

Franche-Comté 1636



INTRODUCTION

Franche-Comté 1636 takes place during the 'Thirty Years' War. The scenario focuses on a specific conflict, called the Ten Years' War, set in the Franche-Comté region. This latter, also called "Comté de Bourgogne" at that time, was under de Spanish flag. Its goal is to resist the assaults of Louis XIII army, being King of France, as well as the assaults of Duke of Saxe-Weimar, coming by the North-East.

Franche-Comté 1636 is played in 24 turns, each representing two months, between Spring 1636 and Winter 1644. Two players, Franche-Comté and the Kingdom of France, are facing each other in the Ten Years' War, at the end of the Middle-Ages.

- The **Francs-Comtois (Spanish Monarchy)** and their local leaders, like Captain Lacuzon, try to repel the French and Weimarian armies as best as they could with limited strength. Naturally their determination and their knowledge of the land will be all assets to lead the troops to victory.
- The **Kingdom of France**, assisted by the **Saxe-Weimar troops**, has higher strength, allowing it to overwhelm the enemy and to besiege many cities such as Dole. However they should be careful, some event, like the death of some illustrious character, could lead to a peace treaty which would ensure an opposing victory!

The game's event cards allow full replay ability thanks to the numerous various situations that they create on diplomatic, politic and military fields.

DURATION

Average playtime: 2h00

Favored side: **Franche-Comté**

Most difficult to play: **France**

Game lasts 24 turns (between Spring 1636 and Winter 1644), each turn being equivalent to 4 months.

The **French player** starts the scenario, followed by the **Spanish player**.



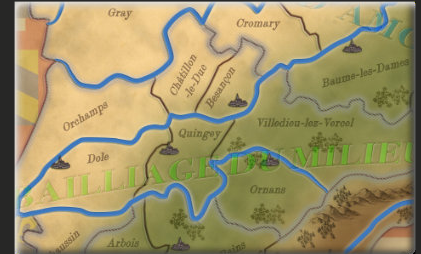
FORCES

The **Spanish player** controls the **Francs-Comtois (beige)** and the **Lorraine units (yellow)**.

The **French player** controls the **Kingdom of France army (blue)**, the **Saxe-Weimar units (green)** and the **Swedish ones (brown)**.

MAPBOARD

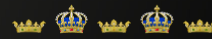
The map shows the Franche-Comté, with the off-map regions of: Saxe-Weimar, Bresse, and also the cities of Auxonne (Duché de Bourgogne) and of Belfort (Alsace).



Aside from mountains (2 PM), all regions cost 1 PM to enter. The off-map regions of Saxe-Weimar and Bresse, as well as the off-map cities of Auxonne and Belfort can be accessed by the **French player** only. The cities of the North-East side of the map (Upper Bailiwick) allow the entry of **Charles IV of Lorraine** reinforcements.

The **French player** cannot enter the South-East side of the map (Pontarlier, Jougne and St. Claude) while Richelieu has not ordered to invade all Franche-Comté.

The **Saxe-Weimar troops** can enter in Franche-Comté from Luxeuil, Faucogney and Lure, or also through Belfort.



VICTORY

IMMEDIATE VICTORY

- For **Kingdom of France** if it reaches or exceeds 30 PV.
- For **Francs-Comtois (Spanish Monarchy)** if it reaches or exceeds 30 PV, or if the peace treaty with Cardinal Mazarin is agreed (diplomatic victory).

END GAME VICTORY

Player with most Victory Points at the end of the game wins the scenario.



BONUS VP

- Each player earns 2 VP the first time controlling each of the following cities: Dole / Besançon.
- Each player earns 1 VP the first time controlling each of the following cities: Pontarlier / Montbéliard / Salins-les-Bains / Lons-le-Saunier / St. Claude.
- For player 2VP when controlling at the end of the game each of this cities: Dole / Besançon.
- For player 1VP when controlling at the end of the game each of this cities: Pontarlier / Montbéliard / Salins-les-Bains / Lons-le-Saunier / St. Claude.
- The Tension Index FCI increases by 1 each time the **French player** captures one of the cities cited above, and decreases by 1 each time the **Spanish player** takes back such city from the opposing hands.

SPECIAL RULES

ECONOMIC PHASE

Each even turn (turns 2, 4, 6...) an economic phase occurs.

Cost of units and cards :

- Logistical units / Infantry / Pikemen / Musketeers / Harquebusiers / Volunteers: 1\$
- Cavalry / Chevaux-Légers / Artillery / extra card: 3\$
- All others: 2\$

NB: it is advised to players to purchase extra cards to renew their hands and give them more opportunities.

TREATY AGREED WITH CARDINAL MAZARIN

There a level showing the Franche-Comté Invasion (FCI) index:

Initially its value is set to 2 and evolves positively and/or negatively to report the invasion degree of the region by the **French player** troops.



The events and strategic captures of some city by any player will influence the FCI each turn. If the level reaches or exceeds 8, then the **Spanish player** can consider an immediate diplomatic victory, if the events allow it: death of Richelieu and Louis XIII, which could lead to the signature of a Treaty with Cardinal Mazarin, allowing to put an end to the hostilities against Franche-Comté, and finally ending the Ten Years' War.

AUSTRIAN SOLDIER ARRIVAL IN PICARDIE



As soon as the red-title card 'Austrian Soldiers in Picardie' is played, the Prince of Condé and part of his **French troops** has to leave the game definitely (random).

FRENCH REINFORCEMENT ARRIVAL



As soon as the red-title card 'Franche-Comté is Invaded' is played, the **Weimarian** and **Swedish troops** of Duke of Saxe-Weimar, as well as the **French troops** of Duke of Longueville and Marquis of Grancey, enter respectively in the regions of Saxe-Weimar, Bresse and Montbéliard. At the death of Duke of Saxe-Weimar, Count of Guébriant is allowed to replace him, entering in Belfort or Montbéliard.

DUKE OF LORRAINE ARRIVAL



As soon as the red-title card 'Charles IV Enters in Play' is played, the **Lorraine troops** of Charles IV enter in a zone of the Upper Bailiwick (owning player's choice). Later in the scenario, other reinforcements from Lorraine will come from any city of the Upper Bailiwick controlled by the **Spanish player**.

OTHER FRANCS-COMTOIS REINFORCEMENTS



As soon as the red-title card 'Claude Cart-Broumet Takes Up Arms in Mouthe' is played, his **Spanish troops** enter in play in the region of Pontarlier.

GUERRILLA UNITS

Some **Spanish unit** (as Lacuzon's units) can be hidden to go through the enemy and attack from behind.

SUPPLY

There is no supply phase or need in this scenario. Wagons serve to reduce maintenance cost of large stacks.