27.0 Optional Rule - Limited Intelligence
Playtest Rules

Play Note: *Warning: This rule is intended to produce player shock (usually for the Coalition player). It accounts for the enemy confusion/ unbalancing that occurred in the face of successfully veiled army movements and superior Coup d'oeil on deployments, which we as gamers largely avoid due to our God's Eye View. It may produce drastic outcomes*. *Players may either love or hate this rule; use only upon strong agreement, and be prepared for the worst.*

Design Note: *These rules increase the impact of attacker axis and defender position choices, and underline use of cavalry and detachments as advanced guard and defensive tripwires. Most important, they give players some taste of the operational anxiety Commanders may have felt as they closed on or waited for an enemy force only vaguely located.*

27.1 Dummy Counters (Replacement/False Leaders)
In Main scenarios, each side may be allocated Dummy Wing Leader and Detachment counters. These are drawn either from the appropriate nationality Replacement Leader counters, or (for the Austrians in Leuthen and Torgau) "false" Leader counters from the Rossbach game. Dummy counters are treated exactly as real Leaders/Dets, and may be used to deceive the enemy as players devise, until they are spotted, at which time they are removed from the map.

27.1.1 Real Units' Off-Map Set Up: Before placing Wing Leaders on map (see below), all Wings, and up to 3 artillery units per Wing, are arranged near the map for fast access. Once grouped, units may not be moved between Wings. Army Commanders are placed with any Wing, and will be deployed with that Wing when spotted. Units may be covered with a tissue, small box cover, or otherwise masked from view.

Army Commander's Detached Units: Any 2 inf/cav units and 2 artillery units may be detached to each Army Commander. The detached units are considered part of the Wing the Commander is in, may trace command to that Wing Leader, and assume that Wing's Command status. If the Commander successfully rerolls Effectiveness for that Wing, all detached units are also Effective. Players may want to note detached units id's on a sheet of paper for reference. Detached units may resume their status under their parent Wings at any time, but cannot then revert back to their detached command chain.

27.1.2 On-Map Set Up: To set up, players place on-map only real Wing Leaders and Dummy Leader counters, on their Inf, Cav, InfCav +4 sides (Exception: Torgau Austrians set up slightly differently; see below). Each counter then has two appropriate color Dis counters placed near it.

- o   For a normal Wing/Dummy, the Dis counters are placed within one or two hexes of it, in any direction.
- o   For a Wing or Detachment with less than 4 units, the Dis

counters are placed within one hex in any direction.

These represent generalized deployment areas for that Wing or Dummy. Wing/Dis Counters then move or stay in place, representing all their units, until they are spotted by the enemy.

Design Note: *For Stationary Wings, the Dis counters ensure a large Wing cannot hide behind a single woods or hill hex. But this also helps a stationary Wing spot the enemy from more than the single hex its Leader/Dummy counter occupies.*

27.1.3 Command Rolls: Effectiveness rolls are made as normal for unspotted Wings. Special Leaders may make their re-rolls as normal for a Wing they accompany. It is not necessary to reveal the location of Special Leaders to use their re-roll. *(As always, mes Freres, Let Honor prevail!)*

27.1.4 Moving Wings:
Unspotted wings move normally, in either deployed or IC status. The MA for an unspotted Wing (and its Dis counters) is the MA of its slowest unit, either at deployed ma or IC ma. For Dummies, players may choose any movement rate, up to the maximum that would be possible if the Dummy were a real Wing.

Ex – An unspotted, deployed but Degraded command status Aus Cav wing Leader and his Dis counters can move, to a max of 3 mp a turn; Dis counters get the same ma as the slowest real unit in their wings.

Ex. – An unspotted IC Prus cav wing of all 3 cav types will have an IC ma of 9 hexes (Curiassiers 5 +4IC).

Unspotted deployed IC Wings and their Dis counters move as if they were deployed units. The Dis counters must always remain within 2 hexes of their respective Wing counter.

Each Wing Leader's IC side has an arrow on it. When a Wing Leader/Dummy counter moves IC, the Leader's arrow should be faced behind it i.e., to the last hex moved from. Moving IC Wings trail their two Dis counters behind them, in the direction of the arrowhead , like a "tail." *(Orientation of the Wing counter's arrow is important for IC movement only; it may be ignored for unspotted deployed Wings.)*

27.1.5 Stationary Wings: Stationary Wing Leaders and their units of un-Activated armies are always considered to be already on-map, unspotted but deployed (not IC).

27.1.6 Spotting Modifications: When any opposing Wing/Dis counters (unrevealed or Deployed units) come within 7 hexes of an enemy Wing/Dis counter, and LOS is clear, the MOVING side is considered spotted first and flips over its Leader (if not already revealed). If the moving Leader is real, the enemy Wing Leader is also revealed (if not already). If the moving Leader is a Dummy, it and its Dis counters are removed. If the stationary Leader is a Dummy, it and its Dis counters are removed, and the moving Wing Leader is re-inverted and may keep moving. If the enemy Leader is real, perform Wing Deployment per 27.2

Design Note: *Given it's impossible to game marching 'blind' into enemy-occupied territory without hidden units, and the historical effectiveness of Dets as tripwires, we've taken some design license. Consider non-moving Dummies to be small enemy patrols that spot your moving Wing, then scamper away to report it.*

Play Note: *Players who move same-type Dummies in the vicinity can work a little "same-hex crossing shell-game" during the next movement phase, and may succeed in re-hiding their actual forces again.*

27.2 Wing Deployment

27.2.1 Deployment Roll: Upon spotting, Each player rolls a die and adds their Wing's Command rating. If the Army Commander or a Special Leader is present with the Wing, the player may add that leader's rating to their die roll instead (select highest Initiative if more than one leader is eligible). A Wing containing solely currently non-moving Prussian cavalry and Leaders also adds +4 to the die roll. The side that rolls highest wins the deployment roll, with ties going to the stationary player.

27.2.2 Victorious Moving Wing Adjustment: If the moving Wing won the deployment roll, the moving player may adjust the Wing Leader's position a number of hexes equal to the difference in the deployment rolls, to a total of <u>3 hexes in any direction.</u>

Example: In Torgau, the Prussian player has a moving cav wing spotted by an Austrian inf wing; the Prussian rolls a 5 (+4 cav command rating) for a 9; the Austrian rolls a 2 (+3 basic inf command rating) for a 5; the Prussian wins the roll, with a difference of 4. The Prussian player may now move his Wing Leader up to 3 hexes closer (or not) to the Austrian Wing Leader. The stationary Austrian Wing is then placed on map as below.

Example: Same as above, but the Prussian rolls a 2; with a difference of 6 to 5, the Prussian may only adjust his Wing Leader 1 hex vice 3.

27.2.3 Stationary Wing Formation: <u>If it was not already on map</u>, the stationary Wing is now placed on-map (27.3). If the stationary player won the roll, and that army was already Activated, stationary units may be placed deployed or IC. If the stationary player lost the roll, and moved last turn, units are placed in that wing's last formation status (deployed or IC, can't be switched during on-map placement). If the stationary Army is not Activated, it is <u>always placed deployed.</u>

27.2.4 Moving Wing Formation: The moving Wing is now placed on-map (see 27.3). If the moving player won the roll, and was IC, the Wing may be placed on-map deployed or IC. If the moving Wing was deployed, it is placed on map deployed. If the moving player lost the roll, the units are placed in that wing's last formation status (deployed or IC, can't switch during on-map placement).

27.3 Placing Units on Map

27.3.1 Placing Deployed Wings on Map: Before actual unit placement, formerly IC Wings that are placed on map Deployed may take their trailing Dis counters and place these on any adjacent hex to their Wing leader.

Place the first actual unit under the Wing Leader. The next two units are placed in Dis counter hexes, and the Dis counters are removed. Remaining Wing units can be stacked with or placed adjacent to these units. No unit may be placed more than 3 hexes away from the Wing Leader. Leaders and units may deploy adjacent to the enemy, but cannot be placed beyond them, or in such a way that the deploying units themselves surround the enemy. After units are placed on map, their movement is ended for the turn.

27.3.2 Placing IC Wings on Map: The first unit(s) within IC stacking limits (3.2) may be placed under the Leader. The rest must be placed in a line corresponding to the leader's prior march path (arrow and Dis counters), up to six hexes behind. All IC stacking limits apply (3.2). Any remaining wing units can be placed parallel to this initial 6 hex long IC string, on either or both sides.

IC units may not be placed adjacent to or beyond enemy units. After units are placed on map, their movement is ended for the turn.

27.4 Voluntary Deployment
Active unspotted Wings may voluntarily deploy as per 27.3.1. Such Wings may move up to half their IC movement allowance (round remainders up), then deploy.

27.5 Multiple Spottings
If a Moving Leader comes within 7 hexes of several enemy Wings, only the closest is revealed, and if real, deployed. If the enemy units block LOS to the Wings beyond, the other Wings are not revealed. If not, all enemy Wings that can be spotted are deployed as in 27.2 and 27.3, and all Wings use the same deployment die roll.

27.6 Scenario Instructions
When using Limited Intelligence rules, the number of dummy counters allowed for each side is listed in the scenario information below. Limited intelligence rules are only used with Main scenarios.

27.6.1 Rossbach: The Prussian player gets 2 Inf and 2 Cav dummies. Place these dummies with all the other Leaders.

The FrE player gets no Dummies.

27.6.2 Leuthen: The Prussian player gets 3 Inf and 3 Cav dummies.

The Austrian player uses the Von Loudon Inf/Cav "false" Leader Dummy counter from the Rossbach game, which can be placed as a Detachment, within 5 hexes of 2114, like Nostitz, the real

Detachment leader.

27.6.3 Zorndorf: The Prussian player gets 3 Inf and 3 Cav dummies. The Dummies must be placed on the three start lines in the Broad Historical set up. If using the Free set up, a dummy counter may replace the wing within 3 hexes of 3215, and all other dummies are placed north of the Mietzel river, along with all other wing leaders.

The Russian player gets 1 Inf and 2 Cav dummies. The dummies may be placed within 2 hexes of any of the setup hexes using the Broad Historical set up. If using the Free set up, dummies are placed as with any otherWing Leader.

27.6.4 Torgau: The Prussian player gets 2 Inf and 2 Cav dummies.

The Austrian player gets 1 Inf and 2 Cav Replacement Leader Dummies, and <u>may </u>also wind up using the Von Loudon and St. Germain Inf/Cav "false" Leader Dummies from the Rossbach game. Dummies may be interspersed with the Dets, or placed with the main body Wing Leaders.

27.6.4.1 Austrian Dummy Set Up and Stacking: Because the Austrian Dets may consist of combat units without accompanying Leaders, Dummy set up is different, as follows:

27.6.4.2 Off-Map Det stacks: The Austrian decides if he's going to use any Dets. If so, he divides his Det units into 1-3 piles off map. Designate each pile as Dets 1-3 and cover it with its respective Det Command Effectiveness Marker. Routed markers may be mixed with the real units to make all these stacks the same height to mask true Det composition.

27.6.4.3 Creating On-Map Dummy/Real Det Stacks: If the Austrian uses only one Det, he does NOT get use of either the Von Loudon or St. Germain counters as false leader Dummies. If he uses 2 Dets, he adds in the Von Loudon counter for use below; if he uses 3 Dets, he also adds in the St. Germain counter.

The real Det stacks will be represented on-map by one of the 3 Det counters. If the Austrian chooses to use less Dets, use only the Det counters that match the real designated Dets off map. Set the other Det counters aside.

To create a real Det stack, place Ried or any of the Replacement/ False leaders, IC side up, on top of a real Det counter, to mask it. Both are placed on-map, along with Dis counters per 27.1.2. When revealed, remove the replacement/false leader counter, and Deploy the real Det units from their off-map stack onto the map. If Reid is used as the masking counter, when revealed, Reid is Deployed with that Det.

Masking Leader counters <u>do not</u> <u>have to match real Det unit types</u>.
Ex -- a real Det consisting of one Croat infantry unit may be masked by a replacement Cav Leader, and Drg 31 can be masked by the Repl Inf leader, etc.

To create a Dummy Det stack, place a Replacement/ False Leader counter, IC side up, on top of any <u>spare </u>counter. Both are placed on map. When revealed, remove both counters.

27.6.4.4 Placing Real/Dummy stacks on map:
Similar to the Torgau Set Up info in 26.3, there must be 3 spaces between Det/Dummy <u>stacks (and their Dis counters)</u> when placed on map.   Note, when these stacks are revealed, their units are deployed per 27.3, using the original stack space as starting point.

27.6.4.5 Creating Dummy Main Army Wings:
Per 27.1.3, place only the Replacement/False Leader counter, IC side up, on-map, the same as placing a real Wing leader.

Play note: From the above mix, The Austrian may create up to 3 real Det stacks, with 3 additional Det Dummy stacks. Or, the Austrian could create less Det Dummy stacks, and place Dummy main army wings, etc. If no Dets are made, up to 3 false main army wings can be placed.

Credits:

Playtesters: Thierry Aradan, (and your name here…)

Special thanks to Thierry Aradan for much key QA analysis, and work on Cyberboard modifications to enhance Lim Intel play.