... you could move an entire Army with a couple of clicks in the right

circumstances. The same applies to the Attack Movement – you are not limited to just a brigade – but units can become disordered by combat and terrain – so be cautious in your movement commands. All of this is covered in further detail within the **User Manual**, section 5.2.13.

If you want to move just a single unit you just skip using the Shift or Alt keys. To try it, double click the 2/R. Roussillon Cav. cavalry unit at 9,15 (on your right flank) to select it. You can right-click on one of the adjacent hexes, or you can use the Drag-and-drop method – on the second click from selecting him, keep your left mouse button held and move over several hexes and release your button. Or you can simply right-click a destination hex and the unit will move there – assuming it has enough movement points remaining. Go ahead and move 1 hex at a time, first onto the road and then further down the road by right-clicking each subsequent hex, until you no longer can.



Repeat this process with the unit and leader at 9,14, moving it further down the road towards the southern map edge. This time though just right-click the hex behind the leading cavalry unit and the new one will move right along.

(Tip: you can use the Map Coordinates button on the Toolbar to toggle the display on the map of the hex position for each hex. Press again to clear this feature.)



Looking further at our forces just about center front we see a Light Infantry regiment with two deployed skirmish companies out front. We have done this simply to illustrate the ability. Skirmish units were not as prominent in this time period as they would be in the later Napoleonic age. Typically, they would only deploy to hold obstructed terrain, such as an orchard, town or other congested area. Let's select the "parent" unit at hex 15,7 and move them into one of the skirmish occupied hexes. Once there go to the other skirmish unit, select it, and move it into the same hex as the others. Now, click the other skirmish unit in the Hex Info Area so both are selected then click the "Change Skirmish/Squadron" command. Both skirmish companies will rejoin the parent and a single infantry regiment will remain. Now move that unit forward a few hexes, up onto the higher ground towards the British.

Did you take any fire? I did and 6 of my troops were lost. It is also possible to become Disordered due to the use of the "Movement Threat Disorder" optional rule once you get closer to the opposing forces. As you approach the fortified line the defending units will exert a threat. See section 5.2.21 of the User Manual for a more in-depth discussion on Threat Values.



So, you should have "bumped" into a lone British unit when you were advancing with your Light troops. Since we have closed the distance between our forces we will go ahead and conduct some fire combat with our lead unit. Most small arms in this time period have relatively short effective ranges as the technology was still limited. If you go to your unit at 19,8 and select it, then going to the Hex Info Area and right-clicking on its image you will see further information about it.

Notice in the image above that this unit is equipped with Muskets. The range is 3 hexes. Looking back at our game map, we see that the British unit is within our range. Now press and hold the Ctrl key and then right-click on the British unit. Notice the cursor changed when you pressed the Ctrl key? That means you are in Fire mode – and when you clicked on the enemy unit the fire was conducted. A message will display on top of the target unit detailing the results of the fire combat.

Normally you will want to have your infantry in Line formation when entering combat. Line formation gives them more fire power, and it puts them in a better position to defend themselves as well. And while some Cavalry can fire while mounted, they are better used for Scouting and Melee rather than ranged fire. **Note:** This is an aspect

that changes based on the mode you are playing. If you select Manual Defensive Fire as we mentioned above, then no fire combat takes place for either side during the movement phase.



In larger scenarios where you have a lot of units to move or conduct fire with you may wish to click the “Move/Fire Mode” button in the top left of the Tool bar. By doing this it will prevent you from having to use the Ctrl key...but when you want to just fire a couple of units and then move others use of the Ctrl key is the easiest.

Now let’s take a look at artillery. There’s a variety of artillery types represented in this game, some of which moves very, very slowly and some require more time to be setup and be ready for use, beyond unlimbering. For our purposes right now though we are going to take the battery in the center of our formation and work with it. We already have it in position on a ridge line so we can see targets, but are they in range? First, we need to define what our range is. To do that select the artillery piece at 15,10 – then in the Hex Info Area where it’s unit image is displayed, right-click on it and the information will change. Here we see this is a French 4-pound artillery battery with a max effective range of 11 hexes.

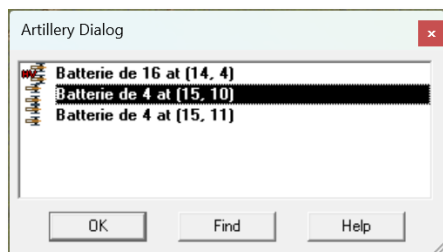


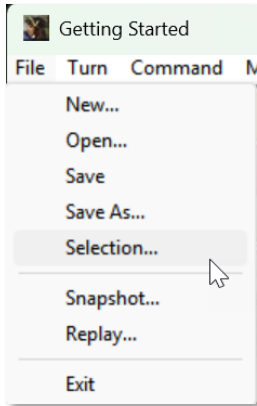
Just looking at the map it appears there are less than 6 hexes between our lines and the leading British unit. We also have a couple of more tools we can use to help narrow our options down. First is the “Visible Hexes” tool (Hotkey V) which when activated with a unit selected will shade all hexes not in this units Line of Sight (LOS). Then we have the “Range Tool”. With a hex selected (any hex for this tool – occupied or not) we can press and hold the Shift key and then left-click on a destination hex and the distance between the two will be displayed. Note: you can move the mouse around with the left button

remaining depressed and the display will update for each hex you pass over.

If desired you could select the artillery battery, press and hold the Ctrl key then right click on the target.

An alternative way to fire is to use the Artillery Dialog box. This is the artillery icon on the toolbar. In this view all available targets have their bases highlighted. Also, all available artillery units are displayed in bold text. If any text is grayed out it means it does not have any valid targets. To fire the selected battery simply right-click on one of the available targets. In our situation all of our guns can fire.



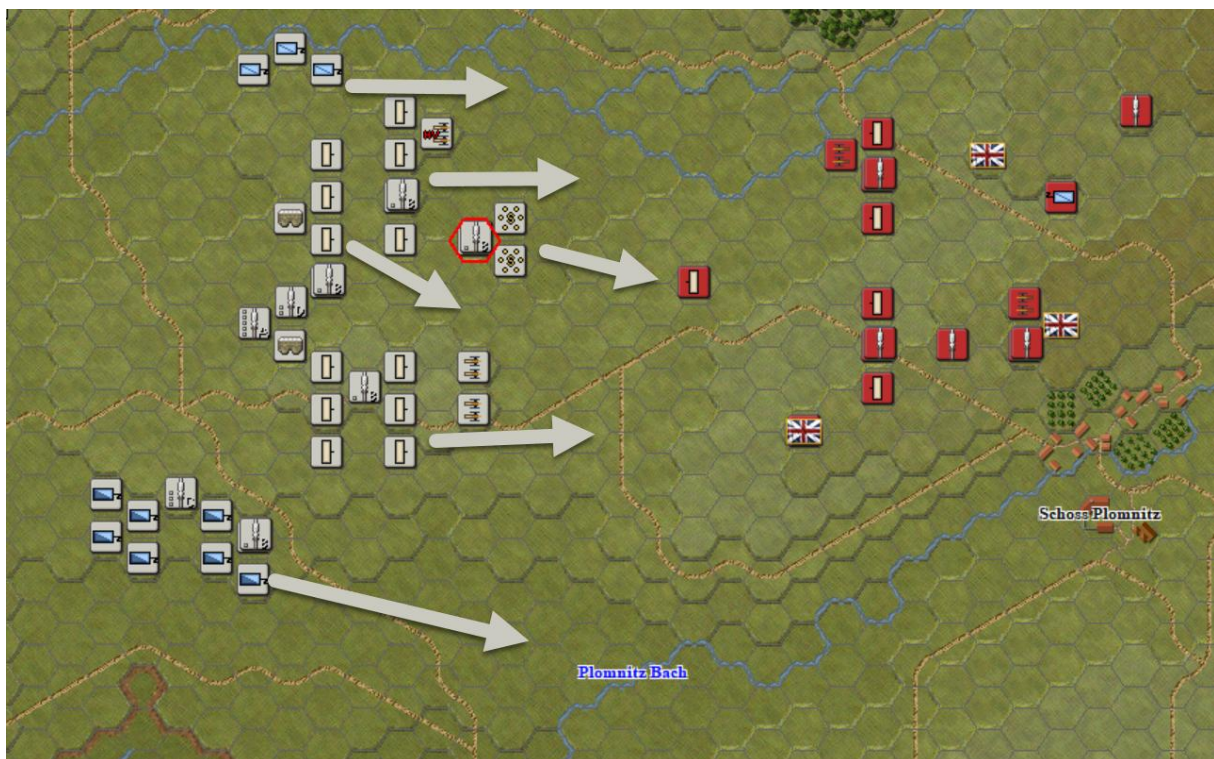


At this point the turn would be finished as there are no possible melees to conduct. You would advance the turn and allow the computer A/I to conduct its turn. **However**, we have only been making sample actions and did not really conduct our turn as we normally would. So, go to the File menu and choose "Selection". This will bring the first screen up allowing you to restart the scenario. Say "No" when asked if you want to save your current game turn. Make the same selections we made to begin with and start over.

Ok, now to formulate a battle plan. As you look over the field keep in mind that there are likely enemy forces out there that you can not see. There are multiple hills that could be blocking of Line of Sight (LOS) and there is always the chance that some forces are still marching to the battlefield.

We'll need to use our infantry to advance in the center and put pressure on the defenders. While we do this we'll use the cavalry on our right to screen our flank, extending the distance the defenders need to guard. We also need to gain some intelligence, as we really do not have a clear idea of what we are up against. You'll want to advance methodically, keeping your infantry in cohesive lines, assigning a command to each sector before you. Starting on the right flank deploy your cavalry in a screen – don't get too dispersed however, as you will want to be able to support your units in the event they uncover more enemy troops. While it may be tempting to cross over to the far side of the Plomnitz Bach, if you do so with your cavalry they will be cut off from the main force – as crossing back over the stream without a road will Disorder them. It's best to keep your force together, at least for this first play through.

The image below gives you one potential plan for your first turn. The burden of attack is on us – because if you remember the scenario currently sits at a Minor Defeat for our forces.



Your Heavy Cavalry should be formed up to support the infantry. While they are capable of bringing home a charge, they are not as effective as Napoleonic era troopers. Accordingly, you will want to soften up the defenders with artillery and ranged fire before bringing the cavalry to bear. Additionally, if you can catch an opponent Disordered and in the flank you will stand a very good chance of success. Attacking head on into good order infantry, however, will mean disaster for your troops. Once we have a good charge situation setup I will provide more details on that, but it will likely take a few turns.

From this point on our details will vary, so I will give general guidance. Go ahead and start by opening the Artillery Dialog and firing off all three of your batteries at desired targets. Then move your forces forward. In addition to the combat forces, don't forget to bring your Supply up behind them as well.

Note: Supply is for "small arms" only and provides replenishment for units low or out of ammo within 5 hexes. This check is done at the beginning of each turn.

Remember that units may move and fire so long as they possess sufficient movement points. (Tip: using the HotKey 'N' allows you to move to the next stack that needs orders assigned. This works in either Move or Fire mode.)

When you have done all your moves click "Next Turn" button on the far right of the top row of buttons, which looks like a clock. You will be prompted to save the game file, give it a name or accept the default. A dialog box will pop up telling you it is now the Anti-Pragmatic Melee Phase. For this round we have no melees to conduct, so advance the turn again.



Now the British turn indicator will appear, click it to close and the computer will take its turn. Your units may fire automatically if in range. You will see everything the A/I does within your LOS. Once the A/I completes both its phases the turn will pass back to you.

Note: You can use the Speed Controls at the top right-hand side of the Toolbar to control the speed at which the AI operates or even Pause the action. Each command

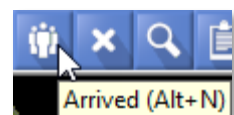


also has a Hotkey (F5 – F9).

Continue your advance – fire your artillery first then move your infantry forward, you will likely be in range by turn 3.

Below is a picture of the end of my turn 3. Note that I have two brigades bringing their firepower to bear with the third held in reserve in the center. The British have started to push forward around the closest objective to form a defensive line. Note the French cavalry in the lowlands that have been turned to be able to sweep up the hill as the opportunity presents itself.

Also, my command report this turn informed me that reinforcements had arrived, huzah! Before we advance the turn we should see what additional forces are now available to us. Click the "Arrived" button on the Toolbar or use the Hotkey (Alt+N). A box will display with a single entry. You can either select the entry and hit OK, or you can double-click the entry. Either way the units will be placed on the map.



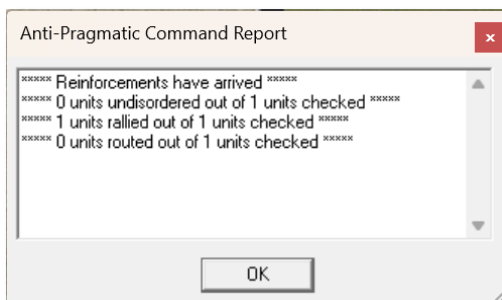
Note: You do not “have” to bring reinforcements on the map when they show up... there may be situations where you want to hold them off for a turn or to. To do this simply click the cancel button on the box when it displays at the end of your turn. You will be notified again on the following turn, until you bring them on.

The units are the Gardes Suisses, and they can now quickly be brought forward to strengthen our center. Use the Travel Movement method discussed previously (on page 9) to move these units quickly along the road.



Also note I have left my left flank horse detachments back a bit guarding the artillery battery. When I am ready to move that they will also advance.

I advance the turn and when I check I have only 1 melee possible, but it is a good order 6xx strong British regiment on a rise before me, so not a good candidate for attacking just yet. We'll pour some more lead into them before we close the gap. Go ahead and advance the turn to give the AI its round.



The fourth turn command report returns decent news. Our troops are holding fast and more help is on the way. Thus far not a lot of new troops have come into view, so it is time to get more aggressive with the advance. Once again, begin by softening up targets concentrating as much firepower on that forward British regiment as possible.



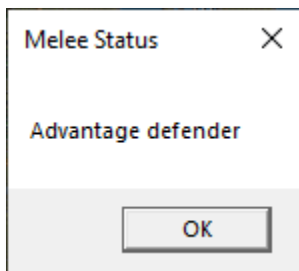
I pivot (turn clockwise) one of my regiments to bring fire into the flank of the exposed enemy but note – this exposes my flank as well. Accordingly, I need to move the forces to the left forward to protect against this exposure. Bring forward the Light regiment and then the other brigade to put pressure on the remaining defenders.

Conduct all of your offensive fire and advance the turn.

To enter an enemy occupied hex, you must melee it. Let's bring home an assault on the British unit in front of us. **Note:** Only adjacent units may melee.

(Tip: There are benefits to keeping a leader stacked with your units when entering a melee, but there is no need to go in with more than a single leader, as only the most senior leader will have his values applied to the calculations.)

Also, conducting a melee with a Leader exposes them to more danger and the chance of them becoming a casualty, so use them wisely.)



Select the unit at 21,10 and then drag-n-drop it onto the opposing formation at 21,11. A dialog box will appear telling you the forecasted result of the melee. (If you were playing without FOW then the odds of the melee would display.) Click OK to close that dialog box, then you will likely suffer some defensive fire from the unit that is being assaulted. Additionally, an "explosion" icon will appear of the hex being meleed. Now let's add a second unit to increase our odds of success. We'll add the unit directly in front to the melee in the same fashion.

Now we have more favorable odds but note – it is not a guarantee that we will win. This addition triggered some Defensive Fire. Once that is concluded click on the Resolve Melee button (Ctrl+P).



Our attack was a success! We suffered less casualties and the defender was displaced.



(Tip: Losing a melee can add large amounts of Fatigue to your units – so calculate wisely and don't melee more than you should, or your force will become highly fatigued and not able to achieve the objectives you have set for them.)

We have a second opportunity for melee in my game, but that target is very fresh, so we are going to pass for this round. I advance the turn to see what the British do.

And...they ran! At least the unit that lost the melee... but the rest of the red line stretches before us.

We are now at the top of turn 5, and while several hundred men from each side lie scattered on the ground, nothing decisive has taken place. Since I have fresh forces moving quickly towards the front, I am going to adapt my plan to incorporate them:



My left flank troops are going to press hard towards the objective. I'll bring the center brigade forward, then pivot to the right to attempt to flank the hill. My right flank will hold a steady line pouring in fire to pin and hopefully disorder the defenders to increase the chances of success for my assaulting troops. The relief column will push up through the center, relieving the right flank and keeping pressure on the assault. The hope is this pressure will create an environment ripe for a cavalry charge... but that remains to be seen.

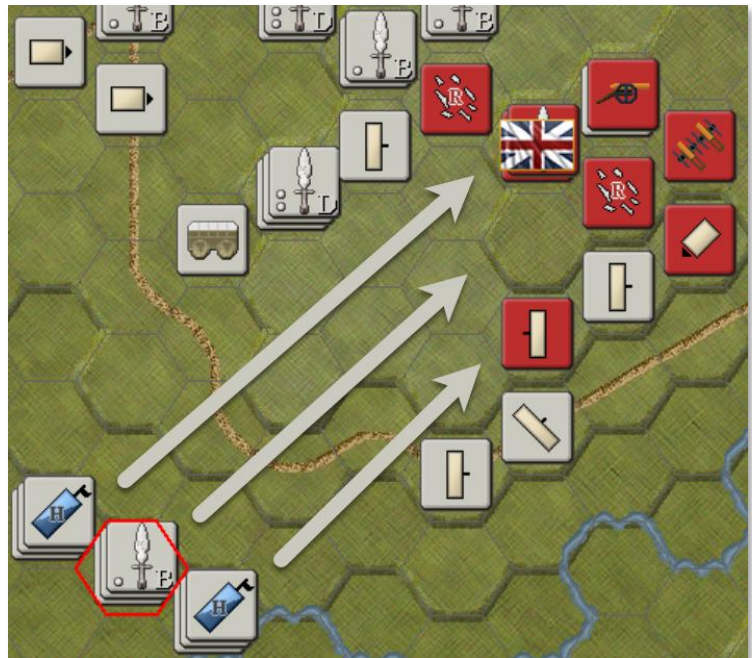
I will bring my Heavies a little closer to the fighting to keep them at the ready. I will also move my battery and cavalry forward on the left, though the center will stay in place.

Well – best laid plans. As I moved my troops into position the situation changed radically! I now have British cavalry appearing in the center and what appears to be a Dutch contingent arriving on my right flank. I'll watch the Dutch for now, but my planned flanking maneuver on the hill has been thwarted – I must take those cavalry units into consideration and try to neutralize them if at all possible. That leaves my reinforcement column my only assault force.

My pressure paid off and the defending force on the hill collapsed, opening up an ideal swath for me to conduct a cavalry charge, so I moved my infantry out of the way to make it happen.

To conduct the charge I select the entire stack at hex 18,15 then I click the "Change Charging" button on the Toolbar. You can only move "forward" when in charging mode, but that gives you two hexes to choose from. As shown in the image at right, I have a clear path to bring my entire heavy brigade to bear at once, if all goes well. My plan is to hit the closest regiment first and push it out of the way, then continue into the routed units and artillery at the crest.

You move your charging units during the Movement segment, but you can not conduct the melee until we advance the turn, so I will address the rest of my forces before I do that.



When a defender loses a melee to the charge like what we have seen, they not only lose a significant portion of their total strength, but they accumulate fatigue. So there is a good probability they will rout on the following turn – possibly taking other units with them. So again, don't over extend yourself unless you are realitively confident of success.

I execute my charge, but alas... two of my three stacks fall a single hex short! Oh well, lets carry what we can through and see where it leaves us...



What luck! At least for me... the defeated regiment landed in front of my remaining charging forces, so I was able to bring them to bear after all.

Now the special thing about the Charge is that if you win your initial melee you are able to continue on – meleeing through up to three more hexes. The downside is, your units are now Disordered, but they still have the momentum of the charge behind them. So you need to weigh carefully targets that are before you. If you puch through and have weaker targets in the second line before you, then crush them! But if you have good order, strong forces before you, you would be better off stopping.

For a lot more on cavalry charges, the methods, benefits, restrictions and ramifications see the User Manual beginning in section 5.3.1. **Note:** For each hex moved in Charge mode the cavalry units will gain 15 fatigue points. You should weigh your use of your cavalry very wisely... overuse will quickly see them exhausted and useless.

A truly devastating round for the Pragmatic forces. They hit back, but it was apparent they are reeling. But now I have exposed cavalry, blown horses and disorganized infantry – so I must spend this turn returning order to my ranks and attempting to isolate any enemy troops in my midst.



My reinforces are now up and I need to bring them into the line to shore up my position, but they are in Column formation, which is used primarily for travel. I need to deploy them into Line, so to do that I select one then click the Change Formation button on the Toolbar. They are now ready to take their place in the line.

Note: Not every order to change formation or advance will be successful. The presence of the enemy may be sufficient to interfere with the attempt. This presence is called the "Threat Value". Right-clicking a Unit Box will show the percentage chance that formation change will be successful. The absence of a percentage implies complete success. Generally, you may change formation so long as a unit possesses sufficient movement points to do so and the threat is low, and before it has fired. Once a unit has fired it is done with actions for that turn. In this instance one of my troops failed due to the chaos of the battlefield.

I continue to consolidate my forces in the following rounds. The Pragmatic army has not quit the field and it still holds the central objective, but the tide is in my favor and I am confident of final victory.

Ok, we have covered a lot of ground...we now know how to move, fire & melee. We have seen information on how to define what units go together, who's in charge of them and how to keep them together.

Note: Remember to use your forces in complementary fashion. Soften up targets with an artillery barrage or ranged fire from your infantry. Punch through a line with a cavalry charge and follow it up with formed infantry battalions. Any one arm of the Army by itself can be cut off and destroyed, but properly supported it is a very formidable force.

(Tip: If you prefer to have verbose reporting of fire and melee combat go to the Settings menu and de-select the On Map Results option. This will display a dialog box after each action to show you details.)

One further thing we want to highlight that can be helpful once you have multiple armies on the field – and that is the Side Designator. Note the color-coded bar at the bottom of each unit's information. Blue for Anti-Pragmatic, Green for Pragmatic Alliance.



It will take time for you to learn how to use the forces in the manner they are intended. Keep playing through this scenario until you get the hang of controlling your units and you are able to achieve a victory. As you can see from the information I have shared here, it doesn't take long for a battlefield situation to change.

Further Information

This guide is designed to give you a basic introduction and feel comfortable with what's going on in the War of the Austrian Succession game, but it is no substitute for the **User Manual**, which is the series' rule book. The User Manual will expand upon everything discussed here and cover the issues of campaign play, leadership, morale, and supply amongst others that will allow you to fully enjoy the game. The General Help section also discusses the various elements of the interface in helpful detail. You can see this whilst playing by pressing **F4**.

The **General Help** shortcut provides you with Summary Info such as Terrain Effects Chart, Weapon Effects Chart, Toolbar definitions, hot key listing, etc. You can see this while playing by pressing **F1**.

If you wish to delve inside the game designer's head, press **F3** whilst running the game and the **Designer's Notes** will be yours.

Pressing **F2** invokes a feature called the Parameter Data Dialog. It provides a host of information including movement costs, terrain benefits and stacking limits amongst other things.

Documentation for the game's editors may be found in the following help files:

Scenario Editor Help Manual

Campaign Editor Help Manual

For updates, downloads and the latest information visit WDS at <https://wargameds.com/> or email Helpdesk@wargameds.com

You can also head over to the official forums and ask questions or discuss the games with fellow enthusiasts. Visit the Musket & Pike section here - <https://forum.wargameds.com/viewforum.php?f=16>