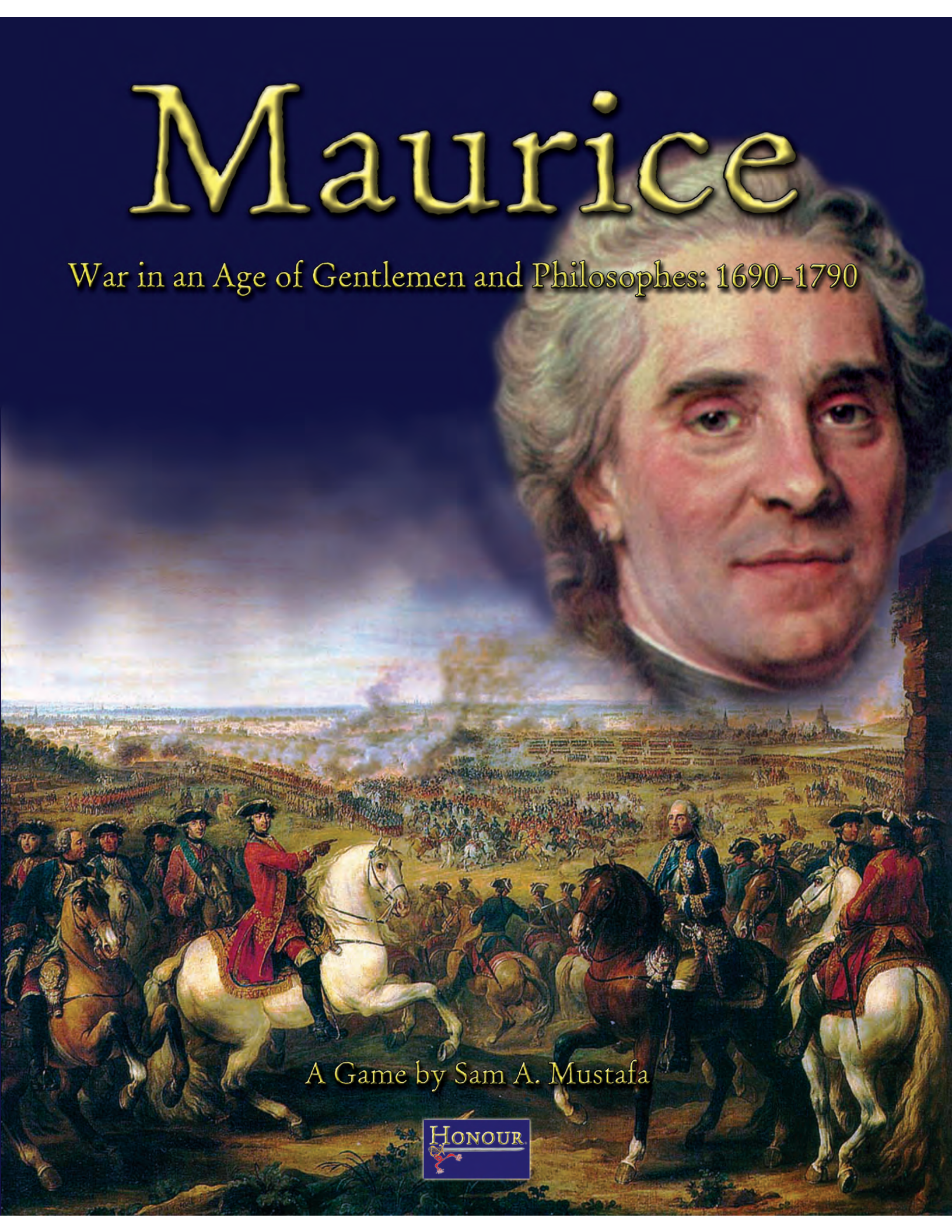


# Maurice


War in an Age of Gentlemen and Philosophes: 1690-1790



A Game by Sam A. Mustafa







Your father enlisted you in a regiment at the age of twelve, and since that day you have dreamed of standing before the king to receive command of one of the armies on the frontier.

It has been a long journey, managing your military and social career, getting yourself mentioned in dispatches, distinguishing yourself in each post, arranging marriages between your family and several of the well-connected clans at court. Even now, with the baton finally in your hand, the army is not totally “yours.” You have rivals at court and in the War Ministry. You are burdened by several subordinates whom you would not have chosen, if you’d had the choice. They include a prince whose family have been sword-bearing nobility since the Crusades, and whose pedigree entitles him to an important command and to despise the fact that you now outrank him.

And then there’s the enemy.

*Did you think this was going to be easy?*

## The “Fast Facts”

*Maurice* is a delightful combination of tabletop miniatures rules for historical and fictional battles, a limitless campaign system that requires virtually no math or paperwork, and a role-playing game in which the “characters” are officers, units, and armies, whose personalities you create, and whose fates you manage from battle to battle across wars and decades.

### When?

*Maurice* will be available in the Summer of 2012.

### What Figure Sizes and Bases are Supported?

As with all *Honour* games, *Maurice* uses measurements in Base-Widths (BW), so that you may use any figure sizes, and any bases that you already have, or wish to have. The game adjusts to accommodate your table space and collection.

### What is the Game’s Scale? Is it for Big Battles or Little Skirmishes?

*Maurice* has a flexible scale. The game’s mechanics “stretch” so that you can use it for any scale you desire. You can play the little battles in the colonies or the American Revolution, or the great pitched battles of the European wars.

### What Wars?

*Maurice* is intended to represent the age of linear armies, from the wars of Louis XIV and Marlborough, through the great dynastic struggles of the mid-century, to the French Revolution.

### What is the Level of Complexity?

If you are familiar with previous games by Sam Mustafa, such as *Grande Armée*, *Might and Reason*, and *Lasalle*, then you will find *Maurice* to be at the same level of complexity.

### Can I Use it For Imagi-Nations?

Absolutely! In fact, *Maurice* is the first set of rules specifically created with imagi-nations in mind. The same creation process that you can use to replicate a historical army for a scenario, is used to create a fictitious army with its own unique personality.

### What Will It Cost?

Pricing will be announced in early 2012. *Maurice* will be available in multiple formats, both print and electronic.

### What’s With the Funny Name!?

See the next page.

*I shall descend into the empire of the shades without regret. My career will have been crowned. I shall have savoured all the delights of this world, and my destiny will have been fulfilled.*

— Maurice de Saxe, Marshal of France

1696-1750

Few men in any time have been such perfect embodiments of the contradictions and complexities of their age. And few managed to enjoy themselves as much as he did!

He was a formidable battlefield commander who excelled in his deadly-serious work, and yet he had a terrific sense of humor and a deeply philosophical approach to life's unpredictable course.

He was naturally handsome and statuesque; no portrait painters had to exaggerate or pose him as a classical hero. And yet he was content to take off his uniform and relax in a salon: an intellectual who wanted to be around intellectuals.

His adventures off the battlefield were legendary. He loved the ladies perhaps a bit too much, often with unintended hilarious consequences. From Russia to Italy he left a trail of broken hearts, and yet could be summoned across a continent by a perfumed letter and a hint of the feminine mystique. One can imagine his friend Voltaire slapping his forehead and chuckling at the latest story.

As the bastard child of an infamously profligate monarch, he was always restless, always pursuing some new project, always seeking some new adventure.

He wrote one of his century's greatest studies of warfare; it became required reading for generations of young officers. Heaped with honours by a grateful sovereign, he retired to his estate, dying "in the saddle," as it were, in the best rock star sense of that expression.

He was never defeated in battle.

In our modern age of relentless civil strife, religious persecution, genocide, and crimes against civilians, let us pause to honour a man like Maurice de Saxe. Gracious in victory, careful in the application of force, grateful to an adoring public. An original. A thinking-man's general. A man whose *joie de vivre* should be an inspiration to us all.



# How Maurice Plays: A Primer

The game play is driven by the **action cards**, which are used to activate forces and to modify those actions. Each side keeps a hand of cards that he draws new cards into, and discards them as he plays them. Each card has the potential to do more than one thing, but can only ever be used for a single thing at any given time. Thus, the players always have to make the tough decision to use a card for one purpose and miss the chance to use it for another purpose.

The game is played in alternating **rounds** (side A plays a round, then side B plays a round, and so on.) While playing a round, you are the **active** player, and your opponent is the **passive** player.

In his round, the active player first chooses whether or not to fire **volleys** (musketry and canister). If he does fire, the enemy may fire back. Then he decides whether to play an **event** using one of his cards, or to play one **action** from the four choices always available to him: **march, rally, charge, or bombard**. Choosing an action “costs” a number of cards, depending upon the action chosen, the circumstances of it, and the value of the cards played for it. The player’s choice of action also determines how many new cards he may draw into his hand; the more vigorous action he chooses, the fewer new cards he receives. He could also choose to **pass**, doing nothing but getting more cards to replenish his hand. Thus there is a natural rhythm to the game, in which one side gathers momentum but can’t sustain it indefinitely.

If he chooses an action, the active player designates a single **force** of units with which to act. A force can be as few as one unit, or any number. The composition of a force is limited by the physical proximity of the units, their type, and their formations. It is important to keep your units in supporting distance of each other, and arranged logically so that they can be activated together as a single force.

Having chosen a force to act with, the active player may play an additional card to **modify** his action. (He might, for instance, activate a force to march, and then have a card that modifies their march action to make them better able to traverse difficult terrain.)

The passive player might have **interrupt** cards that enable him to inject complications into the active player’s action. (Or he might decide to save those cards for his own use later when he becomes the active player.) And if the enemy has chosen to charge or fire at him, the passive player can also choose to play modifying cards for his units.

The players resolve whatever action the active player chose: moving, rallying, fighting, etc. That ends the round.

The game continues in alternating rounds until one side’s army morale breaks. Each army’s morale is based upon its regular units and artillery, but also upon whether it holds key positions on the table. If those positions fall, that side loses morale points and the other side gains them. If his line of communications is captured, a player’s army morale drops precipitously.

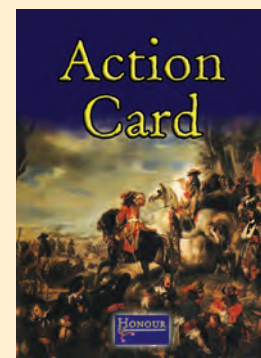
If neither side’s army morale breaks before the game runs out of cards, then night has fallen without a decisive victory.

## Sam, You Mercenary Bastard! Are You Really Going to Make Me Buy a Pack of Cards!?

The *Honour* website will provide a **free** set of basic action cards, for anyone to download. These are enough to play all the basic game rules.

Players may also purchase a full-color set of 108 cards that include extra action cards for all the advanced rules, all the cards needed for the *Succession Wars* campaign game, the cards for army creation and imagi-nation building, and the “Notables”: cards that represent the personalities of particular aristocratic officers who serve in your army.

Surely all gentlemen of quality will choose to purchase the full set, to impress dinner guests, colleagues, and women generally.





# Customize and Create

*Maurice* breaks from the traditional format of “army lists” and ratings for historical units or commanders. Rather, players are encouraged to decide for themselves how they want to represent different armies, units, and commanders, by choosing from a menu of characteristics and traits. The system for rating armies, commanders, and units involves a series of choices, not unlike a role-player creating his favorite character.

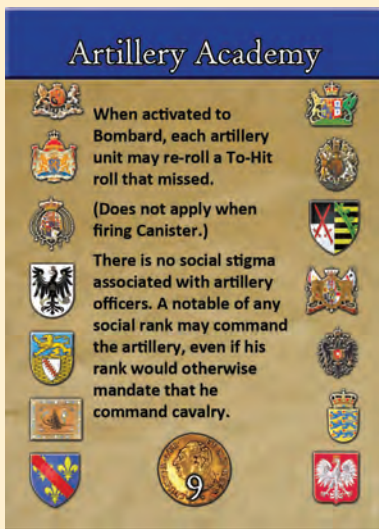
For enthusiasts of *Imagi-Nations*, this is, well... frankly, a blast. At last you have a framework to create your personal 18th century army.

Do you want your men to march like Frederick’s Prussians, charge like Charles XII’s Swedes, hold their ground like British grenadiers, and field a horde of irregular horsemen like the Ottoman Turks....? Well, too bad, you can’t have all that. But you **can** create a balanced force by choosing from a selection of “**National Advantage**” cards. The more you spend on specific doctrinal advantages, the less you can spend on the units themselves, so you will have to find the right balance between size and skill. That will depend upon your own playing style and of course on what you want your favorite units to do.

**“This Fictional Stuff Sounds Cute, But I’m a Strictly Historical Player. I Only Play Historical Scenarios...”**

Even better. At last an end to those arguments about whether the Hungarian Grenzers should be rated “elite” for their performance at the battle of *Ganzunklar*. When creating historical scenarios, you simply assign whatever unit qualities and national advantages to each side that you feel the historical armies deserve. Perhaps you feel that the Dutch infantry should receive the *Lethal Volleys* national advantage for their excellent musketry... or perhaps you don’t. The Prussians in 1740 might receive the *Cadence* national advantage, but not by 1757, when that practice has become normal and no longer confers a specific advantage to them.

The Scenario-Wiki on the *Honour* website is a wonderful resource for players to create and share their historical battle scenarios, army lists, and suggested ratings. For previous games like *Might and Reason* and *Lasalle*, over six dozen historical scenarios and variants were posted. There will be plenty to choose from, and if you don’t like the way that somebody else has done the battle of *Schnurkelfritz*, the Wiki will permit you to post your own variation.



# Succession Wars

*Maurice* includes a limitless campaign system called *Succession Wars* that ties seamlessly with the tabletop game. For players who have clubs or a regular group of gaming friends, this system encourages an ongoing campaign in which the record of battles is kept using “Epic Points.” This is a record not simply of wins and losses, but also of great deeds on the field: an epic defense of a position, a brilliant charge, even tragic events such as the death of one of your favorite officers at the head of the grenadiers. Your character acquires Epic Points that can then be spent on improvements: new units, new officers, and influence at court. Perhaps the king’s mistress might be able to rid you of that dreadful prince of the blood who keeps leading your elite cuirassiers to disaster, and to replace him with an eager young officer who is ready to obey your orders.

The system is handicapped in favor of inexperienced players, so that new arrivals can join your group and have a chance of surviving against the veterans.

*Succession Wars* sets up series of battles between warring coalitions. As one of the king’s favorite commanders, you have some influence on your nation’s foreign policy, but the final decision is not in your hands. Alliances change and shift, as nations drop out of the war, perhaps even returning on the other side. We thus avoid the three common and fatal ailments that plague wargame campaigns:

1. **No Ganging-Up or Betraying Your Friends.** You are part of a coalition today, but your monarch might change his mind tomorrow, and your enemy may become your ally. Thus no one’s feelings are hurt, no one feels that their friends are plotting against them, and gentlemanly behavior towards one’s enemies is not only right, it is logical.
2. **No Elimination.** You are not playing to annihilate your enemy. Indeed, the peace settlements are not in your control. Rather, you are playing for Epic Points: for the fame and glory of your reputation and that of your army. A victory is always better than a defeat, and you will be able to capitalize upon your growing renown, but a defeat is not fatal, and even the most badly-beaten army will eventually bounce back.
3. **No Math. Hallelujah.** Each player keeps a simple, one-page “army log” with the history of his army, its units, and notables. Aside from that, *Succession Wars* is paper- and math-free.



## Gentlemen of Quality

You are not the only high-ranking aristocrat in the army. The king routinely complicates your life by sending **Notables** to serve under you. These men may or may not have great talent and promise, but they definitely have the social and political connections to get themselves assigned to your army, where you will now have to give them something important to do.

If playing ongoing battles in a *Succession Wars* campaign, the notables will come and go in the army as battles are fought. Over time your army will attract notables, some will be killed and replaced, and some you might loathe to the extent that you will spend some of your political capital (i.e., your Epic Points) just to get rid of them. Once attached to your army, a notable remains until an enemy bullet finds him, or until you sack him.





# Enlighten Yourself

## What Will You Need to Play?

*Maurice* is played with normal six-sided dice. You will need a four-sided “disruption” marker - identical to the one used in *Lasalle*. You will need some cotton “smoke” puffs to mark artillery that have fired. And you will need to create a stick for measuring your base-widths (BWs.)

Aside from that, you just need figures.

## What Are the Sizes of Typical Armies? How Many Bases Will You Need?

The size of your army depends in part upon your own choices and preferences. Typically, with a modest table (6' X 4'), you will field about a dozen infantry and cavalry units, and a handful of artillery bases.

Each infantry or cavalry unit is **four** bases. Thus, you can expect a typical army to comprise about fifty bases.

And if you are creating an historical scenario? *Maurice* allows you to flex the scales any way you want, so that a unit that represents a battalion today, can represent a brigade tomorrow. Rather than setting a fixed scale that rules out some players due to space, cost, or time, *Maurice* assumes that you'd like to play battles with the table and figures that you have!

## How Are Battles Set Up?

The opposing players draw a “**Battlefield Card**” to determine the basic terrain in which they are fighting. (Perhaps you are fighting in the hills, or the open plains, or perhaps the king has sent you off to the colonies.) The battlefield card determines what sort of units are most useful for **scouting**, as you try to out-scout your enemy and win the advantage in setup. The same types of units are useful again later in **pursuit**, which determines whether a battlefield victory becomes a crushing, decisive victory.

The battlefield card also limits and guides the placement of terrain on the table, as the players create the battle environment.



One player is designated the **defender**, while the other is the **invader**. A player's advantage in scouting determines whether or not he can choose his role. Each side has a different set of objectives and thus victory conditions.

Your army might excel in some environments, but not in others. Your glorious heavy cavalry might be irresistible on the open plains, but poorly-suited to the mountain passes that you find yourself in today. (Perhaps today is a good day to defend? Hopefully the choice will be yours.)



# Maurice is Coming in 2012

Over the next few months you will see many changes to the *Honour* website, as we get closer to the release of *Maurice*.

No, there is not a precise release date yet.

No, there is not a price yet.

But rest assured that the king's courier will find you and provide you with all of these facts and more, as the time nears.

In the meantime, have a productive winter, paint lots of miniatures, and get ready for so much fun that you'll have to hold on to your powdered wig.

Sam Mustafa

28 October, 2011

(The 315th birthday of Maurice de Saxe.)

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