

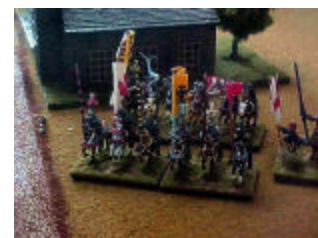
CRUX OF BATTLE

CRUX OF BATTLE: A Command & Control Variant for AOD

Crux of Battle is a game supplement intended to add command and control rules into Warfare in the Age of Discovery. During the Renaissance era command on the battlefield was haphazard to say the least. Few commanders had total control of their plans as modern warfare was still in its infancy. Knights still charged unsupported, the Swiss could wreck any commander's plans, and mercenaries were totally unreliable.

This module attempts to recreate this uncertainty on the Renaissance battlefield. Some commanders will excel in combat, able to command multiple units while others may have a hard time controlling two! Each side will randomly draw its leaders before the battle and have to make due with what they got. Add into the mix special events, individual unit initiative, and varying effects on officer casualties and you will

have a good idea of what the battlefield of this era was like. This variant will also add a degree of uncertainty to any Age of Discovery scenario.




15mm heavy cavalry ready for a charge.

How to Read the Leader Cards

Army Color——
French-Blue
Spanish/Italian-Red

Leadership
Value——

Phillipe of Milan — Leader Name



Special Event Number: **7**

Command Range: **4 3 8**

Command Ability

Included in this supplement:

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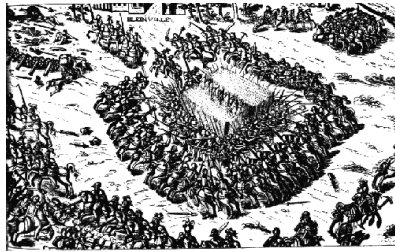
Special points of interest:

- *Special Rules for Swiss contingents.*
- *Random Special Events*
- *Initiative Rules for separate units.*
- *Presents command problems on the battlefield and adds uncertainty to each turn.*

Using The Cards

When using the standard set up for an Age of Discovery battle, each side randomly draws three leader cards from their deck of nine cards. These three leaders are then given command to one of the three “battles” or forces each side has. Play then proceeds normally.

At the start of each turn, before the die is rolled to determine which side goes first in that turn, 2D6 are rolled. If the number rolled corresponds to a special event number on a leader’s card, then 2D6 are rolled again and the back of the leader’s card is checked to find the result. The result is to be implemented immediately and may last longer than just that one turn. If a different event is rolled for the same leader on a



Battle of Dreux during the French Wars of Religion

When it is a force or “battle’s” turn, the leadership ratings on the leader card are consulted. The center number is the number of units a leader can command in a single turn. Any units above this number have to check for initiative to move or charge on their own. The final number is how far away the units can be from the

following turn then the new event takes precedent over the old event.

leader and still be in command. For example, a leader has a command ability of three and a command range of ten. Any three units of that leader’s force within ten inches of him can move or charge normally. If there are four units in his force, the fourth unit will have to roll for initiative to move or charge.

The first number is the leadership value and is used for melee and morale purposes as normal in the AOD rules. When a leader is killed or captured, another leader card is drawn from the deck to replace him. The delay in when he appears is determined by rolling 1D6 with the following results: 1,2: 1 turn, 3,4: 2 turns, 4,5: 3 turns. When the new leader arrives he is placed in the center of the force he is commanding.

Unit Initiative & The Swiss

When a force has no leader or there are too many units for a leader to command in one turn in his force, unit initiative must be used to move or charge. The unit initiative number is the same number as the class of the unit. So, a Swiss unit trying to move on its own would need to roll a 4 or less on 1D6. If the unit fails the roll, it can defend itself or fall back to prevent being flanked, but cannot move

normally or charge.

The Swiss could make life interesting for any commander and more than once destroyed a whole campaign by their impatience. Whenever there are Swiss present they should be under a single leader. When it is that force’s turn 2D6 are rolled

and if the result comes up 12, then this special rule applies. Immediately, ALL Swiss units must move directly towards

the nearest unit of enemy infantry. Once inside of charge range they must charge. Only after they have charged and entered melee do they revert back to control of the force’s leader.

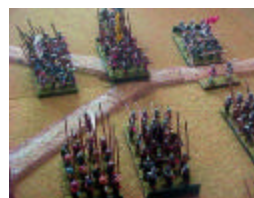
Whenever there are Swiss present, they must be under the command of a single leader.

Variants and Optional Rules

The following could be tried with **Crux of Battle**, especially with more experienced players.








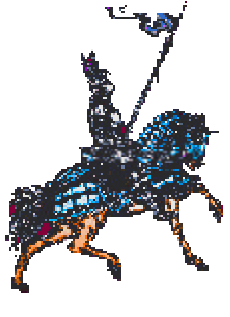

1. Randomly assign leaders to forces.
2. In very large games(over 30 sp’s), add more leaders (over the initial 3) so that you have cavalry leaders, baggage train leaders, etc....
3. Set up a bid system in sp’s to “buy”
4. Modify the unit initiative for various units to reflect better trained troops, desperation, or greed for certain scenarios.
5. When one side is de-

better leaders and compensate the other side with additional units.



15mm Swiss, Spanish, and Germans about to come to grips with pikes.

fending in fortifications and after the third turn in which they have suffered more casualties than the attackers (from bombardment, etc...), start making a 1D6 roll vs. the leader’s leadership value and if they fail they must come out of the entrenchments. The commander’s force must attack the nearest enemy units.

<p>Jacques de Tourville</p>  <p>3 4 10</p>	<p>Michael de Saxe</p>  <p>5 2 6</p>	<p>Jean Rousseau</p>  <p>1 5 8</p>
<p>Pierre Marchand</p>  <p>2 4 7</p>	<p>Henry Lefevbre</p>  <p>3 3 5</p>	<p>Vincente Moreux</p>  <p>4 5 12</p>
<p>William St. Priest</p>  <p>6 3 6</p>	<p>Rene Friant</p>  <p>2 5 10</p>	<p>Paul Grouchy</p>  <p>3 6 12</p>

<p><u>Die Roll</u> <u>Event</u></p> <p>2 Confusion. All units must halt this turn.</p> <p>3 All Firing is -2 this turn.</p> <p>4 Command Ability is 3 for this turn.</p> <p>5 All units move 1/2 this turn.</p> <p>6,7,8 No Effect</p> <p>9 All units +3 inches move this turn.</p> <p>10 Command Ability increases to 6 this turn.</p> <p>11 All firing is +2 this turn.</p> <p>12 All charges are at +2 this turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 +1 to all Melee rolls for all units this turn.</p> <p>5,6,7 No Effect</p> <p>8 Command Ability is 4 for this turn.</p> <p>9 All units +3 inches move this turn.</p> <p>10 Confusion. All units can only move 1/2 this turn.</p> <p>11,12 This turn only, this leader and his units can activate at any point during the turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 Reorganization. All units halt this turn.</p> <p>3,4,5 No Effect</p> <p>6 Confusion. All units move 1/2 this turn.</p> <p>7 Unsure. If any unit(s) are fired upon, they fall back 1/2 move.</p> <p>8 All firing is -1 this turn.</p> <p>9,10 All units +3 inches extra this turn.</p> <p>11,12 All units treated as Class 4 this turn.</p>
<p><u>Die Roll</u> <u>Event</u></p> <p>2 For this turn only, you can choose any movement sequence for your side.</p> <p>3 All units +1 for firing this turn.</p> <p>4 All units +1 for melee this turn.</p> <p>5,6,7 No Effect</p> <p>8,9 Command Range reduced to 6 this turn.</p> <p>10,11 All units +2 inches this turn.</p> <p>12 All units must full Move towards nearest enemy.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 Command Ability increased to 5 this turn.</p> <p>3,4 All units no movement this turn.</p> <p>5,6 All units must full move towards nearest enemy.</p> <p>7 All units +1 firing this turn.</p> <p>8,9,10 No Effect</p> <p>11 Roll for 2 events</p> <p>12 If in melee last turn is automatically killed: shuffle leader cards and draw a new leader</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 All units halt this turn.</p> <p>3 All units +1 melee this turn.</p> <p>4,5 All units 1/2 move this turn.</p> <p>6,7,8,9 No Effect</p> <p>10 All units +1 firing this turn.</p> <p>11 All units +3 inches move this turn.</p> <p>12 If any unit loses a melee this turn all units fall back 1 full move.</p>
<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 Superior tactics. All units get 1 free move this turn after all other forces have moved.</p> <p>5,6 All units 1/2 move this turn.</p> <p>7,8,9,10 No Effect</p> <p>11,12 Mercenaries on Strike All mercenary units in leader's force halt until a 5 or 6 is rolled on 1D6, then they work things out and function normally.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 Catastrophe. All units lose 1 casualty to straggling, desertion, etc..., and fall back 1 full move.</p> <p>3,4 All units only 1/2 move this turn.</p> <p>5,6,7,8,9,10 No Effect</p> <p>11 Leadership Value goes up to 4 this turn</p> <p>12 All units +1 firing this turn.</p> <p>12 All units automatically pass any morale checks this turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 All units 1/2 move this turn.</p> <p>3 All units fire at +2 this turn.</p> <p>4,5,6 No Effect</p> <p>7,8 No Effect</p> <p>9,10,11,12 All units must move at best possible speed towards the enemy and charge when able to. The player may roll 2D6 every turn and if the result is 11 or 12 he may halt the attack.</p>

<p>Franz Hoffstetler</p>  <p>12</p> <p>3 3 6</p>	<p>Alfredo Pellicini</p>  <p>11</p> <p>1 3 5</p>	<p>Gustavus Wilhelm</p>  <p>2</p> <p>4 2 4</p>
<p>Fransesco Albuera</p>  <p>10</p> <p>2 5 10</p>	<p>Fernando Olivera</p>  <p>5</p> <p>3 4 8</p>	<p>Hector Fuentes</p>  <p>9</p> <p>6 5 12</p>
<p>Alfonse Pacino</p>  <p>3</p> <p>2 6 10</p>	<p>Antonio Garibaldi</p>  <p>4</p> <p>1 3 7</p>	<p>Geraldo Cabrerra</p>  <p>8</p> <p>5 4 8</p>

<p><u>Die Roll</u> <u>Event</u></p> <p>2 All units ignore any morale results this turn.</p> <p>3 All units get +3 inches move this turn.</p> <p>4 Command range is 8 this turn.</p> <p>5,6,7 No Effect</p> <p>8,9 All units 1/2 move this turn.</p> <p>10,11 All units must halt this turn.</p> <p>12 All units are treated as Class 4 this turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 Confusion. All units fall back 1 full move.</p> <p>5,6 No Effect</p> <p>7 All units move +3 inches this turn.</p> <p>8 All units halt this turn</p> <p>9,10,11 All units must advance towards the enemy this turn.</p> <p>12 Second Thoughts. All units are treated as Class 1 this turn and any existing Class 1 units fall back 6".</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 Your force has the option of moving at any point in the turn.</p> <p>3,4,5 All units move 3 inches extra this turn.</p> <p>6,7 All units add +1 to all melees this turn.</p> <p>8,9,10 No Effect</p> <p>11 All units 1/2 move this turn.</p> <p>12 All melee die rolls are up on the up/down die for this turn only.</p>
<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 All up/down die rolls are up for this turn.</p> <p>5,6 All units move 4 inches extra this turn.</p> <p>7 No Effect</p> <p>8 All units +1 firing this turn.</p> <p>9,10 All units ignore any morale results this turn</p> <p>11 All units are +1 in melee this turn.</p> <p>12 All units are treated as Class 4 this turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2 Second Thoughts. All units are treated as Class 1 this turn and any existing Class 1 units fall back 6".</p> <p>3,4 Leadership Value is 5 for this turn.</p> <p>5,6,7 No Effect</p> <p>8,9 All units halt this turn</p> <p>10,11 All melee up/down die rolls are down for this turn</p> <p>12 If hit this turn he is automatically killed</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 Roll 1D6. On an even number all units must advance; if odd they fall back 1 full move this turn only.</p> <p>5,6,7 No Effect</p> <p>8,9 Leadership Value is 4 for this turn.</p> <p>10,11 All units get +3 inches move this turn</p> <p>12 All units must charge the nearest enemy and get a +2 bonus this turn.</p>
<p><u>Die Roll</u> <u>Event</u></p> <p>2 All units must advance until they contact the enemy.</p> <p>3,4 All units 1/2 move this turn.</p> <p>5,6 Command range is 12 this turn.</p> <p>7,8 No Effect</p> <p>9,10,11 All units get +3 inches move this turn.</p> <p>12 Leadership Value for this turn applies to all units, even if he is attached to a single unit.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2,3,4 Any mercenary units refuse to enter combat or move this turn.</p> <p>5,6 No Effect</p> <p>7 All units are +1 in melee this turn.</p> <p>8 Leadership Value is 4 this turn.</p> <p>9 Command range is 3 this turn.</p> <p>10,11 All units are +1 firing this turn.</p> <p>12 All morale results are one level worse this turn.</p>	<p><u>Die Roll</u> <u>Event</u></p> <p>2,3 This turn all units automatically pass any morale check.</p> <p>4,5 Leadership value is 4 for this turn.</p> <p>6,7,8 All units get +1 in melee this turn.</p> <p>9,10,11 No Effect</p> <p>12 All units abandon any defensive positions. If in the open they fall back and on 1D6 if a 6 is rolled they flee the battle and are lost.</p>